WG13

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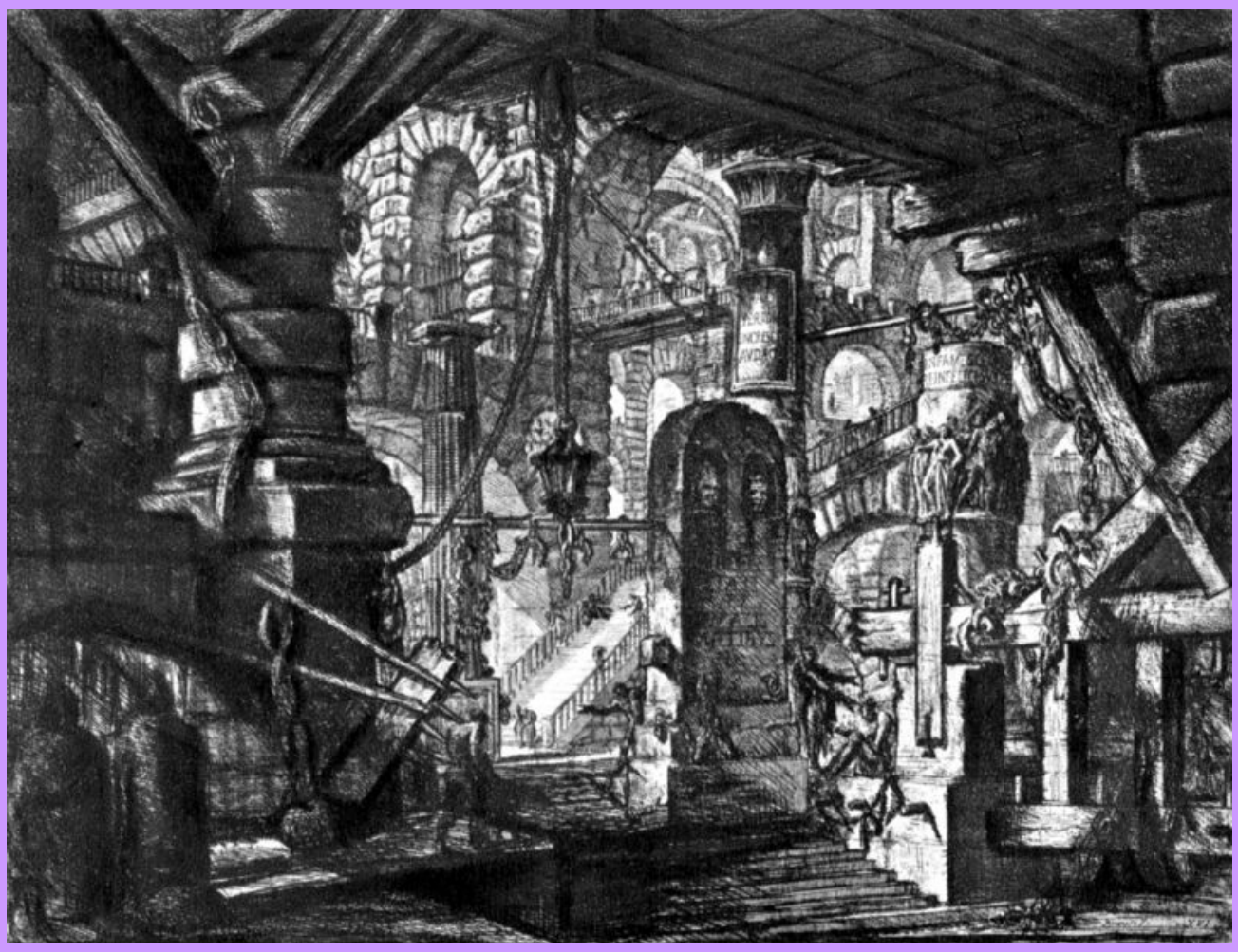

Dungeon Module WG13
Castle of the Mad Archmage™

By Joseph Bloch

An epic role-playing adventure suitable for use with various role-playing systems, including Advanced Dungeons and Dragons™, HackMaster™, Castles and Crusades™, Labyrinth Lord™, Swords & Wizardry™, OSRIC™, etc. Explore the crumbling dungeons beneath the castle of the mad archmage, deal with deadly traps, fight hungry monsters, and win fabulous treasures! *This is an unofficial project; IF YOU ARE LOOKING FOR ONE OF THE MODULES PUBLISHED BY TSR™, WIZARDS OF THE COAST™, PIED PIPER PUBLISHING™, GOODMAN GAMES™, TROLL LORD GAMES™, GYGAX GAMES™, OR SOME OTHER GAME PUBLISHER, THIS IS NOT IT! BUY THEIR STUFF!*

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July 2010 Edition. Final free update!

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Publishing Notes and Update History

The present work is being released in stages, at a rate of approximately one level per month during the year 2009 and possibly beyond. The latest version of this work can be found at http://greyhawkgrognard.blogspot.com. The author can be reached at joseph@josephbloch.com.

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- February 2009: Details dungeon level 3, and corrections to level 2. Orc tribes' names are corrected. This level was debuted at Dreamation in Morristown, NJ March 20-22, 2009.
- March 2009: Details dungeon level 4. Started converting hand-drawn maps to classic blue style.
- April 2009: Details dungeon level 5.
- May 2009: Details dungeon level 6.
- May 2009 Bonus Edition: Details dungeon level 6A, modifies the overview of the dungeons, and includes comprehensive proofreading through Level 6 by Steve Rubin.
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Introduction for the Game Master

The "mega-dungeon" is a concept that has been with the fantasy role-playing game genre since its inception. We know, for instance, that the first campaign settings, such as Gary Gygax's *World of Greyhawk Fantasy Setting™* and Dave Arneson's *Blackmoor™* were centered on such an edifice. So too there was Rob Kuntz's *El Raja Key™* dungeon, elements of which were later incorporated into Castle Greyhawk when Kuntz was brought in as co-DM and the whole re-worked and expanded. Even Ed Greenwood's Forgotten Realms setting had its *Undermountain™*. Most recently, an abortive attempt was made by Troll Lord Games to publish a version of Gary Gygax's venerable dungeon setting, only to release a single level of the actual dungeons before the project was brought to a halt.

The present work is intended as an homage to the tradition of the mega-dungeon, which is currently undergoing a revival in certain corners of the role-playing community, in marked contrast to the newer design choice known as the "adventure path". Where the latter expects the players to undertake a specific mission and complete specific goals, the former is completely open in scope, enabling players to either form their own goals or simply explore for the sake of exploring.

It should be stressed that the present work in no way pretends to any sort of authenticity when it comes to Gygax's original campaign run out of Lake Geneva and so many gaming conventions over the years. It is just one guy's attempt to write a dungeon, inspired by what we do know about Gygax's original. The fact that the present work may possess a certain passing compatibility with any products that have been commercially published is a function of its having been used in a living campaign that itself utilized certain published products, and a certain level of compatibility when it comes to aligning of stairways and certain other details is therefore inevitable.

The use of or allusion to certain published names, locales, and so forth is "transformative" in the legal sense (it "adds something new… altering the source with new expression", to quote the relevant Supreme Court decision on the subject). The current work is presented under the principle of Fair Use of those items and should be considered as "fan fiction". "Greyhawk" is a trademark of Wizards of the Coast, but it may not be the only such trademark found herein. All trademarked terms are the property of their respective owners, no challenge to any trademarks is intended, and all such terms are used without permission.

It should be remembered that the dungeons are not static. Areas which players may clear out will not remain empty; new creatures will move in or be placed therein, traps will be reset, altered, or added afresh, etc. Humanoids will breed (quickly, in some cases) and their ranks will be thus replenished. Tensions and rivalries between factions or individuals could spill into open conflict over the course of time, alliances could be broken or forged, treasures or new areas of the dungeons seized by various individuals and factions, new construction could take place and old areas suffer cave-ins or modifications, and so forth. The dungeon should never be in a state of stasis, completely inert sans the coming of the player characters to bring it to life.

Non-detectable teleporters exist within the dungeon. For that reason, it is recommended that game masters get in the habit of describing passages and other dungeon features in terms of "left" or "right" (relative to the orientation of the PCs) rather than in cardinal directions, unless the PCs have some sort of means of detecting compass direction (and even then, there may be effects that interfere with such, as indicated by the text).

Where gems and jewelry are indicated as treasure, no value is usually given. Roll randomly to determine value per your rule system of choice. Where "dungeon dressing" is indicated, feel free to use more extensive tables from your rules if they are handy.

Coins have a slightly different value here than in the standard AD&D rules (although using the standard rules won't imbalance things much):

5 iron pieces	=	1 brass piece
10 brass pieces	=	1 bronze piece
5 bronze pieces	=	1 copper piece
5 copper pieces	=	1 silver piece
5 silver pieces	=	1 electrum piece
10 electrum pieces	=	1 gold piece
1 e.p. + 1 g.p.	=	1 platinum piece

Remember that one-way doors are normally not detectable from the non-opening side, appearing as ordinary doors from the other side. Unless PCs are careful, they will not be able to retrace their steps.

You will see various humanoid lairs in the various levels, including barracks and the like. Unless the PCs are extraordinarily clever, powerful, and/or lucky, it should be rare that they encounter these barracks in their full state. These creatures are intelligent and will mobilize to deal with intruders; ambushing them, setting traps, making stands in hallways, etc. Many of the humanoids encountered in the dungeons are armed with pole-arms. When wielded in a 10' wide corridor, such weapons are effective indeed, as it is nearly impossible to advance without taking a hit in the process. Don't let such humanoids be pushovers; they will use their native terrain to their best advantage.

Overview of the Dungeons

The Castle of the Mad Archmage lies but a few miles east of a prominent city, the details of which are left to the individual game master to provide. It sits on a prominent bluff, and those portions of the edifice which are above ground are in a general state of disrepair. Several entrances exist, however, to the extensive labyrinth of passages caves that lie beneath.

As a rule, corridors and rooms are between 8' and 10' in height, and 20' separates one "main" level from another. Sub-levels will not necessarily follow this pattern (such as Level 6A, which is a mere 10' below Level 6). The entire place is unlit except where noted in the text; infravision and ultravision will operate normally, again, except where noted. Most doors are not locked, but will be stuck, requiring an open doors check. Note that each such check beyond the first involves battering the door, and will necessitate a random encounter check due to the noise. Unless specified otherwise, walls, floors, and ceilings are of mortared stone blocks, and doors are of wooden construction with metal bands and fittings. You may notice in some instances that stairways do not line up precisely between levels. This is intentional - a subtle teleportation effect intended to foil players who insist on having maps that are accurate to the nearest inch.

Here is a brief overview of each of the levels beneath the ruins of the Castle on the surface, with the proviso that there exist a number of sub-levels of specific nature which are not included in the following overview, but which may be detailed further on in the present work.

Level One: The Storage Rooms. This level was given over to storage for provisions for the castle above.

Level Two: The Deep Cellars. These include barracks for the troops of the Mad Archmage. The orcs and hobgoblins from Level 3 are making inroads here.

Level Three: The Dungeons. The Great Central Shaft begins on this level, and Obmi's laboratory is here as well. Two orc tribes and a tribe of hobgoblins vie for rulership.

Level Four: The Lower Dungeons. This area holds the famed Arena where bloody games were once held.

Level Five: The Deeps. This level contains the laboratories wherein the Mad Archmage conducted his experiments, as well as his torture chambers and the entrance to his menagerie. The Great Stone Face is here as well.

Level Six: The Labyrinth. An extensive series of trap-laden passages and chambers that serve to bedevil intruders. There is also a Level 6-A: The Sub-Labyrinth, which serves as the main way to reach Level 7.

Level Seven: The Crypts. The Great Central Shaft ends here. The main feature of this level is the Bone Road, off of which dozens of smaller crypts and tombs can be found.

Levels Eight through Eleven: The Lesser and Greater Caves and Caverns. This is a vast and multi-level series of interconnected natural caves and tunnels, home to a number of powerful and deadly inhabitants.

Level Twelve: The Catacombs. Here there be dragons.

Level Thirteen: The Maze. Wherein lays the greatest mystery of the dungeons.

The Greyhawk Construction Company, Ltd.

As the Castle of the Mad Archmage is intended to be a continual work in progress, it is inevitable that there will be places within the dungeons which are not yet complete, but which the PCs may find themselves in a position to explore anyway. Such areas are quite literally "under construction", and the Greyhawk Construction Company, Ltd. is a way to signal that to the players.

The GM should, of course, use the GHCC whenever he or she deems that a given section of the dungeon should remain inaccessible, or, perhaps, as a signal to long-term players that something is no longer the way it was. The signs of the GHCC being at work, or recently having been at work, can vary. Roll on table 0.1.

Table 0.1: Signs That the GHCC Is At Work

Roll	Sign or Barricade
1	Yellow construction tape with black stripes. The tape reads "Greyhawk Construction Company - DO NOT CROSS" in Common, and is easily broken or cut.
2	1d4 black and white striped barricades, of wooden construction (like a sawhorse), each with a yellow flashing light atop it. They bear the notation "Greyhawk Construction Co., Ltd." The lights stop working if moved more than 30'.
3	1d4 orange and white striped barrels, with the letters "Gh.C.C." stenciled on them in black.
4	1d6 orange cones made of some durable but flexible substance.
5	A yellow diamond-shaped sign with a black stylized figure on it with a shovel. If examined closely, the figure doesn't look like it was quite designed to depict a human, but it is impossible to put one's finger on how.
6	A combination of 2 of the above. Roll twice more, ignoring and re-rolling on a 6.

PCs being what they are, of course, they are likely to want to cross such barriers anyway, assuming that they are put up as some sort of deterrent or bluff. If they should choose to do so, roll on table 0.2 for effect, but always with the GM's understanding that no progress will be made, no matter how much the PCs persist.

Table 0.2: Effects of Bypassing A GHCC Barricade

Roll	Effect
1	When they go past the warning, the party is immediately teleported back into the same corridor/room they came from, going in the other direction. If this is in a fairly nondescript corridor, they could go quite a while before figuring out they are actually retracing their steps. If the barricade blocks a staircase, PCs will find themselves emerging at the top/bottom

of the stairs they thought they were going down/up, and possibly will think themselves on another dungeon level.

2 The obstruction blocks the way. Trying to move it causes 2d6 magical electrical damage to the person touching it, no saving throw. If they persist, the PCs encounter another GHCC barricade 20' in.

3 A plain brick wall (especially effective if they are trying to go through a door).

4 An apparent cave-in.

5 A traffic control orc stands in the way. He is a typical orc, but entirely non-threatening. He wears a bright yellow helmet and carries a large octagonal sign on a pole with the word "STOP" in common. If the PCs kill the orc or otherwise bypass him, they will encounter another GHCC barricade 20' further in. Re-roll everything, re-rolling a 5 on this table. The orc will not converse with the PCs.

6 PCs enter the Construction Site (see below).

The Construction Site is a pocket dimension which is a magical metaphor for whatever sort of physical construction is going on in the dungeon. It takes the form of a large sandy field, some 100' on a side, surrounded by wooden clapboards (which will prove completely impenetrable if such is attempted). Signs bearing the legend "POST NO BILLS" may be found in several places on the walls (sometimes on, under, or next to other signs that just say "BILL"). The sky is a formless gray haze. It is a blur of activity as some 20 or so orc workers are constantly moving bricks on hods, carrying boards, pouring concrete, operating large steam-driven machines, and so forth. All are wearing bright yellow helmets and will completely ignore the PCs. There is also an ogre Foreman, who is constantly referring to blueprints in his hands and shouting orders to the orcs. He will at least take notice of the PCs if they insist on interrupting his work, and will annoyedly inform them that they are already behind schedule, have no time for gawkers and interruptions, time is money, etc. Under no circumstances will the PCs get any useful information from the Foreman, and if they do manage to get a look at the blueprints, they will prove to be blank. For all the frenetic work of the orcs and the shouted orders of the Foreman, no progress ever seems to be made. There is an obvious door in the wooden wall, which will lead the PCs back whence they came.

There is no treasure to be had in the Construction Site, and the GM is encouraged to have fun with it as an encounter to befuddle the PCs; a steam whistle will blow, and all the orcs will stop their work and produce lunchboxes, etc. If they dawdle in the place, it should be demonstrated to the PCs that construction sites are dangerous places; beams fall from seemingly great heights, wrecking balls swing out of nowhere, red-hot rivets get driven into armor, etc. With each such "accident", the Foreman would naturally shout at the PCs, telling them not to be so clumsy, to get out of the way, pointing the way to the door, etc. If the PCs persist in staying, no rest can take place in the Construction Site due to the constant noise, and thus no healing or memorizing of spells can take place. In any event, after 1d8 hours, the PCs will hear a shrill steam whistle and find themselves suddenly back where they started, at the GHCC barricade. In short, being in the Construction Site should not be able to be turned into an advantage for the PCs. Be creative. Be evil.

If they attempt to re-enter the Construction Site, the PCs will find their way blocked by solid stone.

Introduction for the Players

But a few scant leagues from the walls of the bustling grey city lay the crumbling ruins known as the Castle of the Mad Archmage. Long shunned by the local townsfolk, decades ago a series of vast treasure hoards were discovered in the twisting mazes beneath the castle proper, along with hungry beasts and deadly traps aplenty. Legends were made in that time; names the like of Erac's Cousin, Melf, Tenser, Otiluke, and Lord Robilar will live on for centuries. Eventually, though, the dungeons lost their luster as the treasures became smaller and harder to win, the traps were dismantled, and the monsters slain; eventually only the desperate or foolhardy dared enter the dungeons beneath the castle.

Recently, however, reports have surfaced of renewed stockpiles of wealth in the dank passages and chambers beneath the hillock upon which the still-ruined castle rests. Regions once deemed devoid of monstrous habitation have been reported to teem with activity. Traps both magical and mundane have once more brought explorers to their doom. Too, changes both subtle and gross have been noted in the very layout of the passages and chambers, rendering old maps and knowledge dangerously unreliable if not outright useless. Something is definitely afoot, and most honest folk in the nearby city find the prospect an unnerving one indeed.

To the bold and daring, however, only one message needs to be heard. The castle and its dungeons are once more ripe for exploration, and new legends are ready to be made!

Acknowledgements

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Level One: The Storage Rooms

In deference to the design preferences of individual game masters as to how, precisely, they wish to include such a piece into their own campaigns, this product begins on the Second Level. Game masters are encouraged to either develop their own above-ground sections and the dungeon level immediately beneath, or to find some commercially-available product and work from there.

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Level Two: The Deep Cellars

The Deep Cellars comprise many of the barracks used by the Mad Archmage to house his troops in the castle's heyday. A band of brigands has taken up residence here, as has a priest of Demogorgon, and the humanoid tribes from Level 3 have all sent up advance parties as a prelude to expanding their influence here. A family of gorics (see Appendix III) is also here.

There are four maps for this level: Northeast, Southeast, Southwest, and Northwest. Bear in mind that the area depicted on the Northwest map is isolated from the rest of the level; there is no way to get there from another portion of the level other than by moving to higher or lower levels and then finding an entrance there.

This level has direct access to levels 1 and 3, as well as the surface.

Table 2.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	4-9 (1d6+3) giant rats
2	Gelatinous cube
3	1d4 giant centipedes
4	Ochre jelly
5	Floating pearlescent bubble causes 2d6 (10' radius) damage if touched; 1 in 6 has a gem.
6	Pick monster from nearby room
7	Pick monster from nearby room
8	Pick monster from nearby room
9	Pick monster from nearby room
10	Pick monster from distant room (note that northwest map is isolated from the rest of the level)
11	Pick monster from adjacent level
12	Dungeon Dressing (use table 2.2)

Table 2.2: Dungeon Dressing

If you feel the need to spruce up any corridors or empty rooms with minor details, use the following table. Use common sense when it comes to repeating choices.

Roll	Dressing
1	Evidence of a recent battle (broken arrows, rent shield, broken dagger, but no bodies)
2	Small puddle
3	Arrow chalked on floor (50%) or wall (50%)
4	Burnt out torch (50%) or candle (50%)
5	Humanoid leg-bones (one leg)
6	Broken padlock and 6" of rusty chain
7	Sound of shouting from far behind the PCs
8	Gust of warm air lasts 10 seconds, then stops
9	Graffiti reading "Beware the drums!"
10	Moist niter on wall
11	Pipes run along ceiling for 20' or so, then disappear into stonework. They are warm to the touch.
12	Special (see APPENDIX IV: Special Random Encounters)

Encounter Areas

1. COBWEBBED CHAMBER. Huge spider (13 h.p.). The staircase leads up to Level 1: THE STORAGE ROOMS.
2. TROGLODYTE CHAMBERS (#2 - #4). A family of troglodytes has taken up residence here. 5 in this room (8, 8, 9, 10, 11 h.p.).
3. The troglodyte leader (16 h.p.) resides here with the group's treasure (2,300 s.p., 1 piece of jewelry).
4. 6 troglodyte females and 4 young.
5. CLOSET. 2 skeletons (5, 5 h.p.). One has a pouch with 15 s.p.
6. SHRIEKER. One shrieker is here (11 h.p.) which will alert the inhabitants of rooms 7 and 9 if it sounds.
7. HOBGOBLIN PATROL. A group of "Flesh Render" tribe hobgoblins has set up camp here (see Level 3). This room holds 5 warriors (4, 5, 6, 6, 6 h.p.) armed with flail and composite bow. Each has 2-12 g.p. If alerted by the shrieker in room 6, they will wait in ambush, attacking intruders through the passage with their bows and encircling them if they make it to this room.
8. SECRET CHAMBER. This room has remained undiscovered by the hobgoblins. It contains a trapped chest (poison needle, save +2 or die) containing 1,460 s.p. and a *potion of clairvoyance*.
9. HOBGOBLIN CORPORAL. The leader of this small incursion has 9 h.p. and is in possession of a map which shows the way from this area to the stairs at #66. That map shows #47 with the wall closed to the south. The patrol attempted to return, but found that way closed, and retreated back to this advance position. He has 27 g.p.
10. CISTERN. A hole in the ceiling leads up to a chamber above, where water is drawn. A water weird dwells within. The cistern is otherwise not accessible.
11. GAUNTLET. Walls are covered with murals of running, track & field, etc. 5-headed hydra (22 h.p.). Note one-way doors in northwest entrance; intruders must make it past the hydra and exit to the southeast. The beast won't leave this room.
12. RATS (#12-14). A gentleman, wearing soiled and torn but fine clothes, is seen chained to the wall. He introduces himself as Harcourt Fenton, who has been kidnapped by the Black Spear Gang (see #35-40). In reality, he is a wererat (15 h.p.). He tries to lure PCs into the room so his rats (see #13 and 14) can attack. The chains are not really locked. *In extremis* he will change into giant rat form and disappear into one of the several small tunnels that line the walls; similar holes also lead to rooms 13 and 14.
13. 6 giant rats (1, 1, 2, 2, 3, 4 h.p.) will respond to Harcourt Fenton's summons if needed.

14. 7 giant rats (1, 2, 2, 2, 3, 4, 4 h.p.) will respond to Harcourt Fenton's summons if needed. They also guard their combined treasure: 200 s.p., 85 g.p., 3 gems, and a *scroll of cure light wounds*.
15. THREE DOORS. There is a 3' high pedestal in the middle of the room, on which is a single golden key. The three eastern doors are all ornately carved and have conspicuous keyholes. If they are examined carefully, each door has words worked into the carvings. Door A says "Don't be boaring" (sic). Door B says "Why waste your time?" Door C says "Heaven can wait". If the key is used to open door A, a wild boar is released from stasis and immediately attacks (17 h.p.). If the key is used to open door B, a giant pile of offal and sewage spews forth from the doorway, with a 25% chance that a rot grub (1 h.p. each) will infest any character standing within 10 feet of the door. If the key is used to open door C, a blue mist envelops all those within 10 feet of the door. Those whom it touches will not bleed the next time they are reduced to negative hit points; they will instantly stabilize without the need for their wounds to be bound (they will still need to be *healed* or *cured* in some fashion to bring them to positive h.p., though).
16. CENTIPEDES. 7 giant centipedes (1, 1, 1, 1, 2, 2, 2 h.p.). 11 g.p. and 1 gem are hidden in trash.
17. EMPTY ROOM. Scraps of cloth and bone on the floor.
18. STATUE. There is a 8' tall statue of an ape wearing a fez, squatting and holding a cup, here. Putting a coin in the cup will cause a sound of simian laughter, and whoever placed the coin will get +1 on their next saving throw or "to hit" roll, whichever comes first. The coin disappears. The effect can be used once per day. *(DESIGNER'S NOTE: Players familiar with the original Greyhawk campaign may think this is somehow related to module WG6 Isle of the Ape. Paranoia is good.)*
19. OLIVE SLIME. An olive slime (11 h.p.) has established itself here. (Remember, 50% chance that nobody notices the victim has been infected.)
20. SLIME CREATURES. If they hear activity in room 19, two slime creatures (3+2 HD, 15, 16 h.p.) will come to investigate/attack.
21. SECRET CLOSET. A *robe of wisdom* (acts the same as a *pearl of wisdom*) hangs on a hook here. There is a ring worth 150 g.p. in a pocket.
22. EMPTY ROOM.
23. ROOM O' LEVERS. There are 24 different levers here. Randomly, half are up, and half down. If moved, there is a 25% chance that there will be a distant sound of gears or machinery moving, to no real effect. But don't let that stop your players from all sorts of angsty fun.
24. HALL OF ARMOR. Each niche holds a skeleton: two human, two elven, one halfling, one dwarf (4, 5, 6, 6, 7, 7 h.p., all have AC 3). Each is wearing plate mail appropriate to its size (be sure to use weapon vs. AC table).
25. EMPTY ROOM.
26. BUBBLES. Three pearlescent bubbles are floating in mid-air. If they are at all touched, they will explode for 2d6 points of damage to all within a 10' radius. There is a 1 in 6 chance that each bubble will hold a gem.
27. GRIMLOCKS. 4 grimlocks (8, 9, 10, 10 h.p.) have made this room their home. They are armed with hand axes and each has 8 g.p.
28. GRIMLOCK LEADER. The leader of the wayward grimlock band lives in this room. He has 3 HD (19 h.p.) and is AC 4. He has a chest with 80 g.p. and a *potion of extra healing*.
29. EMPTY ROOM. Broken table and chairs.
30. APPARITION. An apparition (40 h.p.) dwells here; it is the spirit of one of the former stewards of the castle. If the room is entered, it will seem to rise from the canopy bed to attack intruders. The room is a richly appointed bedroom, but the various furnishings and decorations are in tatters.
31. INNER SANCTUM. 3 chests, all locked. Chest#1 has a poison pin trap on lock (save or die) and contains 4,000 s.p. Chest #2 has an acid spray trap if opened (20 points of acid damage to anything in front of the chest within 6', save vs. breath weapon for half damage) containing 2,000 e.p. and a *longsword +1/+3 vs. flying creatures*. Chest #3 has a *fire trap* spell cast upon it (half chance to detect, does 1d4+8 damage, save vs. spells for half) and contains 4,000 g.p. and a scroll with the magic-user spells *shield* and *knock* on it.
32. SECRET CLOSET. 3 skeletons (3, 3, 5 h.p.). Also has lever which will unlock the door to Area #194 on Level 3: THE DUNGEONS (accompanied by the sound of machinery) if pulled.
33. EMPTY ROOM. Empty and smashed large amphorae once contained oil.
34. EMPTY CLOSET. 3 amphorae are still intact (equivalent to 30 vials of oil).
35. BLACK SPEAR GANG (#35 – 40). A group of brigands has taken up residence with the idea of ambushing adventurers after they are weakened. They have not been very successful of late, and will often send out patrols to look for likely targets, setting up ambushes, etc. 2 brigands are in this room (5, 7 h.p., AC 7, broadswords and slings) with 10 s.p. each.
36. 2 BRIGANDS. (4, 6 h.p., AC 7, broadswords and slings), 10 s.p. each.
37. 3 BRIGANDS. (3, 5, 5 h.p., AC 8, spears and light crossbows), 10 s.p. each.
38. BRIGAND LEADER. Tov Encher (F3, 16 h.p., AC 4 (chain & shield), broadsword and light crossbow) leads the Black Spear Gang. He has a *dagger +1* and has 20 s.p. on his person.
39. HIDDEN CHAMBER. This is where Tov Encher has hidden the gang's loot. There are 150 g.p., 475 s.p., 1,100 c.p., 2 suits of dwarf-sized chain mail, 3 longswords, and 8 weeks worth of rations here.
40. 2 BRIGANDS. (5, 6 h.p., AC 7, longswords and slings). Each has 10 s.p.
41. KITCHEN. An adventuring necromancer left these guards/porters behind; 4 zombies (6, 8, 9, 11 h.p.).

This room appears to be a disused kitchen, with a large larder to the east with rotting foodstuffs.

42. DAMP ROOM. 3 giant frogs (2 HD; 9, 9, 11 h.p.).
43. CITY IN A BOTTLE. In the middle of this room is a pedestal with a large glass bottle. Careful examination reveals an entire miniature city exists within the glass! It cannot be moved or harmed in any way. If the GM wishes, he can develop the city as an adventuring locale, with the PCs magically teleported within by touching the glass. Otherwise it's just a curiosity. *(DESIGNER'S NOTE: GMs with access to the adventure module "The Original Bottle City" by Rob Kuntz and currently published by Pied Piper Publishing may wish to locate that module here. See the "Recommended Reading" section.)*
44. LAUGHING SKULL. If this room is entered, a human skull rises from the floor laughing hysterically for 1 minute. It then floats gently to the floor. The room is otherwise empty. The skull will lose its enchantment if removed.
45. EMPTY ROOM. Table and 4 chairs.
46. SPIDER! A huge spider (12 h.p.) dwells here. The corpse of an unlucky elf is here, with 85 g.p.
47. TRICKY WALL. The wall at this intersection swivels, either blocking the south or west passage. Will be blocking either way, 50% chance. Check every 6 hours game-time.
48. GRAFFITI. This room is mostly empty, but scrawled on the wall (where the secret door is) is the following graffiti: *"One, two, three! You can't hide from me! One, two, three! Just you wait and see!"*
49. INVISIBLE STALKER. This elemental (30 h.p.) will follow intruders and attack intermittently (every 1d6 turns) using hit-and-run tactics for as long as they remain in the dungeon. If slain, it returns to its home plane, but is replaced by another after 1d6 days. If the graffiti in Area #48 is erased from the wall, the enchantment is broken.
50. XVARTS (#50 – 55). A raiding party of xvarts has managed to establish themselves in this corner of the dungeon, mostly by keeping a low profile. They are currently trying to figure out how to either get out of the dungeon or summon more of their kind to oppose the Old Guard Kobolds above. This room holds 4 xvarts (2, 3, 3, 4 h.p.) each with 3d6 s.p. If alerted, they will ambush and fight with cunning.
51. XVARTS. 3 xvarts (3, 5, 5 h.p.), 3d6 s.p. each.
52. XVARTS. 4 xvarts (3, 4, 4, 5 h.p.), 3d6 s.p. each.
53. XVART LEADER. (7 h.p.), armed with a net. 18 s.p. Has a small silver figurine of Raxivort, the xvart deity, worth 10 g.p.
54. XVARTS. 3 xvarts (1, 2, 3 h.p.), 3d6 s.p. each.
55. XVART COMMON ROOM. From 0-7 xvarts will be here at any given time during normal hours. Tables, benches, food and drink are here.
56. STAIRS TO LEVEL 3. This marks the point where a stairwell goes from Level 1: THE STORAGE ROOMS to Area #61 on Level 3: THE DUNGEONS. It is otherwise inaccessible from this level.
57. PORTCULLIS ROOM. Note that this room is accessed via a locked portcullis. Put something neat here. Wing it.
58. EMPTY ROOM. Broken boxes and rotten straw.
59. WINE. The casks of wine in this storage room are still mostly intact. 5 large casks (3,000 g.p. weight each) of fine wine are worth 300 g.p. each if they can be transported back to civilization.
60. GUARD DOG. A hell hound (4 HD, 15 h.p.) dwells here, protecting its master in Area #61, who will be alerted by any sounds of combat herein.
61. BEDROOM. The dwelling of Marquand the Great (also known as "the Mediocre" to those who know him), a Conjuror of indifferent abilities (M-U 3, 10 h.p., lawful evil, spells memorized: *friends, hold portal, web*). He wields a *dagger +1* and has 125 g.p. in a small chest under the bed. His spell book has the above spells plus *read magic* and *identify*. He will come to Area #60 in one round if there is combat and will call off the hound and parley. If refused, he will flee if possible. His spell book is hidden under a secret space under the floor.
62. STAIRS TO LEVEL 1. These stairs lead to Level 1: THE STORAGE ROOMS.
63. SOUND CHAMBER. This large room is empty, but carries sound particularly well throughout this section of the dungeon. Check for wandering monsters every round the PCs are here and doing anything but staying perfectly still.
64. TELEPORTER ROOM. The room appears empty. Once the PCs enter, they are all teleported without detection to Area #114. Only works once per day, either way.
65. CLOSET. 3 skeletons (3, 4, 6 h.p.).
66. STAIRS TO LEVEL 3. These stairs lead to Area #40 on Level 3: THE DUNGEONS.
67. GRINNING SKULL ORCS (#67 – 70). An advance force of "Grinning Skull" orcs from level three have established themselves here. 5 warriors are in this room (3, 4, 4, 5, 5 h.p.) armed with spears. Each has 2d6 e.p.
68. ORCS. 5 orc warriors are here (2, 2, 5, 6, 6 h.p.), armed with spears. Each has 2d6 e.p. Supplies are here too.
69. ORCS. 2 orc corporals are here (7, 7 h.p.), armed with swords and flails. Each has 1d6+6 e.p.
70. ORC SERGEANT. The leader of the outpost has set himself up here in style; four-poster bed, wine, etc. He has 8 h.p. and is armed with a longsword and battleaxe. He has 15 e.p. on his person and 50 g.p. hidden in the mattress of the bed. He knows about the secret passage and will flee to warn the tribe if possible.
71. TWO TRAPS. As soon as someone walks through the door, a guillotine blade comes down in the doorway. Save vs. paralyzation or take 2-20 h.p. damage. When someone enters the middle of the room, darts shoot out from the east wall; roll to hit as if shot by a 3rd level fighter, 2d3 darts total.
72. MUSICAL INSTRUMENT STORAGE. Several musical instruments are to be found here. Two drums (worth 6 g.p. each), a flute (15 g.p.), a lute (25 g.p.) and

a mandolin (28 g.p.). The flute radiates magic, but the actual enchantment has long since faded away.

73. BROKEN BOXES. This room is choked with broken chests and boxes. Hidden amongst them is a worry-hag (14 h.p.; see Appendix III for details). It will attack from the debris (4 in 6 chance of surprise) and then flee into the dungeon, attempting to draw the PCs into danger.
74. EMPTY ROOM. Picked clean.
75. PORTCULLIS. Normally locked, can be opened with standard *bend bars* roll or by using the lever in Area #85.
76. TRIPLE TRAPS. Each dead-end passage is trapped. A has an arrow trap hitting the first person at the end of the passage (roll Dexterity or lower on d20 or take 1d6 damage). B has an acid spray that hits all in the last 20' of the passage out of the ceiling (save vs. breath weapon or take 1d6+3 points of acid damage). C has a gas trap affecting everyone in the last 10' of the passage; save vs. poison or lose 50% of strength for 1d6 hours.
77. STAIRS TO LEVEL 1. These stairs lead to level 1: THE STORAGE ROOMS.
78. DWARVEN EXPLORERS. A party of dwarves has taken up temporary residence here. 3 warriors will be in this room (F2; 9, 10, 11 h.p.) with chain mail and battleaxes. Each will have 20 g.p.
79. DWARF LEADERS. Olaf Guttergut is a swordsman/ bravo (F3/T3; 20 h.p.) with leather armor and a *+1 battleaxe*. Trusti Lichtenforn is a swordsman/ priest (F3/C3; 18 h.p.) with *chainmail +1* and a scroll of *cure serious wounds*. They have 50 g.p. and 1d6 gems each. All are LN and are not automatically hostile, although they are cautious.
80. CLOSET. 2 skeletons (4, 5 h.p.).
81. SECRET ROOM. Huge pedipalp (10 h.p.). This room has two large iron wheels, one on either end. When turned, these will cause huge banging noises to apparently approach the room through the walls, but ultimately have no real effect.
82. COVERED PIT TRAP. 20' deep with spikes (3d6 damage, save vs. breath weapon for 2d6).
83. SECRET ROOM. Has a bed, table, three chairs, and signs of recent habitation.
84. EMPTY ROOM.
85. TREASURE ROOM-- SORT OF. There is a window in the northern wall (1' wide with iron bars) allowing those in the hallway to see into the room. Heaps of coins and golden accouterments can be seen. The door to the south is locked. On the east wall is a large lever which unlocks the portcullis at #75. The coins and treasure are all illusionary, concealing yellow mold.
86. FALSE DOOR TRAP. A false door lures the curious into a covered pit trap 20' deep (2d6 damage).
87. TROGLODYTE CAVES (#87-89). These caves have sandy floors, quite unlike the stone hallways elsewhere in this vicinity. The door is not locked. This cave holds 7 males (7, 7, 8, 8, 8, 10, 11 h.p.). They are armed with stone battle axes. The one-way secret door leads from a staircase to Level 1: THE STORAGE ROOMS.
88. Five troglodyte females (3, 4, 4, 5, 6 h.p.). There are four youngsters here as well, and a clutch of eggs in the small cave in the northwest corner.
89. The troglodyte leader (3 HD, 18 h.p.) is here with his consort (8 h.p.) and 3,000 s.p. He is armed with a stone morning star and also wears a golden necklace worth 120 g.p. The leader knows about the secret door to Area #90.
90. EMPTY ROOM.
91. SECRET ROOM. Currently inhabited by a large grey ooze (16 h.p.), which has learned to avoid the green slime (10 h.p.) on the ceiling by the south entrance.
92. OCHRE JELLY. A large (30 h.p.) specimen has made its way here.
93. IMPROMPTU SHRINE. Someone in the past placed a statue of Juiblex on a table here; burned-out candles surround it. The creatures nearby have been drawn to this place. The statue is silver, and radiates both magic and evil. It is worth 40 g.p. to a collector or worshipper of the Faceless Lord. Slimes, puddings, and jellies will be drawn to its vicinity, however.
94. GIANT ANT COLONY (#94 – 95, 98 – 100). All of the doors here have holes along the bottom large enough for 2 ants to pass at the same time. This room will have 10 worker ants (6, 6, 7, 8, 8, 8, 9, 10, 11, 13 h.p.) passing through, moving out into or coming back from the dungeon looking for food, etc.
95. FOOD CHAMBER. 12 worker ants (5, 6, 6, 7, 8, 8, 8, 8, 8, 10, 11, 14 h.p.).
96. SECRET ROOM. Note that there is no ant-hole in the door to this room. There are two large locked chests full of 2,000 bronze coins each. The second also has a *cursed shield -1*.
97. EVEN MORE SECRET ROOM. There are two large locked chests here as well (identical to those in Area #96). The first is trapped with gas; opening the chest will fill the room with an orange gas; save vs. poison or lose 1d6 points of strength for 1d6 hours (won't bring strength below 3). Each chest holds 2,000 g.p. The first also has a scroll of *remove curse*.
98. EGG CHAMBER. 10 worker ants (5, 6, 6, 7, 7, 8, 10, 11, 12, 13 h.p.) and 5 warriors (3 HD; 10, 11, 16, 20, 21 h.p.) guard several dozen eggs.
99. QUEEN. (10 HD; 45 h.p.). There is a pile of coins here; 600 c.p., 200 s.p., and 40 g.p.
100. FOOD CHAMBER. 8 worker ants (8, 9, 9, 10, 11, 14, 15, 15 h.p.).
101. CENTIPEDES. Rotting bolts of cloth and sacks that once held flour. Now 6 giant centipedes (1, 1, 1, 1, 2, 2 h.p.) dwell here.
102. BROKEN BOXES. Several smashed crates are here, as well as an intact bulls-eye lantern and a cask of oil (equivalent of 10 vials).
103. EMPTY ROOM.
104. CLOWNS. The walls of this room have been hastily covered from floor to ceiling with drawings of

clowns. At first they seem normal, but if studied, a more sinister appearance can be noted.

105. DOUBLE SECRET ROOM. A shadow (17 h.p.) guards its own corpse; long since mouldered to corruption, which has a *broadsword +1*, 6 gems, a ring worth 40 g.p., and 45 g.p.
106. SECRET CHAMBER. A large lever controls the portcullis to Area #119. Default = closed/down.
107. MOAT OF BLADES. As soon as this room is entered, explorers can hear a sound as of a thousand pairs of scissors opening and closing. On the western end of the room are two boards of ironwood, 2'x12'x2". The northeast corner of the room is separated from the rest of the room by a moat of thousands of living blades, swirling and moving in the 15'-wide "moat". Any creature entering the moat will take 10d10 points of damage per round (subtract 1d10 per magical "plus" of any armor or other protection). The ironwood boards may be used to cross the moat, but only if one is laid across the corner, and the other then laid on it and the far shore (don't even hint at the solution to your players!). The boards are each too short to reach across the moat alone, and if tied together with rope and then laid across the moat, the blades will instantly cut the binding. Magical forms of flight and teleportation will not function in this room or #108.
108. TREASURE ROOM. There are three large locked chests here. Chest #1 contains 2,000 s.p., 200 g.p. and a *longsword +1, +3 vs. regenerating creatures*. Chest #2 is guarded by a poison needle trap on the lock (save or take 10 h.p. damage and be incapacitated for 1d10 turns) and contains 1,500 g.p. and a small wooden box containing 12 gemstones. Chest #3 contains 3,000 c.p. and an oddly shaped piece of wood, which radiates magic if detected for. It is approximately 2' on a side; one side is straight, the other three convoluted like a jigsaw puzzle piece. This is, in fact, a part of a *Puzzle Door* to be found on level 5 THE DEEPS (see APPENDIX II: New Magic Items).
109. A PAIR OF PITS. Two covered pit traps; attempting to jump over one will land the jumper in the other. The northern pit is 20' deep (2d6 damage), the second is only 10' deep but has spikes (2d6, save vs. paralyzation for only 1d6).
110. EMPTY ROOM. A table and two chairs. A small keg of mead on the table and two mugs (dry).
111. MOLDY ROOM. Note that there are 3 ear seekers in the door to this room; adventurers who state they are listening at the door will be infested. The walls and floor of the room itself are covered with a harmless mold of vivid scarlet hue.
112. SPIRAL STAIRS. This spiral staircase leads to Area #115 on Level 3: THE DUNGEONS.
113. MAGIC MOUTH. A *permanent magic mouth* spell is cast on the end of the passage; whenever a human or demi-human comes within 10', it says "Hi-de-ho and off we go! Not wet, not dry, but a real sharp show!"
114. TELEPORTER ROOM. The room appears empty. Once the PCs enter, they are all teleported without detection to Area #64. Only works once per day, either way.
115. GIANT RAT COLONY (#115 – 117). Note that there is a 10% chance per round spent in the corridors between these rooms that 1d4 giant rats will be seen scurrying between the rooms. This room has 7 of the rats (1, 1, 1, 2, 2, 2, 2 h.p.).
116. 12 giant rats (1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2 h.p.). There is a dead gnome here, with a pouch with 25 s.p. and 3 gems.
117. 4 giant rats (1, 1, 1, 2 h.p.).
118. FOUNTAIN OF SNAKES. A fountain with a shallow basin dominates the middle of this room. The fountain itself is shaped like four intertwining snakes. Every round that someone is in this room, a snake will issue forth from this enchanted fountain, with different types of snakes coming out of a different mouth of the statue.
    - 1-3: constrictor snake (regular)
    - 4-8: 1d6 poisonous snakes (regular)
    - 9: amphisbaena (giant)
    - 10: spitting snake (giant)
119. STIRGE NEST. Can only be accessed through locked portcullis. 6 stirges (3, 4, 5, 5, 6, 7 h.p.). The portcullis is controlled by a lever in Area #106.
120. SHRIEKER ROOM. 2 shriekers (10, 12 h.p.). The body of a dead halfling is here as well, wearing *leather armor +1* and with a pouch containing 35 g.p. and 2 gems.
121. EMPTY ROOM. Shelves line the walls, covered with dust.
122. STORE ROOM. Someone has taken to storing supplies here. 2 kegs of good ale, 3 skins of wine, salt beef, and hard tack. Enough for the equivalent of 4 weeks of standard rations. Also 20 torches and 5 blankets.
123. SPRUNG TRAP. The clockwork-like workings of an intricate mechanical trap are exposed, and appear to have been badly damaged. Several blades and spiked rollers are dislocated, on the floor, etc. Much dried blood is here as well. Harmless now.
124. BLOODY AXE ORC ADVANCE OUTPOST (#124 - 128). The "Bloody Axe" orcs from Level 3 have established this advanced outpost. This is the main orc barracks; 8 orc soldiers (3, 4, 4, 5, 5, 5, 6, 7 h.p.) with axe and spear, 5 s.p. each.
125. ORC BARRACKS. 5 orc soldiers (3, 3, 3, 5, 6 h.p.) with axe and halberd. 5 s.p. each.
126. ORC CORPORALS. 2 orc corporals (7, 7 h.p.) with longsword and shortbow. 5 g.p. each.
127. ORC SERGEANT. The leader of the outpost (8 h.p.) with longsword and heavy crossbow.
128. GUARD POST. Two orc guards are always stationed here to observe the fountain in Area #118 through the small barred window (4, 4 h.p.), armed with axe and heavy crossbow. If anything interesting enters the room, they will sound the alarm.
129. EMPTY ROOM. Two tables, benches.
130. MUSHROOMS. The floor of this room is covered with a variety of large (2-3' high) mushrooms. The air is very musty. Disturbing the mushrooms (walking in

the room, searching, etc.) has a 25% chance of releasing a cloud of spores; save vs. petrification or suffer the effect. Roll a d10: 1-6, take 2-12 h.p. damage and lose 2 points of Constitution for 2-12 hours; 7-9, suffer the effects as a *ring of contrariness* for 1d8 turns; 10, see illusionary giant wasps attacking for 1d6 rounds, 20% chance of hitting one's friends. There is a *quarterstaff +1* concealed beneath the mushrooms.

131. VESTIBULE. To the east is a large ornate door of solid bronze, decorated with skulls and demonic visages. Anyone of Good alignment (Lawful, if using rules with simpler alignment) attempting to open them will take 1d6 points of electricity damage.
132. EVIL SHRINE. An evil priest and his followers have set up shop here, establishing a shrine to Demogorgon. Two statues of the demon-king flank steps leading up to an altar. Behind the altar is a hanging depicting demonic mandrills and gibbons rending apart humans and demi-humans with their bare hands. The altar mildly radiates evil if detected for, but hasn't been used here long enough to develop more effects. The altar service (chalice, plate, candlesticks, etc.) is made of silver and is worth 300 g.p. intact as a set. As time wears on the priest will attempt to expand his domain in this portion of the dungeon, converting the intelligent inhabitants to the worship of his demonic master.
133. EVIL PRIEST'S QUARTERS. Fellgru Northav (C3, AC 5 (ring mail & shield) 14 h.p., *mace +1*, *shield +1*, *scroll of flame strike*. Spells memorized: *cause light wounds* (x2), *light, sanctuary, cause fear, hold person, silence 15' radius*. The room is well-appointed, and a chest holds his treasure; 500 s.p., 125 g.p., 3 pieces of jewelry, pouch of 10 gems. The chest is trapped; disarm or sleep gas fills the room, putting everyone to sleep for 2d6 rounds.
134. EVIL PRIEST'S FOLLOWERS. All four rooms are modestly appointed with a cot, table, and small chest. Rooms A and B each have an evil acolyte (C1, 5 h.p., AC 6 (ring mail & shield), spell memorized: *light*), with 20 g.p. Room C has an evil half-orc follower of Demogorgon (A2, 14 h.p., AC 3 (chain & DEX), *short sword +1*, 3 vials of type A poison), with 35 g.p. and 4 gems. Room D has an evil Adept (C2, 10 h.p., AC 5 (ring mail & shield & DEX), spells memorized: *command, cause light wounds, cure light wounds*), with 20 g.p. and a ring worth 25 g.p.
135. IT'S ALL GREEK TO ME. This metal-walled room is completely bare with the exception of a large octagonal flat pedestal in the center. Around the top edge is the following: *"Sir, I bear a rhyme excelling in mystic force and magic spelling celestial sprites elucidate all my own striving can't relate"*. Atop the pedestal are a number of octagonal tiles, each with a letter of the Greek alphabet inscribed on them (**Α Alpha, β Beta, γ Gamma, Δ Delta, ε Epsilon, ζ Zeta, η Eta, θ Theta, ι Iota, κ Kappa, λ Lambda, μ Mu, Ν Nu, ξ Xi, ο Omicron, π Pi, ρ Rho, Σ Sigma, τ Tau, υ Upsilon, φ Phi, χ Chi, ψ Psi, Ω Omega**). The door to the north has a notch which is obviously the same size and shape of the tiles. If any tile other than the proper one is placed in the notch, not only will it not open, but the entire room will be shocked with electricity, doing 3d6 h.p. of damage to all within. The correct tile is **π** Pi; count the number of letters of each word in the riddle and you have 3.1415… The door cannot be opened by normal means. *(DESIGNER'S NOTE: Some players might balk at the notion that solving this puzzle requires knowledge of both the English and Greek languages, neither of which actually exists in the game world. The purpose of this exercise is to impress upon them the old-school maxim that it is the players who are challenged, rather than the characters.)*
136. TREASURE ROOM. One large locked chest contains 3,000 s.p. Another contains 500 g.p. and 400 e.p. A third, small locked chest (trapped with a poison needle trap; save vs. poison or die) holds 20 gemstones and 4 pieces of jewelry. Hanging on a peg on one wall is a suit of *chainmail +2*. On another peg is a *cloak of elvenkind*. A wig stand holds a *coif of warmth* (functions just like a *ring of warmth*, but usable only by those able to wear any armor). A small unlocked box holds a pink rhomboid *ioun stone* (adds +1 to constitution, maximum 18).
137. SHADOWY CHAMBER. Deep shadows are here, impossible to dispel without magical light. The staircase leads up to Level 1: THE STORAGE ROOMS.
138. CRAMPED CHAMBER. Doors are only 3½' high. The ceiling here is only 4' high; crouching gives -2 to "to hit" rolls. A giant tick lives here (2 HD, 10 h.p.).
139. EMPTY ROOM.
140. CLOWNS. A well-done mosaic of clowns lines the walls of this room. It is otherwise empty.
141. PING-PONG BALL TRAP. The door to this room will close and lock automatically once the party enters; the door is revealed to be metal and cannot be broken with anything less than giant strength. In the center of the floor is a hole approximately 2" in diameter. Once the door closes, a small white ball drops from the far wall and rolls into the hole. On the far wall is a small rack with four balls and a space for a fifth. The balls are numbered; 47, 03, 11, 82 (think lotto-style ping-pong balls). Examining the room, they see a combination lock on the door they entered through. The combination is 47-03-11-82-56. The key is to get the ball out of the 3' deep hole to be able to read the final number in the combination, 56. Each wrong attempt causes the 9' ceiling to descend one foot, so guessing is not a viable option. The easiest way to get the ball out; pour liquid into the hole so it floats out. They will die of asphyxiation in 2 hours if they don't figure out the trick.
142. CLOSET. 2 skeletons (5, 6 h.p.). One has a silver-hilted sword worth 10 g.p.
143. MOLDY ROOM. 3 boring beetles (24, 25, 26 h.p.) dwell here. Both doors are mostly eaten away. Slimes and fungus covers the walls and floor.

144. SMALL ROOM. The north door has been half destroyed. A single shrieker (16 h.p.) is here. More slimes and mold.
145. CAPTAIN'S QUARTERS. This room is well appointed, but all the bedding and other fiber-based material has gone to corruption. A dresser holds a chainmail pouch with 6 gems and a steel box with 25 p.p. There is also a musical tuning fork here. It is actually one of *Heward's Fantastical Forks*, in the key of F (see appendix II for details).
146. COVERED PIT TRAP. Leads to a slide to Area #154 on Level 3: THE DUNGEONS. No damage, but it will automatically close.
147. WORDS OF WISDOM. A *permanent magic mouth* is here, saying *"There once was a elf from Narwell, and soon in a deep pit he fell. He tried to climb up it, but then just said stuff it, and now his ghost lives in the third hell."*
148. TRAPPED CORRIDOR. Large spikes are visible lining the wall at the end of the corridor. If anyone walks closer than 30' from the end wall, the entire last 30' of corridor will swing down, spilling those in the front rank to the bottom of the now-created pit trap. 3d6 plus save vs. paralyzation or 1d6 more.
149. EMPTY ROOM. Note the locked portcullis gate to the west. Requires a bend bars check to open without the key, which has long been lost.
150. FALSE DOOR TRAP. Attempting to break open the apparently locked door (0% chance of picking) will hurl the person attempting through the very light wood onto a bed of spikes behind it for 1d6 damage plus whatever strength bonus the character would normally receive in combat.
151. FUNGUS CHAMBER. The walls of this large chamber are lined with various sorts of fungus. 6 cave crickets (5, 7, 8, 8, 8, 10 h.p.) are also here. Chirping will draw monsters from #153.
152. SECRET ROOM. One large locked chest has 2,000 s.p. There is also a suit of human-sized plate mail.
153. MORE FUNGUS Both this chamber and the corridor connecting it to #151 are covered with the same sort of fungus as is found there. 2 megalocentipedes (14, 16 h.p.).
154. SLOPING PASSAGE. This hallway gradually slopes down to Area #143 on Level 3: THE DUNGEONS. Note that the slope is too subtle to be detected under normal circumstances; dwarves, etc. have their normal chance to detect.
155. BLOODY AXE ORCS (#155-159). More orcs of the "Bloody Axe" tribe from Level 3: THE DUNGEONS are here. Careful players, noting the geography, may be clued into the sloping passage in #154, but don't give them any hints other than the insignia on the orcs. 6 orcs (3, 3, 4, 5, 6, 6 h.p.) armed with axe and spear. Each has 2d6 e.p.
156. 5 orcs (3, 4, 4, 4, 5 h.p.) armed with axe and halberd. Each has 2d6 e.p.
157. ORC SERGEANT. (8 h.p.) armed with sword and flail. He has 12 e.p.
158. SUPPLY ROOM. The orcs have stockpiled their supplies, mostly foodstuffs and drink, here.
159. SECRET ROOM. The orc sergeant knows about this room. There is nothing here at the moment, but the sergeant could use it as a bolt-hole to escape pursuit. It can be barred from the inside. He would later emerge to report to the tribe on Level 3.
160. TROGLODYTES (#160 - #161. A group of troglodytes has found their way here. 4 troglodytes (5, 7, 7, 8 h.p.) are unarmed.
161. 3 troglodytes (8, 9, 11 h.p.), unarmed.
162. LARGE CLOSET. 3 zombies (7, 8, 9 h.p.).
163. STAIRS TO LEVEL 3. These stairs lead to Area #163 on Level 3: THE DUNGEONS.
164. UNLOCKED ROOM. The door to this room is ajar. Giant lizard (14 h.p.).
165. EMPTY ROOM.
166. SMASHED BARRACKS. 20 beds are smashed and ruined. A troll lives here now (34 h.p.). It has 4,000 c.p., 3,200 s.p., and 1,000 g.p in a large sack in the corner of the room. It does not know of the secret door.
167. SECRET ROOM. A scything blade will target anyone walking down the short corridor from Area #166 (save vs. paralyzation or take 2-16 h.p. damage). Five large empty and open chests are in the room, each with a yellowed piece of parchment that reads *"I.O.U. one treasure of coins and jewels. (Signed) Z.Y."* The third chest has a false bottom, which if discovered has a pair of *gauntlets of ogre power* and 3 pieces of *incense of meditation*.
168. SECRET ROOM. A pair of buzz saw blades will spring down the short corridor to Area #167 (save vs. paralyzation or take 2d6 points of damage, twice). It is otherwise empty.
169. QUICKSAND ENTRANCE. Note the one-way door leads only out of this room. The tunnel to the west leads a quarter mile to a quicksand pit; clever (or lucky!) explorers will find it at the bottom of the pit, leading them here. There are 4 casks of rum here. *(DESIGNER'S NOTE: Joe Fischer's article in The Dragon #2 (August 1976), "Hints for D&D Judges - Part 3 The Dungeons", mentions an entrance to the dungeons beneath the original Castle Greyhawk at the bottom of a pit of quicksand. Gygax subsequently denied online that such an entrance existed, but it is included here as its existence has entered into the popular lore surrounding the dungeons.)*
170. BROKEN STATUE. A life-sized statue of an ogre is in the middle of this room, minus the right arm which looks like it has been broken off at the shoulder. If the arm is reattached, the statue will come to life and serve the person who did so for 1d4 days, wandering off thereafter. The ogre has 20 h.p.
171. SECRET CHAMBER. Greater skeleton (3 HD, 15 h.p., turn as a ghoul, otherwise as a normal skeleton). Small locked chest holds 75 g.p.
172. COBWEBBY ROOM. Filled with webs and ordinary-sized spiders. There is a lever on the north wall which, when pulled up, locks the pit trap at #175 in the closed position.
173. HAUNTED ROOM. A phantom dwells here, the spirit of a magic-user who was struck down. (Save vs.

spells at -2 or flee in *fear* as per the spell.) His body is here as well, with a pouch of 4 gems and 35 g.p., a *potion of speed*, and a scroll of *ray of enfeeblement*.

174. SECRET ROOM. 2 ghouls (15, 16 h.p.). There are two large locked chests with 3,000 c.p. each and a small locked chest (acid spray trap; sprays acid when opened, 5' range, save vs. breath weapon or take 2d6 h.p. damage) with a *scroll of protection from petrification* and another scroll with the illusionist spell *dispel illusion*.
175. COVERED PIT TRAP. 20' deep with spikes. 2d6 h.p. damage, save vs. paralyzation or take another 1d6. Can be locked closed by the lever in Area #172.
176. EMPTY ROOM. The door opens easily. A large pile of dung in one corner.
177. GORICS (#177 - #179). A family of gorics has taken up residence here. Four live in this room (1 HD; 6, 6, 7, 7 h.p.; see Appendix III: New Monsters for more details) armed with picks. Each has 1d4 gemstones, no more than 10 g.p. value each. The gorics know of the secret door, but have determined no gems are beyond it, so do not consider it of any import.
178. 3 gorics (1 HD; 5, 5, 5 h.p.; see Appendix III: New Monsters for details). Each is armed with an axe and has 1d4 gemstones, maximum value 10 g.p. each.
179. 4 gorics (1 HD; 3, 4, 4, 6 h.p.; see Appendix III: New Monsters for details). Each is armed with sling and shortsword and has 1d4 gemstones, maximum value 10 g.p. each.
180. COVERED PIT TRAP. 20' deep, with spikes. 2D6 falling damage plus 1d6 spikes unless you save vs. paralyzation.
181. TREASURY. The walls of this room are covered with murals of happy, jolly clowns doing various clownish things; juggling, making balloon animals, hordes of clowns emerging from a small covered wagon, etc. There is a huge pile of coins; 7,000 c.p., 6,000 s.p., 1,300 g.p. There are three locked chests as well. The first contains potions of *invisibility, extra healing*, and *heroism*; a *dagger +1/+3 vs. lycanthropes*, and a pouch with 6 gemstones. The second contains a *cloak of protection +2* and 200 p.p. The third contains a large scorpion (11 h.p.) which will leap out and attack whoever opens the chest.
182. WELL. This well goes from the secret passage in Level 1: THE STORAGE ROOMS through Area #201 on Level 3: THE DUNGEONS and on to Level 3A: THE BLACK RESERVOIR. It is otherwise inaccessible from this level.
183. THE WIDE STAIRCASE. This is the middle landing of the wide staircase that travels from Level 1: THE STORAGE ROOMS through to Area #202 on Level 3: THE DUNGEONS. Note that the staircase carries a strong dweomer, making the teleportation effect that it employs quite undetectable (the staircase does not appear on each level where it "should", if it were an ordinary staircase dug into the earth).
184. STAIRCASE. This staircase connects Level 1: THE STORAGE ROOMS with Area #1 on Level 3: THE DUNGEONS. It is otherwise inaccessible from this level.

Level Three: The Dungeons

The dungeons are thickly infested with monsters, tricks, and traps. Three humanoid tribes—the "Grinning Skull" orcs in the southeast portion of the level, the "Bloody Axe" orcs in the central-west, and the "Flesh Render" hobgoblins in the northeast all vie for control of the area. Please note that these groups do not represent the entirety of their tribes; far from it. They are merely affiliated with the greater tribal groups at large in the Flanaess. How and why they got into the dungeons is left to the game master.

There are four maps for this level: Northeast, Southeast, Southwest, and Northwest.

This level has direct access to levels 1, 2, 3A, 4, and 7. It has direct access to the surface as well.

Table 3.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	5-15 (2d6+3) giant rats
2	Gelatinous cube
3	2d4 giant centipedes
4	Ochre jelly
5	Floating pearlescent bubble causes 3d6 (10' radius) damage if touched; 1 in 6 has a gem. 1 in 6 glows as a torch.
6	Pick monster from nearby room
7	Pick monster from nearby room
8	Pick monster from nearby room
9	Pick monster from nearby room
10	Pick monster from distant room
11	Pick monster from adjacent level (50% chance it is a faction patrol from Level 4: THE LOWER DUNGEONS on a raid to secure new warriors for the Arena).
12	Dungeon Dressing (use table 3.2)

Table 3.2: Dungeon Dressing

Roll	Encounter
1	½" puddle of water 20' wide/long.
2	Bones laid out on the floor spelling "DOOMED"
3	Sound of a flute being played off in the distance
4	Strong smell of urine
5	Visible mist (dissipates in 1 round)
6	Rusted and twisted piece of iron gate
7	Chalk mark (red arrow, yellow square, etc.)
8	Pressure plate on floor makes an audible "click" when stepped on. Does nothing.
9	Pipes run along ceiling for 15', then disappear into the stone. They are cool to the touch.
10	Broken axe handle
11	Pile of rotting rags
12	Special (see APPENDIX IV: Special Random Encounters)

Encounter Areas

1. PORTCULLIS. Normally locked, needs bend bars/lift gates check to open otherwise. The stairs beyond it go to Level 1: THE STORAGE ROOMS via Area #184 on Level 2: THE DEEP CELLARS. The hobgoblin captain in Area #7 holds the key to the portcullis.
2. HOBGOBLIN LAIR (#2 - #12, #27 - #28). The "Flesh Render" hobgoblin tribe resides here, and is slowly expanding their influence. This very large room is a "common room" and used for eating, recreation, etc. It is also well-guarded. 5 soldiers are here at all times (5, 6, 6, 7, 7 h.p.), armed with sword and composite bow. Each has 2-8 g.p. Other soldiers, females, and young from #5 - #10 may be here as well. A pair of carnivorous apes (22, 24 h.p.) is kept here as well, as shock troops, usually in the southwest corner.
3. SECRET ROOM. The hobgoblins use this room to store their weapons. There are 12 morning stars, 6 composite bows and 200 arrows, 10 each halberds, awl pikes, ranseurs, and glaive-guisarmes, 22 spears, and 20 swords.
4. PRISON. If the hobgoblins take prisoners, they will be kept here until dealt with. There are four sets of shackles set into the walls. A (cold) brazier with irons and tongs (for torture) is here as well.
5. MAIN BARRACKS. Twenty soldiers are barracked here (4, 4, 4, 5, 5, 5, 6, 6, 6, 6, 6, 6, 6, 6, 6, 6, 7, 7, 7 h.p.) half armed with halberd, half armed with awl pike. Each has 2-8 g.p. The three secret doors to the south are such that anyone finding one by searching has a 100% chance of finding the other two, but the game master should roll to hide that fact from the PCs. Room A contains 4,000 c.p. and 2,000 s.p. in a total of 60 sacks. Room B contains a dart trap; 12 darts will launch themselves in a cone 30' wide at the opposite wall. Anyone in the cone could be hit (roll as if a 3rd level fighter were attacking). Room C contains 1,000 g.p. in 10 sacks. A small wooden box contains 4 gems (minimum base 100 g.p. value). Anyone entering the room will set off a guillotine blade at the doorway; save vs. petrification or take 3d10 h.p. damage.
6. HOBGOBLIN FEMALES. 10 female hobgoblins are here as well as 14 young. If anyone attacks #5, they will spread the alarm through the three doors.
7. HOBGOBLIN CAPTAIN. The leader of this "Flesh Render" group lives here with his mate and 2 young. Kivdart has AC 3, 3 HD, 16 h.p., and does +2 damage due to strength. He wields a sword and morning star, and has 25 g.p. on his person. He has a small chest with potions of *speed*, *strength*, and *extra healing* which he will not hesitate to use in combat. He has the key to the portcullis in Area #1.
8. SECRET ROOM. The hobgoblins have not discovered this secret chamber. A suit of animated

armor (3 HD) is here (see APPENDIX III: New Monsters) which will attack anyone who enters. There is a wardrobe here which contains a locked chest with 2,000 e.p. and a *cloak of protection +2*. A drawer at the bottom of the wardrobe contains one of *Heward's Fantastical Forks*, in the key of A (see APPENDIX II: New Magic Items).

9. CORPORALS. Three hobgoblin corporals are quartered here (9, 9, 9 h.p.), armed with sword and morning star. Each has 8 g.p.
10. STORES. The hobgoblins keep their stores of food and drink here. Sacks of meal, casks of wine, salted meat, etc.
11. HOBGOBLIN SENTRIES. Six hobgoblins of the "Flesh Render" tribe are here at any given time (5, 5, 6, 6, 7, 8 h.p.), armed with sword and composite bow. Each has 2-8 g.p.
12. HOBGOBLIN OUTPOST. The "Flesh Render" hobgoblins have a garrison here, consisting of 7 warriors (3, 4, 4, 4, 5, 5, 6 h.p.), armed with halberds. This is considered a "punishment duty", none have any wealth.
13. EMPTY ROOM.
14. FIRETOADS. A pair of firetoads (17, 18 h.p.) dwells here. The door to #15 is ajar.
15. TREASURE PILE. A large mixed pile of coins is here; 5,000 c.p. and 3,000 s.p.
16. TRAPPED! Once the PCs enter this room, the door (steel on the inside) will close. There is a wooden table and a saw. No sort of magical movement (teleportation, etc.) will function within the room, which is pretty well inescapable. The solution; cut the table in two, then put the pieces together. Once done, they will form a *portable hole*, allowing the PCs to escape through most walls (they make the table "whole"). The table/hole won't function more than 5' from the room.
17. IMPROMPTU TOMB. Three unfortunates have been turned into undead after perishing here. 3 huecuvas (8, 9, 11 h.p.) are here. Room A holds their treasure; 2 large locked chests with 3,000 c.p. and 500 e.p., respectively.
18. PORTCULLIS TRAP. Anyone stepping within 5' of the easternmost wall will cause a portcullis to fall. The loud crashing sound is 50% certain to bring a wandering monster.
19. PIVOT TRAP. The end of the corridor is studded with spikes. Once the last 20' of the corridor is entered, the entire section swings down and victims are essentially in a 20' pit trap. Take 2d6 h.p. damage plus save vs. paralyzation or take an additional 1d6.
20. BOMBARDIER BEETLES. 4 bombardier beetles (20, 21, 21, 23 h.p.) dwell here. They have collected a fair sized pile of wooden furnishings, now broken and rotting, from elsewhere in the dungeon. Amidst the debris is a *crossbow of accuracy +3*.
21. FALSE DOOR TRAP. Covered pit trap in front of a false door. 20' deep with spikes (2d6 damage plus save vs. paralyzation or take 1d6 more).
22. OUT-OF-THE-WAY ROOM. Three ghouls (10, 11, 12 h.p.) guard a chest with 1,000 g.p. and an an oddly shaped piece of wood, which radiates magic if detected for. It is approximately 2' on a side; one side is straight, the other three convoluted like a jigsaw puzzle piece. This is, in fact, a part of a *Puzzle Door* to be found on Level 5: THE DEEPS (see APPENDIX II: New Magic Items, for details).
23. STAIRCASE. This narrow stair leads to Level 3A: THE BLACK RESERVOIR. *(DESIGNER'S NOTE: This sub-level was described by Gary Gygax in a magazine article entitled "The Expedition Into the Black Reservoir", published in El Conquistador (a Diplomacy fanzine), Viking Systems, September 1975, and subsequently reprinted on line.)*
24. MECHANICAL ROOM. Large copper pipes run from the ceiling to the floor here, snaking along the walls, etc. All are hot to the touch. Three have large wheels attached, four have smaller wheels. Turning the wheels has a 30% chance of causing either 1d6 (small wheel) or 2d6 (large wheel) steam damage.
25. COMFORTABLE ROOM. This well-appointed room is usually locked. There are two beds, a writing desk, wardrobe, etc. A handsome man ("Frederick") and beautiful woman ("Jasmine") dwell here. If questioned, they will claim to be scholars, here to find some of the secrets of the place. In reality they are jackalweres (20, 17 h.p.) who will attempt to lull explorers into a false sense of security before splitting them up and devouring them. They could well attempt to join a party. A large locked chest, containing 3,000 s.p. and 1,500 e.p, is hidden behind a false panel in the west wall. The writing desk has a hidden compartment with a scroll of *protection from daemons* (functions as a *scroll of protection from demons*, but against daemons) and a map which shows a secret entrance from the sewers into the basements of the Thieves Guild in the nearby city. If sold, it could be worth 500 g.p. to the right person.
26. STEPS. PCs may think they're going to another level.
27. HOBGOBLIN SHRINE. The hobgoblins have put together a makeshift shrine to their grim deity. A 2' statue is on a pedestal here, and the room is lit by scores of candles. Horrible incense is burned here as a matter of course. 20% chance the shaman from #28 will be here.
28. HOBGOBLIN SHAMAN. Jermakka is a 4th level shaman (16 h.p.; AC 5; fight as 4 HD monster; has memorized *darkness, cause fear, sanctuary, hold person, silence 15' radius*). He wields a *morning star +1* which is the envy of the captain. A hidden chest has 100 p.p.
29. CARNIVOROUS APES. Three carnivorous apes (20, 21, 24 h.p.) are kept here by the hobgoblins.
30. OPEN PIT TRAP. 10' deep. 1d6 h.p. damage.
31. SCORPIONS. Six large scorpions (9, 10, 10, 11, 11, 14 h.p.) dwell here. A pair of long-dead dwarf corpses have a total of 2,000 g.p. and 4 pieces of jewelry.
32. SLIDE BOTTOM. Those falling through the trapdoor in Area #158 end up here. Note the panel in the wall is one-way, opening only from the slide. Two long-

dead dwarf skeletons are here, stripped of valuables.

33. SUBTLE SLOPE. Dwarves, etc. can roll to detect the slope; it is undetectable to normal observation otherwise.
34. MINOTAURS. A pair of minotaurs (27, 34 h.p.) often hunts prey in the maze-like corridors around this room. They have amassed 8,000 c.p. and 3,000 s.p. as well as a small pouch with 4 gems.
35. MOSSY ROOM. The west wall bears large metal pipes, warm to the touch, which travel along part of the ceiling. They drip warm water onto the floor. The pipes and most of the other walls and ceiling are covered in damp soggy moss. It is harmless, but won't burn.
36. BATTLEFIELD. Evidence of a rather large battle having recently taken place here; broken weapons, blood, etc.
37. ABANDONED BARRACKS. There used to be accommodations for up to a dozen here, but now it is abandoned. Beds are overturned, etc.
38. EMPTY ROOM. Signs that there used to be boxes, crates, etc. here.
39. ABANDONED OUTPOST. Some sort of humanoid presence was here not too long ago, but they have abandoned the place. Now home to a pair of carrion crawlers (13, 14 h.p.).
40. ORC SENTRIES. A permanent patrol from the "Grinning Skull" orcs is here to control movement up and down the stairs, which lead to Area #66 on Level 2: THE DEEP CELLARS. 8 orc soldiers (3, 3, 4, 5, 5, 5, 6, 6 h.p.; armed with axe & bow) have 2d6 e.p. each. A sergeant (8 h.p.) has flail and sword, 12 e.p. He will run to warn the tribe of strong intruders. The sentries are relieved every six hours. The "Flesh Render" hobgoblins have overwhelmed the sentries in the past, and may do so again. They are on their guard.
41. EMPTY ROOM. Scrawled on the south wall; *"I'd walk a league for an opinicus!"*
42. SPIDER. A huge trapdoor spider (10 h.p.) lurks in a hidden crevasse in the north wall.
43. SIX TARRASQUES. There are six tarrasques in this room. Sculptures of them, at any rate, each about 2' long and on pedestals of varying sizes. Each pedestal bears a Roman numeral I – VI. The statuettes radiate magic dimly if detected for. They are harmless, but play up the PCs paranoia. Number IV has a gem inside of 100 g.p. value if smashed open.
44. SKELETAL SCULPTOR. A skeleton (4 h.p.) is chipping away at a large block of marble, which is an unidentifiable shape. He never seems to actually remove any stone, if carefully observed (and makes no noise, as a consequence).
45. CENTIPEDES. Four megalocentipedes (12, 14, 16, 16 h.p.) nest here. The floor is covered with debris; cloth bolts, empty sacks, garbage, etc.
46. OIL TRAP. Anyone passing this location will be doused with oil from above, followed by a flurry of burning embers. Will affect a 10' square area. 2d6 fire damage on the first round, 1d6 the second. Save vs. petrification for half damage.
47. OGRE. A very large ogre (30 h.p.) dwells here. He is on very good terms with the "Grinning Skull" orcs and will fight alongside them if called upon. He has a sack containing 70 g.p.
48. ORC SENTRIES. An outpost of 4 "Grinning Skull" orcs (5, 5, 6, 7 h.p.) is here. Each is armed with axe and bow, and has 2d6 e.p. They will attempt to warn the others of any intruders, and are on guard (half chance of surprise).
49. GRINNING SKULL ORCS. This room functions as a "common room" for the "Grinning Skull" orc tribe. All of the orcs will know how to prevent the pit trap just inside the door from activating; there is a secret switch by the door. Otherwise the 20' deep concealed pit trap will open up under intruders (2d6 damage) and a portcullis will open up to #51. There will be 3d4 orcs in this room at any given time, eating, drinking, and gambling. Ten females and 12 young dwell here as well.
50. STAIRS. The party might think they're going down a level, or a half-level if they stop to measure the steps.
51. WARTHOG. Once the gate to the pit in #49 is opened (see above) a warthog (14 h.p.) will charge in and attack anything in the pit.
52. SENTRIES. Four "Grinning Skull" orcs are here (4, 4, 5, 5 h.p.), armed with short bow and axe. They know about the false level-down effect.
53. SUBTLE SLOPE. Dwarves, etc. can roll to detect the slope; it is undetectable to normal observation otherwise.
54. GRINNING SKULL ORC BARRACKS (#54 - #58). There is a 20% chance per round that there will be traffic in the corridor; orcs moving from room to room. Such will sound the alarm if intruders are seen. Note that each room has a squad which is well-drilled and will work as a team, as well as acting in concert with the other squads. 10 orcs (2, 2, 2, 3, 3, 4, 5, 5, 6, 6; armed with halberds, and one corporal (8 h.p.) armed with sword and axe. Each has 2d6 e.p.
55. ORC BARRACKS. 10 orcs (3, 3, 3, 4, 4, 4, 5, 5, 5, 6 h.p.) armed with axe and spear, one corporal (8 h.p.) armed with sword and axe. Each has 2d6 e.p.
56. ORC BARRACKS. 7 orcs (2, 3, 4, 5, 5, 5, 5 h.p.) armed with axe and crossbow, plus one corporal (8 h.p.) armed with sword and crossbow. Each has 2d8 e.p.
57. ORC BARRACKS. 8 orcs (2, 2, 3, 4, 5, 6, 6, 6 h.p.) armed with glaives, plus one corporal (8 h.p.) armed with sword and axe. Each has 2d6 e.p.
58. ORC BARRACKS. 7 orcs (2, 2, 2, 3, 4, 5, 6 h.p.) armed with spears, plus one corporal (8 h.p.) armed with sword and flail. Each has 2d6 e.p.
59. ORC CAPTAIN. The leader of the "Grinning Skull" orcs has his dwelling here. Gronash (14 h.p., 2 HD, AC 4) and his mate and three children.
60. STORES. Gronash has kept most of the stores of ale and wine here, as a measure of control over the rest of the orcs under his command. There are 5

huge casks of ale and 12 medium casks of wine here. Hidden behind one is a small chest with 50 p.p.

61. STAIRS TO LEVEL 1. This staircase leads to Level 1: THE STORAGE ROOMS via Area #56 on Level 2: THE DEEP CELLARS.
62. BAS RELIEF. The south wall of this room is covered with a bas relief scene of a group of horsemen and hounds hunting a unicorn through a forest.
63. BATH. The floor, walls, and ceiling of this room are tiled. Several drains are on the floor. Four large bathtubs are half-sunken in the floor, and a large copper vessel rests above a fire-pit (to provide hot water). It is all quite dry at this point. Two large solifugids have taken up residence (17, 19 h.p.) and 4 gems are hidden in the copper water-heater.
64. CHICKENS. Six ordinary chickens are here, on the straw-covered floor. Three of the nests have eggs.
65. EMPTY ROOM. Scratches on the east wall, along the bottom (like claw-marks).
66. ABANDONED CHAMBER. Six cots are here, along with two tables and six chairs. Evidence of habitation within the last week or so.
67. COVERED PIT TRAP. 20' deep (2d6 h.p. damage) and there is green slime at the bottom.
68. EMPTY ROOM. Rusty chains set into south wall.
69. EVIL CONJURER. Pengo, an evil magic-user, has taken up residence here (MU 3; 10 h.p., AC 7 (*bracers of defense AC 7*); neutral evil alignment; spells memorized: *charm person, shield, web*)). He has 350 g.p. in a chest under the bed. He has two fighter bodyguards (F2; 10, 12 h.p.; AC 5 (chainmail); neutral evil alignment) armed with longswords and short bows. Pengo's spell book is hidden in Area #73.
70. CONJURING ROOM. A large magic circle is inscribed in the floor of this room, made of silver, set into the stone (the metal value is 75 g.p.). Any *conjuration/summoning* spell cast within the circle will have maximum effect.
71. RATS. A colony of 25 giant rats is here, in and amongst a large pile of rags and cloth (all have 2 h.p.). 2,200 c.p. and 700 s.p. are scattered in the filth.
72. TELEPORTER ROOM. Once the PCs enter, they will be teleported to #193, without detection. Only works once per hour, either way.
73. STORES. A number of broken and bashed crates and barrels are here. In a secret niche under a flagstone is Pengo's spell book (see #69); *read magic, charm person, shield, read languages, identify, web*.
74. NORKERS. A small band of norkers has found their way here somehow. Six dwell here (6, 6, 7, 7, 7, 8 h.p.), armed with clubs.
75. NORKERS. More norkers are here; ten in this room (6, 6, 6, 7, 7, 7, 8, 8, 10, 10 h.p.), armed with clubs. There have a horde of 5,000 c.p. here as well.
76. NORKERS. Four more norkers are here (7, 7, 7, 8 h.p.) armed with clubs.
77. MANNEQUIN STORAGE. Over a hundred mannequins, most of which are in various states of disassembly, are here, standing up, hanging from the ceiling, etc. A table with various mannequin parts on it is here as well, as if someone were trying to fit them together and they didn't quite fit.
78. STAIRS TO LEVEL 1. This staircase leads to Level 1: THE STORAGE ROOMS.
79. ANTI-GRAVITY PIT. There is a 10' deep shaft above the floor of the corridor here. Anyone stepping under it will be immediately be propelled up into the "pit", taking 2d6 h.p. damage. Only things 100 lbs. or heavier will be so propelled (so ropes or 10' poles won't trigger, etc.). If a second person steps under the shaft, the effect will turn off, and the initial victim will fall back down for 2d6 h.p. further damage (unless steps were taken beforehand to catch him or her with an outstretched cloak, etc.).
80. MAGIC MOUTH. A *permanent magic mouth* is here, and will say the following: *"A chicken bone, an ivory throne, an orc's thumb, a princely sum. A stirge's wing, a golden ring, a dragon's tooth, you'll know forsooth!"*
81. TIP THE BAND. Five skeletons (5, 5, 6, 7, 8 h.p.) are here on a small wooden platform in the middle of the room. If anyone enters, they will begin playing their instruments (lute, drum, recorder, harp, lyre). At the end of the song (4 rounds), one of the musicians will hold out a hat. If a coin is placed within it, they will sit down and wait for the next people to enter. If not, they will attack. Their instruments will fall to junk if removed from the room. The cup has 8 i.p., 3 c.p., and a s.p. in it.
82. EMPTY ROOM. Paintings of flowers, trees, and idyllic woodland scenes cover the walls. The floor is painted as if it were grass, with painted stones going from one door to the other. The ceiling is painted with sky and clouds.
83. THE BIG TRAMP. A verbeeg named Tramp dwells here (30 h.p., 18/80 strength (+4 damage bonus, +4" throwing range), AC 3 (large piece of door as a shield)). He has a large sack with 10 s.p., 11 e.p., and 25 g.p.
84. TELEPORTER. A one-way undetectable teleporter to #112.
85. SECRET ROOM. If the door is opened, a spiked ball will swing through the doorway, causing 3d6 h.p. damage unless a save vs. paralyzation is made. A large locked chest contains 8,000 s.p.
86. GHOULS. Two ghouls dwell here (10, 10 h.p.). 2 scrolls: the first has the druid spells *summon insects* and *cure disease*, the second has the illusionist spells *dispel illusion* and *spectral force*.
87. LABORATORY. 2d4 gnolls from #90 will be here at any given time. The grossly fat and evil, yet cunning and charismatic, dwarf Obmi (F/T 9/11; 79 h.p.; S: 18/94, I: 18, W: 18, D: 16, Co: 17, Ch: 16 (18 to other dwarves); chaotic evil alignment; *chainmail +2, shield +2, axe +1, hammer +3 dwarven thrower, gauntlets of ogre power, ring of invisibility, , ring of regeneration, boots of speed*) has set up shop here, trying to puzzle out some of the

mysteries of the place. One he has mastered is the **repulsion ray projector**, a baroque-looking device on wheels which is cumbersome but always pointed towards the door in the middle of the east wall. When activated (and Obmi will do this as soon as possible if the room is violated) it will emit a beam 20' wide by 90' long which will cause anyone failing a save vs. spells to walk backwards without realizing it, combined with an illusion that they are actually moving forward). The projector can be spun around on its base almost instantly, so flanking is not an invincible option. Note that the projector is fairly fragile; area-effect spells are almost certain to damage it beyond the PCs ability to repair. If pressed, Obmi will flee with the aid of his magical boots (through the secret door, if needed), sacrificing his gnoll servants in a trice. The room is otherwise filled with tables of alchemical nature, bizarre mechanical devices of unknown (and currently-non-operational) function, and so forth. *(DESIGNER'S NOTE: Obmi is, of course, a well-known figure from the original Greyhawk campaign. He is intensely clever and wicked, and has been known to serve the fire giant king Snurre Ironbelly as well as Iuz, Iggwilv the Witch-Queen, and Zuggtmoy. At times he has been known to be in the company of others such as the insane and evil elf Kleek, but at the moment he is freelancing. Feel free to turn Obmi into a recurring villain; that's what happened in Gygax's original campaign, and he is certainly a worthy foe. He first appeared in published form in module G3 Hall of the Fire Giant King, but was a prominent foeman in the Gord the Rogue books as well.)*

88. OBMI'S QUARTERS. Spartanly appointed; mostly given to notes on his researches, written in dwarvish. A false bottom in a clothes chest has 10 gems and a pouch with 75 p.p., which he will grab if there is time, but won't hesitate to abandon if it means he can escape powerful attackers.
89. SECRET ROOM. As he has found things of genuine interest, Obmi has been stashing them here. Here he has stockpiled a chest with 1,650 g.p.; another with 2,500 e.p.; 52 bags each holding 250 c.p.; a wooden box containing 20 gems and 3 pieces of jewelry; 5 ingots of mithril worth 500 g.p. each, potions of *levitation*, *healing*, *hill giant control*, and *plant control*, and a *brazier of commanding fire elementals*.
90. GNOLL BARRACKS. 12 gnolls fiercely loyal to Obmi (see Area #87) are here (5, 5, 5, 6, 6, 6, 6, 7, 7, 7, 8, 9 h.p.; armed with longbow and halberd. Each has 10 e.p. and 6 g.p. Stores of food and drink are here as well.
91. GIBBERING GHOUL. A ghoul is here (14 h.p.), but in combat it will also begin a gibbering laugh at the top of its lungs (double chance for wandering monsters) which can cause *fear* as per the fourth-level magic-user spell.
92. SKELETONS. Ten animated skeletons (3, 3, 3, 4, 4, 4, 5, 5, 5, 7 h.p.) will attack anyone opening the door.
93. GUARD DOGS. Four undead animal skeletons are here (3, 3, 4, 5 h.p.). They will attack anyone opening the door. The largest has a leather collar with semi-precious stones worth 25 g.p.
94. BURNING BARRELS. Anyone opening this room will let loose three burning barrels into the corridor. They strike as 4 HD creatures, doing 1d8 points of crushing damage plus 1d4 points of fire damage if applicable. There are a total of 36 barrels.
95. TRIO OF CORPSES. A giant tick (4 HD, 20 h.p.) will drop on the second person entering the room. Three desiccated corpses are in the room; one has a pouch with 3 gems and another has a *dagger +1*.
96. DUERGAR OUTPOST (#96 - #98). A group of duergar from deeper within the depths of the dungeon. Six warriors are here (6, 7, 7, 8, 9, 10 h.p.) armed with military pick, hammer and spear; they carry 2d4 g.p. and 1d4 gems each. Their corporal is here (2 HD; 15 h.p.) armed with military pick, light crossbow, and carries 8 g.p. and 1d4 gems.
97. DUERGAR. Five more duergar are here (6, 6, 7, 7, 9 h.p.) armed with military pick, hammer, and spear; carrying 2d4 g.p. and 1d4 gems each.
98. DUERGAR CAPTAIN. The captain of the outpost is here (3 HD; 19 h.p.; AC 2 (plate & shield)), armed with hammer and short sword. He carries 16 g.p. and 4 gems.
99. EMPTY ROOM.
100. BLOCK TRAP. A huge ceiling stone will crush anyone stepping here. Save vs. paralyzation or take 5d6 h.p. damage in the first round (save means you jumped back in time). On each subsequent round, take additional 3d6 h.p. damage unless someone makes a successful bend bars/lift gates roll to lift the block.
101. SECRET ROOM. Four greater skeletons (3 HD; 14, 15, 15, 18 h.p.; turn as a ghoul; otherwise as a normal skeleton) will attack anyone entering the room. Each is wearing a golden gorget encrusted with jewels, worth 150 g.p. They guard a large wooden sarcophagus decorated in Baklunish style. Inside there is a desiccated mummy (inanimate, but touching it requires a save vs. poison or contract a rotting disease identical to that of a mummy. The mummy is wearing a large golden necklace worth 500 g.p. and is wearing *boots of elvenkind* (a *cure disease* spell must be cast upon them before wearing, or the wearer will contract the rotting disease as noted above).
102. EMPTY ROOM. Evidence of a recent battle; scattered bones, a cloven shield, etc.
103. PASTORAL ROOM. The walls of this room are covered with idyllic scenes of country life. If careful study of the paintings is made, it will be noted that the figures and animals have moved the next time the room is entered.
104. EMPTY ROOM. Rat droppings, holes along the base of the walls.
105. GIANT RATS. A nest of 20 giant rats (2 h.p. each). Holes are along the walls, allowing the rats to travel

throughout the place. A backpack holds 75 g.p. and a *potion of gaseous form*.

106. SPIRAL STAIRS. These stairs go down to Area #60 on Level 4: THE LOWER DUNGEONS.
107. WAITING ROOM. Once-fine leather benches line the walls of the room. They are now torn and ruined.
108. NURSE. A succubus (26 h.p.) is here in a skimpy nurse's uniform behind a desk. She will ask if the PCs have an appointment, and after a lot of hassle, tells them "the doctor will see them now".
109. DEMONIC DENTIST. A rutterkin (28 h.p) is here in a filthy surgeons' smock, with a chair (with restraints), and various nasty and rusty implements. "Doctor Divnoron" will use special canisters of sleeping gas (save vs. breath weapon or *sleep* per the spell) and then get victims into the chair for "surgery" (eventually ending in horrible death, of course). He is immune to the gas (as is his nurse) and should be played for creeps.
110. DENTIST'S OFFICE. A desk has 100 e.p., 50 g.p., and 1,000 s.p. Hidden in a false bottom of one drawer are 4 gems.
111. MEAD HALL. Two rows of tables with benches line the long walls of this room with long fire-pits between them. Fifty drunken berserkers are here (5 h.p. each) with 3d6 sp each. There are also a F1 (h.p. 9), a F2 (h.p. 14), a F3 (h.p. 20), a F4 (h.p. 25), and the leader of the band, Karl Uggland Fenrarson (F5, 40 h.p.). They are served mead from an enormous vat and roast pork from a never-diminishing magic boar in the northern part of the room by 8 shield-maidens (F1, 4 h.p. each). PCs will initially be met with suspicion, but if they act boldly will be invited to share the never-ending feast. Opportunities for offending one or more of the berserkers will soon manifest themselves, and duels of honor will of course ensue. Leaving the feast once the invitation has been accepted will be more cause for offense; "Wassamatter, pasty one? You don' like me any more?" Flirty shield-maidens can also instigate offense. The inhabitants are magically prevented from needing sleep, etc. and will continue on their feast *ad infinitum*.
112. TELEPORTER. The teleporter from #84 ends up here. It does not work the other way.
113. REVERSE-O-ROOM. Anyone entering this room will be magically teleported so as to be facing in the opposite direction. Thus, people walking through east to west will in actuality be leaving through the east doorway, and vice versa. It is otherwise empty.
114. LURKER ABOVE. A lurker above will attack anything entering this room (surprise on 1-4). It has 50 h.p.
115. SPIRAL STAIRS. These stairs go up to #112 on Level 2: THE STOREROOMS.
116. OBSERVATION ROOM. This room can only be accessed from the level beneath. Note that the secret door to the northeast is one-way. The spiral staircase in the middle of this room leads to Area #55 on Level 4: THE DEEP DUNGEONS. There are 8 large panels affixed to each wall, in front of each of which are a wheel and two levers. Currently, all but one of these are inoperative; only one of them still works, it is stuck on an image of the room immediately beneath this one, which it displays in real-time. Anyone moving the levers is 15% likely to get an electric shock for 1d6 h.p. of damage, and 5% likely to have it come off in his hand. There is a seat before each set of controls, next to which is a flower-shaped metal projection. If it is spoken into, the voice will be carried to the corresponding projection in Area #55 on Level 4: THE DEEP DUNGEONS.
117. BLOODY AXE ORCS (#117 - #120, #139 - #142). 13 orcs of the "Bloody Axe" tribe are quartered here (3, 4, 4, 4, 5, 5, 5, 6, 6, 6, 6, 7, 7), armed with axe & spear and each with 2d6 e.p. There is also a sergeant (8 h.p.) with longsword and axe, with 12 e.p.
118. COMMON ROOM. This room serves as a common room for the "Bloody Axe" orcs. 3d4 orc warriors and 1d6 females from the surrounding rooms will be here at any given time, eating, relaxing, gambling, etc. On the west wall are four brass levers, all in the "down" position. These can lock the covered pit traps at #144 - #148 if moved up, and the orcs take advantage of this to control access through the area. A bell above each lever will ring if the pit trap is triggered, and the orcs will investigate.
119. SPIRAL STAIRS. These stairs go down to Area #53 on Level 4: THE LOWER DUNGEONS. The "Bloody Axe" orcs always maintain a garrison of 4 soldiers here (5, 5, 6, 6 h.p.) armed with spears. Each has 2d6 e.p.
120. BARRACKS. Ten orcs of the "Bloody Axe" tribe are quartered here (3, 3, 4, 4, 5, 5, 6, 6, 6, 7 h.p.), armed with glaive-guisarmes and each carrying 2d6 e.p. Their sergeant (8 h.p.) has a battleaxe and 8 e.p.
121. SLIGHTLY NARROW WALL. A stunjelly (17 h.p.) has fixed itself here on the northern part of the wall. It has within it 35 g.p. and 5 p.p.
122. EMPTY ROOM. A number of rusted springs, coils, and pieces of wire.
123. SCULPTURES. Three statues are here; a female elf, a halfling, and an orc. The halfling is actually a mimic (7 HD, 30 h.p.).
124. GIANT FLIES. Three giant bluebottle flies (12, 13, 15 h.p.) inhabit this room.
125. COLD ROOM. This room is light by a *continual light* spell, and is covered with white tile on ceiling, walls, and floor. The temperature here is a magically maintained 35° Fahrenheit.
126. CISTERN ENTRANCE. The passage to the west goes for approximately half a mile before ending at the bottom of an old abandoned cistern outside the dungeons.
127. GHOULS. 2 ghouls (10, 11 h.p.) listen for anyone emerging from #126. They will surprise on a 1-3 on a d6. Each is wearing a piece of fine jewelry and there is a chest with 800 s.p. in the room.
128. BUST. The only feature of this room is a bust of an older man with wild hair jutting from the sides of his head, atop a pedestal. When the room is entered, the bust speaks: *"Green, out, light, bird, boat, club,*

cook. What five-letter word can be added to these words to make new words?" If the answer ("house") is spoken within 2 rounds, a secret compartment will open up in the pedestal, and a large brass key will fall out, which will be of use in Area #77 on Level 7: THE CRYPTS.

129. COVERED PIT TRAP. 20' deep with spikes. Take 2d6 h.p. damage, save vs. paralyzation or take 1d6 additional. If someone ventures down to the floor of the pit, and attempts to walk around the spikes, the whole floor drops down an additional 1', and they need to save again or be impaled by the new spikes that come up between the others.
130. MASKS. Six theater-type masks are hanging on the walls; sadness, happiness, chorus (a completely neutral-looking face), fury, the oaf, and age. After the PCs enter, they all speak in unison; *"Which of us is telling the truth?"*, and then will each speak in turn. *"One of us is telling the truth,"* says sadness, weeping. *"Two of us are telling the truth,"* says happiness, cheerfully. And so forth. Once all the masks have spoken, the PCs have 2 rounds (time it) to answer. If "sadness" is worn by one of the PCs, that person will gain a point of charisma, permanently. If any other mask is worn, a point of charisma is lost. (The masks will disappear from the face once removed from the room, but the charisma effect is permanent.) The masks will not be here a second time for the same persons.
131. COVERED PIT TRAP. 20' deep (2d6 h.p. damage).
132. BEETLES. Two bombardier beetles (10, 11 h.p.) lair here.
133. RUSTY ROOM. The floor is covered with odd-shaped spots of dark red. The ceiling of this room is covered with scarlet slime (see APPENDIX III: New Monsters).
134. TOMBSTONE CARVERY. A dozen or so tombstones are here, in various stages of work. 25% chance the names of 1d4 PCs will be carved onto some of the stones.
135. BLINK DOG LAIR. Six blink dogs (17, 18, 19, 20, 20, 21 h.p.) dwell here (the door is locked; the dogs can *blink* through the wall to get out). There is a litter of seven puppies as well (8, 8, 9, 10, 11, 12, 12 h.p.). They have a large heap of 6,000 s.p. on which they tend to sleep.
136. GHCC STORAGE ROOM. A number of orange cones, white striped barricades, rolls of yellow warning tape, etc.
137. STAIRS TO LEVEL 4. These stairs lead to Area #79 on Level 4: THE LOWER DUNGEONS.
138. ZOMBIES. There are 4 zombies in this room (8, 8, 9, 12 h.p.). Their master has long since abandoned them, and left with the orders to "wait here". Hence, they will not attack. They could be *turned* by an evil cleric and forced to serve, however.
139. ORC FEMALES. Fourteen orc females of the "Bloody Axe" tribe are here along with twenty young. 1d4 male warriors will be here from the nearby rooms at any given time.
140. ORC BARRACKS. 9 orcs of the "Bloody Axe" tribe are here (3, 3, 4, 4, 4, 5, 5, 5, 6 h.p.) armed with bardiches and each carrying 2d6 e.p. 5 females and 6 young are here as well.
141. ORC CAPTAIN. The captain of the local group of "Bloody Axe" orcs resides here (3 HD, 16 h.p., AC 4). Purzog is armed with sword and *flail +1*, and has a large locked chest with the group's treasure hidden under the bed. It contains 3,000 e.p. His mate and two young are here as well.
142. ORC BARRACKS. 5 orcs are quartered here (6, 7, 7, 8, 8 h.p.), armed with sword & battleaxe. Each has 8 e.p. These are the most promising warriors, being groomed as sergeants as openings become available.
143. SUBTLE SLOPE. This passage leads to Area #154 on Level 2: THE LOWER CELLARS. Dwarves, etc. have a chance to detect, otherwise it is unnoticeable by normal scrutiny.
144. COVERED PIT TRAP. 20' deep with poison spikes (2d6 h.p. damage, save vs. paralyzation or take an additional 1d6, if failed, save vs. poison or take another 1d8 damage.
145. COVERED PIT TRAP. 20' deep (2d6 h.p. damage). A secret door leads to the passage to #146.
146. SECRET ROOM. A skeleton is chained to the north wall. It has a bone scroll case with a scroll of magic-user spells *knock* and *wizard eye*. A pouch has 29 p.p. Scrawled on the wall above the skeleton are "hash marks" totaling 8.
147. COVERED PIT TRAP. 20' deep with spikes (2d6 h.p. damage, save vs. paralyzation or take an additional 1d6).
148. COVERED PIT TRAP. 30' deep (3d6 h.p. damage). There is a gas at the bottom of this pit; save vs. poison or fall into a deep *sleep* for 1d8 hours. There is a dead orc at the bottom. 4 e.p.
149. EMPTY ROOM. Seven bottles of Old Rookroost wine, now turned to vinegar.
150. PAINTER'S STUDIO. An easel is here with a wooden canvas, long-dried paints, brushes, etc. Among them are *Nolzur's Fabulous Brushes* (see APPENDIX II: New Magic Items).
151. ART GALLERY. The door to this room is locked and has a poison needle trap on the lock; save vs. poison or die. Five large paintings hang on the north and west walls of this room. Painting #1 is a landscape; the Cairn Hills as seen from Maure Castle. #2 is a portrait; the Gynarch of Hardby from a hundred years ago. #3 is a still life; a dagger and a bowl of kobold skulls. #4 is a landscape; the Rift Canyon seen from Riftcrag. #5 is a history painting; the Sack of Trigol. Each is worth 1,000 g.p. if it can be removed intact; all are painted on wood, so cannot be removed from their frames to any real effect. Each is 4' x 5' and weighs 1,000 g.p. They dimly radiate magic if detected for.
152. STAIRS TO LEVEL 4. These stairs lead to Area #1 on Level 4: THE LOWER DUNGEONS.
153. JUGGERNAUT TRAP. The portcullis is not locked. Once someone goes 40' south of the gate, it will lock and a large stone juggernaut from room A will come crashing down the steep ramp, smashing into the end of the corridor. Victims have exactly 1

round to act. 6d6 h.p. damage from the juggernaut, which is shaped like a stylized rhino and fills the corridor. Magically resets after 12 hours.

154. SLIDE BOTTOM. The slide from the pit at #146 on Level 2: THE DEEP CELLARS empties out here. The panel is one-way and will close quickly after depositing victims. 5 skeletons are here to greet visitors (6, 6, 6, 7, 8 h.p.). Inside the skull of the toughest is a 100 g.p. gem, findable only if the creature's remains are searched.
155. BORING BEETLES (#155 - #158). A colony of boring beetles has taken over a corner of this level, and all the walls and much of the floors of these rooms are covered with the molds and fungi the beetles cultivate for food. They constantly roam about the corridors looking for new organic material to serve as mulch. The fungus in this room gives off a faint phosphorous glow, equivalent to torch-light. 3-6 (1d4+2) beetles will be here at any given time (20, 21, 22, 22, 24, 24 h.p.).
156. BEETLES. More (non-glowing) fungus here; a lump is the body of a fallen elf (still has 45 g.p., potions of *levitation* and *invisibility*, and a *longsword +1*). 1-3 beetles will be here (23, 23, 25 h.p.).
157. BEETLES. 2-7 beetles will be here (20, 21, 22, 25, 25, 25, 26 h.p.), and there is a locked metal chest with 10,000 s.p. under the omnipresent fungus.
158. BEETLES AND AN OLD TRAP. The usual fungus covers the walls, and 3-6 beetles will be here (20, 20, 21, 21, 24, 24 h.p.). Under the fungus in one corner is another body; it has chain mail (non-magical, but serviceable) and a pouch with 4 gems. It also has a bone scroll case with a scroll of *protection from lycanthropes*. On the east wall is a false door; attempting to open it will set off the trap door and spill those within 10' of the door into Area #32.
159. WORM-RIDDEN LIBRARY. Several tables and chairs are here, as well as a rack containing forty-seven scrolls. All have been almost completely destroyed by a colony of 12 bookworms (2 h.p. each). Nothing useful whatsoever remains
160. LIZARD MAN LAIR. These abnormally-intelligent lizard men have established an outpost here. They not only wear clothing, but will use great cunning and planning when dealing with intruders. All speak Common. This is the main room of their lair, with ten warriors (10, 11, 11, 11, 12, 13, 14, 14, 14, 15 h.p., AC 4 (shield)) armed with longsword and four javelins each. Room A is a larder, with various smoked meats and fish, including some identifiable orc, dwarf, and other intelligent races.
161. LIZARD MAN LIEUTENANTS. Two sub-leaders of the tribe live here (16, 16 h.p., AC 4 (shield)), armed with trident and javelins.
162. LIZARD MAN CAPTAIN. The leader of the lizard men is here (17 h.p., AC 2 (plate & shield)), armed with a *longsword +1/+2 vs. mammals*. The band's treasure is here as well; 5,000 s.p., 2,000 g.p. and a bundle of 14 gems.
163. EUPARKERIA KENNEL. When they go out on patrol around their lair to secure captives or explore, the lizard men will have 2-5 of these dinosaurs with them on leashes, which they can control via a series of rasping commands. There are 8 of the creatures total, along with various leads, leashes, etc. (4, 5, 5, 5, 6, 7, 8, 9 h.p.), and two lizard man handlers live here with their charges (13, 13 h.p., AC 4 (shield)), armed with whip and shortsword.
164. STAIRS TO LEVEL 2. These stairs lead to #163 on Level 2 THE LOWER CELLARS.
165. TELEPORTER. Once someone reaches the end of the corridor, anyone within 30' of the end will be teleported without detection to #166 (note that east-west will be reversed for them unknowingly). Everyone must leave for it to reset.
166. TELEPORTER. Once someone reaches the end of the corridor, anyone within 30' of the end will be teleported without detection to #165 (note that east-west will be reversed for them unknowingly). Everyone must leave for it to reset.
167. COVERED PIT TRAP. 20' deep with spikes. 2d6 h.p. damage + 1d6 unless save vs. paralyzation.
168. EMPTY ROOM. A few scraps of cloth and leather.
169. SECRET ROOM. Ten skeletons (5 h.p. each) guard a large locked chest. It is trapped; anyone opening the chest will release *fear* gas; save vs. poison or flee in panic for 1d6 rounds (at intersections, roll randomly to determine direction). The chest contains 3,000 s.p., 2,000 g.p., and 3 pieces of jewelry.
170. WEEPING ROOM. This room is filled with sheet-covered dusty furniture. If anyone is in the room more than 2 rounds, they will hear the echoing sound of a child crying, which lasts for 2 more rounds. The furniture would be worth a total of 500 g.p. if hauled out of the dungeon, but is bulky in the extreme. If carefully searched, a kobold child's skeleton is here.
171. RAG DOLL. This room is empty except for a rag doll. If it is placed next to the skeleton in #170, the weeping effect will stop.
172. CLOWNS. The west wall of this room is decorated with a bas-relief of happy, jolly, clowns. Spending more than 1 turn in this room will cause anyone to grow uneasy; a save vs. spells is required to remain longer than that, although nothing overt is causing it.
173. EMPTY ROOM.
174. GRAFFITI. On the west wall of this room is scrawled in bright orange paint *"You've gone too far now! Too deep! Too fast! Your way of escape is cut off, and your doom has been graven in the stones of this hell!"*
175. POTTERY. There are fifty or so empty earthenware jugs here. Two of them radiate magic if detected for. The first, if liquid is placed within it, will produce a gem of 50 g.p. value. This is a one-time effect. The second, if liquid is placed within it, will turn it into a potion of gender reversal (as per the *girdle of femininity/masculinity*). This too is a one-time effect.
176. FUNGUS. A soft layer of brownish mold and fungus covers the tables, chairs, and benches in this room. Two shriekers (11, 14 h.p.) are here, as well as a violet fungus (12 h.p.). The rest of the mold and

fungus will, if disturbed (and fighting the shriekers or violet fungus will count), cause those who fail to save vs. poison to be disabled with choking and coughing for 1d4+5 rounds. Under the mold is a suit of *leather armor +1* (human sized), which will need to be cleaned, but once it is, will function normally.

177. GREAT CENTRAL SHAFT. After this room is entered, the door will close and the entire room will descend to Level 7: THE CRYPTS. It will stay at the bottom of the shaft for 24 hours thereafter. The door can be forced open during that time, but there is no way to get into the room through the roof while it's at the bottom of the shaft.
178. GARGOYLES. A mated pair of gargoyles have nested here (22, 23 h.p.). They have accumulated 125 g.p. in their nest of stones and sticks. In the nest are also three eggs, which are worth 40 g.p. each to collectors.
179. EMPTY ROOM. A small pile of animal bones.
180. PERMANENT MAGIC MOUTH. "*What do you think you're doing here?* (5 second pause) *I asked you a question, dunce!* (10 seconds) *Don't argue with me, I'm the one in charge around here!* (10 seconds) *Oh, just keep going south, dullard, and leave me alone!*"
181. GREEN ROOM. This room is painted green; walls, floor, and ceiling
182. YELLOW ROOM. This room is painted yellow; walls, floor, and ceiling.
183. ORANGE ROOM. This room is painted orange; walls, floor, and ceiling.
184. RED ROOM. This room is painted red; walls, floor, and ceiling.
185. BLUE ROOM. This room is painted blue; walls, floor, and ceiling. On the east wall is written, in neatly printed light-blue, *"Tenser was here." (DESIGNER'S NOTE: In the TSR adventure module WG6 ISLE OF THE APE, The archmage Tenser is described as being particularly fond of the color blue.)*
186. INDIGO ROOM. This room is painted grayish-purplish-blue (if players ask if that could be also called "indigo", the answer is yes); walls, floor, and ceiling.
187. PINK ROOM. This room is painted bright pink; walls, floor, and ceiling. Anyone entering this room from #186 will take 3d6 h.p. of magical damage, no saving throw.
188. VIOLET ROOM. This room is painted dark purple (if players ask if that could also be called "violet", the answer is yes); walls, floor, and ceiling. If someone goes through the adjacent rooms in this exact order: red, orange, yellow, green, blue, indigo, violet, he or she will gain 1 h.p. permanently (just opening a door and looking through will not spoil the effect; walking through it will). If it is attempted more than once, not only will the bonus hit point be removed, but one additional h.p. will be as well, for each time it is attempted. The effect of such loss is permanent.
189. GNOMES (#189 - #191). A party of gnomes has temporarily set up camp here. Six of them are here (5, 5, 6, 6, 6, 7 h.p.) armed with clubs and spears. Each has 15 g.p. They will fight with the aid of the badgers in #190 if possible.
190. BADGERS. The gnomes in #189 have trained these badgers as pets and will use them in combat if necessary. Three badgers (6, 8, 10 h.p.).
191. GNOMES. Four more gnomes are here (5, 5, 6, 6 h.p.), armed with clubs and spears. Each has 15 g.p. The leader of this band is here as well (F3, 16 h.p., AC 4 (chain & shield)), armed with shortsword and spear. He has 30 g.p. and a *potion of extra healing*. A small concealed chest has 200 g.p.
192. EMPTY ROOM. Smashed glassware on the floor.
193. TELEPORTER ROOM. PCs entering this room are teleported to #72, without detection. Only works once per hour, either way.
194. LOCKED ROOM. Hundreds of mouse skeletons are scattered across the floor. The door to this room is locked; the lever in Area #32 on Level 2: THE DEEP CELLARS unlocks it.
195. UNUSED BARRACKS. A dozen neat bunks are here, with old and worn, but functional, bedding.
196. A JOURNEY TO REL MORD. Thousands upon thousands of brass keys are hung on the walls of this room, each etched with a number (there are 16,807 total); they are hung in numerical order. There is the following worked into a mosaic on the floor:

    As I was going to Rel Mord
    I met a troop of seven lords.
    Every lord had seven mages.
    Every mage had seven cages.
    Every cage had seven wargs.
    Wargs, cages, mages, lords,
    How many were going to Rel Mord?

    The door to room 197 is locked, and only key #1 will open it (only one person was going to Rel Mord). Putting any other key into the lock will yield 4d6 h.p. electrical damage. *(DESIGNER'S NOTE: Rel Mord is the capital of the kingdom of Nyrond in the WORLD OF GREYHAWK FANTASY SETTING™. The riddle is a version of the "As I was going to St. Ives" nursery rhyme.)*
197. TREASURE ROOM. Three large locked chests are here, as well as a locked wardrobe. The first chest contains 3,000 g.p. The second is trapped; a beartrap-type blade will hit anyone in front of the chest when it is opened; save vs. paralyzation or take 3d6 h.p. damage. It contains 10,000 c.p. and a false bottom conceals a pouch with 10 gems. The third is trapped; anyone attempting to pick the lock will take 3d8 h.p. of electrical damage. It contains 6,000 s.p. and a *cursed shortsword -1*. The wardrobe is trapped with a poison needle; save vs. poison or die. It contains a *cloak of the manta ray* (appears as a leather cloak).
198. WELL. This well is a shaft that goes to Area #30 on Level 4: THE LOWER DUNGEONS and through to Area #60 on Level 5: THE DEEPS. Various bats and associated creatures tend to fly up the shaft from below; rooms A-M will each have the following at any given time:

1-3: 3d6 giant bats (1-1 HD variety)
4-6: 1d10+10 ordinary bats
7-8: 2d4 giant bats (1 HD variety)
9: 1d4 eye killers
10: 1d4 vampire bats (see APPENDIX III: New Monsters)

(DESIGNER'S NOTE: Those Game Masters with access to the Hacklopedia of Beasts, written for the HackMaster game (which is essentially an expansion of AD&D) may want to use the following table, which makes use of HackMaster's expanded selection of monsters.

1-2: 3d6 giant bats (1-1 HD variety)
3-5: 1d10+10 ordinary bats
6-7: 2d4 giant bats (1 HD variety)
8-9: 1d6 night hunters
10-11: 1d10 pack bats
12: 1d4 sinister bats)

199. SECRET CHAMBER. Four large locked chests are here, as well as a suit of non-magical plate mail (elf-sized) on a rack. The first chest is trapped; 2 *magic missiles* will strike each person within 10' of the chest for 1d4+1 h.p. of damage per missile (trap cannot be disarmed by thief abilities). It contains 4,000 e.p. The second is not trapped, and contains 450 g.p. and a scroll with the clerical spells *cure serious wounds* and *neutralize poison*. The third is trapped; poison needle (save vs. poison or die). It contains 1,200 s.p. and a pouch with 4 gems. A false bottom hides a box with six *darts +1* (see APPENDIX II: New Magic Items). The fourth is trapped; *fear* gas will envelop all within a 6' radius of the chest (save vs. breath weapon or flee in terror at top speed for 1d6 rounds; make random check at intersections for direction). It contains 3,400 g.p. and 2 pieces of jewelry.
200. COVERED PIT TRAP. 20' deep with spikes (2d6 h.p. damage, save vs. paralyzation or take 1d6 additional).
201. WELL. This well goes from the secret passage in Level 1: THE STORAGE ROOMS through to Level 3A: THE BLACK RESERVOIR via Area #182 on Level 2: THE DEEP CELLARS. It is otherwise inaccessible from this level.
202. THE WIDE STAIRCASE. This marks the bottom of the wide staircase that travels from Level 1: THE STORAGE ROOMS through Area #183 on Level 2: THE DEEP CELLARS to here. Note that the staircase carries a strong dweomer, making the teleportation effect that it employs quite undetectable (the staircase does not appear on each level where it "should", if it were an ordinary staircase dug into the earth).

Level Four: The Lower Dungeons

Most of this level is given over to the Arena, where gladiatorial contests were (and are) fought for the amusement of the castle's denizens. It is important for the game master to realize that this level is mostly "controlled". Four major factions control most of the level, each transcending racial (and in many cases alignment) boundaries and identified by a particular color. These factions (Greens, Blues, Reds, and Whites) will often capture monsters, inhabitants, or explorers from other levels for use in the games. Battles between the factions outside the Arena are rare. Losing factions will sometimes ally against those who are doing better in the games. PCs will most likely be seen as fodder to be captured and thrown into the Arena. All creatures belonging to a given faction will wear clothing in that color, or a sash, headband, armband, collar, etc. at the very least. Currently, the Greens and Blues are ascendant.

NOTE TO THE GAME MASTER: This is a very different sort of level from the previous two. It is, in a very real sense, a "live" level; with a few exceptions on the periphery (in particular the northeast section) and at the very center, it is under the control of one of the various factions, who have regular patrols and so intruders will likely be quickly identified and captures attempted to bring them into the stable of arena combatants. They are in regular contact with one another, and will, *in extremis*, cooperate against a powerful intruder intent on their collective downfall. The game master should try to convey that sense of a well-ordered, if cutthroat and based on arena success, society. Getting them to take up arms against one another will be difficult at best.

This level has direct access to levels 3, 5 and 6, plus the surface. There are four maps on this level: northeast, southeast, southwest, and northwest.

Table 4.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	6-26 (4d6+2) giant rats
2	Gelatinous cube
3	1-3 carrion crawlers
4	Grey ooze
5	Bats (use the tables from Area #198 on Level 3: THE DUNGEONS to determine specifics)
6	Floating pearlescent bubble causes 4d6 (10' radius) damage if touched; 1 in 6 has a gem. 1 in 6 glows as a torch.
7	Faction patrol (see table 4.2 below)
8	Faction patrol (see table 4.2 below)
9	Faction patrol (see table 4.2 below)
10	Faction patrol (see table 4.2 below)
11	Non-intelligent monster from elsewhere on the level
12	Dungeon Dressing (use table 4.3)

Table 4.2: Random Faction Patrols

Roll	Faction Patrol
1	Blue: 1 Troll (#81), 2 human heroes (#94), 2 goblins (#96), and 1 halfling (#99).
2	White: 1 hobgoblin (#72), 1 vegepygmy (#73), 2 goblins (#74), and 1 human warrior (#75).
3	Red: 2 orcs (#130), 1 gnome (#130), and 2 humans (#130).
4	Green: 2 human heroes (#46), 1 half-orc hero (#46), 1 ogre (#56), and 2 dwarf heroes (#56).
5	Blue: 2 lizard men (#83), 1 lizard king (#84), 1 hobgoblin (#97), 2 gnomes (#99).
6	Green: 2 human heroes (#46), 1 troll (#56), and 2 hobgoblins (#56).
7	Blue: 1 troll (#81), 2 lizard men (#83), and 2 human heroes (#94).
8	Green: 1 half-orc hero (#46), 1 manticore (#56), and 3 orcs (#49).
9	Blue: 1 ogre (#95), 2 goblins (#96), 2 hobgoblins (#97), and 1 korred (#99).
10	White: 2 hobgoblins (#72), 2 vegepygmies (#73), and 1 kobold (#75).
11	Red: 2 gnomes (#130), 2 orcs (#130), and 1 ogre (#135).
12	Green: 3 dwarf heroes (#56), 2 ogres (#50), and a wereboar (#51).

If a faction is indicated in what is clearly another faction's territory, re-roll. All inhabitants of the level are very familiar with its peculiarities and geography and will set up ambushes, etc. if not caught by surprise. Patrols will be armed with man-catchers, nets, and whips, which they will use unless it is obvious that the prey is likely to kill them, in which case they will switch to whatever their ordinary lethal weapons are.

Note that in-game events (such as PCs killing faction warriors, or new warriors being recruited) might make this table outdated. Parentheses indicate in which room the creature(s) can be found on this level. When making up your own patrols, please keep the following guidelines in mind.

Faction patrols will be composed of 4-7 warriors (take them as needed from the various faction encounter areas) Factions will be exclusively of one color or another (roll randomly), and any color can be found anywhere except in areas directly controlled by a given faction or directly adjacent thereto (in which case, it is that faction's patrol which is encountered).

Table 4.3: Dungeon Dressing

Roll	Encounter
1	Pipes run along the wall, disappearing into the floor and ceiling. They are hot to the touch.
2	Six empty wine bottles, evidently Celene ruby.
3	A 6' diameter circle on the floor is painted bright yellow.
4	A rent and ruined jerkin of chainmail.

5 Sound of voices in the distance.
6 Graffiti: *Reds rule! Blues drool!*
7 Broken crate with rotting straw.
8 A "tripped" tripwire (only detectible by a thief).
9 Slight (barely detectible) vibration in the floor and walls in a 10' section.
10 Torn faction insignia (roll randomly for color).
11 Dented brass lantern.
12 Special (see APPENDIX IV: Special Random Encounters)

Encounter Areas

1. WELL-TRAVELLED ROOM. The stairs here lead up to Area #152 on Level 3: THE DUNGEONS. There is double the chance in this room to encounter a wandering monster, as it is something of a crossroads for the inhabitants of the level.
2. FOUNTAIN. A fountain in the shape of a large carp is in the middle of the room. Only one effect (good or bad) per person is permitted. If a gold or platinum coin is dropped in the basin before the water is drunk, the person doing so will gain 1 h.p. permanently. If it is drunk without such an offering, the character will lose 1 h.p. permanently. The coin disappears after the drink has been taken.
3. SCORPIONS. A pair of giant scorpions (26, 28 h.p.) dwell here. A pair of corpses (vaguely humanoid in shape, but otherwise mangled and unidentifiable) are here. The first has a belt pouch with a *potion of gaseous form* and a *potion of extra healing*, plus 25 p.p. The second has a backpack with 1,900 e.p. A dismembered hand also has a *ring of contrariness*.
4. SHELL GAME. The walls of this room are covered with sea shells of various sorts, stuck into the plaster. In the middle of the room is a pedestal with a (non-functioning) clock on its top with the hands pointing to 12:00. When the room is entered, a disembodied voice says *"At midnight, a shell is fixed to the side of a boat, two feet above water level. The water is rising one and a half inches per hour. When will the water touch the shell?"* If the hands are touched they will yield 2d12 h.p. of electrical damage. If the hands are not touched, 5 minutes will elapse and if people are still in the room, a secret compartment inside the pedestal will open releasing a 50 g.p. gem.
5. RUST MONSTER LAIR. A pair of these dreaded creatures lives here (23, 25 h.p.). In and amongst the offal and general clutter of the room are 20 gems.
6. EMPTY ROOM. A large empty cauldron suspended from a tripod over a cold fire.
7. ROGUE MODRON. A rogue quadrone (25 h.p.) is in hiding here, on the run from a squad of pentadrones sent to the Prime Material Plane to eradicate it. It has the advantage of an *amulet of proof against detection and location*, which has so far proved effective. It has an effective alignment of neutral good, but it is suffering from enormous swings of mood.
8. BUBBLE HOOP. A metal hoop 3' in diameter is mounted on a 4' metal pole set into the center of the floor. For every turn spent in the room, there is a 1 in 10 chance that a pearlescent bubble will be formed in the hoop and start to drift away (see Table 4.1: Random Encounters for more details).
9. MAGIC MOUTH. There is a permanent magic mouth spell here. Anyone passing by the alcove will be told *"Place your bets, but save your money; vinegar, water, ale, and honey. I know the place that must be got; shun the middle, find the pot."*
10. MORTUARY. A stone bier is in the middle of this room, and there are long-dead flowers strewn on the floor, now crumbling to dust. A pair of 4' bronze candlesticks are at either end of the bier, and are decorated with gargoyles and leering faces. They are worth 100 g.p. as a set, and weigh 500 g.p. each.
11. SECRET CHAMBER. A pale yellow glow can be seen in the hallway leading to this small room. It contains a large (3' diameter) crystal sphere, glowing yellow, attached to the ceiling and floor by a stout bronze chain. It is cool to the touch, but of an unknown material. It is unbreakable. When the room is entered, a voice emanates from the sphere, saying *"What can fill a room, but takes up no space?"* If the proper answer ("light") is given, it gives directions on how to find the secret door leading to Area #56 on Level 5: THE DEEPS. If no answer is given within 2 minutes, or the wrong answer is given, all weapons in the room and hallway will *animate* and attack their owners for 1d6+1 rounds (each attacks on the same combat table as its owner).
12. GORICS (Areas #12 - #14). A family of gorics (see APPENDIX III: New Monsters) has taken up residence here. There are four in this room (4 HD; 15, 16, 16, 17 h.p.), armed with picks. Each has 1-4 gems.
13. GORICS. 4 more gorics are here (4 HD; 16, 16, 17, 20 h.p.), armed with picks. Each has 1-4 gems.
14. GORICS. This room is used as a "common area" for the gorics, as well as quarters for four more (4 HD; 18, 18, 20, 21 h.p.) armed with picks. Each has 1-4 gems, and a hidden chest holds 25 gems (max. value 500 g.p.). The family is bemoaning the fact that several of their members have been captured by the factions for the Arena.
15. WIGHT CELLS. Each of the cells A-F contains a wight (19, 22, 23, 23, 24, 25 h.p.). They will emerge to both cut off and head off intruders on a 1 on 1d6 (roll separately for each once the first door is passed). Once combat is joined, all will begin to emerge from their cells. *(DESIGNER'S NOTE: Rob Kuntz has related an anecdote about how his character Lord Robilar encountered a number of wights in such a situation. His character would surely have been slain, had Gary Gygax's then-wife not interrupted the game, prompting Gary to declare the whole episode a dream.)*
16. SECRET CHAMBER. A trio of large locked chests holds 2,000 e.p., 2,000 g.p., 3,000 s.p., and a mix of 1,000 g.p. and 1,000 e.p., respectively. The

second and third are both trapped; the second with a poison needle at the lock (save vs. poison or die), the third with an acid spray that will jet out the back and sides of the chest, doing 4d8 h.p. damage (save vs. breath weapon for half damage). Anyone in front of the chest when it is opened will not be affected. A false bottom in the third chest also holds a *wand of frost* (17 charges).

17. TREASURE ROOM. Four large locked chests hold 2,000 c.p. each. The third also holds 10 gems and 3 pieces of jewelry.
18. GREAT CENTRAL SHAFT. The elevator room from #177 on Level 3: THE DUNGEONS passes through here on its way down. It is inaccessible via normal means from the rest of the level.
19. SPIDERS. The tall ceiling of this room is choked with cobwebs, and there is a 30% chance a corridor within 50' of the entrance to the room will have a web cast across it. Four giant spiders (22, 24, 25, 26 h.p.) are here, along with the remains of a half-dozen bodies. They have 9,000 c.p. and 3,000 s.p. along with a map in a bone scroll case that shows secret Area #85 on Level 3: THE LOWER DUNGEONS.
20. SECRET ROOM. This room holds a large locked chest with 2,000 g.p. and a dozen *arrows +1/+3 vs. flying creatures*.
21. EMPTY ROOM. Some broken earthenware jugs.
22. BATHS. Five enormous bathtubs are in this tiled room. There are stoves for heating water, benches, pegs for hanging clothing, etc. 20% chance 2-5 warriors from either the Blue or White faction will be here.
23. SUBTLY SLOPING PASSAGE. The downward slope of this hallway will not be noticed by most people. Dwarves etc. have the standard chance to detect the slope. It leads to Area #1 on Level 5: THE DEEPS.
24. WHITE BARRACKS. Three gorics (see APPENDIX III: New Monsters for details; 4 HD,;13, 15, 15 h.p.; unarmed) are chained to their bunks here. Two ogres (20, 22 h.p.) armed with clubs are here to supervise and guard them. The ogres have 20 g.p. each.
25. WATERFALL. There is a pipe near the ceiling on the north end of this room, from which a torrent of water flows. It then flows across the floor to another pipe set near the floor in the south wall, whence the water disappears. The water has worn a small channel in the floor. Although the floor here is slippery with moisture and mold, the water is clean and drinkable.
26. SECRET CLOSET. Two greater skeletons (3 HD; 18, 20 h.p.; turn as a ghoul; otherwise treat as a normal skeleton). There is a copper disk on the back wall that functions as a *scroll of lightning bolt*, although it is much bulkier and cannot, obviously, be rolled up.
27. BAT COUNTRY (#27 - #34). Note that all of the entrances to this area are blocked by bars with locked doors in the bars (like a jail cell). This enables the bats to fly in and out, naturally. This cave is home to a colony of 35 giant bats (1-1 HD variety). *(DESIGNER'S NOTE: Those Game Masters with access to the Hacklopedia of Beasts may wish to place a colony of 14 sinister bats here instead.)*
28. EYE KILLERS. A colony of 12 eye killers dwells here. *(Hacklopedia substitution: 25 pack bats.)*
29. DEVIL-BAT. Chiros, a unique bat-devil, makes his home here. He appears as a 7' tall figure with brown fur, arms with large webbed wings between them and his torso, and the head of a large bat. (7 HD; 56 h.p.; AC 2; MV 12"/15" (MC: C); DAM/ATTACK: 1-12/1-12 or by weapon; 35% MR; sonar equal to ultravision; able to command all bats and bat-like creatures within a 12" radius; shape-change into an ordinary bat at will; *hold person, pyrotechnics* and *produce flame* once per round; plus standard devil abilities and defenses). He can also *summon* 1d4 spined devils per day with a 65% chance of success. He wields a *trident +3*. He has a horde in 5 large locked chests of 40,000 s.p., 10 pieces of jewelry, potions of *invisibility, speed, extra healing* (x2), and *water breathing*. The third chest has a false bottom; within is 2,000 p.p. and *bracers of defense AC 4*. If pressed, Chiros will attempt to disappear into a swarm of bats and flee. The factions give him a wide berth, and he, for his part, leaves them alone as well.
30. WELL. The well from Area #198 on Level 3: THE DUNGEONS enters through the ceiling of this cave and goes through the floor to Area #60 on Level 5: THE DEEPS. A colony of 500 ordinary bats lives here.
31. GIANT BATS. A colony of 20 giant bats is here (1 HD variety).
32. BATS. A colony of 200 ordinary bats is here. *(Hacklopedia substitution: 25 night hunters.)*
33. GIANT BATS. A colony of 30 giant bats (1-1 HD variety) lives here.
34. VAMPIRE BATS. A colony of 200 vampire bats lives here (see APPENDIX III: New Monsters for details). Note that the sink-hole in the floor here leads to a tunnel that eventually leads to an innocuous hole on the surface. At points, the tunnel is only 1' in diameter, so it is not particularly useful for man-sized creatures.
35. WHITE TRAINER. Osric Snorrison, a transplant from the barbarian lands far to the Northeast, leads the White faction (F7; 42 h.p.; AC 3 (banded mail)). He wields a *quarterstaff +4*, and has both a *ring of invisibility* and a *ring of regeneration*. His room is filled with various pieces of exercise and training equipment; barbells, medicine balls, etc. There are also first-aid supplies, plus food and wine. The clutter is immense; there is barely room to turn around. Hidden in an empty wine barrel is the white treasury; 1,500 g.p. and 1,000 s.p.
36. PURPLE GYMNASIUM. The purples are an all-but-extinct faction. Their gymnasium is adorned with various tiles of mauve, lavender, and plum, but there are no sources of light. Careful inspection will reveal where hundreds of gems have been pried out of the walls; none remain. Very poor implements of training can be found here; wasters (wooden practice swords), targets, etc. but all are

quite shabby. The place is not totally abandoned, but it certainly is not regularly used.

37. EMPTY BARRACKS. Beds for up to 24 individuals are here, all empty. There are no signs of recent habitation.
38. PURPLE TRAINER. The last member of the Purples dwells here, dreaming of happier days. Flegar Garnetglory, a duergar lord (F9; 69 h.p.; AC 0 (*chainmail +2*, DEX); with an 18/75 STR), is a shade of his former self. He wields a *warhammer +2* and has a *ring of free action*. He wears a shabby baldric of purple chased in gold. Although he is CE in alignment, he is a very thoughtful and cunning warrior, and might, in the proper circumstances, bring in new blood to rebuild the faction. He is a pathetic, beaten figure who should elicit sympathy as he tells rambling tales of the old forgotten glorious victories of the Purple faction. He has 16 s.p. and the keys to Area #39 in a purse on his belt.
39. PURPLE FACTION TREASURY. The door to this room is locked and trapped. Those without the key will activate poison darts in the walls if they attempt to open the door; 6 darts attack as a 4th level fighter, doing 1d3 h.p. of damage each, plus requiring a saving throw vs. poison or take an additional 25 h.p. damage This treasure hoard has seen better days. There are six large chests here. The first three are open and empty. The other three are locked. The first holds 4,000 s.p. The second holds 1,500 g.p. The third is trapped (poison gas sprays from the lock; save vs. poison or die). It holds 1,000 p.p. and four pieces of jewelry.
40. STORAGE ROOM. This was formerly used by the Purples to store various sorts of goods, and some will still be found here; dumbbells, medicine balls, wooden swords, practice shields, first aid supplies, etc.
41. PURPLE BARRACKS (Areas #41-44). There are eight empty bunks here.
42. EMPTY BARRACKS. Four empty bunks.
43. HAUNTED BARRACKS. There are six empty bunks here. The spirit of the last Purple warrior haunts the place in the form of a shadow (21 h.p.). There is a gem-studded crown of platinum hidden under one bunk; the symbolic headgear of the winner of the games in the Arena, which has been missing for more than a year. It is worth 1,000 g.p., but the factions would gladly pay five times that amount to retrieve it, simply for the symbolic value.
44. PURPLE BARRACKS. There are eight empty bunks here. The bedding is infested with earwigs (see APPENDIX II: New Monsters); anyone sleeping here will be certainly attacked.
45. LOOKOUT POST. Note the arrow slit/window in the southern portion of this room. There is a quiver with a dozen arrows here. It is otherwise empty.
46. GREEN BARRACKS (Areas #46 – 51). This room is home to 5 human heroes (F4; 20, 22, 23, 24, 24 h.p.) and 3 half-orc heroes (F4; 23, 24, 25 h.p.). All are armored with studded leather (AC 7) and are armed with longswords, daggers, spears, and have access to nearly any weapon if needed. Each has a pouch with 25 g.p.
47. GREEN TRAINER. Jerith Pishgelanter, a foppish gnome of Ulekian extraction, dwells here (A8; 37 h.p.; 18 STR, 18 INT, 18 DEX; AC 3 (leather +DEX)). In combat he wields a pair of *daggers +3*, and wears a *periapt of wound closure*. He wears 7 pieces of jewelry on his person, many of which contain jade and emerald. He has several vials of various poisons on his person at any given time, and presents a foppish and dandyish persona which belies his tough and ruthless nature. He also has the keys to Area #48.
48. GREEN TREASURY. The door to this room is locked and trapped; any attempt to pick the lock will result in 4-24 h.p. of electrical damage. Seven large locked chests are here. Chest #1 contains 4,000 g.p. Chest #2 is trapped; 8 bolts strike as 4th level fighters. It is otherwise empty. Chest #3 holds a mix of 2,000 s.p., 3,000 c.p. and 100 p.p. Chest #4 holds 3,000 s.p. as well as *potions of extra healing* (x2), *invisibility, ventriloquism, speed,* and *flying*. Chest #5 is trapped; a scything blade cuts off a finger of anyone attempting to open it without the key (-1 DEX, possible implications for thieves and magic-users using spells with somatic components). It contains 75 amethysts (100 g.p. each) plus 1,000 s.p. Chest #6 is trapped; a poison pin on the lock (save vs. poison of take 35 h.p. damage). It contains 4,000 g.p. as well as another piece of the *Puzzle Door* on Level 5: THE DEEPS (see APPENDIX II: New Magic Items for details). Chest #7 contains 2,000 s.p. and a scroll with the cleric spells *animate dead, exorcise*, and *neutralize poison*.
49. ORCS. Orcs from both tribes on Level 3: THE DUNGEONS are here, united in their service to the Green faction; they get better pay, better food, and are treated much better. There are 8 here (5, 5, 6, 6, 7, 8, 8, 8 h.p.) each of which has 30 g.p. They normally wear ring mail (AC 6) and wield longswords or battleaxes.
50. OGRES. A trio of ogres is here (20, 20, 21 h.p.). Each has a small sack with 110 g.p. under his bed.
51. WEREBOAR. Jemick, a wereboar (27 h.p.) dwells here. His immunity to non-magical weapons has given him an edge in recent combats, but the other factions are getting wise and readying silver weapons for his next encounter. He has 500 g.p. and wields a *shortsword +2*. He keeps a *potion of gaseous form* in his belt just in case.
52. FOUNTAIN. A large fountain in the shape of an ogre in *retiarius* kit (net and trident, no armor), spouting water from his raging lips into the 10' across basin. This room is considered neutral territory by all the factions, who all draw water from here.
53. SPIRAL STAIRS. The staircase here leads up to Area #119 on Level 3: THE DUNGEONS. Anyone coming down the steps will be investigated by the warriors in Area #54, although they don't post a regular guard (repeated and costly intrusions via this staircase will, however, change that practice).

54. WHITE GYMNASIUM. This entire room has a very tall arched ceiling, is lit by *continual light* spells, and is completely white-washed, punctuated by gleaming pieces of chalcedony, white marble, and ivory. Various implements of the sort normal for warrior training are here; wasters, targets, etc. At any time, 2-12 warriors of the White faction will be here (from rooms #24 and #72 - #75), engaging in combat training exercises.
55. CONTROL ROOM. The western and southern doors are made of metal, with large wheels for doorknobs. They require a combined STR of 40 to open. Magical transportation (*passwall, teleport*, etc.) will not work in attempting to enter the room. The room itself is lined with metal, with pipes large and small snaking from floor to ceiling with small puffs or streams of steam coming from joints in the pipes. From the ceiling are four metal flower-looking projections (one in each direction), and there are hundreds of levers, dials, and knobs. Many of these activate or de-activate some of the traps and covered pits throughout the dungeon, although most are long since broken. If a control is used, roll on the following table to determine the effect:
    - 1-4: A light goes on (50%) or off (50%) near the control.
    - 5-6: A large gout of steam from one of the pipes envelops the PC for 2-12 h.p. damage.
    - 7: An alarm bell sounds for 30 seconds.
    - 8: A cream-colored card emerges from the panel, with a clattering noise. It is covered in a pattern of rectangular holes.
    - 9: A voice comes from the nearest flower-shaped projection saying *"Are you sure you want to do that?"*
    - 10-11: The control (knob, lever, button) comes off in the PCs hand or clatters onto the floor after being touched.
    - 12: A trap is deactivated somewhere in the dungeon (not necessarily on this level).

    The spiral staircase in the middle of the room leads up to Area #116 on Level 3: THE DUNGEONS. Note that it would take at least a quasi-deity of above genius intelligence and knowledge of technology to get this room and the one above it functioning properly.
56. GREEN GYMNASIUM. This enormous room is lit with *continual light* spells, and is decorated in a dazzling array of different hues of green. Malachite predominates as a decorative stone, although mosaics of varying shades of green cover the floor and walls. Various implements of the sort normal for warrior training are here; wasters, targets, etc. Meals for the Greens are also served here, and victory celebrations are held in this room as well. At any given time, 3-12 warriors of the Green faction will be here, mostly from side-rooms A-F, but often from nearby rooms as well, engaging in mock combats to practice their skill at arms. Those side-rooms house the cream of the green faction. A) A pair of ogres (20, 24 h.p.) with a strongbox containing 450 g.p. B) A troll (30 h.p.). C) A group of six neutral dwarven fighters (F4; 23, 24, 24, 26, 27, 29 h.p.; armed with axe and sword; chainmail and shield), each of which has 5 gems. D) A manticore (30 h.p.) with a broken wing that did not set properly, rendering him incapable of flight. He has a pile of 5,000 e.p. upon which he makes his bed. E) Four hobgoblins (12 h.p. each) of exceptional size and toughness (+1 to hit and damage), with 120 g.p. between them. F) Six orcs (8 h.p. each) with 7 g.p. each.
57. STOREROOM. This room holds a variety of different training implements (dumbbells, medicine balls, wooden practice swords) plus mundane supplies such as blankets and bedding, first aid supplies, etc. The Green faction stores their goods here.
58. GREEN FACTION BARRACKS (Areas #58 - #59). This door is kept locked from the outside; some of the Green faction's less enthusiastic supporters are here. Five kobolds (4, 4, 4, 4, 4 h.p.). There are also manacles on the beds, but they are not currently being used.
59. DEFECTOR. An elven myrmidon is here, to try his luck with the Green Faction after defecting from the Reds. Ellish Morlinithwaythe (F6, 40 h.p., NE alignment, AC 2 (*plate mail +1*), armed with a *spear +3* and a *longsword +2/+3 vs. orcs*). He has 750 g.p. in a small locked chest under his bed, and carries with him a pouch with 20 gems at all times (even in the arena; he has publically boasted that it is his gift to whomever can defeat him).
60. SPIRAL STAIRS. This spiral staircase leads up to Area #106 on Level 3: THE DUNGEONS.
61. COVERED PIT TRAP. This pit is 20' deep with spikes on the bottom. PCs falling into it take 2d6 h.p. of damage, plus must save vs. paralyzation or take additional 1d6 damage.
62. TELEPORTER. Anyone entering the last 10' of this corridor will be teleported to Area #139 on Level 5: THE DEEPS without realizing it.
63. BASILISK LAIR. The factions know of this creature (30 h.p.) and give it a wide berth, occasionally making offerings to keep it content and far from their locales. The door is naturally ajar. In the chamber is a life-sized golden statue of a warrior in murmillones kit (crested helmet, arm guard, gladius, and oblong shield), worth 8,000 g.p.
64. STAIRWAY DOWN. This staircase leads down to Area #114 on Level 5: THE DEEPS.
65. CROCODILE PIT. The ledge around the rim of this hexagonal room is both narrow and slippery; it requires a check against Dexterity to avoid falling into the 30' deep pit, at the bottom of which are three hungry crocodiles (15, 16, 17 h.p.). Note that anyone falling into the pit will take 2d6 h.p. damage from the fall and be treated as automatically *surprised* by the crocs, and there is a risk of drowning in the 10' of water at its bottom.
66. ELABORATE BLADE TRAP. When the PCs enter this room, they will see an empty room. Cursory

inspection will show a series of narrow openings in both the ceiling and the walls; four in the ceiling, three in each wall. Entering the room will trigger a number of blades, all exquisitely timed not to hit one another; spinning blades from the walls move in and out, pendulum-type blades swing from the ceiling. Moving 10' requires a Dexterity check; failure means a 1d10 h.p. hit.

67. TREASURE ROOM. The door to this room is locked, and anyone attempting to pick the lock will need to check against being hit by the blades in Area #66. It contains a vast pile of 100,000 c.p. Buried within the pile is a *ring of limited wishes*, with 2 charges; it will not be found by just casually "poking around" the coins; unless they are gone through thoroughly (as in, bagged for transportation) it is 95% likely to be overlooked.
68. MACHINERY. Both of these rooms contain the machinery that controls the blades that enter into and move in Area #66. There are controls to deactivate the whole mechanism.
69. EMPTY ROOM. There are 50 wooden folding chairs here, used to accommodate overflow crowds in the Arena.
70. CLOWNS. The walls of this room bear colorful murals of clowns in various caperings, jestings, and so forth. If they are carefully observed, you get the feeling that the clowns' eyes are following you.
71. BLUE STORAGE. The Blue faction stores its equipment here; dumb bells, medicine balls, first aid equipment, food staples and drink, etc.
72. WHITE BARRACKS (#72 - #75). There are four hobgoblins here (10, 10, 11, 11 h.p.) armed with morning stars. They each have 10 g.p.
73. VEGEPYGMIES. 5 vegepygmies (3 HD; 15, 17, 18, 18, 19 h.p.) are here, armed with axes. They have no treasure. Several bunks are empty.
74. GOBLINS. Four goblins (6, 6, 6, 6 h.p.) are here, armed with spears and hammers, each with 10 g.p. There are several empty bunks here as well; the whites have been losing warriors in the Arena as of late.
75. MAIN BARRACKS. This long room has three human warriors (F2; 12, 13, 13 h.p.; AC 4 (chainmail & shield)) armed with longswords, a verbeeg named Jake (34 h.p., AC 3, 18/65 STR), and five kobolds (3, 3, 3, 3, 4 h.p.) armed with shortswords and javelins. Each has 10 g.p. except for Jake, who has 40 g.p. because of his position as the White faction's "ringer". There are eight empty bunks here as well.
76. BLUE GYMNASIUM. This vast room is lit with *continual light* spells, and is decorated with various shades of blue tiles and stones, with azurite and blue quartz as highlights. It is filled with the stuff of fight training; dummies, targets, wooden wasters, etc. In addition, when the many victory celebrations of the Blue faction are held, they are held here, as are ordinary mealtimes. At any given time, 3-12 warriors of the Blue faction will be here training at arms.
77. BLUE TRAINER. Horvis Nuthratch (Half-orc F9/C4; 60 h.p.; AC 0 (*banded mail +2*, DEX); CE align.; spells memorized: *cause fear, light, cure light wounds (x2), hold person* (x2), but on days when there is a fight in the Arena, he will substitute a *chant* spell for one of them, to use on behalf of his warriors, in contravention of the rules) dwells here, leading his Blue faction to greatness. Almost no one realizes he is a cleric of the god of fire and volcanoes, and he likes to keep it that way, the better to surprise enemies who do not suspect his spell casting abilities. He wields an iron *club +3*, has a *periapt of proof against poison +3*, wears a *ring of telekinesis* (1,000 g.p. max), and a pearly white *ioun stone* circles his head (regenerates 1 h.p. per round). He is not above using his magical items (particularly the ring) to cheat on behalf of his faction in the Arena, and thus far has been clever enough to avoid detection. He carries 75 p.p. on his person. Sometimes, he will watch his men fighting from the observation room A.
78. WINE STORES. Harvis Nuthratch has a great store of wine here (12 large casks and over three hundred bottles) which he uses as rewards and celebrations for his victorious faction. He also tends to get drunk on his own supply after the daily training regimen has been concluded. Each cask is worth 50 g.p. and weighs 100#; each bottle is worth 1 s.p.
79. STAIRCASE. This staircase leads to Area #137 on Level 3: THE DUNGEONS.
80. BLUE TREASURY. The Blue faction keeps its hoarded wealth here; three large locked chests contain 1,000 p.p., 10,000 g.p., and 6,500 g.p., respectively. The third also contains a small box with 35 gems, not less than 50 g.p. value.
81. BLUE BARRACKS (Areas #81 - #84). Two trolls (30, 34 h.p.) dwell here, the stars of the Blue faction. Each has 115 g.p. in a sack under its cot.
82. MONGRELMEN. This chamber holds six mongrelmen (3 HD; 13, 13, 14, 15, 15, 16 h.p.), each armed with morning stars and carrying 25 g.p.
83. LIZARD MEN. Seven lizard men (of the more intelligent sort) are here as warriors for the Blue faction (6, 6, 7, 7, 7, 7, 8 h.p.). They are armed with spears and clubs, and each has 25 g.p.
84. LIZARD KINGS. Two lizard kings (40, 45 h.p.) are here, armed with their characteristic tridents. Each has 90 g.p.
85. COVERED PIT TRAP. 20' deep with spikes (2d6 h.p. damage, save vs. paralyzation or take an additional 1d6 h.p. damage). A lever in the secret passage just south of the trap will lock it in place.
86. STAIRCASE. This staircase leads to Area #124 on Level 5: THE DEEPS. In the 11th step from the top is built a drawer; it will not be detected unless the stairs are carefully examined. It contains a *ring of wishes* with a single charge remaining.
87. EMPTY ROOM. It is swept and neat.
88. STUDY. There is a large desk here with a continual light lamp providing excellent illumination on its surface. A well-worn padded chair is here as well, and several stacks of parchment, quills, and inkwells are on the desk. The parchment is already marked out in a grid pattern (similar to an accountant's ledger).

89. WELCOME TO GAMMA 'HAWK. One round after this dead-end tunnel is entered, it will fill with sleeping gas (no save; only those immune to magical sleep are unaffected). One round after that, all within will be teleported to the far future, after the world has undergone a nuclear/bioweapon holocaust and is populated by a variety of mutants wielding super-technology. They will wake 30 minutes later in their new surroundings (or two thousand years later, depending on how you look at it). Getting back via time-machine should not be an insurmountable task, if the game master chooses to make it so…
90. HALFLING ENTREPRENEURS. Two intrepid halflings make their home here, having set up the concession stand in Area #93. The brothers Jeseph and Vilrik Hottlebrim both dwell here (both F/T 4/7; 36, 40 h.p.; AC 4 (leather & DEX)). Jeseph is armed with a *shortsword +2* and a *dagger +2*, and has a *cloak of elvenkind* and a *ring of free action*. Vilrik is armed with a *dagger of venom* and has *potions of extra healing, invisibility, human control,* and *levitation*. Each carries on his person 70 g.p. and a key to Area #91.
91. HALFLING TREASURY. This door is locked; both Jeseph and Vilrik have keys. If anyone attempts to open the door without the proper key, a spray of acid will cause 5d8 h.p. damage to all within 5' of the door (save vs. breath weapon for half damage). Inside are three large locked chests. The first contains 8,000 c.p. The second has 2,000 bz.p. and 3,000 s.p. The third contains 3,000 g.p., eight pieces of jewelry, and 24 gems. A false compartment in the rear of the second chest also contains seven vials of a special ingested poison; a dose will cause the victim to become weak and uncoordinated, losing 2 points of CON and 2 points of DEX for 4 hours, as well as incurring a -2 "to hit" penalty. The halfling brothers have, coincidentally, been doing very well at betting in the Arena lately.
92. FALSE DOOR TRAP. At the end of the corridor is a false door. The pit is 30' deep and has a foot of brackish water in the bottom. Characters falling in will take 3d6 h.p. of damage. The water conceals a 500 g.p. diamond that radiates magic if detected for.
93. CONCESSION STAND. The door to this room opens in halves, with a small ledge on the top of the bottom half. An enterprising pair of halflings (see Areas #90 - #91) have set up this room as a food vendor stall during the various bouts in the Arena. The fare is cheaper and often better than that found in the betting parlor (Area #113). This room is the kitchen (the food is all sold "to go" through the door) and room A is the store room. There is a strongbox with 13 s.p., 587 c.p., and 225 bz.p. Some items from the menu:
    - **Giant rat kebab western style** (2 c.p.)
    - **Boneless bat on a stick** (1 c.p.)
    - **Slumgullion** (1 bz.p.; in a bread bowl, 1 c.p.)
    - **Bowl 'o toadstools** (2 c.p.)
    - **Grilled giant centipede on a roll** (1 c.p.)
    - **Cup of wine** (2 c.p., supply your own cup)
    - **Mulled wine** (3 c.p., ditto)
    - **Hot n' spicy fried batwings** (1 c.p.)
    - **Deviled "kockatrice" eggs** (3 c.p.)
    - **Famished Fighter Platter** (2 kebabs, a bowl o' toadstools, & batwings, all served on a bed of "rice"; 1 s.p.) Patrons are advised not to ask what the "rice" is, exactly, 'cause it ain't rice.
94. BLUE BARRACKS (#94 - #99). 6 human heroes (F4; 22, 23, 23, 23, 24, 25 h.p.; AC 4 (chain & shield)) armed with longswords and daggers. Each has 25 g.p.
95. HEAVY HITTERS. Two trolls (30, 32 h.p.) and an ogre (29 h.p.). Each has 35 g.p.
96. GOBLINS. 7 goblins (5, 5, 6, 6, 6, 7, 7 h.p.) armed with spears and short swords. Each has 15 g.p.
97. HOBGOBLINS. 5 hobgoblins (7, 7, 7, 8, 8 h.p.) armed with morning stars and halberds. Each has 25 g.p.
98. SPHINX. A criosphinx dwells here (55 h.p.), a particular rival of the manticore belonging to the Green faction. It has a great stone treasure chest filled with 4,000 e.p.
99. SMALL FOLK. Three gnomes (F3; 20, 22, 23 h.p.; AC 3 (plate mail)) armed with spears and shortswords. Also two halflings (T4; 15, 16 h.p.; AC 6 (leather & DEX)) armed with shortsword and dagger. Plus a korred (29 h.p.). Each has 45 g.p.; the korred has six gems as well.
100. LOWER ANTECHAMBER. This was the place where the lord of the games would prepare for his grand entrance. There are benches, hangers for robes, etc. It is not used today.
101. LORD'S ANTECHAMBER. This was where final adjustments were made prior to the grand entrance. It leads to the Lord's Box, (Area #102-B), which is accoutered with three plush chairs plus a (now-tattered and faded) throne.
102. ARENA. This entire area is brightly lit with *continual light* spells. The floor of the pit is covered with a foot-deep layer of sand, beneath which is worked stone. The benches (A) on either side of the arena are 10' above the level of the sand, and are three deep, rising slightly as they go towards the walls. There are sharpened iron spikes along the top of the wall to discourage those in the pit from climbing up. The ceiling is a full 50' or so above the floor of the arena, allowing for some flight. The Lord's Box (B) is 20' above the surface of the pit, and cannot be reached easily from the stands themselves, but rather from rooms #100 and #101. The two huge doors at either end of the arena are bronzewood banded with iron, leading to rooms #109 and #118. Much gambling takes place during such combats, naturally. If the PCs enter the place, there is a 10% chance a combat will be going on. Games are held no less often than once every sennight. Undead and magical creatures are not ordinarily permitted as combatants, and spellcasting is likewise prohibited.
103. BLUE ANTECHAMBER. This smallish room is lit with *continual light* spells, and is decorated with blue tiles throughout. Those spectators who favor the

Blue faction wait here before entering the Arena. Padded benches line the walls.

104. EMPTY ROOM. Bloodstains on the floor, old bandages, etc
105. SMALL LIBRARY. Several bookcases are against the north and west walls, and five chairs are distributed around the room. The hundred or so books are all on the subject of physical training, tactics, gladiatorial combat, etc. Each would be worth 20 g.p. to an interested collector. One of them (determine randomly; 1 on 1d% if the books are examined) is hollowed out and contains a key to room #107 on this level, the door to which is otherwise locked.
106. WHITE ANTECHAMBER. This rather small room is lit with *continual light* spells, and is adorned in gleaming white tile. Those who are patrons of the White faction enter the Arena through this room. There are a number of seats around the periphery of the room.
107. DIVINATION ROOM. This room is locked, although the key can be found in Area #105. It is covered with mystical runes and sigils; any spell of the *divination* type will be accomplished at maximum effectiveness, or at a +2 (or 10%) bonus, whichever is applicable.
108. BEAST HANDLERS. Two heroes (human, dwarf; F4; 30, 30 h.p.; AC 7 (studded leather)) armed with whips, spears, and short swords, dwell here. They spend most of their time in the southern beast-pens (Area #110) and will surely be there if a match is going on in the Arena. There is a 25% chance one of them is there, 50% chance they both are. They carry 25 g.p. on their persons, and have a small concealed chest here with 500 g.p.
109. STAGING ROOM. The large double-doors to the north can be opened by the large lever in Area #110. Those entering the Arena (Area #102) wait here until the match begins.
110. SOUTHERN BEAST PENS. This is where creatures are kept to fight against one another, or against champions of the Factions. The beast handlers from Area #108 are most likely here. The floors of the cages are covered with dirty straw, and various goads, leashes, etc. hang on the walls. The game master can populate the holding cages as he sees fit, but it is suggested that if the PCs enter this room (or are captured themselves and forced to fight!), cage B holds a giant crocodile (36 h.p.); cage D holds a hippogriff (20 h.p.); cage E holds a margoyle (35 h.p.).
111. GREEN ANTECHAMBER. This smallish room is lit with *continual light* spells, and is decorated with different hues of green tile. Malachite predominates as a decorative stone, although mosaics of varying shades of green cover the floor and walls. Those spectators who champion the Green faction wait here before entering the Arena. Padded benches line the walls.
112. STAIRS. This staircase leads to Area #128 on Level 5: THE DEEPS.
113. BETTING PARLOR. This chamber is also lit by *continual light* spells, and is well and comfortably appointed with overstuffed chairs and couches, tables, etc. Members of all factions come here to place wagers on the games in the Arena. A large (10') panel on the east wall displays a real-time visual image of Area #102. Drinks and tidbits are often sold here, as well. The leaders of the factions, as well as 2-5 members of each, plus, at the game master's discretion, 1-6 special guests (either NPCs from the campaign, or from other levels of the dungeon).
114. STRONG ROOM. Only the leaders of the factions have keys to open the strong iron door to this room. In here are kept wagers made during the matches. At any given time, this room will have 5-8,000 s.p., 2-6,000 g.p., 11-20 gems, and 2-4 pieces of jewelry. There are no guards; anyone stealing even so much as a single coin will be *cursed*, losing 1 h.p. per day until it is returned.
115. PURPLE ANTECHAMBER. The Purple faction once entered through this room to the stands to cheer their gladiators on. It is currently used by the gnolls in Areas #123 – 126, although the other factions feel that is somewhat presumptuous; given the so-called Grey faction's conspicuous lack of success. It is covered in the same tiles of mauve, lavender, and plum found in Area #36, and has the same holes where more precious stones have been removed. There are padded benches around the walls of the room.
116. RED ANTECHAMBER. Those loyal to the Red faction will assemble here before all the factions enter the Arena seating (Area #102-A) simultaneously. The room is lit by *continual light* spells, and the walls and ceiling are covered in red tiles, plus semi-precious stones of red hue punctuate the tableau. Padded seats line the walls.
117. STAIRS. This staircase leads to Area #33 on Level 6: THE LABYRINTH.
118. STAGING ROOM. The large double-doors to the south can be opened by the large lever in Area #119. Those entering the Arena (Area #102) wait here until the match begins.
119. NORTHERN BEAST PENS. This place is very similar to Area #110; straw-strewn floors, goads and leashes on the walls, etc. Cage A holds a giant scorpion (30 h.p.), cage C has a bonesnapper (18 h.p.), E is home to a hook horror (22 h.p.), and H has a displacer beast (29 h.p.). The handlers from Area #120 (q.v.) are likely to be here.
120. BEAST HANDLERS. A pair of heroes (gnome, half-elf; F4; 28, 29 h.p.; AC 7 (studded leather)) armed with whips, spears, and clubs. Each carries 25 g.p. on them, and they have a small locked chest with a poison needle trap on the lock (save vs. poison or die) with 1,000 e.p. There is a 25% chance one of them is in Area #119, 50% chance they both are. If a match is going on in the Arena, it is certain they both will be in the pens.
121. SHRINE. A large statue of the god of athletics, sports, and wrestling is in the center of this room.

The walls are decorated with frescoes depicting various forms of sporting contest; wrestling matches, boxing, gladiatorial games, barroom brawls, etc. There is a slot at the base of the statue; often the warriors will put a coin into it, seeking the blessing of the god. It has no actual effect.

122. TENTACLES. Anyone entering this room will alert the thing (or things) that dwells in the extra dimensional space touched at the back of the four small tunnels on the north and east walls. Each tunnel will produce a tentacle that can extend a full 10' from its hole, and possesses the equivalent of 18/75 STR. They will attack as a fifth level fighter, and an initial hit indicates that the tentacle has grabbed its target. On the following round, it will automatically do 1d8 h.p. of damage. Only a successful bend bars/life gates roll can remove the tentacle; doing a total of 20 h.p. of cutting damage will cause it to release its prey and retreat back into the corridor. One round later, the damaged tentacle will be replaced by a new and undamaged one. There is an effectively limitless supply of such tentacles. If a tentacle successfully crushes the life out of a victim, that one will be dragged into the corridor, never to be seen again.
123. GREY FACTION (Areas #123 - #126). This smallish band of gnolls has heard of the Arena and are here with the notion of starting their own faction. They have not been too successful in the combats, and the factions have tolerated their presence, knowing that the survivors will likely be absorbed into one or more of the already-existing factions. This room holds five gnoll warriors (14, 14, 14, 15, 15 h.p., armed with battle axes). Each has 2d8 e.p. and 2d6 g.p. They call themselves the Grey faction, but the other factions call them the Moth-eaten faction.
124. GNOLLS. Six more gnoll warriors of the Grey faction are here (12, 12, 13, 15, 15, 16 h.p., armed with morning stars). Each has 2d8 e.p. and 2d6 g.p.
125. GNOLLS. Three gnolls are here (12, 13, 14 h.p., armed with two-handed swords), but there are a total of nine bunks. Each has 2d8 e.p. and 2d6 g.p.
126. GREY LEADER. The leader of this raggedy band of gnolls is here (3 HD, 20 h.p., armed with two-handed sword). He has their meager treasure hidden in a box under his own bed; 100 g.p. and 150 e.p. He is desperate to see his intended new faction do well.
127. HOLE. There is a ragged hole in the floor here, open, approximately 4' across and 10' deep. It is, in fact, a *portable hole*, but not self-evidently so. *(DESIGNER'S NOTE: Gary Gygax related an anecdote where one of the players in the original Greyhawk campaign found the first portable hole in and out-of-the-way "dead-end corridor behind a gnoll lair.")*
128. BLOCK TRAP. Anyone entering this 10' section of hallway will set off a sliding block trap; a 10' section of the western wall will slam into the hallway, doing 3d8 h.p. of damage to anyone who fails a saving throw vs. paralyzation. It immediately retracts and resets.
129. BROWN MOLD. An infestation of brown mold covers this room and the corridors in either direction 10'.
130. RED BARRACKS. A number of cots are haphazardly arranged around the room, along with improvised cooking pots and so forth. The main body of the red faction quarters here. 6 orcs (5, 5, 5, 6, 6, 6 h.p.) armed with battleaxe and spear. 3 gnomes (each a F2; 11, 13, 14 h.p.) armed with clubs and spears. And 4 men (F3; 20, 20, 22, 22 h.p.; AC 4 (chain & shield)) armed with longsword and spear. Each has only 2d6 g.p. on them; the Red faction has not been doing well as of late. The corridors are covered with tapestries not so much for decoration or obfuscation as warmth and privacy.
131. TELEPORTER. Anyone entering the last 20' of this corridor will be teleported without knowing it to Area #146.
132. THE FLAME PRINCESS. Those looking into this circular chamber will see a pillar of fire floating in mid-air within a magic circle, and hear the sound of a woman weeping, as if lamenting her fate. This is actually a fire elemental of special nature; it possesses only 6 HD (22 h.p.), having not been *summoned* to this plane by usual means, but brought here via the strange magics of the Mad Archmage (it is one of the rare females of its type). The Red faction keeps it here as a mascot. It is imprisoned within the magic circle drawn upon the floor; it cannot move beyond this boundary unless the circle is breached somehow. If the princess is freed, it will attack mindlessly until destroyed, spouting great torrents of profanity as it does so. However, if it hears the proper magical formula (*"Oi maamme, Suomi, synnyinmaa!"*) it will attach itself to the person who spoke the formula and serve them faithfully for 1d4 days before departing for its home plane. Note that instructions given to the Flame Princess must be explicit; it is extremely literal-minded and will not act beyond the strictest interpretation of its instructions.
133. RED GYMNASIUM. This entire room has a very tall arched ceiling, is lit by *continual light* spells, and is completely decked out in red. The walls and ceiling are covered in red tiles, and the *light* spells give the whole place a hellish glow. Various implements of the sort normal for warrior training are here; wasters, targets, etc. Meals for the Reds are also served here, and victory celebrations are held in this room as well. At any given time 4-9 warriors of the Red faction will be here in practice (from Areas #130 and #134-138).
134. STORE ROOM. This room holds exercise equipment (dumbbells, padded wasters, helmets, etc.) as well as first aid supplies and some foodstuffs.
135. OGRE. One of the few heavy hitters left in the Red faction (21 h.p.). It has 30 g.p. and a large golden necklace worth 75 g.p., given it by Jikk Vishta as a last ditch effort to keep him from leaving.
136. RED TRAINER. Jikk Vishta (M7; AC 5; 20 h.p.) dwells here in a Spartan room. He is on the run from his

evil order of red monks, whom he has betrayed and who would kill him if they found him. He keeps a locked and trapped chest (releases sleeping gas; save vs. poison or fall asleep for 1d6 turns) which has 4,000 e.p. and 2,000 g.p. He is aware of the secret passage from this room and all the secret doors which open into it.

137. MINOTAUR. Jikk's secret weapon, a recently-recruited denizen of the lower levels, persuaded to fight for the Red faction (37 h.p.), armed with a large halberd it can swing with a weapon speed of 4 due to its great strength). It has been given a goodly sum for its efforts; two chests hold 1,000 e.p. each, with the promise of more to come.
138. EMPTY ROOM. Former sleeping quarters for six, deserted for some time.
139. WATER ROOM. Two large metal basins are along the north wall of this room. They are constantly filled (6" deep) with water by magical means; the left cold and the right very warm but not dangerously hot. Drinking or removing some of the water will not lower the level; washing in either will not make the water dirty. The water itself has no particular healing powers; it is ordinary water.
140. TELEPORTER. Anyone in the last 20' of this corridor will be teleported (one way and undetected) to Area #56 on Level 6: THE LABYRINTH.
141. MOLDY ROOM. This room is covered in yellow mold. A scattering of 19 g.p. is under the stuff.
142. SUBTLE SLOPE AND STAIR. The sloping passage will not be detected by normal means; dwarves, etc. have a chance to detect it. Combined with the stairs, it could lead PCs to believe they have moved to a different level of the dungeon.
143. MOONLIT GARDEN. When this room is entered, PCs will see a large outdoor scene; it is nighttime and the moons are both visible. A myriad of trees and bushes are here, there is a faint breeze, and the songs of night-birds can be heard. Walking along the grassy path leads to a variety of night-blooming flowers. This place can be explored for several hours, and for every turn spent exploring, there is a 10% chance they will become lost and unable to find their way back to the entrance. This whole place is an *illusion*, and those who successfully disbelieve will see a plain room, with their still-believing companions simply standing in the middle, staring off into space. A *dispel magic* spell will disrupt the illusion for 1 turn.
144. EMPTY ROOM. Old confetti and streamers on the ground.
145. SINKING ROOM. 1 round after this room is entered, the door will shut and it can be felt to descend into the ground. After 2 rounds, the door unlocks. In reality, the room will not have moved at all; it merely *felt* like it did.
146. TELEPORTER LANDING. Those teleported from Area #131 will arrive here. The teleportation effect is one-way.
147. WOOD SHOP. There are several work benches, stores of lumber in various sizes and types, tools, and so forth. Sometimes the factions will use this place to repair shields, weapon-hafts, etc.
148. STAIRS. This staircase leads to Area #40 on Level 5: THE DEEPS.
149. SUBTLE SLOPE. This sloping passage will not be detected by normal means; dwarves, etc. have a chance to detect it. It leads to Area #34 on Level 5: THE DEEPS.
150. EMPTY ROOM. Assorted trash and offal.
151. ZOMBIES. A dozen zombies (8, 9, 9, 9, 10, 11, 12, 12, 13, 14, 14, 15 h.p.) are in this room, with orders to destroy anyone entering.
152. MAKESHIFT CRYPT. An exploring necromancer had himself interred here after suffering fatal wounds while exploring alone. He set the zombies as guards before finally expiring. He himself has transformed into a mummy (29 h.p.) and will rise off his makeshift bier to attack intruders. He wears a *necklace of missiles* (with 1x6, 2x4, and 2x2 missiles). Note that a magical fire attack has a chance of detonating all the remaining missiles…

Level Five: The Deeps

This level held both the torture chambers and the majority of the magical laboratories of the Mad Archmage. A great open central area runs through the middle of the place, populated by many of the weird hybrid creatures created over the years in the laboratories.

It has direct access to levels 4, 5A, 6, and 7. There are three maps: north, center, and south.

Table 5.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	Ochre jelly
2	Gelatinous cube
3	3d4 giant centipedes
4	Black pudding
5	Floating pearlescent bubble causes 5d6 (10' radius) damage if touched; 1 in 6 has a gem. 1 in 6 glows as a torch.
6	Pick monster from nearby room
7	Pick monster from nearby room
8	Pick monster from nearby room
9	Pick monster from nearby room
10	Pick monster from distant room
11	Pick monster from adjacent level (50% chance it is a faction patrol from Level 4: THE LOWER DUNGEONS on a raid to secure new warriors or creatures for the Arena).
12	Dungeon Dressing (use table 5.2)

Table 5.2: Dungeon Dressing

Roll	Encounter
1	Pipes run from floor to ceiling. They are damp.
2	Empty potion bottle.
3	Faint scent of roses.
4	Sound of a hammer on metal in the distance.
5	Niter on the walls.
6	Empty leather scroll case.
7	Red X on the floor (5' across).
8	Bent and rusted dagger.
9	3' wide puddle.
10	Dead pigeon.
11	4" long tooth.
12	Special (see APPENDIX IV: Special Random Encounters)

ENCOUNTER AREAS

1. SUBTLE SLOPE. This hallway slopes up at an angle low enough that it cannot be ordinarily detected. It can be detected by dwarves, etc. It leads to Area #23 on Level 4: THE LOWER DUNGEONS.
2. SPIRAL MOSAIC. Worked into the stone floor of this room is a mosaic of green and purple tiles. It starts in the middle of the room as a spiral, which winds outward and eventually leads to a path 8" wide that leads in a meandering way down to Area #3. It will dimly radiate magic if detected for; see Area #6 for more information about the nature of the mosaic path. There is a secret room here (A) which contains a Greater Skeleton (3 HD, 15 h.p., turn as a ghoul, otherwise as a normal skeleton). It wears a golden necklace worth 110 g.p. Four sealed pottery crocks are in the corner, one of which holds a map showing the layout of the bat caves on Level 4: THE LOWER DUNGEONS (Areas #27 -#34).
3. KNOTWORK MOSAIC. The green-and-purple mosaic from Area #2 continues here, but the trail expands into a large knotwork pattern that fills most of the floor. The pattern is complex, and made more difficult by the fact that it twists and turns back on itself several times. Those attempting to walk the mosaic will have a 25% chance of becoming disoriented and losing the path, with a 5% bonus per magical attack adjustment for having a high Wisdom score. The path eventually winds its way out the south corridor to Area #4.
4. THE MOSAIC CONTINUES. The purple-and-green path dips into this room and then back out; the path goes around the perimeter of the room and then back out the same passage, along to Area #5. In one corner of the room is a metal barrel with a lid on it. If opened, it contains various trash and offal; fish bones, broken glass, crumpled up soggy paper, etc. There is some indecipherable writing on the exterior. If a *comprehend languages* spell or its equivalent is used, it reads "KEEP YOUR DUNGEON BEAUTIFUL".
5. ANTECHAMBER. The purple-green path comes from the eastern corridor and disappears under the door. Note that the door is locked, and taking the time to pick the lock or break it down will spoil the effect of walking the path (see Area #6 for details).
6. CONJURING LABORATORY. This large room with a tall vaulted ceiling is notable for the decorations on its floor; no fewer than two dozen magic circles, pentacles, thaumaturgical circles, and so forth, cover the floor. Some are of gold or silver, inlaid directly in the floor, some are painted, still others are composed of powder, poured on the floor in exquisitely intricate fashion. They range in size from 5' to 15' or so. All radiate magic if detected for, and each is keyed to a particular type of conjuration. Any magic-user casting the proper spell in the proper circle does so at maximum effectiveness (i.e., conjured elementals will never turn on their summoners, demons summoned by *cacodemon* spell fail their saving throws, *monster summoning* spells produce the maximum number of creatures, etc.). The purple-green path that originates in Area #2 ends in a similar spiral in the middle of this room. If a magic-user takes the time to walk along the entire path, uninterrupted, from the spiral in Area #2 to the one here, he or she will also gain the ability to cast conjuration spells as if they were a magic-user of two levels higher. This

effect will last for 3 hours. Note that it does not allow the magic-user to memorize spells that would otherwise not be available due to the level of the caster, but it could impact the durations of spells already memorized, chances for scrolls to misfire, etc. Walking the path will generally take 30 minutes (random encounter checks will still apply). The north, south, and east doors to this room are locked.

7. CONJURING LIBRARY. Rafesh, a djinn (37 h.p.) is here, charged with guarding the contents of this library from those who would steal from its contents. He is bound here for a total of 101 years, and has 37 years to go in his servitude. If approached in a non-threatening manner, he will prove an urbane and civilized host, pointing out some of the most interesting volumes in the library, offering the PCs the strong and sweet tea of Zeif, and generally being appreciative of the company. However, if anyone attempts to remove any of the books from the room, he will attack with all due ferocity, and his instructions allow him to leave the room to pursue thieves. The room contains 29 rare volumes on the art of conjuring, the various denizens of the planes, and so forth. Titles include Dornat's ECOLOGY OF THE ASTRAL PLANE, Gregor Menth's A CASE FOR THE EXISTENCE OF A DEMI-ELEMENTAL PLANE OF GLASS, LEGAL PRECEDENT APPLIED TO DIABOLIC CONTRACTS by Thurin Glasgool L.D., and THE ARCANE GEOMETRY OF MAGIC CIRCLES, author unknown.
8. STORAGE. This room has a variety of shelves, most of which are empty. There are, however, a half-dozen earthenware jars which hold different powders, which can be used to create particularly efficacious magic circles such as are found in Area #6. They are worth 100 g.p. each to a magic-user or alchemist knowledgeable in such matters.
9. PLANARLABE. This room is dominated by an enormous clockwork mechanism of brass and steel, with panels of crystal, all of which are obviously intended to move in a predetermined pattern around the central hub. A huge (5' diameter) wheel is set into the floor. If the wheel is turned with a combined strength of 30 or more, the various enormous gears and wheels will begin to move, and a dial, also set into the floor around the circumference of the whole, will move slightly. The whole device is a means of determining the movements and motions of the various planes of existence in relation to one another, which has obvious implications for the art of conjuration. The device is built into the room and cannot be removed without destroying it.
10. TROLLS (Areas #10 – 13). A band of trolls has taken up residence in this area; they will most certainly come to each others' aid if attacked, although they are too dimwitted for coordinated attacks or ambushes. Three of the green beasts dwell in this room (32, 34, 35 h.p.). They are on friendly terms with the ogres in Areas #66 - #69, and will come to their aid (and seek it) if needed. There is a 15% chance that 1-2 ogres from Areas #66 - #69 will be here as well.
11. TROLLS. 4 live in this room (33, 35, 36, 37 h.p.). There is a 15% chance that 1-3 ogres from Areas #66 - #69 will be here as well.
12. TROLLS. 4 more live here (34, 36, 37, 37 h.p.). There is a 15% chance that 1-3 ogres from Areas #66 - #69 will be here as well.
13. TROLL TREASURY. The band of trolls keeps their treasure in this room; 13 large sacks contain a total of 2,000 s.p., 4,000 e.p., 6,000 g.p., and 6 gems.
14. EMPTY ROOM. The walls are whitewashed, save for a graffito "GREENS RULE, BLUES DROOL."
15. FROGS. The walls are lined with shelves which contain 177 crudely sculpted earthenware frogs. Each is hand-made, so all are slightly different from one another, but none is particularly sinister looking. They are worth approximately 5 s.p. each (although they would likely have to be sold one at a time, as few would want so many at once). They are breakable; each requires a save vs. crushing blow if they are simply tossed into a backpack without regard to cushioning them against damage.
16. BUGBEAR LAIR (Areas #16 - #21). A band of bugbears has taken up residence in this corner of this level. They are on good terms with the trolls in Areas #10 - #13. There is always a guard here of four warriors (13, 14, 15, 15 h.p.; armed with spears and morning stars). Each has 20 c.p., 15 s.p., 6 e.p., and 4 g.p. If a bugbear patrol is indicated as a random encounter, recall that they surprise 50% of the time.
17. BUGBEAR BARRACKS. 11 warriors (13, 13, 13, 14, 14, 15, 15, 16, 17, 17, 18 h.p.) armed with throwing axes, spears, and longswords, and a leader (4 HD, 23 h.p.; AC 4, +1 to damage) armed with throwing hammer and broadsword. Each has 22 c.p., 14 s.p., 5 e.p., and 8 g.p.
18. BUGBEAR SUB-CHIEF. Gekk, the sub-chief of the band, dwells here (4 HD, 25 h.p., AC 4, +1 to damage) armed with a two-handed sword and throwing mace. He has 30 c.p., 17s.p., 6 e.p., and 8 g.p. There are two females here as well (1+1 HD; 6, 6 h.p.; AC 5) who will do 1d8 h.p. of damage per attack.
19. BUGBEAR BARRACKS. 12 bugbear warriors are here (13, 13, 14, 14, 15, 16, 17, 18, 19, 19, 19, 20 h.p.) armed with throwing axes, spears, and morning stars. Each has 12 c.p., 10 s.p., 10 e.p., and 6 g.p.
20. BUGBEAR LIVING QUARTERS. 8 bugbear warriors are here (12, 13, 14, 15, 15, 16, 17, 19), armed with throwing maces, spears, and morning stars. As well, there are 14 females (HD 1+1; 5, 5, 6, 6, 7, 7, 7, 7, 8, 8, 8, 8, 9, 9 h.p.; 1d8 damage; AC 5), and 18 young (1-1 HD; 2, 2, 2, 3, 3, 3, 3, 4, 4, 5, 5, 5, 5, 6, 6, 7, 7, 7 h.p.; 1d4 damage,; AC 7). The females and young will fight only if they are trapped in a life-or-death situation. All know about the secret passage, and will use it to escape, outflank, or ambush attackers, or summon aid from the trolls in Areas #10 - #13. Each warrior has 11 c.p., 11 s.p., 4 e.p., and 5 g.p.

21. BUGBEAR CHIEF. The bugbear chief, Yggnoth, lives here with two females. Yggnoth (4 HD; 29 h.p.; AC 3; +2 damage) is armed with a two-handed sword and a pair of throwing axes. The two females (1+1 HD; 6, 6 h.p.; AC 5) will do 1d8 h.p. of damage per attack, but only if cornered. A concealed hollow under the great bed hides the bugbear treasury; a huge iron chest with 8,000 c.p., 2,000 s.p., 2,000 g.p., and 5 gems.
22. BAS RELIEFS. The walls of this open area are covered with a series of bas reliefs. There are (starting in the northeast corner and working clockwise around) a jolly clown, a demonic face, a halfling farmer, the god of war/ discord/ massacre, an angelic face, an oak tree, a waterfall, a spider, a scary clown, a cleric of a lawful good deity, a flock of hummingbirds, a xorn, a blank section, and a walrus. They all radiate magic dimly, and on days when the wind is gusting outside (5% chance on any given day, unless the game master has already determined the weather by other means) an eerie howling can be heard through the various reliefs.
23. ALCHEMY LABORATORY. The stench of acids and other chemicals is strong. There are a dozen large tables, each with several tall stools, and a dozen smaller tables, all scattered around the room in a seemingly random way. Each is covered with alembics, scales, retorts, test tubes and racks, clamps, hoses, braziers, glassware, etc. Three fire-pits are also here, evenly spaced across the length of the room. The door in the southwest corner is of metal, with a large wheel in its center (like a modern bank vault door). This is a fully stocked laboratory for the manufacture of magical potions, as described on p. 116 of the Advanced Dungeons & Dragons, Dungeon Masters Guide. It is obvious that the equipment has not been used in some time, but it is otherwise in good condition. In addition, the walls are lined with shelves with even more supplies of similar nature; bowls, beakers, balances, strikers, etc. There is enough equipment here to stock three full laboratories; assuming three alchemists were working here, they could each be productive without getting in each others' way. If it were somehow transported out of this room intact, the lot would be worth 5,000 g.p. to the right persons.
24. ALCHEMISTS' QUARTERS (Areas #24 - #26). This room is comfortably furnished, but obviously has not been used in some time. A stained and discolored smock hangs from a peg on the wall, and there are normal personal effects here.
25. QUARTERS. This room is similar to Area #24, but it has obviously been ransacked. The bed is overturned, drawers in the dresser opened and emptied, etc.
26. QUARTERS. This room is similar to Area #24, but is also home to the deceased spirit of the alchemist who used to dwell here; now a spogel (38 h.p.; see APPENDIX III: New Monsters for details). A box here contains the following potions: *clairaudience*, *fire resistance*, *plant control*, *heroism*, and *extra-healing*.
27. ALCHEMICAL LIBRARY. This smallish room is home to a phase spider (30 h.p.) which dwells in its webs near the ceiling, but it also holds a great treasure; a collection of treatises on the art and science of alchemy. Everything from Qiver Mejet's ON THE ART OF PRECISION GLASSBLOWING to THE SECRET HERBAL of Yij, 101 ALCHEMICAL USES FOR THE PINEAL GLAND by the Red Sage of Hokar to Powfat Vigit's ON THE LIVES OF FAMOUS ALCHEMISTS AND WIZARDS OF THE FLANAESS, WITH A SELECTION OF THE ALCHEMICAL FORMULARIES THAT BROUGHT THEM NOTARIETY, can be found here. There are a total of 37 such books, and between them the formulas for creating every potion found in the DUNGEON MASTERS GUIDE can be found. Each is worth approximately 1,000 g.p. to a collector.
28. STORES. Long narrow shelves line the room, covered with jars, boxes, bottles, and containers. Each is clearly labeled in a delicate spidery script. These are the various components, compounds, and chemicals needed in the production of various magical potions. They contain everything from the thalamus gland of an orangutan (useful in creating a *potion of clairaudience*) to powdered kobold horn and mimic skin. Those using the Advanced Dungeons & Dragons, Dungeon Masters Guide are encouraged to use pp. 116-117 as a guide; a similar list can be found on p. 210 of the HackMaster, GameMaster's Guide. The whole is quite valuable (on the order of 10,000 g.p. if removed *in toto*) but transporting the lot would be somewhat problematical. More ordinary substances are also here, of course, such as sulphur, iron filings, sand, salt, oil, bitumen, potassium nitrate, etc. The whole is notably missing any more ordinary herbs or other plant substances not directly mentioned as being useful in the manufacture of potions.
29. MIXING CHAMBER. The three doors leading to this chamber are all of metal, with large wheels in their center to open them, much like a modern bank vault door. They can be opened by spinning the wheel, however only one of the three can be opened at one time; if more than one is opened, the others will slam shut (iron spikes will not prevent this, and anyone attempting to put their body in the way to keep a door open must make a bend bars/lift gates check or take 3d6 h.p. damage). The room itself is sheathed in scarred and charred metal plates with huge rivets, and a single stone pedestal rests in the middle, topped with a stoneware bowl. This room was used for mixing particularly volatile chemicals; the actual mixing was usually done by magical means, of course.
30. EMPTY ROOM. Several broken barrels.
31. COVERED PIT TRAP. This pit is 20' deep with spikes (2d6 h.p. damage plus save vs. paralyzation or take 1d6 additional damage). However, if someone attempts to walk on the bottom of the pit between the spikes, the floor will suddenly drop

down, revealing another layer of spikes inflicting an additional 1d6 h.p. damage.

32. LIVING ROOM. This is a richly appointed room, with rugs, overstuffed chairs, etc. Once entered, the furnishings will come to life, attacking and otherwise discomfiting the PCs. The GM is encouraged to determine exact effects, but should endeavor to make it a very challenging encounter. *(DESIGNER'S NOTE: This was a well-documented feature of the original dungeons, and is a very appropriate place to include The Living Room by Rob Kuntz, published by Pied Piper Games. See APPENDIX I: Recommended Reading, for more details.)*
33. SMOKE-FILLED ROOM. Three ogres (19, 22, 25 h.p.), Lipeso, Odd, and Rarby, usually have a cooking fire going in this room, which sends a thick pall of smoke out into the adjoining corridors. They have no treasure, but each keeps a number of i.o.u.'s from various dungeon denizens in their pouches. None of them has the means to pay back the debts, of course.
34. SUBTLE SLOPE. This hallway slopes up too subtly to be ordinarily detected. It leads to Area #149 on Level 4: THE LOWER DUNGEONS. Dwarves, etc. have the standard chance to detect.
35. LOUNGE. This room is appointed as a comfortable lounge area. There is light from a dozen *eternal candles* (see APPENDIX II: New Magic Items), eight overstuffed chairs, several small tables, and a sideboard with a decanter of brandy, glasses, and hors d'oeuvres. Once consumed, the brandy and food will be replenished in 24 hours. Anyone partaking of the brandy will become moderately intoxicated in 1d6 rounds. If two drinks are had before the initial effects are felt, the PC will become greatly intoxicated. (See the Advanced Dungeons & Dragons, Dungeon Masters Guide, pp. 82-83, or the HackMaster, GameMaster's Guide, p. 170, substituting "sloshed" and "wasted" for "moderately" and "greatly" intoxicated, accordingly).
36. SPIDERS. This web-choked room is home to 8 huge spiders (5, 5, 6, 6, 7, 7, 8, 9 h.p.).
37. SECRET ROOM. Two locked chests. The first contains 500 p.p. The second has 2,000 s.p.
38. GUARDIAN. This is the quarters of Everett, who guards Algal in the chamber beyond (see Area #39). Everett is a werebadger (38 h.p.; see APPENDIX III: New Monsters for details, or game masters with access to it may consult Volume IV of the HackMaster, Hacklopedia of Beasts, changing Everett's alignment appropriately). He has a simple cot, cook stove, and some other personal effects, but the room is quite tidy. He keeps a personal cache of 1,500 g.p. in a chest under his bed, and has both a *longsword of wounding* and a *tunic of displacement* (works just like a *robe of displacement*). Neither he nor Algol will ever be found as a random encounter. His clan has a long-standing connection to that of the sage, and he acts as a bodyguard and majordomo, not admitting anyone to the sage's presence whom he distrusts (which is most people). There is a hidden button near the west door which will announce that visitors are coming. Two rings indicate they are hostile.
39. THE LITTLE SAGE. This is the chamber of Algal Horner, a gnome sage (lawful good) whose major field is history and whose special study is that of the Castle and its dungeons, as well as the geography of the tunnels beneath the crumbling ruins. He has also made a secondary study (minor field) of the rites and philosophy attendant to the god of magic whom the Mad Archmage honors. He is generally well-received by all the inhabitants hereabouts, even those of savage disposition and baleful alignment, thanks to the *ring of friendship* that he wears (see APPENDIX III: New Magic Items for details). His chamber is stacked to the ceiling with maps, scrolls, diaries, books, and so forth. When encountered, he will be at his tall desk, seated on a tall stool, jotting down notes on some mystery or other. If PCs are amenable, he will gladly pay for new knowledge that they bring. If they provide him with a map (he will insist on an original, rather than copying it himself) he will pay between 10 and 100 g.p., depending on its accuracy and scope. If they come bearing knowledge of some feature, trick, or trap, he will similarly pay between 50 and 100 g.p., depending on whether or not the knowledge is new to him (20% chance for knowledge pertaining to the levels above this one, 60% chance for knowledge about lower levels). Rarely, he can be found on expeditions himself; most often, he will be here, but is not above sending friendly and capable PCs on very specific missions for remuneration in the 100 g.p. range. He will most certainly not give out any information for free.
40. STAIRCASE UP. This staircase leads up to Area #148 on Level 4: THE LOWER DUNGEONS.
41. EMPTY ROOM. The plaster on the walls is chipping and coming off in large pieces, in places.
42. LINEN CLOSET. There are shelves with rotting and moth-eaten sheets, pillowcases, and so forth here.
43. LINEN CLOSET. Identical to Area #42, except there is also a sheet phantom here (17 h.p.).
44. GNOLL BAND (Areas #44 - #47, #85). The gnolls are in fact led by a group of flinds who dwell in Area #81 – Area #83). Any gnoll patrols met as a random encounter will be led by at least one flind. Six gnolls dwell in this room (12, 12, 13, 15, 15, 16 h.p.), armed with swords and longbows.
45. GNOLLS. Three gnolls dwell here (14, 14, 15 h.p.), armed with swords and battle axes.
46. GNOLL SENTRIES. At any given time there is a force of four gnolls (13, 13, 14, 15 h.p.) armed with swords and morning stars and one flind (19 h.p.) armed with a flindbar here. They will sound the alarm if intruders are detected, although the flind captain won't be above parley with a suitably strong force.
47. SECRET ROOM. The gnoll/flind band keeps its treasure here. All of the flinds know where the room is, but the gnolls only know that the room exists;

they don't have any idea where. It contains four large locked chests. The first is trapped with an acid spray (all those in an 8' cone in front of the chest when opened take 3d8 h.p. damage; save vs. breath weapon for half damage), and contains 8,000 g.p. The second is not trapped, and contains 3,000 s.p. The third has a *magic missile* trap; the person opening the chest will take 5 *magic missiles* (1d4+1 damage each), and contains 1,000 g.p. and 2,000 s.p. A false bottom contains an *amulet of proof against detection and location*. The fourth is not trapped, and contains 3,000 c.p. There are also six expertly woven rugs of Kettite weave; worth 500 g.p. each, but bear in mind that each is very bulky (8' long, rolled up) and heavy (100 lbs).

48. EMPTY ROOM. A few skeletons of chickens and dogs. At least, you hope they're chickens and dogs.
49. GALLERY ENTRANCE. The large bronze-studded double doors to the north require a combined strength of 30 to open. This octagonal room opens onto a large (20' wide) section of the level which is a central highway for many of the inhabitants who are discarded (or escaped) creations of the Breeding Laboratory (Area #103). Note that a huge portion of this level can be directly accessed from this area without having to open doors; take that into account when determining random encounters. On the west wall is graffiti stating "Remember, use lightning on the ochre jelly!" *(DESIGNER'S NOTE: That is, of course, exactly the wrong thing to do with an ochre jelly. Free advice is worth every copper.)*
50. CLOSET. Six greater skeletons (3 HD; 15, 15, 16, 17, 17, 18 h.p.; turn as a ghoul; otherwise as a normal skeleton) will spill forth from the door and attack.
51. CLOSET. Six more greater skeletons (3 HD; 14, 15, 15, 17, 17, 19 h.p.; turn as a ghoul; otherwise as a normal skeleton) will spill forth from the door and attack.
52. SCARLET SLIME. The ceiling is host to a large (15' diameter) patch of scarlet slime (see APPENDIX III: New Monsters for details). It is possible to carefully walk around the edges of the slime, once it is detected.
53. MUSICAL STAIRS. This steep and narrow staircase leads down to Area #52 on Level 6: THE LABYRINTH. However, the stairs are lacquered in uneven bands of white and black (much like a piano keyboard, if the PCs happen to ask). As each stair is stepped on, a magical tone sounds, as if from some great harpsichord. If they simply trudge down the stairs in no discernable pattern, they will be led to the mundane staircase on Level 6. If, however, they take the time to figure out that each stair sounds a particular note, and further take the time to play a particular tune, they will be taken to a pocket universe where musical instruments are alive, all language is done by musical notes, and *Heward's Mystical Organ* can be found. Details are left to the game master, but discovering the proper tune should be a great challenge in and of itself.
54. COVERED PIT TRAP. 20' deep and water-filled; all those falling into it save vs. paralyzation or take 1d6 h.p. damage (the water will break the fall). The bottom is filled with 10' of water; all those wearing armor other than leather will sink and drown in 1d3 rounds (padded armor, while light, will soak up water and become a soppy tomb). The water is brackish; standard roll to become infected with disease or parasite in swamp-like conditions applies. There is a suit of *plate mail +1* at the bottom of the pit, discarded by one if its victims who got out in time by slicing the leather straps. It cannot be used immediately, but could be repaired for only 100 g.p.
55. GORRILA BEARS. A truth of 5 gorilla bears has set up their lair in this room (16, 18, 19, 20, 22 h.p.).
56. SECRET ROOM. Note that the secret door leading to this room cannot be found without actively searching for it; elves etc. cannot detect it merely by passing by it. Four large locked chests are here. Chest #1 contains 5,000 g.p. (they bear the stamp of the Poor March, a humanoid-controlled region to the south, and are debased by 10%, meaning that they are only worth a total of 4,500 g.p.). Chest #2 contains 2,000 s.p. and a *dagger +2, longtooth*. Chest #3 has a poison needle trap (save or die), and contains 4,000 c.p. and 3 pieces of jewelry (one is actually a *ring of Boccob*, but such won't appear magical even if detected for). Chest #4 contains 200 X 10 g.p. gems, 5 X 100 g.p. gems, a 1,000 g.p. gem, a *gem of brightness*, and a suit of *leather armor +3*.
57. BAMF! When anyone enters the last 10' of this corridor, there will be an audible "bamf!" and a flash of light. Nothing else will happen, but let the PCs get as paranoid as they choose. The effect will only happen once, resetting after 1d4 hours.
58. ENDLESS CORRIDOR. Anyone looking down this corridor will see that it continues as far as the eye can see. This is actually an illusion; PCs can walk as far as they want, and the corridor will simply continue. In reality, they haven't gone anywhere. They can "walk" back the same length of time as they walked forward, and still not get to their starting point; the endless hall illusion extends in both directions. Only *dispel magic*, *dispel illusion*, etc., or actively attempting to disbelieve the illusion will be effective.
59. TELEPORTER. Once per day, all those entering the last 20' of this corridor will be teleported to Area #86 without knowing it. This effect only works once per day, regardless of which way the teleport works. Note that this will cause a change in direction, so using left and right, rather than north or west, is preferable.
60. BAT CAVE. The chimney in the ceiling leads to Area #198 on Level 3: THE DUNGEONS and Area #30 on Level 4: THE LOWER DUNGEONS, and that is the only way to access this place (the straight walls indicate where the cave had been inadvertently broken into during the excavations, and subsequently sealed off with stone and brick). There is a colony of 100

vampire bats (see APPENDIX III: New Monsters for details). This cavern also serves as the repository for anything that the bats have accumulated and dropped over the years. It contains 2,500 c.p., 1,100 s.p., 575 g.p., 28 gems, 6 pieces of jewelry, a *dagger +2*, and a *ring of protection +3*.

61. OPEN AREA. A growth of green slime coats the ceiling, and will drop on anyone entering the room.
62. WEREBOARS. A trio of humans dwells here, of wild mien, unkempt appearance, and with a touch of crazy in their eyes. They are in reality wereboars (22, 24, 25 h.p.). When first encountered here, they will be in human form and will only attack if intruders are impolite or fail to leave. They will often hunt the halls in boar-man form (if met as a random encounter). The strongest has a *potion of gaseous form*.
63. WEREBOARS. Three more of the lycanthropes live in this chamber (22, 23, 26 h.p.). The strongest has a *potion of heroism*. Two large unlocked chests contain 3,000 c.p., 3,000 e.p., and 1 piece of jewelry.
64. TELEPORTER. Anyone entering the last 20'of this corridor will be teleported to Area #71, without knowing. The effect works only once every four hours, either way. Note that this will wreak havoc with their direction sense.
65. LAMPREYS. A colony of 10 land lampreys (5, 5, 5, 6, 6, 7, 7, 8, 9, 9 h.p.) is here, but many will often be found in nearby corridors looking for prey.
66. OGRES (Areas #66 - #69). A band of ogres has taken up residence in this area. They are on friendly terms with the trolls in Areas #10 - #13, and will seek their aid (and give it) if pressed. Five of the giant creatures dwell in this chamber (17, 18, 18, 19, 22 h.p.) armed with spears and great stone battleaxes (+2 damage due to strength). Each has 40 g.p. There is a 15% chance that 1-3 trolls from Areas #10 - #13 will be here as well.
67. OGRES. Three ogres of the band dwell in this chamber (20, 22, 23 h.p.), armed with spears and clubs (+2 damage due to strength). Each has 40 g.p. There is a 15% chance that 1-2 trolls from Areas #10 - #13 will be here as well.
68. OGRE LEADER. The leader of the ogre band lives in this chamber (7 HD, AC 3, 32 h.p., 2-12 damage or by weapon), armed with an enormous halberd with which he has a +2 to hit and +4 damage. He carries 40 g.p. on his person.
69. OGRES. Three more ogres are in this chamber (19, 20, 20 h.p.), armed with spears and clubs (+2 damage due to strength). Each has 40 g.p. There is a 15% chance that 1-2 trolls from Areas #10 - #13 will be here as well.
70. STAIRS WITH LANDINGS. This winding staircase leads down to Area #1 on Level 6: THE LABYRINTH.
71. TELEPORTER. Anyone entering the last 20'of this corridor will be teleported to Area #64, without knowing. The effect works only once every four hours, either way. Note that this will wreak havoc with their direction sense.
72. JUNK ROOM. This room is piled high with broken furniture, barrels, snapped lumber, etc. It is home to a reclusive ustilagor (19 h.p.) which will use its psionic powers to create a great fear and unease of the room in anyone entering. There are 25 gems concealed in a small chest amidst the trash.
73. SPIRAL STAIRCASE. This spiral staircase leads down to Area #11 on Level 6: THE LABYRINTH.
74. HALLWAY OF STATUES. Each of the six 10' X 10' alcoves bears an identical statue of a troll in full plate mail armor with a wicked-looking spiked mace. They do not radiate magic if detected for, however each bears a *curse*. Anyone touching (including inflicting damage upon, searching for secret compartments, etc.) any of the statues will immediately receive a *curse* to the effect that the next 1d6 blows in melee combat against a troll will automatically miss no matter what the roll. Only one curse can apply to any PC at any given time. Roll separately for each PC. If the statues are ignored, the PCs will have the impression that there is movement in the corner of their eyes, but on examination, no change can be seen.
75. THE GREAT STONE FACE ENIGMA. This is a large block of stone, carved in the style of a Moai (an "Easter Island Head"), facing west-northwest. It is approximately 10' high. A circle of runes and pictograms surrounds the base, but they defy any attempt at translation or deciphering, even with the use of spells such as *comprehend languages* or *read magic*. If magic is detected for, it will be found to radiate several types. It is up to the game master to determine the real nature of the Enigma, but perhaps leaving it as a completely inscrutable puzzle is not the worst choice that the GM could make. Naturally, the PCs won't know one way or the other… Note that there is a double-than-normal chance for random encounters here. *(DESIGNER'S NOTE: The Great Stone Face Enigma of Greyhawk is, of course, a well-known bit of Greyhawk lore. Gary Gygax himself penned a sketch of the Enigma in the original Greyhawk supplement to the Dungeons and Dragons game, and later filled in some details (although not the central mystery) relating to the statue. In my own campaign, I would play it as utterly enigmatic, but I wouldn't rule out the PCs, through a great deal of effort, inventiveness, and investment, figuring out perhaps a small facet of its true nature. If there's an "obvious" explanation or connection, it is categorically wrong.)*
76. EVOCATION LABORATORY. This room is large, with an enormous vaulted ceiling, and steps will echo lonely against the walls. The huge ceiling is choked with webs, and home to a colony of 8 giant spiders (20, 22, 25, 26, 27, 28, 29, 30 h.p.) and two ettercaps (26, 28 h.p.). The latter two will remain concealed as their compatriots attack, waiting for the proper time to strike spell casters and the like with webby nooses. It is otherwise completely empty save for a single square table of ordinary type slightly off-center (to the northwest). Evocation

is the science of bringing something from nothingness, and thus the nature of this room. The whole radiates magic if detected for, and any evocation spell cast within the room will have effectiveness as if it were cast by a magic-user three levels higher than the actual level of the caster. This does not allow any additional (or higher level) spells to be memorized; it only effects the actual casting itself.

77. STORAGE. This room has countless shelves lined with small pots, jars, boxes, and bags full of every material component for every evocation spell, plus countless hundreds of other similar substances besides. Fur of apes, beads, various types of wires on fine spools, patches of various sorts of cloth, miniature tools more suited for a dollhouse than magic, and many more besides.
78. LIBRARY. There are 26 large tomes on five tables scattered around this room, with two chairs at each. These works all concern themselves with the art of evocation, and bear titles such as Chint Famt's ON THE ART OF CAUSING METALS OF BASE SORT TO APPEAR FROM THE PLANE OF THE IMAGINATION, PHLOGISTON AND ITS RELATION TO THE COMMON FIREBALL by Strej Fefin, MUSINGS ON THE MAGIC MISSILE by Raymond Rotvic, and the very rare EVOCATIONS AMONG THE LOCATHAH by Semaj of Lake Ziwmiss (etched on plates of green metal, rather than written on ordinary parchment). Each volume would be worth approximately 1,000 g.p. to a collector, but each is also as large as a standard spell book.
79. SECRET STOREROOM. The walls of this room are white and gleam with an inner luminescence. In the center is a 4' tall metal pedestal with a tall crystal lid atop it. Within is some sort of weird wand whose nature will defy the greatest arch-mages and sages of the Flanaess. A blaster (does 1d8+4 h.p. damage per charge, has 11 charges left) is under the crystal. Experimenting with it to figure out its function might (20% chance) result in an accidental discharge that either hurts someone near (60%) or the experimenter (40%). *(DESIGNER'S NOTE Those game masters with access to TSR Module S3: Expedition to the Barrier Peaks might want to use Chart II on p. 21 to determine whether or not the PCs are able to figure out the device's function.)*
80. GIBBERING MOUTHER. A gibbering mouther of largest size (35 h.p.) dwells here. It will often be found in the vicinity hunting for prey.
81. FLINDS (Areas #81 - #83). These flinds are the leaders of the gnolls found in Areas #44 - #46 and #85. Four of the creatures live here (13, 13, 14, 14 h.p.), three armed with clubs, the last armed with a flindbar. Note that patrols (random encounters) will have at least one flind as its leader. Their treasure is stored in Area #47.
82. FLINDS. Four more flinds (11, 12, 12, 14 h.p.) dwell here. The first three are armed with clubs, the last with a flindbar.
83. FLINDS. The final three flinds (15, 15, 15 h.p.) dwell here. All are armed with clubs.
84. BARRED ROOM. There is a heavy bar sealing this door from the outside. The flinds and gnolls will bring any captives here. At the moment it is empty (although the game master should feel free to introduce campaign-specific NPCs or replacement PCs here as desired).
85. GNOLLS. 9 gnoll warriors are here (8, 8, 8, 9, 9, 9, 10, 11, 11 h.p.), armed with swords and halberds.
86. TELEPORTER. Once per day, all those entering the last 20' of this corridor will be teleported to Area #59 without knowing it. This effect only works once per day, regardless of which way the teleport works. Note that this will cause a change in direction, so using left and right, rather than north or west, is preferable.
87. EVOKER'S QUARTERS. In days past, this was a dwelling for the apprentice evokers who would assist in the laboratory (Area #76). There are two ruined bunks here, and a pair of shadows (15, 16 h.p.), the remains of the former inhabitants.
88. QUARTERS. This was the place where the laboratory assistants would stay, to facilitate their work in the laboratory (Area #76). Three neat and tidy bunks are here. The room is otherwise empty.
89. RATS. This room is empty, but a number of holes can be seen near the floor. If anyone is in this room more than 2 rounds, a stream of 40 giant rats will billow out of the holes at a rate of ten per round and attack those here. Each has 2 h.p.
90. BLOCK TRAP. A huge ceiling stone will crush anyone stepping here. Save vs. paralyzation or take 5d6 h.p. damage in the first round (save means you jumped back in time). On each subsequent round, take additional 3d6 h.p. damage unless someone makes a successful bend bars/lift gates roll to lift the block.
91. THE BRAZEN GORGON. This room is dominated by an enormous bull-like statue made of brass, with a door in its side, revealing the hollow interior. There is also a dais in the northeast corner with two fine chairs oriented towards the brass contraption. Careful examination will reveal the hide of the "bull" is covered in fine scales, making it an image of a gorgon rather than an actual bull. If anyone enters the statue, a lurking poltergeist (4 h.p.) will use its telekinetic powers to slam the door shut (if it appears more than one will be trapped within, the poltergeist is crafty enough to wait, but as soon as someone makes to leave the brass gorgon, it will slam the door shut). Once that happens, it will lock automatically and the belly of the gorgon will begin to magically heat itself. Beginning on the third round that someone is trapped within, they will take 1d6 h.p. of heat damage, then 2d6 additional damage on the following round, 3d6 on the third, etc. to a maximum of 10d6 h.p. per round on the tenth round. The sequence then reverses, losing 1d6 h.p. of damage per round until it reaches zero. The beast is soundproof; the screams of the trapped are turned into noises as if the gorgon

were actually bellowing. Because of the cramped conditions within, any attempt to batter open the door from within is made at a -2 penalty (i.e., only someone with a strength of 16 or more even has a chance of doing so). After fifteen minutes, the beast will begin to cool, and 30 minutes after it began, the door will automatically open revealing the charred bones that remain.

92. WORKSHOP. This is a small blacksmith's workshop. There is a cold fire pit, bellows, anvil, tongs, hammers, and the usual tools of the blacksmith's trade. A few pieces of copper sheeting are here as well.
93. ABANDONED CHAMBER. This was once the quarters of the torturer and artisan in charge of the brazen gorgon. The bed, table, and wardrobe are wrecked and ruined.
94. MUSTARD JELLY. This room is the favorite haunt of a large mustard jelly of enormous size (60 h.p.).
95. STATUARY. There are six statues of grayish porous stone here, caught in various poses of astonishment, combat, or flight. They are in actuality the remains of those caught over the years by a basilisk which haunted this portion of the dungeon some time ago. The basilisk has since been dispatched, but its victims remain.
96. BLACK PUDDING. A black pudding of huge size (70 h.p.) dwells here most of the time, but is often found wandering in search of prey. The flumphs in Area #97 allow it to pass through their chamber, as long as it does not attempt to enter Area #98.
97. FEAR THE FLUMPHS. Six white disks with tentacles and eyestalks are lazily floating in mid-air here. These are flumphs (11, 12, 13, 13, 14, 15 h.p.), and will actively seek to repel any intruders, first with their blast of foul-smelling liquid and with their acid attack if needed. They guard Area #98 from intrusion, having been drawn to its defense, and will not normally leave this room (they cannot be encountered as wandering monsters). If they can be convinced that the PCs are of lawful and good alignment, they can be persuaded to let them pass, but they will assume any intruders are hostile and evil. *(DESIGNER'S NOTE: Yes, I said flumphs.)*
98. BAS RELIEF. The north wall of this room is dominated by a large bas relief of a face, beaming with beneficence and radiating no alignment if detected for. It is, in fact, the trapped arch-angel Gabrielus. Once a mighty servant of the lawful good god of reason and intellect, Gabrielus was trapped by the Mad Archmage decades ago and has been imprisoned here ever since. He can be released from his imprisonment if the PCs undertake to help him do so, but the quest involves going deeper into the dungeons and obtaining a magical gem from a werewolf of great power (see Areas #29-30 on Level 10: THE LESSER CAVERNS). He will attempt to entreat the PCs to assist him in doing so, and will reward them handsomely if they succeed. *(DESIGNER'S NOTE: Greyhawk-savvy players might well think this is the demon prince Fraz-Urb'luu, who was similarly (and famously) imprisoned in the original Castle. Clever PCs will realize that the face is being guarded by creatures in Area #97 which are of lawful good alignment, and may figure out that their expectations are being played against them, if anyone has ever bothered to read the entry on flumphs in the Fiend Folio…)*
99. COVERED PIT TRAP. 20' deep with poisoned spikes. It inflicts 2d6 h.p. of damage, plus those falling in must make a save vs. paralyzation or take an additional 1d6 h.p. of damage. Those taking the additional damage from the spikes must make yet another saving throw vs. poison; those who fail take an additional 30 h.p., and those that make their save only take 15.
100. CHASM. One of the myriad of magical experiments undertaken here over the years has caused this deep chasm to form, breaching the central hallway in various directions. There is a 60' drop in the center, and various openings on this level as well as Area #22 on Level 6: THE LABYRINTH and Area #34 on Level 7: THE CRYPTS. The whole is lit with a supernatural dim green luminescence, so the other openings in the rift can be dimly perceived. Distant groans, drips, flaps, and skitterings can be heard as well.
101. OWLBEARS. A colony of four owlbears has taken up residence here (27, 28, 28, 30 h.p.). There is a large pile of 5,000 c.p. and 1,000 s.p. mixed in with the bits of fur, bracken, and so forth that makes up their respective nests. There is also a large cage (8' tall X 5' X 5') on wheels. It is toppled over, but otherwise could function.
102. BRONZEWOOD DOORS. These double bronzewood doors are banded with iron and have a large heavy bronzewood beam barring their opening. It will require a total STR of 40 to lift the beam and open the doors.
103. BREEDING LABORATORY. Note that the double doors on the west and the single door leading to the corridor to the east are both locked and barred from the *outside*. An ochre jelly of largest size haunts this place of its origin (48 h.p., but able to squeeze its bulk through the gaps beneath the doors leading to this room). It was here that the Mad Archmage conducted experiments relating to the cross-breeding of monstrous animals, plants, and "others". Some of the results of these experiments have escaped the dungeons (or been deliberately set free) and prospered in the wide world beyond. There are several large tables with leather straps, next to which are smaller tables with neat assortments of surgical and analytical tools (scalpels, probes, clamps, etc.). The southwest corner is lined with cages of various sizes (all empty), some with rotting straw still on the floor, and some completely enclosed in sturdy glass panels. The northern section has a large rectangular vat, filled with a pink viscous liquid that occasionally forms a large bubble which bursts with a sickening gurgle. An investigation of the vat will show that it contains nothing more than the pink liquid. Several

free-standing tables are covered with a variety of glassware, enlarging lenses, braziers, etc. The lenses alone are worth 500 g.p., and if the whole of the equipment could be removed, it would be easily worth 5,000 g.p. to the proper parties. The game master should make careful note of how the items are packed; most is very delicate apparatus and if care is not taken (packed in straw-filled boxes, for instance), checks should be made to see if all or some of the items are broken. *(DESIGNER'S NOTE: Gary Gygax once stated in an online forum that he always considered the various slimes, jellies, and puddings to have been of artificial origin, the result of various failed alchemical experiments having been flushed down the drain to have an effect on the various unicellular life forms they touched. Too, creatures such as the owlbear are said to have been deliberately created by the experiments of some mad wizard.)*

104. LIBRARY. This smallish room holds a treasure trove of value disproportionate to its size; a set of 30 tomes related to the sciences of biology, anatomy, animal and plant husbandry, and the creation of new species from old. Representative titles include INTERSECTIONS OF ANIMAL AND PLANT GENETICS by Herb Mitts, FELL CREATURES FOR FUN AND PROFIT by Lewbur Chir of Loftwick, MAN IS BUT THE BEGINNING (author unknown, but reputed to be Veth of Thornward), and Telgish's MANIPULATION OF EMBRYONIC MAMMALIAN FORMS WITH AN ASIDE INTO CROSSING THE BOUNDARIES OF SPECIES. Each volume is worth approximately 1,000 g.p. to a collector. Note that the first tome mentioned also bears with it a *curse*; any and all oozes, jellies, and puddings within 500' will be drawn to the person who possesses it, should it be removed from this room. Double the chance to encounter wandering monsters, and there is a 50% chance that if one is indicated, it will be of the above type of creature.
105. STORAGE. There are a number of broken crates and smashed apparatus here. A careful examination will yield that this was once the sort of equipment used in Area #103, but it has all been smashed beyond use.
106. CRYSTAL WELL. There is a large 10' diameter cylinder in the center of this room, made of thick crystal. It has a lid (also of crystal), and seems to be filled with water. It is in fact the home of a crystal ooze of largest size (32 h.p.). Along the far wall is a series of nine plugged earthenware jars, each of which contains a 1+1 HD gray ooze (9 h.p. each). They are, in fact, three oozes which have been separated into smaller units; they will attempt to recombine into three larger whole oozes if the jars are opened.
107. MOSAIC. The west wall of this room is covered in a colorful mosaic depicting all manner of chimerical beasts; actual chimeras, hippogriffs, griffons, cockatrices, etc.
108. KAMADAN LAIR. This out-of-the-way chamber is the home of a kamadan (30 h.p.). It often hunts in the halls around here.
109. WINGS. This is some sort of workshop. Various tables and benches are here, with tools suitable both for woodworking and metal-crafting. Large design parchments are covered with figures, formulae, and diagrams of various devices, but one which stands out is some sort of mechanical wing. A prototype stands neglected but complete on a special stand in the middle of the room. A careful perusal of the plans would show that the wing was intended to be covered in cloth and then expected to bear a man-sized creature aloft without the aid of magic. Unfortunately (and unbeknownst to any PCs brave or foolhardy enough to make the attempt), the design is fundamentally flawed and would only result in a spectacular crash.
110. CLOTH. Several bolts of muslin cloth are here.
111. SHRIEKERS. Four shriekers are here (12, 12, 13, 14 h.p.).
112. WARD ROOM. When the dungeons were in fullest use, this was a room where the various guards of the prisons would rest and relax between duties. There are several tables, benches, and (empty) casks. A pair of jackalweres has taken up residence here (19, 20 h.p.) and will take advantage of the alarm to find new victims. They have 6,000 s.p. hidden in one of the empty casks.
113. BASILISK. One of the dreaded reptiles lives in this out-of-the-way corner (25 h.p.).
114. STAIRCASE. This staircase leads up to Area #64 on Level 4: THE LOWER DUNGEONS.
115. PRISON. There are but three cells in this jail, but each is double-large and has rotting straw on its floor. A giant tick (4 HD; 19 h.p.) dwells in the northern cell; it will leap upon anything entering the cell. The southern cell has a loose flagstone; hidden there is a *ring of warmth*, placed there by a long-forgotten inmate.
116. A MESSAGE. Scrawled on the walls of this otherwise-empty room in purple paint; *"Fur and fang, scale and claw, the mad Archmage will use them all, trespassers all to kill and maim, and more when they come back again!"*
117. WARD ROOM. When the dungeons were in fullest use, this was a room where the various guards of the prisons would rest and relax between duties. There are several tables, benches, and (empty) casks
118. WATER LOCK. The door to the south is an enormous affair of steel with a large wheel handle (much like a modern bank vault), but with a funnel protruding from it near the wheel. There are two pedestals, each with an earthenware jar of a different size; three gallons and five gallons (they are labeled, but can only be read with a *comprehend languages* or *read magic* spell (a thief could attempt to *read languages* as well)). A pipe in the ceiling near the northeast corner releases water, which flows into a drain in the floor. Next to the funnel is a sign, which

says "insert one gallon only to open" (it can only be translated by the same means as the labels on the jars). If exactly one gallon of the water from the pipe is poured into the funnel in the door, the wheel will spin and the door will open. *(DESIGNER'S NOTE: The answer is to fill the three gallon jar and pour it into the five gallon jar. Then fill the three gallon jar again and fill the remainder of the five gallon jar. What remains will be one gallon.)*

119. TREASURY. A single large locked chest is here. It contains 10,000 s.p. and a suit of *chainmail +1* (elf-sized). There is a silvered shortsword as well, which has a large diamond in its hilt. It is not magical, but would be worth 6,000 g.p.
120. SURPRISE IS IN THE EYE OF THE BEHOLDER. As the PCs walk towards this alcove (from either direction), they will see a large creature emerge from within with a large central eye and various eye stalks sprouting from its top. The game master should, at this point, roll the dice and declare that the creature is "surprised", they are in melee distance, and ask what the PCs wish to do. It is, in fact, a gas spore (1 h.p.). If they decide to hit it, well… "surprise!"
121. PRISON. Though long abandoned and disused, this place still radiates an aura of despair. Anyone remaining here for more than 2 rounds must make a saving throw vs. spells. Failure indicates they are overcome with black despair and melancholy. For the next 1d6 hours, there is a 50% chance that they will ignore any given situation, no matter how vital or rewarding, due to being in a mood of deep and stultifying melancholy.
122. STAIR ROOM. Anyone entering this room will cause an *audible glamer* (as of the sound of a great klaxon) to go off in Areas #112 and #117, alerting the now-gone guards that someone is here. The staircase leads to Area #55 on Level 6: THE LABYRINTH.
123. BONE SCULPTURE. This open area is home to a most unusual *objet d'art*, an enormous agglomeration consisting of the bones of a variety of different creatures. It stands 15' high and has a diameter at the base of nearly 6'. If any spells are cast within the confines of this room, all the eyes in the various skulls will glow green for 1d3 rounds.
124. STAIRCASE. This staircase leads up to Area #86 on Level 4: THE LOWER DUNGEONS.
125. CENTIPEDES. A colony of 20 giant centipedes thrives here (1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2 h.p.).
126. TORTURE CHAMBER. This is a fairly conventional torture chamber; there are various tables, pillories, chains on the walls, etc. Cold braziers, tongs and knives, whips, etc. are here as well. The place has now been taken over as the lair of an ettin (65 h.p.) who has hidden his treasure in a large bag inside the iron maiden; 4,000 c.p. and 7,000 g.p.
127. FALSE SECRET DOOR. The presence of this secret door can be detected on a 1-3 on a d6 (elves detect it automatically if within 10'). However, the opening mechanism will never be found, because there is none. Careful mappers will intuit that there must be a secret room beyond, much to their frustration. Make sure to roll for wandering monsters during time spent here.
128. STAIRCASE. This staircase leads up to Area #112 on Level 4: THE LOWER DUNGEONS. It is particularly steep.
129. THE RACK. This room is dominated by a huge oaken rack, with a pair of ornate thrones in the southeast corner oriented so as to afford an excellent view. There are also various pincers, (now cold) braziers with iron pokers, etc. The last victim was a chaotic good female elven thief, whose spirit still haunts the room. If an exact match enters the room, the spirit will attempt to possess them as per the *magic jar* spell (q.v.). The spirit has a combined wisdom/intelligence of 31, for purposes of the spell. If someone enters the room who is not an exact match, the spirit will first look for elves, then thieves, and finally anyone of chaotic good alignment. If no one matches those criteria, it will wait for someone who does. Once possessed, the victim will attempt to flee the dungeons (and convince its companions to do likewise), before reaching a civilized area where a more suitable host can be found. The possessed will not remember anything during the possession. Once a perfect match is found, the spirit will take over the life of its host, with the eventual goal of destroying all of the torture equipment on this level of the dungeon. Once that is accomplished, it will flee, able to rest in peace.
130. THE PENDULUM. This room has but a single table, with straps suitable to hold anything up to and including an ogre, and a huge, razor-sharp blade suspended from the ceiling above it. A dais has a pair of ornate chairs poised to watch the table. A large lever near the door will start the pendulum swinging with an awful momentum and lowering with each pass until the victim is sliced in two. Anyone entering this room must make a saving throw vs. magic. Those failing the throw will have a 5% chance of developing a mania, becoming more and more obsessed with the pendulum, until they are compelled to lure or force their utmost enemy (60% chance) or best friend (40% chance, now believing them to be an enemy) here, and either overpowering them or tricking them to their doom.
131. CELLS. Each of these cells is equipped with chains and has but a small barred opening at eye level, and a small cut-out at the floor to admit food. The doors are not locked initially, but anyone entering any of them will find the door closes automatically behind them, locking them in.
132. GUARD ROOM. There is a table and chairs here, and the keys to the cells in Area #131, on a ring on a peg in the wall.
133. THE MENAGERIE. From the outside, the door to this room appears as nothing more than a bricked-up door frame. It is, in reality, a *Puzzle Door* (see APPENDIX II: New Magic Items). There are pieces on Level 2: THE DEEP CELLARS (Area #108); Level 3: THE DUNGEONS (Area #22), Level 4: THE LOWER

DUNGEONS (Area #48), Level 6: THE LABYRINTH (Area #29), and Level 7: THE CRYPTS (Area #43). Once all the pieces are assembled, this room may be entered and it will instantly teleport those doing so to Level 5A: THE MENAGERIE.

134. MUD-COVERED ROOM. The walls and floor of this room are splashed with dried brown mud. It is the favored lair of a brown pudding (65 h.p.).
135. VISITORS FROM AFAR (Areas #135 - #138). The fame of the Castle of the Mad Archmage has spread far and wide, and even so far as the Kingdom of Suhfang in the distant West. A group of adventurers has been exploring the ruins slowly but methodically, and has secured these chambers as a base from which to operate. Note that they keep a guard from Area #137 on watch at the intersection outside their chambers at all times. He will sound the alarm at the first sign of intruders. This room is home to Bei Ke Rui, a 6th level wu jen (magic-user) of hengeyokai (fox) race (WJ6; 17 h.p.; AC 6 (DEX + *ring of protection +2*); shape-shifting into fox and fox-woman shape; spells memorized: *animate wood, hypnotism, spider climb, unseen servant, enchanted blade, strength, commune with lesser spirit, dispel magic*;; neutral evil). She keeps a bag with 20 gems and potions of *invisibility* and *extra healing* on her person, and has a *wondrous writing set* in her quarters. She is armed with a *dagger of venom* and a *short sword +2.* Her scroll collection (in lieu of a spell book) is carefully hidden behind a false stone in the south wall. *(DESIGNER'S NOTE: For those game masters without access to the Advanced Dungeons & Dragons, Oriental Adventures book published by TSR in 1985, more conventional classes can be substituted for these NPCs, although it is recommended to introduce unique spells and magical items along the same lines as those named above. Encounters with these NPCs should be played to maximize the "otherness" factor. They will be polite, but suspicious, and will most likely see the PCs as at best rivals, but could entertain an alliance if the circumstances were sufficiently to their benefit. Full statistics for honor, family, etc. are not provided here, but the game master interested in more fully developing these characters into a staple of their campaign should certainly feel free to do so.)*
136. WARRIOR MONK. Tong Fa Ren, a 6th level human sohei (warrior-monk), dwells here (S6; 42 h.p.; AC 3 (laced armor & DEX); spell memorized: *deflection*; weapon of choice (+1 hit, +1 damage) naginata; ki power (+1 AC, +1 hit, +1 damage, +3" move, +1 save, dodge missiles by saving vs. breath weapon); fanaticism (able to fight at negative h.p., gets +2 to hit and damage); lawful evil). He is armed with a *naginata +3* (speed 7, 1-8/1-10 damage) and a *dagger +2*, he has a bag with 22 gems on his person, as well as a *ring of mammal control*. He keeps a chest with 300 g.p. and 500 s.p. in his quarters.
137. GUARDS. Five bushi (fighters) are here, and one will be on guard at the intersection outside the chamber at all times. (B4; 22, 23, 24, 24, 25 h.p.; AC 4 (chain & shield)) armed with spears and katanas (1-10/1-12 damage, speed factor 4). Each has 10 s.p.
138. WEAPON MASTER. Shi Ao Rong, a 6th level kensai (weapons master) dwells in this chamber, and serves as captain for the warriors in Area #137. (K6; human; 40 h.p.; AC 5 (natural + bonus); +2 initiative; +2 damage; +2 to hit; surprised only 1/6 chance; armed with a katana (1-10/1-12 damage, speed factor 4); lawful evil). He has a small chest with 500 p.p. He has an *iridescent ioun stone* whirling about his head, and wears a *medallion of ESP, 30' range.* He has a *battle axe +1* which he only uses in combat against creatures that cannot be hit by mundane weapons.
139. TELEPORTER LANDING. Those teleported from Area #62 on Level 4: THE LOWER DUNGEONS will end up here. Note that they will not have a proper sense of direction (standard checks apply).
140. FLAYERY. The sole device in this room is a large wooden frame from which dangle iron manacles. A rack on the wall contains a number of very delicate-looking knives and other implements. There are, as elsewhere, two chairs set up to observe the grisly work. This room was used to remove the skins from still-living victims. It is now empty.
141. TANNING ROOM. Four large vats are here, one of which still has a foul-smelling solution of animal brains, used in the tanning process. Several tables with long knives used for scraping are here as well, and many racks are here, used to allow the tanning hides to dry. One remains, albeit of an odd shape and, under careful observation, bearing the remains of a tattoo.
142. THE MUSIC BOX. Much of this room is given to a large glass box with a rounded top (like an enormous bell jar) in its center. There is a single door of steel leading into the box, which can be barred from the outside. Two ornate chairs are situated so as to observe the occupant of the jar, with a small table between them, on which rests a 3" X 5" X 2" metal box. Both the box and the jar will radiate magic if detected for. Opening the box reveals it to be a music box; a simple children's tune will begin to play. After it goes through one cycle of the song, the door to the jar will slam shut if it is not already, and those trapped within will hear that same tune, amplified a hundred times, echoing throughout the jar for the next 24 hours. Even if the music box is closed thereafter, the echoes within the bell will persist. It cannot be heard outside the bell. Those subjected to the music in the jar will be deaf for as long as they were within (after 24 hours, though, deafness is permanent). For every hour spent within the music-filled jar, there is a 1 in 12 chance of going insane (see Advanced Dungeons & Dragons, Dungeon Masters Guide, pp. 83-84 or the HackMaster, GameMaster's Guide, p. 85).

143. COVERED PIT TRAP. This pit is 20' deep with spikes. Anyone falling in will take 2d6 h.p. of damage, plus must save vs. paralyzation or take an additional 1d6 h.p. damage.
144. FALSE DOOR TRAP. Anyone attempting to open this door will take 5d4 h.p. of electrical damage.
145. THE FORGOTTEN PRISONER. A skeleton is hanging from shackles at its neck, and one on its ankle, the chains mounted onto the walls. It wears a black coat and pants, and a red sash at its waist. Anyone opening the cell door and disturbing the remains will be subjected to a *geas* to remove the skeleton from this place and provide it with an honorable burial in one of the empty tombs on Level 7: THE CRYPTS.
146. GUARD QUARTERS. There are six long-disused bunks here, with appropriate tables, chests, etc. Nothing of value.
147. SECRET SANCTUARY. This place is a perfect sanctuary; those here feel a sense of safety and well-being. Sleeping the night here will result in feelings of hunger and thirst being abated. It is too perfect a sanctuary, however; the magic which enables its effects is illusionary; as one feels sated, one is actually starving to death, but not realizing it. If more than one night is spent here in a row, a wisdom check is required to leave; failure indicates that the person wastes away here in total seeming comfort. It also makes it impossible to memorize either clerical or magic-user spells; the necessary concentration is impossible.
148. BLOCK TRAP. Anyone entering the last 10' of this corridor will activate a falling block trap. A huge ceiling stone will crush anyone stepping here. Save vs. paralyzation or take 5d6 h.p. damage in the first round (save means you jumped back in time). On each subsequent round, take additional 3d6 h.p. damage unless someone makes a successful bend bars/lift gates roll to lift the block.
149. WARD ROOM. Four chairs, a table, and several spent torches.
150. GUARD ROOM. Two chairs, a table, several long-dead candles.
151. THE SAFFRON SUITE (Areas #151 - #154). Special prisoners were kept here behind the heavy door which is barred from the outside. All the walls of the rooms in this suite are painted a brilliant yellow, and all the furniture, accoutrements, etc. are varying shades of yellow, gold, citrine, peach, etc. Prisoners imprisoned here for years are said to have never been able to even bear the sight of the sun afterwards. This room is decked out as a salon, with couches, settees, tables, comfortable chairs, etc. Room A is the privy; likewise fairly appointed, but all in yellow. *(DESIGNER'S NOTE: This is a nod to the Roger Corman film "The Masque of the Red Death" starring Vincent Price.)*
152. BEDROOM. A sumptuous bedroom, with a four-post bed, vanity, and wardrobe, all, of course, in various shades of yellow. Anyone spending the night in the bed has a 50% chance of being *possessed* by the spirit of the last inhabitant here; a high priest of Hextor from Medegia named Rosprope. The spirit will be cunning and subtle, trying everything in its power to escape the dungeon and find a temple of Hextor where it can be placed into a new body to continue the depravities and evils it knew in life.
153. SITTING ROOM. A delicately appointed room (all in shades of yellow, naturally), obviously fitted out for a woman's tastes. The seats are embroidered with delicate yellow flowers and birds, there is much yellow lace, etc.
154. BEDROOM. This room is appointed much as is Area #152. A diary is hidden in a false bottom in the wardrobe; it chronicles the descent into madness of the Contessa de Feklinritch, who had been imprisoned here starting on her fifteenth birthday and who died here just shy of her sixtieth. Anyone reading it from cover to cover has a 75% chance of going insane themselves (see Advanced Dungeons & Dragons, Dungeon Masters Guide, pp. 83-84). The diary would be worth 100 g.p. to relatives of the Contessa in Medegia.
155. COVERED PIT TRAP. This leads to a chute leading to Area #20 on Level 6: THE LABYRINTH. It immediately resets, preventing anyone from crawling back up the shaft.
156. COVERED PIT TRAP. 20' deep, with green slime at the bottom. Anyone falling in takes 2d6 h.p. damage, plus the normal effects of green slime.

Level Six: The Labyrinth

This level is noted for its extensive series of mazes, which would serve to bedevil intruders seeking to reach the lower levels. Three different types (in an architectural sense) of such tangles exist, and direct access to Level 7 is limited to the large chasm which runs from Levels 5 through 7. "Normal" access to Level 7 must go through Level 6A (which in turn is only accessible through the pit traps in the northeast section of this level).

It has direct access to levels 4, 5, 6A, 7, and 8, as well as the surface. There are four maps: northeast, southeast, southwest, and northwest.

*(DESIGNER'S NOTE: This level is somewhat different from the others that have preceded it, in that it consists of large stretches of empty corridors without too many static encounters (those that do exist are primarily there as the lairs of the creatures met in various random encounters). It is possible, of course, for such a situation to lead to frustration on the part of both the game master and the players, as it might be thought that "corridors are boring". In this level, the corridors **are** the main areas; it is essential that the game master roll for random encounters, as these represent the bulk of the threat to be found here. Effective use of random encounters will make or break this level. The inhabitants will be actively hunting the PCs once they are aware of their presence, and the successful game master will be one who effectively conveys the sense of role-reversal, as the PCs are harried by the various inhabitants and find themselves stalked in the endless seemingly-identical passages. Snarls and snorts of pursuing minotaurs and were-boars in the distance, the setting of ambushes by creatures who inflict damage up front and then retreat back into the corridors they know instinctively to wear down their prey, and other tactics should be used to convey the sense that the PCs are in a place where they are not the ones who control when a battle occurs. Remember, those PCs who wish to conduct exhaustive mapping will be moving at 1/10th normal speed, thus increasing the frequency of random encounter checks by a factor of ten. This level also includes several creatures which are explicitly here to demonstrate the wisdom of running away from some encounters.)*

Table 6.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	1-3 carrion crawlers
2	Gelatinous cube
3	7-12 giant rats
4	Green slime
5	1-12 huge spiders
6	Pick monster from nearby room
7	Pick monster from nearby room
8	Pick monster from nearby room
9	Pick monster from distant room
10	Pick monster from distant room
11	Pick monster from adjacent level
12	Dungeon Dressing (use table 6.2)

Table 6.2: Dungeon Dressing

Roll	Encounter
1	Walls are scorched for 10'.
2	Small blue pennant.
3	1 copper piece of unknown mintage.
4	Squeal as of a rusty wheel, off in the distance.
5	Pipes run along ceiling for 20', then disappear into the stone. They are neither cool nor hot.
6	Crushed and dented hip flask.
7	White-flowered dandelion growing through a crack in the floor.
8	A desiccated apple core.
9	Loud "ping" sound (like sonar on a submarine).
10	One wall has a large damp spot.
11	One (right) boot.
12	Special (see APPENDIX IV: Special Random Encounters)

ENCOUNTER AREAS

1. STAIRS WITH LANDINGS. These stairs lead up to Area #70 on Level 5: THE DEEPS.
2. COVERED PIT. This covered pit will drop victims 10' (inflicting 1d6 h.p. of damage in the process) into Area #19 on Level 6A: THE SUB-LABYRINTH. The PCs should not know that they are on a new level; unless they think to check for secret doors, the game master should play this as if it were an ordinary pit trap.
3. RUST MONSTER LAIR. A pair of rust monsters dwells here (22, 24 h.p.). The body of a gnome is also here amidst the nest (rags, bracken, trash), with a pouch with 20 gems.
4. GREAT CENTRAL SHAFT. The elevator room from #177 on Level 3: THE DUNGEONS passes through here on its way down. It is inaccessible via normal means from the rest of the level.
5. COVERED PIT. This covered pit will drop victims 10' (inflicting 1d6 h.p. of damage in the process) into Area #1 on Level 6A: THE SUB-LABYRINTH. The PCs should not know that they are on a new level; unless they think to check for secret doors, the game master should play this as if it were an ordinary pit trap.
6. COVERED PIT. This covered pit will drop victims 10' (inflicting 1d6 h.p. of damage in the process) into Area #24 on Level 6A: THE SUB-LABYRINTH. The PCs should not know that they are on a new level; unless they think to check for secret doors, the game master should play this as if it were an ordinary pit trap.
7. POISON DART TRAP. Anyone entering this area will activate a spray of poison darts; 6 darts strike as 5HD monsters, doing 1d3 h.p. of damage. All those hit must make a saving throw vs. poison or take an additional 3d6 h.p. damage.

8. COVERED PIT. This covered pit will drop victims 10' (inflicting 1d6 h.p. of damage in the process) into Area #7 on Level 6A: THE SUB-LABYRINTH. The PCs should not know that they are on a new level; unless they think to check for secret doors, the game master should play this as if it were an ordinary pit trap.
9. WEREBOAR LAIR. A trio of wereboars dwell in this room (25, 26, 26 h.p.). They will normally go about in boar-man guise, but are cunning enough to approach PCs in human form and feign friendship. They have a hidden cache of 4,000 s.p. and a small box with 6 gems. One of them wields a *longsword +3* while in human form.
10. COVERED PIT. This covered pit will drop victims 10' (inflicting 1d6 h.p. of damage in the process) into Area #25 on Level 6A: THE SUB-LABYRINTH. The PCs should not know that they are on a new level; unless they think to check for secret doors, the game master should play this as if it were an ordinary pit trap.
11. SPIRAL STAIRCASE. This spiral stair leads up to Area #73 on Level 5: THE DEEPS.
12. COVERED PIT. This covered pit will drop victims 10' (inflicting 1d6 h.p. of damage in the process) into Area #9 on Level 6A: THE SUB-LABYRINTH. The PCs should not know that they are on a new level; unless they think to check for secret doors, the game master should play this as if it were an ordinary pit trap.
13. GOO TRAP. Those entering this section of the hallway will be doused with an incredibly sticky goo from above (save vs. breath weapon to avoid). Any struck by the viscous stuff will find that anything they had in their hands is now stuck to them, anything picked up is similarly so, armor cannot be removed, etc. Movement is reduced to half while covered. It is also highly flammable; anyone holding a torch will suffer 3d6 h.p. fire damage, as will anyone covered in the stuff who is later struck by fire. It can be removed by 10 minutes' application of alcohol. The inhabitants are well aware of the trap and will be sure to use fire against any who are covered in the goo.
14. MINOTAURS. Two minotaurs dwell here (30, 31, h.p.), both armed with giant flails (+2 damage). They have 6,000 c.p. and 1,000 s.p. in two large chests.
15. HORN TRAP. When anyone enters this 10' section of corridor, an enormously loud horn will sound, echoing throughout the halls for hundreds of feet in all directions. It has two practical effects; those in the immediate vicinity (within 20') will be *deafened* for 1d6+3 turns. It will also alert any wandering creatures to the presence of (weakened) prey in the vicinity; double the chance for wandering encounters for the same amount of time. The game master is encouraged to replicate the effect of deafness on the PCs by forcing the players themselves to resort to pantomime and/or note writing when communicating with one another. All deaf PCs will also be *surprised* on a roll of 1-3 on a d6.
16. MINOTAURS. Four minotaurs dwell here (28, 30, 32, 33 h.p.), two armed with great axes (treat as halberds) and two with giant flails (+2 damage). They have 2,000 c.p. and 3,000 s.p. in three large chests.
17. WEREBOARS. A pair of wereboars dwell here (24, 27 h.p.). Normally they will be found in boar-man form, although they will try to gain the confidence of explorers in human form if the opportunity presents itself. They have 2,000 e.p. in a hidden chest.
18. HOOK HORRORS. Four of the beasts dwell here (20, 20, 22, 24 h.p.). They have 1,000 e.p. in a barrel.
19. MINOTAURS. Five minotaurs dwell here (30, 30, 32, 33, 35 h.p.), three armed with great axes (treat as halberds) and two with giant flails (+2 damage). They have 5,000 c.p. and 3,000 s.p. in three large chests.
20. CHUTE DEPOSITORY. The chute from Area #155 on Level 5: THE DEEPS leaves its victims here. The secret panel on the wall immediately closes after victims hit the ground, and cannot be opened from within the room. Note that the east door is one-way only; unless the PCs think to spike it open, it will close and become undetectable from the hallway. Four skeletons (5, 5, 6, 7 h.p.) are here to greet visitors.
21. PURPLE WORM. A smallish, but nonetheless fearsome, purple worm lairs here (75 h.p.). In its gullet can be found 35 gems and a *bowl commanding water elementals*.
22. CHASM. This huge gash in the living rock has opened up the corridors in various directions. The chasm goes 30' both up and down, and various openings on this level as well as Area #100 on LEVEL 5: THE DEEPS and Area #34 on LEVEL 7: THE CRYPTS. A small ledge can be seen on the southeast wall at this level. The whole is lit with a supernatural dim green luminescence, so the other openings in the rift can be dimly perceived. Distant groans, drips, flaps, and skitterings can be heard as well
23. MOVING WALL. When first encountered by the PCs, each of these walls will be in one position or another (roll randomly to determine). Each will switch positions every 1d6 turns. They are normally undetectable, although a dwarf or similar creature can make a standard check to detect unusual stonework, etc. They cannot be moved by the PCs, even if detected.
24. COCKATRICES. A mated pair of cockatrices has made their nest in this chamber (20, 29 h.p.). There is a minotaur-shaped statue here that has signs of being pecked and chipped away at. If broken open, 1,000 g.p. will spill out of the stoned sack on its belt.
25. MINOTAURS. Four minotaurs dwell here (29, 30, 32, 34 h.p.), two armed with great axes (treat as halberds) and two with giant flails (+2 damage). They have 3,000 c.p. and 2,000 s.p. in three large chests.
26. STAIRCASE DOWN. This staircase leads to Area #93 on Level 7: THE CRYPTS and thence to Area #56 on Level 8: THE LESSER CAVES.

27. TREE-STUMP ENTRANCE. The rough-hewn passage leading south out of this room leads nearly a quarter mile to an old and innocuous-seeming tree stump. Careful inspection will reveal that it is hollow, and the lid can be lifted, revealing a ladder leading down to the earthen passage.
28. SECRET ROOM. Four skeletons are here (4, 5, 5, 6 h.p.), wearing straw hats, Beatles wigs, and hooked rattan canes, who will perform an eerie soft-shoe dance to the strains of an unheard melody. When they are done, if there is applause, one of them will snap off its left radius (smaller arm-bone) and offer it as a thank-you, which will function as a *wand of enemy detection* (44 charges).
29. MINOTAURS. Two minotaurs have made this room their lair (32, 36 h.p.), each armed with a huge axe (treat as a halberd). They have 3,000 s.p. and 1,000 e.p. in 4 large chests. The first chest also has another piece of the *Puzzle Door* leading to Area #133 on Level 5: THE DEEPS (see APPENDIX II: New Magic Items for details). The *Puzzle Door* piece looks like a large wooden jigsaw-puzzle piece. Approximately 2' on a side.
30. DISPLACER BEASTS. Five of these beasts have laired here (25, 25, 26, 27, 28 h.p.). They will often prowl the halls for prey. A large (4' diameter) golden disk in the shape of a smiling sun is mounted on the north wall; if removed it is worth 4,000 g.p.
31. MINOTAURS. Three minotaurs have made this room their lair (27, 30, 33 h.p.), each armed with a huge axe (treat as a halberd). They have 2,000 c.p. and 1,000 e.p. in 6 large sacks.
32. WEREBOARS. A pair of wereboars dwell here (25, 26 h.p.). Normally they will be found in boar-man form, although they will try to gain the confidence of explorers in human form if the opportunity presents itself. They have 3,000 e.p. in a hidden chest.
33. STAIRS UP. This staircase leads to Area #117 on Level 4: THE LOWER DUNGEONS.
34. ROOM OF THE RAM. The ceiling of this room is dominated by an enormous fresco of a ram against a background of a midnight blue sky with stars. The floor is painted red.
35. ROOM OF THE GOAT. The ceiling of this room bears a fresco of an enormous goat with one broken horn, against a background of midnight blue and stars. The floor of the room is painted green.
36. ROOM OF THE ARCHER. The ceiling of this room is covered by an enormous fresco depicting an archer, with a field of midnight blue and stars. The floor is painted red.
37. ROOM OF THE SCORPION. The ceiling of this room is covered with a giant fresco of a scorpion against a midnight blue field with stars. The floor is painted blue.
38. SECRET CHAMBER. The entire section of wall opens up when the secret door is opened. An ancient, average sized black dragon (77 h.p.; spells memorized: *charm person, enlarge, friends, hold portal, light* (x2)*, shield, sleep*). It is in stasis until the secret door is opened, at which point it attacks; it will never be found asleep initially. This is the female mate of the dragon in Area #42. *(DESIGNER'S NOTE: This series of secret chambers and their contents was originally described by Gary Gygax in the January 2002 issue of Dragon Magazine. They were a feature of the original dungeon, and in the original both dragons were eventually freed after the PCs had discovered several of the treasure caches first.)*
39. ROOM OF THE BULL. The ceiling of this room is covered with an enormous fresco of a bull set against a sky of midnight blue and stars. The floor is painted green.
40. SECRET CHAMBER. There is a huge pile of coins in the middle of this room; 60,000 c.p., 30,000 s.p., and 10,000 g.p. Mixed in are 25 gems and 18 pieces of jewelry, as well as seven rolled up tapestries worth 100 g.p. each (weighing 50# each) and a dozen giant beaver pelts worth 500 g.p. each.
41. ROOM OF THE WATER-BEARER. The ceiling of this room is covered with a great fresco of a man pouring a river of water from a jug, set against a background of midnight blue and stars. The floor is painted yellow.
42. SECRET CHAMBER. The entire section of wall opens up when the secret door is opened. An ancient, huge black dragon (88 h.p.; spells memorized: *charm person, dancing lights, friends* (x2)*, light, magic missile, push, sleep*). It is in stasis until the secret door is opened, at which point it attacks; it will never be found asleep initially. This is the male mate of the dragon in Area #38.
43. ROOM OF THE FISH. The ceiling of this room is covered with a fresco of an enormous fish, against a midnight blue background with stars. The floor is painted blue.
44. SECRET ROOM. Held in neat racks along the walls are the following potions. None are labeled. *Animal control (mammal / marsupial), clairaudience, clairvoyance, climbing* (x2)*, ESP, extra-healing, fire resistance, gaseous form, giant strength, growth, heroism, invisibility, oil of etherealness, plant control, polymorph self, philter of love, speed, water breathing* (x2).
45. ROOM OF BALANCE. The ceiling of this room is dominated by a fresco of an enormous balance (scales) against a field of midnight blue with stars. The floor is painted yellow.
46. ROOM OF THE TWINS. The ceiling of this room is covered with an immense fresco depicting two cherubic children; one male and one female, set against a background of midnight blue with stars. The floor is painted yellow.
47. ROOM OF THE CRAB. The ceiling of this room bears an enormous fresco of a crab, set against a background of midnight blue with stars. The floor is painted blue.
48. SECRET CHAMBER. A hoard of scrolls is here, of all types. 1) Magic-user; *fly, minor globe of invulnerability, shatter, hold portal*. 2) *Protection from Elementals*. 3) Illusionist; *suggestion, confusion, light*. 4) Magic-user; *delayed blast fireball, extension I, strength*. 5) Clerical; *divination, cure disease, silence 15' radius*. 6) Magic-user; *tongues, hold monster,*

shield. 7) Magic-user; *dig, gate, legend lore*. 8) Clerical; *locate object, conjure animals, insect plague, command*. 9) Magic-user; *blink, polymorph self, massmorph, wall of stone*. 9) Druidical; *dispel magic, conjure fire elemental, animal summoning II*. 10) Magic-user; *ice storm*. 11) Clerical; *blade barrier, raise dead, cure serious wounds*. 12) Clerical; *protection from evil, snake charm, prayer*. 13) Magic-user; *enchanted weapon, cloudkill, slow*. 14) Magic-user; *clairvoyance, lightning bolt, fear, anti-magic shell, statue, phase door, gust of wind*. 15) *Protection from Devils.* 16) Magic-user; *Leomund's trap, Leomund's tiny hut, Leomund's secret chest*. 17) *Protection from Magic.* 18) Magic-user; *passwall, remove curse, spider climb*. 19) Clerical; *speak with dead*. 20) Magic-user; *ray of enfeeblement, fumble, infravision, cone of cold*.

49. ROOM OF THE LION. The ceiling of this room is covered with a huge fresco of a lion against a midnight blue background with stars. The floor is painted red.
50. SECRET CHAMBER. This room is a small magical armory. Weapons are stored neatly in racks, shields are hung on walls, and armor is on special stands. There is a *shield +2; shield +1, +4 vs. missiles; plate mail +2; ring mail +1; studded lather +1; leather armor +3; longsword +1,+4 vs. reptiles; longsword +3; broadsword +2; longbow +1; dagger +2, +3 vs. creatures larger than man-sized; mace +4;* and a *spear +1*.
51. ROOM OF THE MAIDEN. The ceiling of this room is covered with an enormous fresco of a young girl bearing two sheaves of wheat, against a background of midnight blue and stars. The floor is painted green.
52. STAIRS UP. This staircase leads to Area #53 on Level 5: THE DEEPS.
53. HOLLOW FLOOR. The floor here is hollow, and will break easily under any sort of weight, revealing a 2' depression in which lairs a black pudding of large size (70 h.p.).
54. ACID TRAP. A spray of acid will cover any who enter this section of the corridor, doing 4d6 h.p. of damage (save vs. breath weapon for half damage; make sure that exposed items such as weapons and armor make saving throws vs. acid).
55. STAIRS UP. This staircase leads up to Area #122 on Level 5: THE DEEPS.
56. TELEPORTER LANDING. Those teleported from Area #140 on Level 4: THE LOWER DUNGEONS will end up here.

T1 – T6. These are special teleporters located in the southeast section of the level. When the PCs enter this area, they will be magically teleported from their current location to a random teleporter with an audible "BAMF!" and a brief flash. The GM should roll a d6 to determine their destination; a roll of 1 indicates they end up in T1, a roll of 2 indicates T2, etc. If the roll indicates the same place where the PCs currently are, there is still the audible "BAMF!" and flash, but the PCs are not actually teleported (they won't know that, however). This effect only works once per hour per teleporter. Clever PCs might actually use that to their advantage when being pursued.

Level Six-A: The Sub-Labyrinth

This level is unusual in that it is intended to act as a buffer between Levels 6 and 7. Originally, the primary means of reaching the Crypts was through here or the Great Central Shaft, and the only way to enter here was to discover the secret of the covered pit traps on Level 6. The subsequent creation of the chasm that runs between levels 5 and 7 spoiled that arrangement somewhat, leaving this sub-level mostly without visitors. It should be realized that most of this level is a distraction for the PCs. The goal should be Level 7. The relative lack of treasure should prod them in that direction. It is also something of a logistical challenge, as getting back to Level 6 through the covered pit traps could be difficult if forethought has not been employed.

This level has direct access to levels 6 and 7. It consists of one map.

Table 6A.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PC's making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	1-2 carrion crawlers
2	1-6 ghouls
3	7-12 giant rats
4	Ildriss (aka wind terror or elemental grue; 19 h.p.)
5	1-2 ghasts
6	Pick monster from nearby room
7	Pick monster from nearby room
8	Pick monster from nearby room
9	Pick monster from distant room
10	Pick monster from Level 7: THE CRYPTS.
11	Pick monster from Level 7: THE CRYPTS.
12	Dungeon Dressing (use table 6A.2)

Table 6A.2: Dungeon Dressing

Roll	Encounter
1	Page of text torn from a personal diary. The only entry on the page reads "Why did we even try to come this way?".
2	Pipes run along the ceiling, dripping water at a joint before disappearing into the stone.
3	Three black candle stubs arranged in a 2' triangle.
4	Gibbering off in the distance, lasting 10 seconds.
5	Small bucket of sand with a tiny shovel.
6	A dozen empty snail shells.
7	Scorch marks on the walls and floor.
8	Half a coconut shell.
9	Written on a wall in chalk: "M.B. →".
10	A human (or humanoid) leg bone bearing teeth marks along its length.
11	One (left) boot.
12	Special (see APPENDIX IV: Special Random Encounters)

ENCOUNTER AREAS

1. PIT. This is the bottom of the hidden pit trap in Area #5 on Level 6: THE LABYRINTH. Note that it appears as a regular door from the outside.
2. SHRIEKERS. A pair of shrieker fungi (12, 13 h.p.) will be found here. Naturally, if the door to Area #1 is opened, they will "go off".
3. SKELETAL DOGS. A pack of ten skeletal dogs (3, 3, 4, 4, 4, 5, 6, 6, 7, 7 h.p.) dwells here, and will often be found roaming the corridors of this level in search of victims. They will certainly come in response to the shriekers in Area #2.
4. A DEVILISH PAIR. A pair of blue abishai devils (21, 24 h.p.) dwell here. They appear as quintessential devils with blue-tinged scales, down to the mighty tridents they wield in combat. They are tasked with keeping an eye on the crypts for the benefit of the Dukes of the Hells; they will not immediately attack intruders, but will exchange leniency for information, if possible.
5. STAIRS DOWN. This staircase leads to Area #13 on Level 7: THE CRYPTS.
6. BATTLEFIELD. This room has obviously been the site of a mighty battle in the past. Several broken swords and a rent shield are here, broken arrows litter the ground, and the northeastern corner of the place is scarred and pitted as if by some great splash of acid.
7. PIT. This is the bottom of the hidden pit trap in Area #8 on Level 6: THE LABYRINTH. Note that it appears as a regular door from the outside.
8. GIBBERING MOUTHER. This amoeboid abomination (24 h.p.) will often roam the corridors, but makes its lair in this otherwise bare chamber.
9. PIT. This is the bottom of the hidden pit trap in Area #12 on Level 6: THE LABYRINTH. Note that it appears as a regular door from the outside.
10. FUNGUS-COVERED ROOM. Most of the floor and walls of this room are covered in a variety of different sorts of fungal growth atop some sort of sickly white matter. This is, in fact, a colony of four phycomids (16, 17, 18, 20 h.p.) which will attack those entering the room. Under the largest, in a wooden scroll case, is a scroll of the magic-user spells *fire charm* and *wall of fire*. If fire is used to attack the fungal creatures, the scroll must make a save or be destroyed.
11. STAIRS DOWN. This staircase leads to Area #19 on Level 7: THE CRYPTS.
12. CARNIVORES. A pair of giant pedipalps lairs here (20, 23 h.p.) and are constantly hungry owing to the paucity of available food. The smaller has 6 gems in its gullet, the larger 2 pieces of jewelry.
13. SHADOWY CORRIDOR. There is a magical effect in this portion of the hall that causes a dimming effect on any light source. *Light* and *continual light* spells will only work at half effectiveness. Because of this, a shadow (15 h.p.) has taken this place as its lair.
14. STAIRS DOWN. This staircase leads to Area #24 on Level 7: THE CRYPTS.

15. TRAPPER. This appears to be an empty room with a medium-sized stone chest in the center. The center 20' of this room actually hides a trapper (60 h.p.); the chest is a lure created by the beast to entice victims. It will wait to maximize the number of victims in its grip before attacking.
16. REFUSE PIT. This appears to be a midden, or garbage dump. There is nothing of value or danger hidden in the vast pile of mulch and trash, but characters poking around in it for any length of time are 5% likely per turn of catching a disease.
17. PALE GREEN LIGHT. A curtain of pale green light crosses the corridor here, completely blocking it from side to side and top to bottom. Any living flesh (but not bone) touching it will instantly be disintegrated. Non-living substances such as wooden poles, iron spikes, armor, etc. will be unaffected. Someone testing the field with, say, a hand will take 1d6 points of damage. Someone stating explicitly that they are walking through it without care will die instantly, no save.
18. POTTED FERNS. A pair of large potted ferns is in this room, one in each corner, which is lit by a dim *continual light* spell. They are harmless.
19. PIT. This is the bottom of the hidden pit trap in Area #2 on Level 6: THE LABYRINTH. Note that it appears as a regular door from the outside.
20. EMPTY ROOM. An empty shelf runs along the entire wall at a height of 5'.
21. THE BRASS FACE. At the end of this short corridor is mounted a large (5' high) face of beaten brass. The face is that of a horned and bearded, but not necessarily malevolent, human sporting a slight and ambivalent smile. If approached, it will speak, saying; *"Dungeons deep and prisons dark; do not tarry on a lark; if the Archmage's secrets you would find; be careful lest you lose your mind; for quick to anger, quick to mirth; this wizard is beneath the earth; so heed my words from mouth to ear; the well of wonder brings you near."*
22. GREAT CENTRAL SHAFT. The elevator room from #177 on Level 3: THE DUNGEONS passes through here on its way down. It is inaccessible via normal means from the rest of the level.
23. SUITS OF ARMOR. A pair of suits of animated armor (5 HD; 22, 25 h.p.; see APPENDIX III: New Monsters for details) stand at attention in the corners of this room. Any living creature entering will be attacked. They will not pursue.
24. PIT. This is the bottom of the hidden pit trap in Area #6 on Level 6: THE LABYRINTH. Note that it appears as a regular door from the outside.
25. PIT. This is the bottom of the hidden pit trap in Area #10 on Level 6: THE LABYRINTH. Note that it appears as a regular door from the outside.

Level Seven: The Crypts

This level has an extensive system of crypts, tombs, and graves, as well as the apparatus and facilities for processing dead bodies to be interred here. It is, naturally, thick with the undead. Most of the actual tombs, however, are sealed; meaning the danger of the level can in some ways be proportional to the greed of the PCs. There are also three separate temples to various deities and demons related to death and the undead, each of which is a fierce rival of the others. There is also a temple to the Rat God on LEVEL 8: THE LESSER CAVES which has relevance to this level (see Area #80 & etc. on that level for more information).

There are two sets of tunnels which are not noted on the map. Both the ghouls and ghasts of the secret temple of the King of Ghouls (Area #72) and the giant rats of the temple of the Rat God on LEVEL 8: THE LESSER CAVES, have an extensive and ever-changing maze of small (6" – 24" diameter) series of tunnels in, around, below, and over the tombs, hallways, and rooms indicated on the map. The game master should, if it becomes necessary, invent the details of these twisting and turning tunnels on the fly. Forays into them should be discouraged, as the quarters are cramped in the extreme, allowing only the slowest crawling movement, little or no ability to use weapons and spells, and the prospect of becoming not only lost but also ambushed in myriad different locations. The tunnels of the rats and ghouls rarely intersect for long, and the tunnels through the earth will usually collapse in on themselves within a few days of being dug, only to be replaced by more of the bronchial passages through the same volume of earth almost immediately. It is through these passages that the ghouls and rats played their game of raiding the crypts and tombs for newly-interred flesh, although nowadays their insatiable hungers are sated more by passing adventurers and other explorers or inhabitants of adjacent levels. It should be taken for granted that the ghouls and rats, if encountered (especially in their own lairs) will use these tunnels to their advantage to retreat, set up ambushes and hit-and-run attacks, etc.

It should be noted that throughout the level are sealed entrances to various crypts and tombs. These are marked with an "o" on the map. They appear as bricked-up doorways, but the mortar can be seen to be dry and crumbling. They can be broken through with a successful *open doors* check, although doing so will automatically require a random encounter check due to the noise, and will alert all those creatures dwelling within. The careful use of tools to open the sealed entrances will take longer, but can be much quieter, at the game master's discretion. The game master may wish to indicate which sealed entrances have been opened by filling in the circular map notation, to distinguish between those which have been opened, and those which are still sealed. Some of the more extensive can, and probably should, be viewed as mini-dungeons in their own right.

Those Game Masters with access to the AD&D Second Edition Ravenloft™ Monstrous Compendium may wish to enact the following special rule; any elementals that are *summoned* or otherwise commanded to appear on this level of the dungeon will in fact manifest as mist, grave, pyre, or blood elementals, as appropriate for the type originally summoned.

This level has direct access to levels 3, 5, 6, 6A, 8, and 9. There are four maps: northeast, southeast, southwest, and northwest.

Table 7.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PC's making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	1-4 carrion crawlers
2	3-12 ghouls
3	7-12 giant rats
4	2-12 ghouls plus 1 ghast
5	1-3 ghasts
6	1 pyre wraith (see APPENDIX III: New Monsters)
7	Pick monster from nearby room
8	Pick monster from nearby room
9	Pick monster from distant room
10	Pick monster from Level 6A: THE SUB-LABYRINTH.
11	Pick monster from Level 8: THE LESSER CAVES.
12	Dungeon Dressing (use table 7.2)

Note that the inhabitants of sealed crypts cannot be used as random encounters, unless there is a secret passage leading out of the crypt into the main areas, or they are undead of non-corporeal type (such as ghosts and spectres). Ghouls, ghasts, and giant rats will emerge from hidden tunnels 50% of the time (see above), giving them a +1 chance to surprise.

Table 7.2: Dungeon Dressing

Roll	Encounter
1	A discarded grave shroud.
2	1-6 ordinary rats scurry away from the party.
3	A 6' pentacle drawn in chalk on the floor with a small gap in the outer circle. In blood is written "You missed a spot" with an arrow pointing to it.
4	Three burned-out torches.
5	A fresh pomegranate.
6	A trowel.
7	The sound of organ music off in a random direction, lasting for 10-60 seconds.
8	A human skull with horns, missing the jawbone.
9	The scent of lilacs, which disappears after 1 round.
10	A leather dog collar.
11	A torn paper fan.
12	Special (see APPENDIX IV: Special Random Encounters)

ENCOUNTER AREAS

1. THE GREAT CENTRAL SHAFT. The elevator room ends its journey here, originating at Area #177 on Level 3: THE DUNGEONS. After this room is entered, the door will close and the entire room will ascend to Level 3: THE DUNGEONS. It will stay at the top of the shaft for 24 hours thereafter. The door can be forced open during that time, but there is no way to get into the room through the floor while it's at the top of the shaft.
2. RECEIVING HALL. This is a large hall with vaulted ceilings and imposing pillars every 10' along its length. The walls and ceilings are covered with an impressive array of geometric brickwork designs. The whole place is dimly lit with some sort of variant *continual light* spells, which give the whole place a ruddy red glow.
3. ANTECHAMBER. This room is lit with the same reddish *continual light* spells as is Area #2, and is dominated by an enormous pair of bronzewood doors bound with bronze fittings, carved with scenes of the nine primary afterlives of the various Outer Planes. The doors are exquisitely balanced, and open with a touch.
4. CHAPEL OF THE GREAT REAPER. This is a very high-ceilinged room, whose vaulted heights are choked with cobwebs. The whole is lit with *continual light* spells of subdued hue. The walls are lined with tapestries of purple, silver, and black, demonstrating how the complex theology of the Reaper has its impact on those who are destined for all of the various Outer Planes. Some are disturbing, some not so much, all would be found to be a jaundiced view of the afterlife by true believers of their various faiths. Each of the 10 tapestries weighs 200# and would be worth 125 g.p. to a sage or other collector interested in such topics. At the southern end of the chamber is an enormous altar with carvings proclaiming its dedication to the Reaper. Beyond the altar is a 10' tall statue of the Great Reaper; a shrouded figure with a skull face and an enormous scythe held aloft as if about to swing down on the altar. The statue has at its base a silver *unholy water* font capable of producing 10 vials of such liquid at a stroke under the proper circumstances. It is worth 500 g.p. if removed intact, but the curse of the Reaper will attend such a desecration, and those involved (directly or indirectly) will be stricken with a wasting disease causing the loss of 1 h.p. per day until the bowl is returned or the perpetrators are called to the Reaper's bosom, which will not be a happy reunion at all… The entire room functions as an *unholy* site, and attempts to turn undead by Good-aligned clerics and others will be done as if they were two levels lower than they really are. If a dead body is placed on the altar and a *bless* spell is cast upon it by a cleric dedicated to the Great Reaper, the great scythe in the hands of the statue will suddenly be brought down upon the altar, cutting through both body and stone, and then held aloft in triumph, until the tableau resets and everything—body, altar, and statue—is as it was before. Doing so actually makes it more difficult for such bodies to become undead (details are left to the game master), but they will decay into rot and corruption at twice the normal rate once the ritual has been completed.
5. ANTECHAMBER. There are several comfortable divans and chairs here, tables, cloak-racks, mirrors, etc. Several plush rugs adorn the floor, and would be worth 250 g.p. each if removed (there are four total, each 10' X 15', and weighing 60# each).
6. ACOLYTES OF THE REAPER. Four low-level adherents of the Reaper dwell here, awaiting the time when the tomb complex becomes active again. They will not be immediately hostile, but will be wary. (C1; 5, 5, 6, 7 h.p.; AC 8 (leather armor); spells memorized (one per acolyte): *curse, cure light wounds, cause fear, sanctuary*; armed with maces.) The room has four simple pallets and a single desk; there are four prayer books of the Reaper (worth 10 g.p. each) and each acolyte has 20 s.p. Somehow, time passes more slowly in this area of the dungeon than elsewhere, and the clerics here (and throughout the temple of the Reaper) do not realize just how long it has been since anyone was actually interred here.
7. PRIESTS OF THE REAPER. Three priests of the Reaper dwell here (C3; 12, 14, 15 h.p.; AC 5 (chain mail); spells memorized: *command, light, silence 15' radius / command, cure light wounds, cause fear, know alignment / command, cause light wounds, hold person*; all are armed with maces). The quarters here are Spartan, but each has a bed and a desk; on each desk is the same prayer book of the Reaper (worth 10 g.p. each). Each priest has 15 g.p. on his person.
8. LAMA OF THE REAPER. The second-in-command of the temple complex, Jerrod Lifebane, dwells here. He is grossly obese, but fiercely cunning. (C7; 42 h.p.; AC 3 (*chain mail +2*); spells memorized: *command, cure light wounds, light, cause fear, hold person, know alignment, silence 15' radius, bestow curse, dispel magic, cause serious wounds*; armed with a *flail +1*.) Jerrod also has a *ring of free action* and a *potion of healing*. He has the usual bed, desk, and prayer book (10 g.p.), but also has a locked chest containing 200 g.p., 100 s.p., and a 100 g.p. necklace.
9. HIGH PRIEST OF THE REAPER. Karl Morganson is the leader of the priests of the Reaper here, and while he is under the same time-dilation effect, he is at least aware of it. (C10; 64 h.p.; AC 1 (*plate mail +2*); spells memorized: *command (x2), cure light wounds, light (x2), cause fear, find traps, hold person (x2), know alignment, silence 15' radius, slow poison, create food and water, cause blindness, cause disease, dispel magic, cure serious wounds, divination, sticks to snakes, flame strike, insect plague*; armed with a *mace +2/+3 vs. invertebrates*.) He also has a *periapt of wound closure* and a *ring of commanding earth*

elementals (as the *stone*). He also keeps 100 g.p. on his person, as well as a circlet of platinum and obsidian worth 500 g.p. His quarters have a Spartan bed and table, and the same prayer book as the other clerics of the Reaper. Beneath his bed is a locked iron chest with a poison needle trap on the latch (save vs. poison or die). It contains 100 s.p., 400 g.p., 100 p.p., a pouch with 10 gems, and one of *Heward's Fantastical Forks* in the key of C.

10. KITCHEN. The clerics of the Reaper use this place as a small kitchen to meet their modest needs. There is also a small store of food here (dried meats and fruits, meal and flour, etc.).
11. JANITOR'S CLOSET. There are a variety of brooms and mops here, as well as a bucket on a wheeled base, various rags, etc.
12. PARLOR. This is a well-appointed room with overstuffed chairs, fine tables, and lit by a chandelier with nine *eternal candles* (see APPENDIX II: New Magic Items for details).
13. STAIRS UP. This staircase leads to Area #5 on Level 6A: THE SUB-LABYRINTH.
14. MAKESHIFT SURGERY. There is a blood-stained table here, as well as a variety of surgical instruments. A large steel barrel is in one corner; it contains a very strong acid, used for dissolving the corpses and body parts that are dissected here. Dr. Cooper (see Area #15-16) uses this room in his anatomical experiments. He will be here 25% of the time, performing another vivisection.
15. ANATOMIST. This comfortable room is currently being used by Dr. Leyast Cooper, a leading surgeon, who is using the ready supply of bodies to further his studies of anatomy (F3, 26 h.p., AC 10, armed with a set of eight surgical knives, treat as daggers). He is well protected, however, by Marcus, a flesh golem (40 h.p.), who accompanies the doctor wherever he goes. He will be cautiously friendly to strangers, but will take any opportunity to get fresh specimens.
16. LIBRARY/SANCTUM. Dr. Cooper keeps a small library of medical works in this room, which he uses in his researches. There is also a large desk with a half-finished book by the doctor himself, including many original hand-made drawings based on his work in the dungeons.
17. RECEIVING VAULT. This room was used to store incoming bodies until a proper burial chamber or tomb complex could be provided. Any corpse stored here will be magically protected from any sort of decomposition (the anti-rotting effect will extend to food and anything else, and the rotting disease carried by mummies will be completely arrested during any stay within this room). There are four caskets here, each with a body within (human male, elven female, halfling male, half-elf male), all of which are still fresh and non-decayed. None has any treasure, but there is a brass plate on the half-elf's coffin which gives the year of his death as twenty years earlier.
18. WORKERS' TOMBS. These small burial chambers contain the remains of those who were killed in the construction of this level of the Castle. Chambers A, B, C, and E each contain a pair of greater zombies (16,17,17,18,20,20,21,22 h.p.; 4 HD; turn as a ghast, otherwise as a normal zombie). Chamber D contains a pair of (non-undead) skeletons, one of which has a *shovel of digging* (see APPENDIX II: New Magic Items). Note that if one of the pairs of zombies is freed, the others have a 25% chance per round of smashing through the seals on their tombs and joining the battle. Roll separately for each set of zombies.
19. VESTIBULE. Each of the corners in this room has a 4' high pedestal on which there rests a vase with long-dead plants. If inspected, the vase in the northwest corner has been broken and somewhat sloppily glued back together. The staircase leads to Area #11 on Level 6A: THE SUB-LABYRINTH.
20. EMBALMING ROOM. (See Area #22 for a possible threat to explorers here.) If examined, there is a 3" gap between the bottom of the door and the floor. The stench of chemicals is powerful as soon as the door to this room is opened. Within are four metal tables (each with a slight rim) surrounded by various smaller tables on wheels with various medical instruments on them in neat array. Above each of the large tables is a glass vat, suspended from the ceiling, with a sickly yellow liquid within (embalming fluid; deadly if swallowed). Various hoses and clamps depend from each of the vats, tipped with sharp needles. Beneath each of the tables is a rude wooden vat, all of which are deeply stained dark red (they are used to hold the blood). Beneath each table is also a foot-operated bellows connected to the wooden vat and more hoses leading up; this is a pump used to desanguinate the deceased and introduce the embalming fluid into the body. The surgical tools and equipment are worth a total of 4,000 g.p. if removed intact; it will require special crating to do so properly, however.
21. STORE ROOM. Several large barrels of embalming fluid are here, as well as 5 smaller casks of highly flammable alcohol (treat as 20 flasks of oil each if used as an incendiary weapon).
22. STORE ROOM. If examined, it will be seen that the door to this room is slightly ajar. A flock of 30 stirges has taken up residence here (2, 3, 3, 4, 4, 4, 4, 4, 5, 5, 5, 5, 5, 5, 6, 6, 6, 6, 6, 6, 6, 6, 7, 7, 7, 7, 7, 8, 8, 9, 9 h.p.). There is a 10% chance per round that anyone is in Area #20 that the stirges will be disturbed and attack whoever is within.
23. COLUMBARIUM. The walls of this room are lined with niches holding as many as three hundred urns, each containing the ashes of a deceased individual. One of the urns contains a diamond worth 10,000 g.p. Fifteen of the urns are home to a pyre wraith (12,12,12,13,14,15,16,17,18,19, 20,20,21 h.p.; see APPENDIX III: New Monsters for details). For those without a d300 handy, roll a d6 and a d100. If the d6 is a 1-2, add nothing to the d100. If the d6 is 3-4, add 100. If the d6 is 5-6, add 200. Urn 173 contains the diamond, glittering atop

the ashes. Urns 4, 22, 55, 65, 118, 134, 150, 154, 178, 197, 215, 222, 249, 281, and 298 each contain one of the pyre wraiths. Otherwise, the urn contains ordinary ashes.

24. STAIRS UP. This staircase leads to Area #14 on Level 6A: THE SUB-LABYRINTH.
25. TOMB OF PHILIP KREGOV. Above the sealed entrance to this tomb is an ornate rose-decorated carving with a large cursive "K". Note that there is a secret door leading from this tomb into the corridors beyond, so its inhabitants could well be met in random encounters.

A. PRIVATE CHAPEL. This octagonal room serves as a small chapel in honor of Shuthoth, vassal of Orcus and king of vampires. Murals on the walls portray entire worlds being drained of blood by an enormous space-faring bat, screaming humans (and demi-humans) fleeing swarms of vampire bats that darken the sky, etc. There is a small skull-decorated fountain in the middle of the room that splashes blood instead of water; this serves not only as unholy water, but also will restore 5-10 h.p. to any wounded vampire who drinks of it. The entire space functions as an unholy place, and attempts to turn undead are done as if the cleric were 3 levels lower than his or her actual level. If any lawful good-aligned cleric enters the room, an enormously loud gong will ring; all mirrors must make a saving throw vs. crushing blow or be destroyed (metal mirrors are also effected by this, albeit with a better chance of making their saving throw).

B. SERAGLIO. There are three silk-lined coffins on delicately appointed biers in this room, as well as an enormous round bed in the middle of the room. Shackles are discreetly secured to the walls in order to keep victims for later. The coffins are home to Kregov's three brides (but the game master should not assume they will be meekly waiting within; they will most likely use their high charismas and *charm* ability to seduce victims). Getreide, in addition to being a vampire, is an accomplished fighter (F9, 57 h.p., AC 0 (no armor in the tomb, but she has a suit of plate mail hidden in the bier under her coffin, which she uses when out in the rest of the dungeon, to fool those she encounters; her armor class is a function of her regular vampiric power plus her boots), wielding a *long sword +2/+4 vs. reptiles*). She wears *boots of striding and springing*. Semente is a vampiric magic-user/thief (in life, she was a half-elf; M-U6/T8; 29 h.p.; AC 1; spells memorized: *dancing lights, magic missile, push, spider climb, ESP, wizard lock, haste, hold person*; she has a *wand of polymorphing* (19 charges) and is armed with a *dagger +4* (don't forget her ability to backstab). Her spell book is in a hidden compartment in her coffin, and contains the above spells as well as *read magic, comprehend languages, shield, forget, scare,* and *fly*. Calebasse is a vampire druid (D7; 45 h.p.; AC 1; spells memorized: *animal friendship (x2), detect magic, entangle, invisibility to animals, speak with animals, heat metal, obscurement, trip, warp wood, stone shape, summon insects (x2), dispel magic*). She is armed with a *scimitar +2* and has a *ring of earth elemental command*. Each wears 4 pieces of jewelry worth at least 1,000 g.p. each, and there is a hidden compartment in the bed that holds a small chest. It is not locked, but there is a poison needle trap on the clasp (save vs. poison or die). The box contains 50 gems.

C. SECRET CHAMBER. This room contains nothing except a large bas-relief face on the west wall. The face is that of a cherubic figure with curly hair and an endearing smile. If it is directly spoken to, it will reply "I've been waiting so long for someone to talk to! Please, give me a gem and I shall give you a rich reward." If a gem of 100 g.p. value or greater is placed in the face's mouth, the person doing so will gain 1 point of charisma. If the gem is of lesser value, the person doing so will lose 1 point of charisma. The gem, of course, will disappear in either case. It only works once per person, and only three times per month in any case.

D. KREGOV'S CRYPT. This secret chamber is the true resting place of Philip Kregov. He is both a vampire and a cleric of great power (C9; 55 h.p.; AC 1; spells memorized: *command (x2), light, darkness, cause fear, sanctuary, augury, hold person, resist fire, silence 15' radius, animate dead, dispel magic, speak with dead, detect lie, protection from good 10' radius, quest*). He is armed with a *mace +2* and has a *staff of withering* (22 charges). The room is decorated as if it were a high-class dining room; a long table dominates, with candelabras, fine linen and china, etc. Four zombies (9,10,11,14 h.p.) stand at the corners in powdered wigs and rotten livery, acting as butlers, but who can be used for other tasks as Kregov wishes. Kregov's coffin is hidden discretely behind an oriental screen in the northwest corner, but if Kregov is resting in it when intruders appear, the zombies have orders to wake him immediately. His only treasure is a ring with a 10,000 g.p. diamond.

E. STUDY. There are four leather armchairs here, as well as several tables, lamps, etc. There are a dozen scrolls here, of non-magical nature, describing histories of various events and people of interest, including Feragar (see Area #36), Xenototh the Charioteer (see Area #124), and Gregor the Terrible (see Area #41). The game master is encouraged to flesh out these histories, as needed and desired.

F. GUARDIANS. Four skeletons (6,6,7,8 h.p.) guard the far door of this room.

G. FALSE CRYPT. This room has nothing except a single coffin on an ornate bier, right in the center. The walls are covered in silken tapestries, and a pair of *eternal candles* (see APPENDIX II: New Magic Items) rest at the head and foot of the coffin, on ornate wrought iron holders. Within is a false vampire, who looks remarkably like the real Kregov (if the player characters have happened to see him before, they will be fooled 90% of the time). It

will appear to be asleep in the coffin, and will disappear into dust if a stake is thrust through its heart. A secret compartment in the bier holds what appears to be 10,000 g.p. in 20 small sacks; when removed from the dungeon, however, they will be revealed to be iron coins.

26. TOMB OF VARNOR. Above the sealed entrance to this tomb is the name "Varnor". Within is a large and ornate sarcophagus, decorated with vegetative motifs. Varnor is a mummy (45 h.p.), but is very clever. He will lie low, not revealing his undead status by remaining completely immobile until there are several would-be defilers of his grave within easy reach. (Unless they are specifically on their guard against such a ploy, the player characters are surprised on a 1-3 on a d6). Within his chest, replacing his internal organs, are four pouches, each containing ten 50 g.p. gems.
27. BURIED ALIVE. There is no name engraved above the sealed entrance to this tomb. Chained to the far wall is a humanoid skeleton. There are scratches on the walls by the bolts securing the chains to the wall, and the person seems to have died straining to reach the door, impossibly far away.
28. OFFICE OF THE CHIEF MORTICIAN. So reads the small brass plaque on the door leading into this room. Within is a tidy office, with a small desk, behind which is a semi-transparent scribe, scribbling away at an equally-incorporeal ledger. Behind him is a regular bookcase filled with such immaterial books. Gustav, a spectre (37 h.p.), is the secretary for the Chief Mortician. He will look up from his work and ask intruders if they have an appointment. If they do not, he will send them away, annoyed to have been interrupted in his endless work, but he will not attack unless intruders attempt to force their way into the next room, or he is attacked. If the player characters ask to make an appointment, Gustav will inform them that there is an opening in 1d4 days.
29. INNER OFFICE. This is the office of Mobilius, the chief mortician for the entire level, and the one who in its heyday was responsible for the orderly operation of the whole level. Today, his work largely consists of organizing repairs, as new arrivals are non-existent, and most of the staff has left. Mobilius' office is comfortable, and his desk is immaculate, except for a large jar, in which a brain can be found floating in a yellowish liquid that bubbles slightly. The jar appears to be resting on a brass stand, although if inspected, the stand and the jar are connected (the stand contains the mechanisms that keep the solution in the jar circulating, and ultimately the brain itself alive) The brain itself is, of course, Mobilius (HD 1-1; 2 h.p.; AC 10 (but see below); # ATK: 0; SA: *telepathy, clairaudience (20' radius from the brain itself) and clairvoyance (20' radius from the brain itself)* at will, *charm person* or *charm monster* 3x per day, *wizard eye* 2x per day, *lightning bolt* 1x per day, *repulsion* 1x per day; SD: immune to *charm, hypnosis, sleep,* and *hold*- type spells, jar made of *glassteel* and requires 25 h.p. crushing damage to crack open; all spell effects as per 10th level of ability). Mobilius is chiefly concerned with the orderly running of the crypts, against the day that it will once more be brought into full operation.
30. WEB-CHOKED ROOM. This room is covered from floor to ceiling with thick and sticky spider webs. It is also home to 8 giant spiders (16,16,17,17,17,18,19, 21 h.p.); they will drop from the ceiling or spring from shadowed corners at any intruders. If the webs are set alight, they will quickly flee through a small hole near the ceiling into Area #31. Three humanoid skeletons can dimly be seen in the center of the room, hopelessly mired in webbing. The first has a large sack with 2,000 s.p. inside. The second has a small belt pouch with two *potions of extra healing*. The third has a 100 g.p. (non-magical) brooch.
31. SECRET ROOM. It is here that the spiders in Area #30 will flee if their webs are set on fire. There are only a few webs near the ceiling, which is 20' high in this room. They will surely ambush intruders if possible.
32. CREMATORY. The eastern half of this room is dominated by an enormous brass and iron cremator, beneath which is a large oven for coke and coal. Pipes lead into the ceiling to draw away the fumes and smoke. There is a wheeled tray (called a charger) that leads into the door of the retort; bodies would be placed on the charger and thrust into the retort quickly, so as to not lose any of the heat within. There is also a hand-cranked cremulator, into which the ashes are poured in order to pulverize them into the traditional dust. The western half of the room has several tables with flimsy wooden coffins used to hold the body as it is placed within the retort. There are also tools to clean and maintain the oven (shovels, brooms, coal tongs, etc.). An ornate cabinet contains both the fine brushes and scoops used to recover the ashes, but also four plain silver urns (worth 30 g.p. each). There is a 5% chance that anyone being cremated in this facility will return as an undead pyre wraith (see APPENDIX III: New Monsters).
33. STAIRS DOWN. This narrow, winding staircase leads down directly to Area #60 on Level 9: THE GREATER CAVES.
34. CHASM. This huge gash in the living rock has opened up the corridors in various directions. The chasm goes 60' or so up, and various openings on this level as well as Area #100 on Level 5: THE DEEPS and Area #22 on Level 6: THE LABYRINTH. The whole is lit with a supernatural dim green luminescence, so the other openings in the rift can be dimly perceived. Distant groans, drips, flaps, and skitterings can be heard as well. There is a sinkhole in the floor, opening up above Area #59-A on Level 8: THE LESSER CAVES.
35. THE BONE ROAD. Each door to this area is a massive bronze affair decorated with skeleton motifs and requiring a combined strength of 25 to open (they open in, and will swing shut on their own

unless spiked open). This enormous tunnel is made up of vaulted sections, the walls of which are lined from floor to ceiling with niches cut into the stone which hold complete skeletons, multitudes of skulls, and piled bones, as well as the occasional funerary urn. A thick layer of dust and thick cobwebs rests upon the whole, and the remnants of black, white, and grey shrouds can still be seen clinging to the more permanent remains. The whole is riddled with tiny holes behind the niches, through which giant rats and ghouls can follow intruders and set up attacks and ambushes. A random encounter here could very well consist of an entire wall bursting forth with shards of bone as scores of giant rats issue forth, only to scurry back to their hidey-holes once they have incurred losses. The whole is an intensely lonely place; unexplained dust-devils raise brief cones of grave-dust, a breeze occasionally whistles through the eyeholes and teeth of the thousands of skulls along the walls, and weird echoes haunt its entire length. Note that the places where bricked-over tomb entrances are indicated on the map are not covered by the niches and bones; they stand in stark relief against the tableau, and are not subtle.

36. THE TOMB OF FERAGAR THE NIMBLE. The name "Feragar the Nimble" is inscribed above the sealed entrance to this tomb. He was renowned as a famous freelance thief in the city more than a century ago.

    A. RECEIVING CHAMBER. A low stone bier sits in the middle of the room. The walls are decorated with murals of daring burglaries; one scene shows a man stealing a crown from the top of a king's head and replacing it with a bucket, another shows the same man using a thin cord to lasso an enormous jewel through the bars of several cages-within-cages, an urchin (but if examined closely, the child could be a younger version of the man in the other murals) stealing a dagger from the belt of a city guardsman, etc. If the bier is touched, the person doing so will turn a bright green for the next 48 hours, but will suffer no other ill effects. The color change only happens once per day.

    B. GUARDIANS. A pair of undead giant constrictor snakes dwell here (30, 35 h.p.; as regular giant snakes, except in skeletal form, turn as spectres), waiting among the shadows near the ceiling on rafters installed for that very purpose. If intruders enter, the skeletal snakes will fall upon them, bite, and constrict as per normal giant constrictor snakes.

    C. THRUPPY'S TOMB. Feragar's partner in crime, Thruppy, is interred here. Thruppy accompanied Feragar on all his adventures, but received little of the notoriety that his partner craved. He is now a (halfling-sized) wight (26 h.p.). He usually spends his time seated on a halfling-sized chair at the east end of the chamber gazing at the open chests of loot that fill the center of the room. Four large open chests contain a total of 20,000 s.p., 3,000 g.p., six pieces of jewelry, and a *shortsword +2*.

    D. FERAGAR'S BURIAL CHAMBER. A modest coffin against the northern wall of this room holds the mortal remains of the master thief Feragar. Feragar himself, however, is now a wraith (36 h.p.), and will tend to hide in the shadows, attacking intruders from behind if possible. The room also has six large locked chests. Chest #1 has a poison needle trap (save or die), and contains 1,000 s.p. Chest #2 has a poison gas trap (save or be left unconscious for 12 hours) and contains 500 g.p. and a *dagger +1*. Chest #3 has no trap, and contains 1,500 s.p. Chest #4 will inflict 3d6 h.p. of electrical damage if the lock is picked, and contains 1,000 s.p. and 100 g.p. Chest #5 has no trap, but contains a delicate vase worth 75 g.p. If the chest is smashed open, the vase must make a saving throw vs. crushing blow. Chest #6 has the key in its lock. Anyone turning the key will unlock the chest. Anyone removing the key from the lock will be *cursed*; any attempt to move quietly will fail (if the cursed character is a thief, *move silently* rolls are made at a -25% penalty). The chest contains 1,000 s.p.

    E. FERAGAR'S REAL TREASURE. Astute players will notice that the treasure in Feragar's burial chamber is rather meager. This room has one large chest and one small one, both locked (the key to each is underneath the other chest), but neither is trapped. The large chest contains 10,000 g.p. The small chest contains 10 gems (none less than 100 g.p. value) and a *potion of extra healing*. It also contains the keys to the chests in room D.

37. TRUE LOVE WAITS. The sealed doorway to this crypt simply says "True Love Waits" above it. It is the final resting place of a pair of star-crossed lovers, Omero and Teluitej. The walls of the short corridor are covered with pictures of hearts, clouds, cherubs, and so forth. The faint smell of roses can be detected throughout the place.

    A. OMERO'S BURIAL CHAMBER. The room is bare save for a wooden coffin on a bier. He is a vampire (59 h.p.). If examined carefully, it can be seen that his chest has a large gaping wound; his heart is missing. The coffin is otherwise empty. There is a secret compartment in the bier that contains a sealed glass jar containing a human heart in some sort of clear liquid. It is, in fact, the heart of his love Teluitej. Omero is subject to a *geas* that prevents him from being within sight of his beloved. If his heart is given back to him (see room B, below) the *geas* will be broken. He will thank those responsible, let them leave unscathed, and tell them the location of a *sword of sharpness* he secreted away in the wilderness within an easy day's march.

    B. TELUITEJ'S BURIAL CHAMBER. Teluitej rests on a catafalque (an elaborate bier) draped with white gauzy linen. She is, in fact, a special form of undead Greenhag (60 h.p.; all of the normal powers of the Greenhag, plus the special defenses of the undead, turn as Special). It will immediately be noticed that she has a gaping hole in her chest and is missing her heart. She is under the same sort of *geas* as is Omero, but will reward those who free

her of it by telling them of a hidden necklace secreted under a floorboard in an inn in the nearby city. It is worth 3,000 g.p. There is a secret compartment in the catafalque containing Omero's heart in a plain earthenware jar. *(DESIGNER'S NOTE: If both Omero and Teluitej are freed from their confinement and their geases, they would most certainly leave the dungeon as soon as possible and could be used as a powerful pair of protagonists in the campaign.)*

38. EMPTY TOMB. There is no inscription above the sealed entrance to this tomb. Within is a stone bier with an empty burial shroud. It is otherwise empty.
39. TOMB OF REGICK KHAN. Above the sealed entrance to this tomb is the inscription "KHAN" in the flowing script of the distant West.
    A. A RIDDLE. Note that the secret door in the northern wall can not be discerned by normal means (even the inherent abilities of elves and others to detect such devices). In the middle of this room is a large stone sarcophagus. It requires a combined strength of 40 to remove the lid. Within is a withered husk of a corpse, who will sit up and say (in the language of the West) "There are no eyes so quick, no vision so keen, that this by you is ever seen, save if you be lad or lass, and gazing in a looking glass." If no one is present who can understand that tongue, the body will simply lay back down. It has no treasure, and the only way it can be coaxed into repeating its riddle is if the lid is somehow returned into its place and removed once again (note that it takes a combined strength of 60 to return the lid to its place, unless magical means or some sort of block and tackle is used). If the answer is given within 1 minute of the riddle being uttered ("my eyes" being the correct answer, or some variation thereupon), the corpse will point to the northwest corner of the room, and the secret door will open.
    B. ANOTHER RIDDLE. In the east and west halves of this room are four statues of wyverns, aggressively posed and protected behind a shimmering blue curtain of energy that is completely impenetrable. The northern door is solid steel, and has a curious locking mechanism. Inscribed on the door (in the same Western tongue that the other inscriptions have been), is the riddle, "What English word is pronounced incorrectly by everyone?" There are 11 dials set into the door, each bearing the 26 letters of the English language, as well as a large lever-handle. If the correct answer is spelled out in the dials ("incorrectly") and the lever pulled, the door will open. If the wrong answer is entered and the lever pulled, the person doing so will take 13-24 h.p. (1d12 + 12) of electrical damage. The wyvern statues are a bluff; they, and the blue curtains of energy, never change.
    C. THE CRYPT OF REGICK KHAN. Seated on an ornate throne is the body of Regick Khan, resplendent in his ceremonial armor and bearing a great bow. The bow is, in fact, a *bow of speed +3*. In addition, the body wears a crown of gold worth 1,500 g.p.
40. TOMB OF AIRAM SALLAC. Above the sealed entrance to this tomb is the inscription (in Elvish) "Here lies the Lady Airam Sallac; it is finally over." The brickwork on this particular vault has an ornate claywork medallion superimposed over the center of it; a magic-user of 6th level or greater (or anyone else who is versed in the field) will have a 50% chance of recognizing it as some sort of seal intended to prevent the passage of evil spirits.
    A. THE STAGE IS SET. Sixteen skeletons are here, dressed in faded and tattered tuxedos, and seated facing the west door. If intruders attempt to walk down the aisle towards the door, they will stir to life and attack (4,4,4,5,5,5,5,5,6,6,7,7,8,8,8 h.p.).
    B. A RARE BIRD INDEED. It is here that the body of the Lady Airam rests, in an open coffin surrounded by long-dead bouquets of flowers. She, once a famous singer in her day, is now a groaning spirit (36 h.p.) and she will come out to give a "performance" if she hears the sounds of fighting in room A. Her body is wearing six pieces of jewelry worth 500 g.p. each.
41. TOMB OF GREGOR THE TERRIBLE. Above the sealed entrance to this tomb is the inscription "Here lies the greatest warrior of his age."
    A. VESTIBULE. The walls of this chamber are covered with murals of enormous armies battling one another on grassy plains, in forests, through mountain passes, etc. One figure in bright red armor, huge with a great black beard and wielding a spear, is figured prominently in all of the images. In between the pictures are hanged swords, dented and rent shields, tattered banners, etc.
    B. GUARDIAN. A draugar (30 h.p., armed with a broadsword; see APPENDIX III: New Monsters for details) will instantly attack anyone who opens the door to this small chamber. It wears a belt studded with silver worth 25 g.p.
    C. TRAP. The door to this room is locked. Once it is opened, a large log with a sharpened end will swing through the doorway. Anyone attempting to enter the room must make a saving throw vs. paralyzation or take 2-20 h.p. of damage.
    D. LITTLE WARS. (There is a 20% chance that Gregor from room F will be here using the Little General to replay old victories.) This room is dominated by a large (6' x 8') table covered with approximately 6" of sand (it has a raised edge to prevent the sand from spilling out). The sand has been formed into various designs; mounds, channels, etc. There are also hundreds of small metal figurines; close inspection will reveal that they are small statues in the image of various warriors, mounts, archers, knights, etc. What appear to be miniature trees and shrubs are also to be found, as are four large gems, cut in a very odd fashion, and inscribed on the various facets (close inspection reveals these inscriptions to be numbers, 1 through 20, repeated on each gem). There are two large rubies worth 1,000 g.p. each and two emeralds worth 1,200

g.p. each. There is a secret compartment in the bottom of the table that holds a small book; a *comprehend languages* spell is required to read its contents. The book reveals the exact instructions on how to use the table and associated items. The whole setup radiates magic if detected for, and is, in fact, a valuable magical item known as *Gregor's Little General*. The user sets up his forces and moves them as if playing a game, but the enemy forces will move and maneuver as they will in the actual battle. If the miniature figures are used to plan a battle to be fought within the next 72 hours, the user will receive an overall 25% bonus to win the battle. If a less abstract means of resolving mass combat is used, then give all forces under the command of the user a 25% bonus when both attacking and/or defending. The battle must involve at least 100 individuals on each side; the magic does not function when dealing with smaller skirmishes. The whole thing takes 1d4+2 hours to complete its function. It can be moved, but is rather delicate and heavy, and the game master should not make extraction too easy on the player characters.

E. GUARDIAN. A draugar (29 h.p., armed with a flail; see APPENDIX III: New Monsters for details) will attack anyone entering this room.

F. GREGOR'S CRYPT. There is an ornately carved sarcophagus here, decorated to look like the warrior in the murals in room A. Within lies Gregor the Terrible, now a restless spirit (45 h.p., SA: successful attack requires save vs. spells or victim becomes insane (see AD&D DMG for details); see APPENDIX III: New Monsters for details). There is a 20% chance that Gregor's spirit will be in room D (see above). Within the sarcophagus are his moldering remains, dressed in great (if decaying) finery. The clothing is now worthless, but there were 20 gems sewn onto it worth 50 g.p. each. The body is also wearing an ornate golden crown worth 1,000 g.p., and has a *ring of strength* (see APPENDIX II: New Magic Items for details) on one hand.

42. HONOR GUARD. Both entrances to this area have nothing except a blank shield inscribed above it. Within are 30 skeletons (h.p. 5 each) who will come pouring out and immediately attack intruders.
43. TOMB OF SHURIMAT RACCILEU. Inscribed above the sealed entrance is the name "Shurimat Raccileu". Within, Shurimat is a draugar (h.p. 27; see APPENDIX III: New Monsters for details). He has a small chest with 200 g.p. and the final piece of the *Puzzle Door* found at Area #133 on Level 5: THE DEEPS (see APPENDIX II: Magical Items for more information).
44. EMPTY TOMB. There is no inscription above the door to this tomb. If entered, it holds nothing except an empty coffin on a plain stone bier.
45. AN ARROWING EXPERIENCE. Above the entrance to this tomb is the inscription "Larimda Rabka". As soon as the entrance to this tomb is breeched, an enormous bolt from a ballista will be launched at the doorway. It attacks as a 10 HD monster, and will do 2-20 h.p. of damage if it hits. There is nothing else within.
46. BY THE NUMBERS. Each of the sealed tombs in this hallway bear a roman numeral I – VI above the entrance.

    A. TOMB I. A wight (16 h.p.) will attack those attempting to enter.

    B. TOMB II. A pair of skeletons (6,7 h.p.) will attack anyone opening the seal.

    C. TOMB III. No inhabitants, but it does contain a scroll with the clerical spells *cure critical wounds* and *raise dead*.

    D. TOMB IV. A shadow (17 h.p.) will attack.

    E. TOMB V. Empty except for a Guy Fawkes mask and a *dagger of distance* (functions like a *crossbow of distance*).

    F. TOMB VI. Empty.
47. TOMB OF MALVAUNT. Above the sealed entrance to this tomb is the inscription "Malvaunt".

    A. OUTER CRYPT. Mosaics on the walls of this room depict idyllic woodland scenes. Fauns and dryads sport amongst the trees, and the animals of the woods frolic with one another in peace and harmony.

    B. STATUES. Each alcove contains a statue of a large ogre, armed with an immense halberd and wearing plate mail.

    C. STATUES. Each alcove contains a statue of a large troll, armed with a wicked-looking spiked mace and wearing plate mail.

    D. STONE DOOR. This massive round stone door is graven with a demonic face, with is a large metal ring set into the face through the nose. If the ring is touched, the face will animate, asking, "You may pass my portal if you can answer my riddle. What cheese is made backwards?" If the correct answer ("edam") is given, the door will swing slowly open. It cannot be forced open, although it can be circumvented by magic (*passwall*, etc.).

    E. MALVAUNT'S CRYPT. Malvaunt, now a spectre (45 h.p.), will attack any intruders. The remains of a coffin are strewn about the otherwise-empty chamber; it looks as if it has been tossed around and smashed against the walls. Hidden in the wreckage is a small pouch with 6 x 500 g.p. gems.
48. SUFFER THE LITTLE CHILDREN. The sealed entrance to this crypt has a clown's face surrounded by balloons inscribed above the doorway. When the seal is broken, the sounds of children's laughter can be faintly heard coming down the corridor.

    A. PLAYROOM. This gaily-painted room has many large toys; a rocking horse, balls, stuffed animals, wooden blocks, etc.; all are faded and tattered with age. Within are six child spirits (5,5,6,7,7,8 h.p.; see APPENDIX III: New Monsters for details) and four child-sized skeletons (3,3,4,4 h.p.) all playing with the toys in the room. If someone enters, they will begin to play "tag", attacking the intruders as they laugh and shriek with joy. If pressed, they will retreat into room B.

    B. NURSEMAID. A succubus (38 h.p.) is here, sitting in a rocking chair, rocking gently. If any of the children

have fled into this room, she will attack fiercely.

C. TOMB. Ten tiny coffins are here. Six have desiccated child-corpses, and four are empty. Each has a small purse of 30 g.p. under the pillow in the coffin. The third coffin also has a *wand of paralyzation* (24 charges) hidden in the lining.

49. CRYPT OF THE GREY FLOWER. The sealed entrance to this crypt has nothing inscribed above it except an image of a rose.

A) This room is completely empty. Once it is entered, it is filled with a bewildering array of beams of light, of every color, dancing about and seemingly with no point of origin. After three rounds, the beams of light disappear, and will not reappear until 24 hours have passed. They have no real effect.

B) There is an ornate bier in the center of this chamber, and a casket of old, but obviously very fine, workmanship. If it is opened, it reveals nothing except a long-dead rose. If the rose is picked up, it will crumble to powder. If the powder is gathered up, and brewed into a tea, it will serve as *oil of resurrection* (functions as per the clerical spell, as if cast by a 20th level cleric).

50. CLOCKWORK CRYPT. Above the sealed entrance to this tomb is the image of three interlocking gears.

A. OUTER CHAMBER. This room is dominated by an elaborate clockwork mechanism that fills the place from floor to ceiling and wall to wall. Pistons, gears, levers, escapements, pendulums, counterweights, springs, etc. all stand in mute and frozen aspect. The two doors on the south wall are ornately engraved brass. Moving from one end of the room to the other necessarily requires going through the various pieces of the clockwork mechanism; if the players ask, some of the gear teeth are indeed quite massive and sharp, and the whole thing does look rather intimidating and dangerous. It is possible to move through it (at ¼ speed, picking one's way through the frozen gears and such) without incident, however, as the whole is immobile. See room C for more details.

B. TOK-TOK'S TOMB. This room is fitted out as some sort of cross between a blacksmith's shop and a jeweler's workroom. On a large work bench in the center of the room are the disassembled pieces of a mechanical man; Tok-Tok. His head, torso, arms, and legs are all separate, and it is easy for even a layman to see that the whole is meant to be put together. A large chamber in his torso (approximately where a human heart would be) seems to be missing a component; it is, in fact, his heart spring. The door to the compartment bears the inscription "Tok-Tok". A skilled mechanician of 3rd level or higher (others, at the game master's discretion, could as well, but it should be regarded as a very difficult undertaking for someone without specialized knowledge or some sort of magical assistance) would be able to put his components together, but without the heart spring, he cannot function. This is actually intentional; if he is re-activated, he will immediately turn upon his benefactors and attempt to slay them and escape into the world. (AC 0; HD 11; 66 h.p.; #AT: 2; DAM: 2-16/2-16; SA: steam blast 2/day (1/2" X 4" cone, does 22 h.p. of damage to all within who fail to save vs. breath weapon); SD: immune to *sleep*, *charm*, and *hold* type spells, immune to electrical attacks; INT very; SPEED: 9"). A mechanician of 5th level or higher should be able to reprogram him to a more benign disposition. He would be worth 5,000 g.p. to a collector if disassembled, 10,000 assembled but missing the heart spring, and a full 20,000 intact. The tools in the room would be worth 1,500 g.p. to someone who recognizes (and could utilize) their special nature. *(DESIGNER'S NOTE: What's a mechanician, you ask? Details will eventually be published as a fully developed character class; a scientific analogue of the magic-user. Stay tuned for details!)*

C. MOTOR ROOM. There is a large metal pillar in the middle of this room, going from floor to ceiling, with some sort of gearing mechanism attached, belts disappearing into the walls and metal boxes attached to the walls. A single large brass lever can be seen. If pulled by a combined 25 strength, the whole room will seem to shudder for a moment and then the central shaft will begin to slowly rotate. An enormous racket will come from room C as the gears and other mechanisms begin to slowly (and not-so-slowly) move and operate. Anyone in room A when the mechanism is activated, or who subsequently enters, must make a DEX check or suffer 2-12 h.p. of damage per round from being hit, cut, smashed, and otherwise abused by the moving machinery. (Thief-acrobats and others with similar skills may, of course, attempt to use their special skills to avoid the mechanism.) Once activated, it cannot be stopped. If someone attempts to force the lever back, there is a 50% chance that the lever itself will break and the mechanism will remain "on" until the mainspring wears out in 3 hours' time. It will then reset itself (the lever moving back into position). Remember that movement through room A is always at ¼ speed, unless one is *ethereal*, etc.

D. SECRET CHAMBER. There are several bins containing bits of metal, wire, bent cogs and gears, etc. A thorough search lasting 30 minutes will find a heart-shaped spring, which is Tok-Tok's heart-spring (see room B above).

51. HALFLING'S TOMB. Above the sealed entrance to this tomb is the inscription "Reginard Fellbottom." Within is Reginard, a halfling, now a wight (16 h.p.). There is an amphora with 100 p.p. within as well.

52. PAUPER'S GRAVE. There is an ornate scroll-like inscription above the entrance to this sealed tomb, but there is no name inscribed thereon. Within is a nameless skeleton (6 h.p.) who wears a ring worth 1 c.p. The ring radiates magic if detected for, but otherwise has no powers.

53. TOMB OF SAVAGES. There is no inscription above the sealed entrance to this tomb. Within are the remains of six savages from the distant South, now

5 wights (19,22,22,23,24 h.p.) and a wraith (26 h.p.). Three large locked wooden chests are also in the room. The first contains 3,000 s.p. and 500 g.p. The second has a poison gas trap (10' diameter cloud emerges when the chest is opened; all within must save vs. poison or *sleep* for 3-8 hours), and contains 1,500 g.p. and *eyes of minute seeing*. The third contains 2,000 s.p., 500 p.p., and a *medallion of thought projection*.

54. MASONRY STORAGE. This room has pallets full of bricks, sacks of cement, trowels, shovels, hammers and chisels, buckets, hods, etc. Some of the supplies are marked "Gh.C.C." in stenciled lettering.
55. A SHADOWY TOMB. Inscribed above the sealed entrance to this tomb is the legend "Here lies Prince Hubert and his faithful pack." Note that the entire interior of this tomb is very dimly lit by a myriad of tiny crystals embedded in the ceiling; collectively, they give roughly the same amount of light as a starlit evening. Note that spells such as *light, darkness, continual light*, etc. will not function due to the influence of these crystals.
    A. ENTRANCE. The whole room is an eerily quiet twilight tableau. There are tattered grey cloths hanging from the walls that soak up any echoes, but it is unclear whether they ever actually contained any pattern or design. If the inhabitants of the tomb are alerted, this room will be used for an ambush.
    B. MASTER OF THE HOUNDS. Herein dwells Ishketh, the Master of the Hounds to Hubert. He is a shadow demon (52 h.p.), originally sent from the forces of the Abyss to corrupt the soul of Hubert, and now serving him still even after death, through some twist of fate. This has made him quite filled with rage, and he will take out his anger on any intruders. There is a large chunk of cloudy crystal (almost but not quite opaque) in one corner of the room; Ishketh will use this as the focus of his *magic jar* spell if needed.
    C. KENNELS. The "faithful pack" of Prince Hubert is here; 8 shadow mastiffs (18,19,19,20,21,22,22,24 h.p.). They are usually sprawled out across the room on their bed of straw, but if the tomb is alerted, they will be under the control of Ishketh, possibly under the direction of Hubert himself.
    D. THE PRINCE'S TOMB. This chamber is filled with boxes and crates of various sizes and shapes. Within is Prince Hubert, a shadow (27 h.p.). The boxes and crates (9 total) contain enormous quantities of a grayish-white powder; volcanic ash. It is worthless on the Prime Material Plane, but is considered a valuable substance on the demi-plane of Shadow, being a prized ingredient in cosmetics produced there. In a false bottom in the sixth box is a special *amulet of the planes* (q.v.) that is specially attuned to the demi-plane of Shadow, and will only take its wearer there.
56. BATS. There is no inscription above the sealed entrance to this tomb. Careful inspection will reveal that the entrance is not completely sealed; there are two narrow openings around the edge. These openings allow the dwellers within to come and go.
    A. A colony of 35 regular bats lives here.
    B. 18 more regular bats dwell here.
    C. There are 8 more regular bats in this room, as well as a stone sarcophagus. Within is a long-dead corpse, nothing but bones and some tattered bits of shroud remaining.
57. DEM BONES. The only inscription above the sealed entrance to this tomb is a skull and crossbones. Within, the entire crypt is packed from floor to ceiling with an immense jumble of bones of all types and sizes. All seem to come from humanoids, but there doesn't seem to be any rhyme or reason for how they have been strewn in this room. Characters can spend several hours sifting carefully through the mass, but there is no treasure to be had.
58. TOMB OF JASPER DOWNS. Inscribed above the sealed entrance to this tomb is "Here lies the body of Jasper Downs. May he rest in the peace he never had in life. Within, Jasper is now a shadow (38 h.p.). In his coffin is a small bag with a dozen gems, and in a hidden compartment of the bier is a *ring of protection +2*.
59. SMALL TOMB. The sealed entrance to this tomb bears only an ornate letter "R". Within is a skeleton (7 h.p.), guarding a small chest with 65 s.p. The skeleton is dressed in the trappings of a warrior.
60. SMALL TOMB. The sealed entrance to this tomb is carved with an ornate letter "Z". Within is a zombie (11 h.p.), guarding a small chest with 40 s.p. and a *potion of healing*. The zombie is dressed in the tattered robes of a wizard.
61. OLD MEG'S TOMB. The sealed entrance to this tomb bears the inscription "Here lies Old Meg. Lived a life of ease, but she fell off the ox-cart yesterday." Note that there is a secret door leading into the Bone Road from this tomb, so its inhabitants could be found there as random encounters.
    A. GOODS. A veritable trove of feminine grave-goods is here. A large chest holds moldering undergarments and other clothing of once-fine workmanship. Two racks hold a dozen dresses each (no longer of any value as garments, unfortunately, but several of them have jewels sewn on to them; a dozen pearls and a half-dozen other stones. Barrels contain a complete set of fine china for 28 worth a total of 1,700 g.p. if removed from the dungeon (two barrels each weigh 200#, and the contents are very breakable).
    B. BADS. An honor guard of eight skeletons is here (4,4,5,5,6,6,7,8 h.p.). They are functionally just like normal skeletons, but their bones are a bright blue color.
    C. UGLY. Old Meg dwells within; a night-hag (33 h.p). She wields a wicked barbed spear (2-12 h.p. damage) and will attack anyone disturbing her rest. There is a secret compartment under a flagstone in the floor that holds a box with a scroll (clerical) with the spells *cure critical wounds* and *neutralize poison*.

62. GIANT TOMB. Inscribed above the sealed entrance to this tomb is the name "Olaf Skybrow". Note that there is a secret door leading into the Bone Road, so its inhabitant could be found as a random encounter. Within is a lavish scene; enormous gilded furnishings, golden platters and cups on the table, and rich tapestries along the walls displaying scenes of jagged mountains and storm-laden skies. Overlooking the entire scene is an enormous (20' tall) animated corpse in a throne near the southern wall of the chamber; clad in luxurious silks, leathers, and furs, whose eyes glow with a malevolent green light. This is Olaf Skybrow, a storm giant draugar (15 HD; 87 h.p.; SA: 8-HD *lightning bolt* 1/day, *levitate* 2/day; SD: immune to all electrical attacks, otherwise as a normal draugar) armed with an enormous mace (2-12 h.p. damage, +12 for strength). If some way were found to remove the furnishings themselves, they would be worth some 5,000 g.p. The plates and cups are worth 1,000 g.p., while each of the six tapestries is worth 300 g.p. Olaf has on his person a large pouch with 30 gems.
63. GNAWED SKELETONS. Three skeletons are here. If inspected, they will show signs of having been chewed upon. The chamber is otherwise empty.
64. GHOUL TOMBS. Note that the complex of the Temple of the King of Ghouls (Area #72 *et al*) has access to these rooms, via secret doors. The sealed entrances all have hidden spy-holes that allow those within to look into the Bone Road without detection. Inscribed above the sealed entrance to each of these crypts are the names "Soren" (A), "Shelton" (B), "Kerea" (C), and "Jorend" (D). All are thoroughly infiltrated with ghoul tunnels (see introduction to this level), and ghoul reinforcements can be expected in any battle within 1-4 rounds.

    A. SOREN'S TOMB. This is used as a staging area for the servants of the Ghoul King. At any given time, there will be between 4 and 12 ghouls here, with a 25% chance of a ghast as well.

    B. – D. These small tombs are only rarely used now as watch-posts. In each, there is only a 25% chance that a single ghoul will be within, who has a zero chance of being surprised, as it will be watching into the Bone Road via the hidden spy-holes.
65. A NEST OF GHOULS. Inscribed above the sealed entrance to this tomb is a fancy scroll with two arrows and the initials "TB". However, note that the sealed entrance is, in this case, something of a one-way door; it can be opened from the inside, but not the outside, as if it were a secret door. In addition, there are spy-holes allowing those within to see what is happening in the Bone Road outside; at least one ghoul is on watch. 8 ghouls (8,8,9,10,11,11,12,12 h.p.) and two ghasts (16,19 h.p.) are here.
66. COMMAND ROOM. It is from here that the ghouls plan and plot their impending takeover of the level and their continuing war against the giant rats. The whole place is dominated by an enormous sand table, on which is marked the whole level in scrupulous detail, along with the various ghoul and known rat tunnels. At any given time there will be 6 ghasts (16,17,17,18,19,20 h.p.) and 2 ghouls (10,10 h.p.) standing guard at the eastern door. At the earliest possible opportunity, one of the ghasts will obliterate the map on the sand table, to render it useless to invaders.
67. GHOUL WARREN. Note that this room directly adjoins the Bone Road through a secret door; it is not a conventional tomb as seen elsewhere. Within are scores of ghouls, packed together like cockroaches in a box of ziti in a ghetto kitchen cabinet. They are constantly squirming, writhing, and wriggling through the room, clawing new tunnels into the soil and whispering to one another of the secrets found amongst the dead beneath the earth. There are some 40-80 ghouls here at any given time, along with 4-16 ghasts.
68. GHASTS. The leadership of the ghouls is generally to be found here, when not in and amongst the troops at large. A dozen ghasts will be here at any given time (16,17,17,18,19,19,20,21,21,21,22,23 h.p.).
69. LIBRARY. The walls of this room are lined with dozens of shelves holding scores of scrolls. Many are biographies, or histories, or astrological texts, collections of folklore, scientific treatises, etc. Those fifty scrolls are worth 100 g.p. each. Nine are spell-bearing scrolls, however. 1 - druid - *fire trap, water breathing, repel insects*. 2- *protection from devils*. 3- magic-user - *fireball, monster summoning I, remove curse, teleport*. 4- cleric - *cure critical wounds, regenerate*. 5- magic-user - *wall of fire, wall of ice, wall of stone*. 6- *protection from magic*. 7- cleric - *exorcise, neutralize poison, dispel evil, raise dead, true seeing*. 8 - illusionist - *hypnotic pattern, non-detection, shadow magic*. 9 - magic-user - *Mordenkainen's faithful hound, Mordenkainen's sword, mass charm, symbol*.
70. PRISON. There are six sets of manacles set along the east and south sides of this room, used for holding prisoners intended for sacrifice in the temple itself (see Area #72). At the moment, there is only a single prisoner; Parnela, an elven MU/T of 4/6 level (14 h.p.; she currently has no spells memorized, and no equipment).
71. BLESSING ROOM. The northern half of this room is dominated by a fountain running from floor to ceiling, with a small pool on the floor. The fountain's fluid is a thin brownish, somewhat salty liquid. Those doused in this liquid are considered blessed to participate in the sacrifice on the altar of the Ghoul King (see Area #72).
72. TEMPLE OF THE KING OF GHOULS. At the far eastern end of the room is a large (9' tall) statue of a massively corpulent and degenerate ghoul; it bears a crown on its head at a jaunty angle, and holds a scepter and orb in either hand in an almost offhanded way. On the wall behind the statue, above its shoulder and to the right, is a mosaic of

the Demon Lord of Gnolls, to whom the King of Ghouls owes fealty. The altar before the statue bears inscriptions of undead feasting on the remains of mortals, and shackles at the four corners. The whole place functions as an *unholy place*, and attempts to turn undead are made as if the cleric is 3 levels lower than he or she actually is. Attempts to turn ghouls or ghasts will automatically fail except on a roll of 20. Living victims are sometimes offered on the altar as living feasts for the servants of the Ghoul King, hence the shackles. The other temples within the Crypts are unaware of the location of this place, although many of them suspect its existence, if only through the presence of so many ghouls and ghasts in the tunnels, but none in the actual tombs. The forces of the temple of Orcus and those of the Ghoul King are certainly at odds, as the latter defies the suzerainty of the former, having given his allegiance to the Demon Prince of Gnolls.

73. ATRIUM. There are several comfortable divans and couches in this room. It is otherwise empty.
74. UNDER-PRIEST OF THE GHOUL-KING. Moreny, the assistant to the Chief Priest, dwells here. The room is utterly devoid of human contrivances, being littered with dirt, bracken, and trash. Moreny is a ghast with the powers of a 4th level cleric (HD: 5; 29 h.p.; AC 3; spells memorized: *command, light, cause fear, hold person, silence 15' radius*). In addition, he wields a *ring of spell turning*. He has also hidden a small pouch in his quarters (discoverable if the filth is searched through) containing three pieces of jewelry worth 1,500, 1,000, and 1,350 g.p. respectively.
75. CHIEF PRIEST OF THE GHOUL-KING. Geshrak, the chief priest of the temple complex, makes his dwelling here. Fiercely intelligent and powerful, Geshrak has carved out this space in the midst of the other powers on this level, and continues to aid his ghouls in growing their forces, eventually to feast on all who dare enter the level. He is a ghast, but with the powers of a 7th level cleric as well (HD: 7; 39 h.p.; AC 2; spells memorized: *darkness, cause fear, sanctuary, hold person (x2), silence 15' radius, dispel magic, bestow curse, protection from good 10' radius*.) His chamber is richly appointed in a mockery of life, with a never-used bed, table and comfortable chairs, a divan, wardrobe, etc. There are three large chests here as well, containing the wealth of the temple; the first is unlocked and contains 10,000 g.p. The second is locked, but untrapped, and contains 5,000 s.p., 2,000 g.p., and a *wand of frost* with 29 charges. The third is locked and has a poison pin trap (save vs. poison or die). It contains 1,000 p.p., twenty gems (minimum value 100 g.p.), and *potions of heroism, extra healing, clairvoyance, speed,* and *hill giant control*.
76. THE KLORM FAMILY TOMB. Above the sealed entrance to this tomb is inscribed "The Klorm Family, Restless in War, Resting in Peace."
    A. ADAM KLORM. This chamber is filled with a luminescent purple mist that extends into the rest of the tomb; no flame will burn within it, but it has no other effect (and provides its own dim light to see by). A single, simple coffin rests upon a bier in the middle of the room. Adam Klorm is here as well, a restless spirit (42 h.p.; SA: touch causes paralysis for 1-6 rounds; see APPENDIX III: New Monsters for details). He will not immediately attack; he will attempt to parley with intruders and ask them to leave the family resting place in peace. If they refuse, he will attempt to *paralyze* any obvious spell-casters and then flee deeper into the tomb to warn the rest of the family. In his coffin is a small locked chest containing 100 p.p.
    B. ZILMA KLORM. An ornate white coffin with gold chasings rests atop a bier covered with long-dead flowers. She is now a ghost (67 h.p.), but will only attack to drive away intruders and keep the family's graves safe from desecration and looting. Her body is wearing a necklace worth 1,000 g.p., four bejeweled rings worth 500 g.p. each, and a brooch worth 750 g.p.
    C. THE NANNY. The guardian of the Klorm family children rests here; a night hag named Blishette (50 h.p.). She is bound to the family for 999 years, and will fiercely defend their bodies and participate in a coordinated defense of the tombs (in particular the children, whom she calls "my dears"). She has a large copper cauldron that can serve as a *crystal ball* if filled with water and used outdoors in the moonlight. The mist serves as moonlight for this purpose, and so Blishette can use her cauldron if necessary.
    D. THE KLORM TWINS. Two tiny coffins are here on twin biers; one has a plaque with the name "Hans" and the other says "Greta". Hans is a shadow (13 h.p.). Greta is a restless spirit (26 h.p.; SA: weeping causes catatonic *despair* in those who fail to save vs. spells (4" radius); see APPENDIX III: New Monsters for details). Despite the fact that they died as children (approximately age 7) they will actively participate in any defense of the tombs, usually under the direction of the night hag Blishette or their parents.
77. TOMB OF RAND THE LUCKY. Inscribed above the sealed entrance to this tomb is "Here lies Captain Rand The Lucky, Cast Adrift by His Crew, Swallowed by a Dragon Turtle, Lost an Arm in its Belly to a Sea Devil, Died of Consumption."
    A. TOMB. The interior of this place is very damp, and seaweed grows along the walls of the room. A tang of salt is in the air. In the center of the room is a stone coffin decorated with nautical motifs. A battered tricorn hat rests atop the coffin. Within lies the remains of Captain Rand, complete with missing arm. A large iron-banded chest is at the foot of the coffin, with an enormous padlock. The lock is trapped; save vs. wands or be struck by a *polymorph* ray and turned into a goldfish (the unlucky fish must of course be put into water within 2 rounds or die of asphyxiation). The effect will last 2-8 hours. (The key may be found in Area #128 on

Level 3: THE DUNGEONS.) The lock is not the only trap here; the chest, if opened without depressing a secret button, will release a cloud of poison gas into the room, causing all within a 10' radius of the chest to save vs. poison or take 3-18 h.p. of damage and suffer a permanent loss of 1 point of Constitution due to lung damage. The chest itself holds an enormous pile of gold coins; 1,000 g.p. total. Atop the coins are six pieces of jewelry worth 200 g.p. each. A false bottom in the chest conceals a small box with 100 p.p. inside.

B. SECRET CHAMBER. A long glass box holds a severed arm, long dead. If it is placed within the coffin of Captain Rand in room A, and the lid replaced, any characters who suffered a loss of Constitution from the trapped chest will be healed of their lung injury. The normal hit point loss will remain, however.

78. SMALL TOMB. There is no inscription above the entrance to this tomb. As soon as the entrance is breached, the equivalent of an *insect plague* spell will go off, flooding this entire end of the Bone Road through the nearby "T" intersection with biting, stinging insects per the spell description. This is not, however, a true spell, and *dispel magic* will have no effect. The insects will disperse of their own accord after two hours. There is nothing in the tomb itself.

79. GHOULS. The inscription above the sealed entrance to this tomb reads "Family Gestrader", along with a coat of arms (*vert, a unicorn rampant, propel*). Note that this tomb has a secret passage leading into the Bone Road, and thus its inhabitants can be found there as random encounters. This crypt has been overrun by ghouls entering through their maze of tunnels.

A. OUTER CHAMBER. There are four stone biers in this room, and careful inspection will reveal four smashed coffins strewn across the room and smashed into bits. There are six ghouls here (9,10,11,11,12,13 h.p.). A secret panel within the second bier contains *potions of invisibility, treasure finding,* and *levitation*.

B. INNER CHAMBER. There are six shelves along the west wall, and the tattered remains of funeral shrouds can be found there. Four ghouls are here (10,11,14,15 h.p.) as well as one ghast (20 h.p.).

C. CHAINS. The floor of this room is made of metal. Depending from the ceiling are a number of metal chains of various lengths, approximately 5-6' apart., and none closer than 3' to the floor Anyone stepping on the floor will receive 2-12 h.p. of electrical damage per step (minimum of 3 steps to reach the edge of the western corridor, whose floor is made of stone). The way to cross is, of course, by grabbing a chain, swinging to the next, grabbing it, and then proceeding accordingly. Doing so with anything more than minimal encumbrance (including any armor heavier than leather) will require either a STR or DEX check, whichever is *lower*. The ghouls are quite adept at navigating this room, and can make it through in but a single round. Anyone on the chains will have a -4 "to hit" adjustment and will not gain any DEX bonus to armor class; the ghouls and ghasts only receive a -1 penalty "to hit". If possible, they will ambush intruders attempting to cross via the chains. A successful hit has a 25% chance of knocking the target off the chain and onto the floor, where they will also take the electrical damage.

D. INNER CRYPT. Most of the ghasts have made this chamber their headquarters; seven of the creatures are here (17,18,19,20,20,22,24 h.p.). The walls of this room are decorated with intricate mosaics depicting pastoral scenes, hunting tableaus, and so forth. What makes them significant is that on inspection the eyes of each person and animal are decorated with jaspers (a type of gemstone). There are sixty of the stones, each worth 50 g.p. (total value 3,000 g.p.). In addition, there is an enormous pile of 100,000 c.p. on the floor of the room.

E. INMOST CRYPT. The leader of the local contingent of ghouls and ghasts makes his lair here; he himself is a ghast (32 h.p.) and also has a *rod of beguiling* (43 charges) which he will use to fullest effect, as well as a large iron-banded chest with an acid spray trap (save vs. dragon breath or take 7-26 (1d20+6) h.p. acid damage). Within is a cache of 2,000 p.p. and three scrolls. The first is a magic-user scroll with *fireball, fly, fire shield,* and *passwall*. The second is a scroll of *protection from devils*. The third is a clerical scroll with *dispel evil, quest, raise dead,* and *blade barrier*.

80. THE TWINS. The inscription above the sealed entrance to this tomb is a pair of cherubic figures, one male and the other female.

A. EMPTY TOMB. This chamber has a small (4' long) coffin which has been knocked off its bier. The room is otherwise empty.

B. UMBER HULK. An umber hulk (39 h.p.) has wandered into this chamber and currently makes its home here. It guards a large iron chest with 10,000 g.p. within.

81. CRYSTAL TOMB. There is no inscription above the sealed entrance to this tomb. All the walls, ceilings, and floors within are made of clear crystal at least several inches thick, which reflects any light source in a dazzling array of colors.

A. In the center of the room is an orange pedestal with a crystal skull resting atop it. The pedestal is surrounded by a force field; only a person carrying the orange key can pass unharmed. All others take 2-12 h.p. of magical damage and are repulsed. A secret compartment within the pedestal has a red key.

B. In the center of this room is a green pedestal with a skeletal humanoid (right) leg seemingly made of crystal. The pedestal is surrounded by a force field; only a person carrying the green key can pass unharmed. All others take 2-12 h.p. of magical damage and are repulsed. A secret compartment within the pedestal has a yellow key.

C. In the center of this room is a purple pedestal

with a skeletal humanoid (right) arm made of what appears to be crystal, but missing the hand. The pedestal is surrounded by a force field; only a person carrying the purple key can pass unharmed. All others take 2-12 h.p. of magical damage and are repulsed. A secret compartment within the pedestal has a blue key. To the east is a false secret door; anyone attempting to open it will unleash a cloud of poisonous *gas of polymorphing* which will turn anyone caught in the 10' X 10' cloud into a turtle. A *dispel magic* spell will cancel the effect.

D. In the center of this room is a black pedestal with a skeletal humanoid torso (ribcage, pelvis, and spine) made of crystal. A secret compartment within the pedestal has an orange key.

E. In the center of this room is a blue pedestal with a skeletal humanoid (left) arm made of crystal. The pedestal is surrounded by a force field; only a person carrying the blue key can pass unharmed. All others take 2-12 h.p. of magical damage and are repulsed. A secret compartment within the pedestal has a green key.

F. In the center of this room is a yellow pedestal with a skeletal humanoid (left) leg seemingly made of crystal. The pedestal is surrounded by a force field; only a person carrying the yellow key can pass unharmed. All others take 2-12 h.p. of magical damage and are repulsed. There is a secret compartment in the pedestal, but it is empty.

G. In the center of this room is a red pedestal with a skeletal (right) hand made of crystal. The pedestal is surrounded by a force field; only a person carrying the red key can pass unharmed. All others take 2-12 h.p. of magical damage and are repulsed. A secret compartment within the pedestal has a purple key. To the north is a false secret door; anyone attempting to open it will trigger a falling block trap; anyone within 6' of the door must make a saving throw vs. paralyzation or take 4-40 h.p. of damage.

H. There is a white pedestal in the middle of this room with a box with a hinged lid. It is empty save for six key-shaped spaces. If the keys are placed within and the lid closed, they will be magically teleported to the secret compartments in the pedestals, although they will be distributed randomly.

I. There is a 7' table in the middle of this room, made of the same crystal as the rest of this place. If the skeletal parts are taken here and re-assembled, it will speak: "I was in pieces, now I'm whole, have life's new leases, still no soul, a restless spirit, seeks his rest, so very near it, I'll be blessed, a crystal heart, goes in here, my missing part, so very dear, in caverns deep, Hell's bright hall, where waters seep, and fiery wall, past insects large, giant beast, a valiant charge, go due east, there you'll find it, key to sleep, bottom of black pit, not too deep." If the crystal heart from Area #61 on Level 10: THE LESSER CAVERNS is brought here and placed in the skeleton's ribcage, the whole thing will lie down and turn to gold, worth a total of 10,000 g.p.

82. TOMB OF DENCIBIADES. Inscribed above the sealed entrance to this tomb are the words "Here lies Dencibiades, student of history, now become it." His withered body lies exposed on a bier, clutching a book. It is, in fact, his last, lost, work; "A History of the Grand Kingdom from its Inception to the Present Day". The book is worth 1,000 g.p. to a sage specializing in history, or another collector.

83. TOMB OF THE STRANGER. The inscription above the sealed entrance to this tomb simply has the name "Thomas Newton."

    A. INTERIOR DOOR. The door leading further into the tomb is a large circular steel door with a 4-digit combination lock and a large wheel to open it. The door is quite immovable without magical assistance unless the proper combination (1-9-7-6) is entered.

    B. OUTER CRYPT. This room is filled with a dozen metal boxes containing a myriad of wires, beads, red-and-black tiles, bits of ceramic, etc. The whole is obviously junk, but it equally obviously once was part of some greater whole whose function and appearance can only be guessed at. If the player characters attempt to fiddle with the parts, there is a 2% cumulative chance per round that they will inadvertently tap a power source and get a 1d6 h.p. electrical shock. The effect cannot be reproduced, but other power sources could be found within the debris. They wouldn't be worth anything to anyone except someone knowledgeable about technology; to such a person, they would be worth 500 g.p. per box, even in their current state.

    C. INNER CRYPT. The most noticeable thing in this room is a large (8' tall and 5' wide) suit of armor with a large crystal dome where the helmet should be, in the southeast corner of the room. This is, in fact, the *Altairian Battle Armor* (see APPENDIX II: New Magic Items). It has the name "Newton" stenciled on the left breast. This room is comfortably appointed, but in a style very strange to the sensibilities of the PCs. There is a couch, coffee table, several other chairs, etc. The floor is covered with a strange rug that reaches from one wall to the other, and which resists being pulled up. The room is illuminated by 4 strange panels in the ceiling which glow with a cold blue/white light. Each panel is 2' x 4', and can be removed. If they are, they will continue to function as long as they are within 100' of the *Crystal Heart* (see below).

    D. INNERMOST CRYPT. There is a single stone chair in this room, facing the door. In it is seated the skeletal remains of some sort of humanoid creature, but the skull is unlike any the PCs have ever seen. This is Thomas Newton, a traveler from another place and time. He is now a restless spirit (33 h.p.; SA: can animate any empty suit of armor; see APPENDIX III: New Monsters for more details). Once intruders breech this room, Thomas will fly

ethereally into the *Altairian Battle Armor* in room C and attack the intruders with its full array of weaponry. Hidden in the throne is a fist-sized lump of crystal that pulses with a blue-green light; this is the Crystal Heart. It functions as a broadcast energy source, and powers both the lighting panels in room C and the armor. There is a compartment in the armor that could safely hold the heart if desired. It can be shattered by a forceful blow (save vs. crushing blow as metal, hard). Of course, doing so will render the armor and the lighting panels useless. *(DESIGNER'S NOTE: "Thomas Newton" was the name of the character played by David Bowie in the film "The Man Who Fell to Earth", which features an alien trapped on Earth, trying to get back to his home planet. It was released in theaters in 1976.)*

84. CLOSET. There is no inscription above the sealed entrance to this tomb. Within is a skeleton (6 h.p.) and a small chest containing 100 g.p.
85. "EMPTY" TOMB. The inscription above the sealed entrance to this tomb reads "Here rests Jack Griffin. R.I.P."
    A. EMPTY ROOM. The only thing in this room is an empty coffin resting on a stone bier.
    B. TRUE TOMB. Within this secret chamber is the real crypt of Jack Griffin; now an invisible wight (20 h.p.; *invisibility* causes him to get automatic initiative, -2 on opponents' "to hit" rolls, otherwise as a normal wight). There are two large locked chests. The first has a poison gas trap; all those within a 10' radius must save vs. poison or go blind for 4-24 hours. It contains 4,000 g.p. and *potions of clairaudience, climbing, super-heroism,* and *sweet water.* The second has a crossbow trap (attacks as a 7th level fighter, does 1d6 h.p. if it hits), and contains 6,000 e.p., and a *bag of holding* (500 lb. limit) containing 100 p.p.
86. GREEN TOMB. The sealed entrance to this tomb stands out, as the stones used to block it are all of a greenish hue, distinct from the grey stone used elsewhere. The only inscription above the entrance is a bas relief of a tree. Within, the walls of the chamber are made of the same sort of greenish stone as was found at the entrance. Within are seven small (3' long) coffins, each on a suitably tiny bier of greenish stone. Each coffin contains a dead pixie with a full panoply of tiny weapons in hand (4 h.p. each; SA and SD as a normal pixie, but immune to mind-affecting spells as other undead, turn as a ghoul). Initially the pixies will "play dead" in their coffins, but if one is physically disturbed (for instance, if one of the coffins' interiors is searched), all will immediately rise up and attack the intruders, mockingly moaning "brains… brains…" as they do so. A pair of sealed urns contains 250 p.p. each, with the second one also containing a *ring of water breathing*.
87. SMALL TOMB. There is no inscription above the sealed entrance to this tomb. It contains a pair of zombies (8,9 h.p.), each of which has a pouch with 15 g.p.
88. SCORPION TOMB. The sealed entrance to this tomb bears an image of a scorpion with a crown on its head. Within are three wraiths (23,25,30 h.p.). A locked oaken chest contains 900 g.p., 22 gems, 4 pieces of jewelry, and a *sword +1/+3 vs. reptiles*.
89. OFFSPRING. The sealed entrance to this tomb bears the inscription: "Nothing credits a loving father more than to have sons that bear his name."
    A. OUTER TOMB. Within this chamber are three worm-ridden undead; sons of Kyuss (18,19,21 h.p.). They have no treasure, but unusually there is another sealed tomb-entrance in the east wall. Above it is the inscription "Like father, like sons."
    B. INNER TOMB. Within this chamber are four more sons of Kyuss (18,20,20,22 h.p.). There is also a large iron chest, locked, with an electrical discharge trap on the lock (save vs. spells or take 6-36 h.p. electrical damage). Within the chest is a pile of 4,000 g.p., a *wand of magic missiles* (92 charges), a *ring of protection +2*, and a bone scroll case. The case contains a map purporting to lead to the Tomb of Kyuss, located in the western end of the Rift Canyon, several hundred miles to the northwest.
90. TOMB OF ZISH. The sealed doorway to this tomb has the following carving along the top: "Within lies Zish the Omnipotent, master of masters, doer of doings, feller of fell things." Within, Zish is a mummy (45 h.p.). He wears a golden crown worth 450 g.p. and a *ring of fire resistance*.
91. UNMARKED TOMB. There is no inscription above the sealed entrance to this tomb.
    A. GUARDIAN. In the center of this chamber is a large bottle on a pedestal. When the room is entered, smoke will emerge from the bottle and swiftly take the form of Hanmalik, a djinni (37 h.p.). He will politely, but firmly, insist that intruders leave at once, as he has been charged with protecting the final resting place of his "most good and excellent master, he who was a prince among mortals, to be in whose service was a joy and for whom it is the greatest honor imaginable to protect his mortal remains." If pressed, he will attack. He will not, however, leave this room.
    B. THE RIGHTEOUS PATH. The floor of this room is decorated with white and black tiles, alternating in a 10x10 grid, going from wall to wall. The whole radiates magic if detected for. Repeated along the top edge of the room (once along each wall) is the inscription: "He who follows the righteous path knows the way forward, yet he who follows the path of indulgence knows where to begin." The trick; jump to the leftmost corner, then keep going in a diagonal to the right. Stepping on the incorrect tile will deliver a jolt of 3d6 h.p. of magical damage.
    C. CRYPT. This is the crypt of Hanmalik's unnamed master. His desiccated corpse lies in a shroud atop his bier, otherwise unprotected. Four earthenware jugs contain 500 g.p. each, but the third one also contains a *dagger +2*.
92. THE UNDEFILED DEAD. Above the sealed entrance to this tomb is the inscription "Here lies Elena

Greensparrow, taken before her time."

A. OUTER CHAMBER. This room is unremarkable, save for the view it affords into room B. There, a strange purple mist can be seen to swirl and move within, at times partially obscuring the glass case that holds the beautiful halfling maiden, but which never passes beyond the archway that separates the two rooms.

B. INNER CHAMBER. This room is filled with a purple mist, but its only other feature is the tiny glass coffin that contains the body of Elena Greensparrow, a halfling fighter-thief (female; F4/T11; 44 h.p., AL chaotic good), although there is, of course, no way to tell what class she is simply by looking at her. She has not decayed at all in the time she has been here, although she can be seen to be wearing simple peasant garb. The purple mist can be touched without effect, but if it is breathed in, the person doing so must save vs. poison or fall into a deep sleep. It turns out that Elena is not dead, but rather in a sort of stasis because of the mist. If she is removed from the chamber, she will waken, and be grateful to those responsible, joining their party long enough to escape the dungeons (although she has no equipment, armor, or weapons). She remembers nothing except becoming very ill and then waking up here. She is unaware that approximately fifty years have passed.

93. STAIRCASE. This staircase leads directly from Area #26 on Level 6: THE LABYRINTH to Area #56 on Level 8: THE LESSER CAVES. It is not otherwise accessible by normal means from the rest of this level.

94. HUNTERS. Above the sealed entrance to this tomb is the inscription: "Green moon, blue moon, black moon, small boon!" Note that there is a secret door leading from this tomb complex into the Bone Road, so its inhabitants might be met there as random encounters.

A. HUNTSMEN. Six draugar are here (23,24,25,25,26,27 h.p.; see APPENDIX III: New Monsters for details), each armed with a shortbow (20 arrows each) and shortsword.

B. MOSAIC. The floor of this room is covered with an intricate tile mosaic depicting a map of a forest, complete with streams, hills, game trails, etc.

C. TAXIDERMY ROOM. When a new prey is slain, it will be brought here so that a suitable trophy might be had from its head (or other parts, as appropriate). There are several tables, chemicals for tanning hides, a bale of straw, and various instruments (knives, scissors, needles, etc.) used in the taxidermists' art. None is particularly valuable.

D. KENNEL. There is singed straw on the floor, and on the north wall can be found pegs holding up various leather leashes and collars, harnesses, etc. Eight hell-hounds (7 HD; 28,29,30,32,35,37,38,40 h.p.) dwell here, used as hunting-hounds when pursuing prey. The kennel-master, Yurop, a draugar, also dwells here (24 h.p. see APPENDIX III: New Monsters for details). He wields a whip and a shortsword. He carries 20 p.p. in a pouch on his person, as well as one of *Heward's Fantastical Forks* (key of C##; see APPENDIX II: New Magic Items for details).

E. HUNTSMEN. Three dwarf-draugar are here (17,18,19 h.p.; see APPENDIX III: New Monsters for details), who are also part of the hunting team. Each is armed with a heavy crossbow (12 bolts each) and a war hammer.

F. GREAT HALL. This room is fitted out as a banquet hall, with tables and benches, and a High Seat at one end. The walls are lined with trophies of various animals, plus a number of human and humanoid heads. It is the resting place of Nerod, the Master of the Hunt; a draugar of massive size and power (40 h.p.; see APPENDIX III: New Monsters for details). He wears the *Horns of the Shalm* (see APPENDIX II: New Magic Items for details) as well as wielding a *broadsword +3* and a *longbow of accuracy* (with a quiver of 24 *arrows +1*). He is known to sometimes take the hounds and some of his huntsmen and roam the halls of the level in search of prey.

95. SMALL TOMB. The inscription above the sealed entrance to this tomb reads "NEMO". Within is a wight (17 h.p.), who wears a jeweled belt worth 175 g.p.

96. SMALL TOMB. The inscription above the sealed entrance to this tomb reads "John Little." Within are the long-dead remains of a human, bearing a *quarterstaff +1*.

97. IRON TOMB OF VOLCAN. Above the sealed entrance to this tomb is the inscription "Here lies Thorvald Volcan, armorer extraordinaire."

A. OUTER DOOR TRAP. The short passage here ends in a large bronzewood door with enormous bronze spikes covering it. The trap can be disarmed by manipulating one of the spikes; anyone failing to do so, and attempting to open the door, will find the door splits in two lengthwise, springing open with great force, impaling anyone happening to stand immediately in front of it, or within 3' of either side, causing 3-18 h.p. of damage. It automatically closes after 1 round, resetting itself. It can be opened from the other side with a successful "open doors" check.

B. INNER DOOR TRAP. Careful inspection of this short passage will reveal tiny holes throughout the ceiling. The interior door is made of iron with an enormous lock. It is not, however, locked; it can be opened with a simple "open doors" check. If the lock is picked, however, it will release a cloud of poison gas that fills the passage; all within the short corridor must save vs. poison or die. The holes do nothing.

C. VESTIBULE. The walls, ceiling, and floor of this room and the corridors leading to and from it are made of large sheets of iron held up with massive bolts. See Room D for special effects of the iron.

D. FORGE. This large room is clad in the same iron panels as are found in Room C. There are typical tools and apparatus here as might be found in any smithy/armorer's shop; a forge, anvils, hammers,

tongs, bellows, etc. In each of the six alcoves is a suit of animated armor made from field plate (HD 7; 30,33,34,34,37,39 h.p.). They will immediately animate and attack intruders; however, as soon as the first round of combat begins, the forge will begin to glow with a magical red fire. On the second round, the walls will begin to radiate the heat from the fire. On the third round, the heat radiating from the walls will be enough to cause 1d6 h.p. heat damage per round to everyone in rooms C, D, and E. Once combat ends, the forge fire will go out and the heat will begin to dissipate; on the round following the final combat round, the walls will still generate their damaging heat, but on the round following touching the metal with unprotected skin will cause damage (this effect will last for 10 more rounds). Any metallurgical work that is performed in this room while the forge is activated will result in something magical being produced; *horseshoes of a zephyr*, a *sword +1*, etc. The forge will only become active if there is combat taking place in the room; the suits of animated armor do not have to be involved, necessarily.

E. TOMB OF VOLCAN. This small room is similarly made of the same iron panels as rooms C and D, with the same effects (see Room D for details). A large (2' X 3' X 7') crate of intricate copper mesh is here; it is possible to see that within the mesh rests a great number of gold coins, although the mesh is too fine to slip even a single coin through, and although it is copper (normally a very soft metal), the strands of the mesh cannot be bent, cut, or otherwise removed. Atop the mesh crate is a silver skull with rubies for eyes and garnets for teeth; this is, in fact, the silvered skull of Thorvald Volcan himself, and is worth some 8,000 g.p. for the value of its precious metal and gemstones. The mesh can be bent or rent by application of magical steel of at least +2 enchantment; a *longsword +2* could be used to break the mesh, but not a *dagger +1*. Within the crate are 25,000 g.p. and a *manual of creating animated armor*, which can be used to make all three sorts of animated armor, and which is worth 2,000 x.p./20,000 g.p.

98. EMPTY TOMB. Although the entrance to this tomb is still sealed (with no inscription above the door), when opened, this tomb chamber is empty.

99. PYETHWACKET'S SECRETARY. Note that both this room and Area #100 are actually in an extra-dimensional plane of their own; they cannot be reached by conventional *teleportation, passwall*, etc. spells, and attempts to either regain clerical spells above 3rd level or cast spells such as *commune*, etc. will prove fruitless. The walls of this room are covered in a rich brocade with luxurious oak wainscoting, comfortable overstuffed chairs, plush wall-to-wall carpeting, and several low tables with magazines with titles such as "Damnation Today" and "Iron City Law Review". The whole is lit by gaslight. At a stately oaken desk is an incredibly beautiful (and sexy) secretary with small horns, doing her nails and snapping gum. She is Ms. Whiggins, a succubus (30 h.p.). When the player characters enter, she will ask them in a bored voice if they have an appointment, and eventually (annoyedly) offer to make one for them in 1d6 days' time. The whole affair should be played for laughs by the game master. At the very end of the process, the intercom on her desk will buzz and her employer, Mr. Pyethwacket, will tell her to "just send them on in, Ms. Whiggins.").

100. PYETHWACKET'S OFFICE. This is the well-appointed and cozy office of Archibald D. Pyethwacket, a capran devil (37 h.p.; see APPENDIX IIII: New Monsters for details) on the fast track to promotion in the Infernal hierarchy. His office is appointed similarly to the waiting room, except he has a large bookcase on one wall filled with legal tomes. He will be quite affable and accommodating to player characters in a very formal and Victorian manner, but will eventually steer the conversation to the sale of the souls of the player characters to the forces of the Hells in return for material gain in this world. (Note that those already of evil alignment will be ineligible for such a deal, as they are already "in the basket" as it were!). The exact terms of the deal are left to the game master to decide, although Pyethwacket is by no means a pushover (although he employs a very self-deprecating manner, making his "clients" think they are getting the best of him, while all along he is driving the bargain to his own advantage). Paladins and good-aligned clerics should naturally not go for any such deal, and good- or neutral-aligned characters who do so will definitely be nudging themselves towards the lawful-evil end of the spectrum (perhaps not entirely into the evil category, though, depending on the nature of the deal struck). The negotiations (and all conversations with Pyethwacket will be a negotiation, whether the player characters realize it or not) will be of the most genteel sort, with Pyethwacket at turns ingratiating himself, tempting with wealth and other rewards, and making veiled threats about how difficult it might be to survive without his kindly influence… In the end, though, neither Pyethwacket nor Ms. Whiggins will resort to violence, and if such is forced upon them, the player characters will simply find themselves outside in the corridor, as one of the special abilities of the extra-dimensional space is to reject violence within its sphere (non-violent spell effect such as *charm* and the like are fully in bounds, however; but Pyethwacket is fully cognizant of the fact that a contract signed under duress (and being under the influence of a *charm* spell counts as duress in this context) invalidates it, so he relies purely on his formidable powers of persuasion. *(DESIGNER'S NOTE: Ms. Whiggins and Mr. Pyethwacket can become a long-term addition to the campaign if desired. Pyethwacket's office can show up just about anywhere he desires, and especially if the player characters contract to undertake a certain number of "favors" for him (i.e., missions that he*

can send them on), he could well become a prime mover in the PC's lives. Such is how it turned out in the designer's own campaign; no matter the conditions that the player characters seek to place on the nature of such "missions", Pyethwacket always gets the last laugh.)

101. ZOMBIE PLAGUE. All of the sealed entrances to these six tombs have nothing but a skull and crossed bones inscribed above them. Note that, unlike most of the other sealed tomb entrances on this level, the plague zombies within have a 1 in 6 chance of bursting through the seal if someone passes the entrance to their tomb, and a 50% chance of doing so if there are the sounds of combat within 30'. This could lead to a single encounter in the corridor swiftly growing out of hand…
    A. Twelve plague zombies (9,9,9,9,10,10,11, 11,12,12,12,12 h.p.; see APPENDIX III: New Monsters for details) are entombed within. Each has 25 g.p.
    B. Four plague zombies (8,9,10,10 h.p.; see APPENDIX III: New Monsters for details) are entombed within. Each has 30 g.p.
    C. Four plague zombies (9,9,9,12 h.p.; see APPENDIX III: New Monsters for details) are within. Each has 25 g.p.
    D. Two plague zombies (10,13 h.p.; see APPENDIX III: New Monsters for details). Each has 30 g.p.
    E. Two plague zombies (11,11 h.p.; see APPENDIX III: New Monsters for details). Each has 25 g.p.
    F. Two plague zombies (12,13 h.p.; see APPENDIX III: New Monsters for details). Each has 35 g.p.
102. ROSE ROOM. The walls of this room are whitewashed, and a single red rose lies in a gilded china vase on a white table in the middle of the room. The vase is worth 45 g.p., but is very fragile.
103. ALAMAN'S TOMB. Above the sealed entrance to this tomb is the inscription "Here lies Alaman of the North. His right hand never faltered." Within is Alaman, a mummy (30 h.p.). He guards his final treasure; a large iron chest, locked, containing 300 p.p. and a scroll with the clerical spells *heal, restoration*, and *wind walk*.
104. CLOWNS AGAIN. Six large bas-relief faces of clowns adorn the walls of this corner vestibule. The fourth is, in fact, a magical prison for a very special guest; the demon prince Fraz-Urb'luu. He can communicate through the bas-relief clown face, and will implore player characters of perceived good alignment to help him win free of his imprisonment, by being reunited with a magical amulet in the possession of a were-bear on Level 8: THE LESSER CAVES (he is in Area #38, but the demon does not know his exact location). *(DESIGNER'S NOTE: In the original dungeons of Castle Greyhawk, the demon prince Fraz-Urb'luu was imprisoned in like manner. Players knowledgeable about the original campaign may well believe that this is, in fact, the Demon Prince of Deception as well. However, the demon lord of deception knows about the imprisoned arch-angel in Area #98 on Level 5: THE DEEPS, and will use that knowledge to his advantage, trying to persuade the player characters that he is, in fact, Raphaelus, a compatriot of the true arch-angel.)*
105. GHOULS. Above the sealed entrance to this tomb is the inscription "Jacob Markey, dead these seven winters past." Within, the ghouls have breeched the crypt; three of the beasts are here (9,9,11 h.p.).
106. HEXAGONAL POOL. A narrow 2' wide ledge allows travel around the western half of this room, but anyone running (including fleeing) through here has a 75% chance of not noticing the ledge and plunging into the deep cold water. The pool is home to a school of piranha who will eagerly strip any intruders of their flesh in mere minutes (3d6 h.p. damage per round, each fish is 1 h.p., but there are 250 of them and as long as 30 of them are still alive, the school will do its collective damage). At the bottom of the pool is a *longsword +4*, but it cannot be seen from the surface. The pool is 20' deep.
107. STAIRS DOWN. This staircase leads to Area #80B on Level 8: THE LESSER CAVES. At the landing (in the curve) there is a permanent magic mouth spell which will only activate in the presence of a dwarf. It says (in dwarvish), "The caves beyond are dark and deep, and you'll find many things there creep; the mushrooms doth alight and seek, the rocks and stones themselves do speak; to light the way may seem unwise, but do so and you'll see sunrise." *DESIGNER'S NOTE: This is a slight homage to the picture on page 108 of the original AD&D Players Handbook.*
108. WAITING ROOM. It is here that those seeking to honor the demon prince of the undead await the summons to attend his foul rites. The walls are lined with benches, and the door leading to Area #109 is particularly ornate, being decorated with various skeletal motifs and so forth.
109. PRIESTS' WAITING ROOM. The teleporter from Area #113 deposits passengers in the northeast corner of this room. The priests of the Temple of Orcus (Areas #108-116) use that feature to impress the faithful with a seemingly miraculous appearance from a sealed room. This room is richly appointed, with six overstuffed chairs, two wardrobes which hold the formal robes and accoutrements of the priests of the temple. Two full-length mirrors adorn the south wall, and a large gong (with a huge skull and bones motif beaten into the brass) is on the west wall, whose sonorous tones are transmitted to Area #108 by means of a series of hidden tubes.
110. TEMPLE OF ORCUS. The followers of the demon-prince of the undead have established a place of power and worship here, in direct and conscious opposition to the temple of the Great Reaper found in Area #4. The walls of the place are stark grey stone, with the occasional skull carved into the surface. A 10' diameter well is flush in the floor in the western half of the room, covered with a *continual darkness* spell. It leads down to Level 8: THE LESSER CAVES, and often sacrifices are thrown into it. The eastern half of the temple is dominated

by an enormous altar on a dais, behind which is a 10' tall statue of the goatish demon prince, complete with his fabled skull-wand (just a facsimile, of course). Any dead body placed on the altar for 6 hours will rise as either a skeleton (1-2), a zombie (3-5), or a greater skeleton (6). The entire place functions as an *unholy site*, and clerics and other attempting to turn undead do so as if they were two levels lower than they actually are. There are a dozen skeletons (3,3,4,5,5,5,5,6,6,7,8,8 h.p.) standing at attention along the perimeter of the eastern half of the room. They will follow the orders of any of the priests of Orcus, but will not otherwise attack intruders of their own accord.

111. LESSER PRIESTS. This chamber is the living quarters of the five lesser priests serving the temple of Orcus. There are three acolytes (C1; 4,4,5 h.p.; AC 7 (studded leather); armed with maces; spells memorized: *command; command; cure light wounds, light*) and two adepts (C2; 8,9 h.p.; AC 7 (studded leather); armed with maces; spells memorized: *command, light; darkness, cure light wounds*). The second adept has a scroll with *hold person* on it. The room is fairly Spartan, with little more than cots for the priests, tables, and prayer books.
112. PRIESTS. Three priests of Orcus are here (C3; 12,12,14 h.p.; AC 5 (chain mail); armed with maces (the third has a *mace +1*); spells memorized: *command, darkness, silence 15' radius; cure light wounds, light, sanctuary, know alignment; cause light wounds, command, light, speak with animals*). The second priest has a *wand of fear* with 83 charges, and the third has a *pearl of wisdom*. They have three skeletons (4,5,6 h.p.) as servitors. There is little here save the personal belongings of the priests, beds, prayer books and several theological works aligned to the ideology of the Demon Prince of the Undead.
113. TELEPORTER. The door to this room is locked (the canon in Area #114 and the high priest in Area #116 have keys). Anyone entering will be instantly teleported to the northeast corner of Area #109. The teleporter only functions one way. The priests of the temple will use it as an escape route if pressed.
114. CANON. The second-in-command of the temple, Velmarth, dwells here (C6; 30 h.p.; AC 2 (*plate mail +1*); armed with a *staff of striking* with 23 charges; spells memorized: *curse, cure light wounds, light, sanctuary, hold person* (X 2), *silence 15' radius, animate dead, bestow curse*). He has a scroll with the spells *cure serious wounds, detect lie*, and *tongues*, as well as potions of *gaseous form* and *flying*, and a *horn of collapsing* (he knows the proper command word to allow the device to function according to his will; "kenaz"). He has a wight (20 h.p.) that serves as manservant and bodyguard. Beneath his bed he has a small locked chest with 300 g.p. and 18 gems. He has a key to the double lock in Area #115.
115. TREASURY. The door to this room is double-locked; both the canon in Area #114 and the high priest in Area #116 have the keys. If only one key is used, or if only one lock on the door is picked, and then an attempt is made to open the door, poison gas will fill the corridor (save vs. poison or die). Within are four large locked wooden chests. The first contains 5,000 g.p. and an illusionist scroll of *improved phantasmal force* and *magic mouth*. The second has a poison needle trap on the lock (save vs. poison or lose 50% of all STR for the next 2-12 days) and contains 12,000 s.p. and 8 gems in a small pouch. The third contains a scything blade trap; if the chest is opened without the trap being disarmed, anyone in front of it must save vs. paralyzation or take 3-18 h.p. damage. It contains 4,400 e.p. and an iron *bowl of seeing* (the priests will use this item to their advantage if needed; see APPENDIX II: New Magic Items for details). The fourth contains 6,000 g.p. The canon and the high priest both have keys to unlock these chests.
116. HIGH PRIEST. The high priest of the temple of Orcus, Barjola, dwells here (C10; 54 h.p.; AC -1 (*plate mail +2*, DEX); armed with a *mace +3*; spells memorized: *command, cure light wounds, light, sanctuary, augury, find traps, hold person, silence 15' radius, animate dead, dispel magic, speak with dead, cause serious wounds, cure serious wounds, protection from good 10' radius, flame strike, plane shift*). He has potions of *human control, undead control,* and *invisibility*, *Bigby's Rod* with 44 charges (see APPENDIX II: New Magic Items for details), a *robe of scintillating colors*, and a *ring of delusion* (he believes it to be a *ring of x-ray vision*). He has a key to the double lock in Area #115. He has a wight (19 h.p.) that serves as manservant and bodyguard. He has a small collection of texts holy to the faith of Orcus, as well as five pieces of jewelry on his person.
117. CENTIPEDES. 12 giant centipedes (1,1,1,1,2,2,2,2, 3,3,3,3,4,4,4,4 h.p.) have taken up residence here. The door opens easily.
118. EMPTY ROOM. Nothing to see here; just move along.
119. JAW BREAKER. In the southwest corner of this otherwise empty room there rests a 4' high device. It consists of a glass globe filled with small brightly colored spheres, atop a metal mechanical device with an obvious hand-knob, and a slot sized perfectly to accept a copper coin. If a copper coin is placed in the slot and the handle is turned, a sphere will be dropped into the hopper, where it may be taken. Each is a hard candy jaw breaker. One in ten grants a power as per a potion (determine type randomly), while one in ten is poison; take 30 h.p. of damage after 2-5 rounds (save vs. poison for half damage). There are 100 candies total, and their status is randomly determined; color is no help.
120. TOMB OF RELERAPHON. Above the sealed entrance to this crypt is the inscription "Here rests Releraphon the Mighty, the only man alive who ever beat the Mad Archmage at 'Pass the Pitcher'.
    A. FALSE DOOR TRAP. Anyone attempting to open

this false door (which has no apparent lock) will trigger a series of poison darts in the walls. Anyone in the 10' alcove in which the door is set will be attacked by a total of 10 darts (each attacks as a 7 hit die monster). Anyone struck takes 1-3 h.p. of damage plus 2-12 h.p. of poison damage (save vs. poison for half). Only 10 darts total will fire per activation of the trap; divide the number of darts evenly by the number of people in the alcove to determine how many strike each person.

B. SECRET ROOM. Note that this room can only be safely opened if the key from room C (see below) is inserted into a secret hole (which requires a second "find secret doors" roll to detect, once the secret door itself is detected). Otherwise, if the opening mechanism is activated, not only will the door remain closed, but three buzz saw blades will emerge from the far wall and slice and dice anyone within 10' of the secret door (3-18 h.p. damage, roll under dexterity on a d20 for half damage). The room itself is covered from floor to ceiling with yellow mold. It is otherwise empty.

C. CRYPT OF RELEREPHON. The floor of this room is covered with large piles of gold coins and gemstones, as well as several large wooden chests. At the northern end sits a throne on a small dais, upon which sits a skeletal form in rotting robes, with bright green points of light in its eye sockets, with a staff in one bony hand and a diadem encrusted with diamonds on its brow. It speaks as the player characters enter, saying in a raspy whisper "Who dares interrupt the endless sleep of Releraphon the Mighty?" After thirty seconds (the game master should time this unobtrusively with a watch, if possible), it says, louder and pointing its staff ominously at the player characters, "Leave my sanctuary, or feel the wrath of Releraphon, and be thankful that my rest is more important than your miserable lives!" If the player characters retreat, it returns to its slumber on its throne. If they attack, it will leap forward and attack (a skeleton; 5 h.p.). If examined, the staff is non-magical, the diadem actually steel with glass adornments, and the heaps of coins in the room iron drabs painted gold, enhanced with bits of colored glass and a few empty wooden boxes. About the neck of the skeleton is a single brass key on a string, which opens room B.

121. ZOMBIE PLAGUE. All of the four sealed entrances to this tomb have blank shields inscribed above them. Note that, unlike most of the other sealed tomb entrances on this level, the plague zombies within have a 1 in 6 chance of bursting through the seal if someone passes the entrance to their tomb, and a 50% chance of doing so if there are the sounds of combat within 30'. There are 8 plague zombies (11,12,13,13,14,15,15,15 h.p.) within. Each has 20 g.p.
122. SMALL CRYPT. There is no inscription above the sealed entrance to this tomb. Within is a zombie (15 h.p.). It wears a ring worth 95 g.p.
123. SKELETON TOMB. The inscription above the sealed entrance to this tomb reads "The Faithful Hounds of Dahlver-Nar", accompanied by a skull with a conspicuously prominent grin. Note that there is a secret passage leading from the interior of this tomb to the Bone Road, so its inhabitants could be found as random encounters therein.

A. GUARD CAPTAIN. There is a large sarcophagus here, but its lid is missing and it is, itself, empty. Standing at attention at the southwest corner of the room is the captain of Dahlver-Nar's guard; now a skeleton lord (9 HD, 45 h.p.; see APPENDIX III: New Monsters for details), armed with a two-handed sword). Note that one of his teeth is actually a *Tooth of Dahlver-Nar*, #2 (gives the power to *animate object* once per day). He will chasten intruders, asking why they disturb the rest of the hallowed dead, etc. If he is rebuffed, he will demand they leave the tomb. If refused, he will attack, summoning the inhabitants of room C. There are three large locked chests here as well. The first contains 3,000 g.p. and six gems. The second contains 10,000 s.p., potions of *heroism* and *extra healing*, and a scroll (clerical) of *neutralize poison*. The third contains 400 p.p., 1,000 e.p., and a large book entitled the Song of Dahlver-Nar. The book itself is non-magical, but it describes the life and times of the arch-priest Dahlver-Nar, beloved of the Gods, who granted him divine powers during his life, which were passed on after his death through his teeth. The book also gives clues to the whereabouts of the teeth, beginning with the fact that some of them (no exact number is specified) were given to the members of his guard. *(DESIGNER'S NOTE: The relics* The Teeth of Dahlver-Nar *are detailed in the original AD&D Dungeon Masters Guide, p. 161. If the game master wishes, the discovery of this tome could lead to an entire campaign centered on the quest to recover the* Teeth. *No more should be located within the Castle of the Mad Archmage, however; this could be an opportunity to expand the campaign beyond the confines of the dungeon. If the game master does not wish to send his or her campaign in that direction, he or she can simply declare that the clues given in the book are too obscure to be useful as an aid in discovering their whereabouts. Remember that, as relics, the* Teeth *do not radiate magic, making their identification difficult.)*

B. SHRINE OF DAHLVER-NAR. In the center of this room is a pedestal bearing a gently splashing fountain. Along the walls and on the floor are mosaics depicting significant events in the life of Dahlver-Nar (see room A, above), including receiving the blessings of a variety of different deities of all sorts except the most exclusive and xenophobic. Dahlver-Nar is always depicted with an enormous tooth-filled grin. Any character drinking the water of the fountain will find their teeth changed into jewels for 4-24 hours, and during that time they will have the following effects (can only be done for effect once per year):

1. Rubies. Character is *blessed*.
2. Emeralds. Immune to fear.
3. Pearls. Prime attribute raised by 1.
4. Diamonds. Regenerate 2 h.p./turn.
5. Turquoise. Immune to gas of any type.
6. Jet. Immensely bad breath, charisma -2.

C. GUARDS. Standing at attention, in perfectly ordered rows, are a small army of skeletons. These are the "faithful hounds" of the arch-cleric Dahlver-Nar. There are 24 ordinary skeletons (7 h.p. each), 4 greater skeleton sergeants (3 HD; 12,14,14,15 h.p.; turn as a ghoul, otherwise as a normal skeleton), and 2 skeleton lord lieutenants (7 HD; 30,32 h.p.; see APPENDIX III: New Monsters for details). Note that the 30 h.p. skeleton lord has one of the *Teeth* (#28; *cure blindness* by touch). If this chamber is entered first, the lieutenants will react much as the captain in Room A, with the exception that they will summon him immediately. He will arrive in two rounds.

124. TOMB OF XENOTOTH THE CHARIOTEER. The sealed doorway to this tomb has the following inscription above it: "Here rests Xenototh, who led his team to a hundred victories." As soon as the seal is breached, Xenototh will burst through on a chariot, pulled by a team of skeletal horses. 4 skeletal horses (3 HD; 12,12,13,15 h.p.; AC 7; trample damage for 2d6 (can trample up to 4 foes collectively as long as they are within 10' of one another); turn as spectre) pull Xenototh's chariot at a speed of 36" (if one or more of the horses scores a successful trample hit, there is a 33% chance that the chariot will also run over the victim for an automatic 2d12 points of additional damage; don't roll again to hit). Xenototh himself is a Greater Wight (as a normal wight, but with 7+2 HD, 44 h.p., and able to inflict energy drain through a held weapon; in his case a whip (1-2 h.p. damage, plus energy drain, plus 35% chance of entangling target); turn as special). Once released from his tomb, if not immediately defeated, Xenototh will attempt to run over and/or otherwise attack those present, and then thunder away down the Bone Road on his chariot. From that point on, Xenototh will be a constant menace; random encounters in the Bone Road are 50% likely to be Xenototh, thundering at intruders and doing another hit-and-run trample/whip attack, and then thundering off before an effective counter-attack can be mounted. The chariot itself is magical; three times per day it, its rider, and its team can be turned *ethereal* and then back to normal. Xenototh will use this power to great advantage and to gain surprise by suddenly appearing out of a wall, seemingly disappearing into a sealed tomb, etc. His tomb itself is empty, but the chariot is worth 35,000 g.p. if gained intact (9,000 x.p.), and 3,000 g.p. solely for the gold gilt and gems with which it is decorated.

125. GHOUL AMBUSH. The sealed entrance to this tomb bears the inscription "Ever a rose, ever a thorn, ever a night, ever a morn." The crypt itself has been overrun with ghouls; seven of the creatures are here (9,10,11,11,13,14,15 h.p.) and will immediately scurry onto the ceiling at the sound of someone entering the tomb. They will wait until unsuspecting intruders are in the middle of the room (unnoticed unless someone specifically says they are looking up) and then drop down, surprising victims on 5 in 6, and getting +2 "to hit". One has a shoulder bag with three scrolls: (clerical) *slow poison, create food & water, remove curse*; (magic-user) *feign death, lightning bolt, slow*; (magic-user) *conjure elemental, cone of cold*.

126. SMALL TOMB. Above the sealed entrance to this tomb is a skull and crossed-bones. Within are three large kegs of black powder speckled with iridescent flakes. It is gunpowder; useless in this world, but of possible value to those who travel to other dimensions and alternate realities (the game master must establish both the value of this substance and its in-game effect should it be taken to, or purchased by a traveler to, such planes). Each keg contains 20 pounds of powder.

127. SEA-PRINCE'S TOMB. The inscription above the sealed entrance to this tomb is inscribed with an untranslatable (even by magical means—except someone fluent in the language of one of the undersea races such as mermen or tritons will recognize it as dolphin, and if *they* employ magic to translate it, will read it as "eater-of-the-choicest-tuna-in-the-school") series of symbols, along with images of seashells and sea-horses. Within is a huge clam-shell on a plain stone bier. If opened, it will reveal the skeleton of a dolphin, around whose "neck" is a necklace of raw gold worth 1,200 g.p.

128. DWARF TOMBS. On either end of this twisty passage reads an inscription above the sealed entrance; "Made from maggots, foes of rust, beard-proud dwarves now gone to dust." The eleven tombs that adjoin this passage each contain several dvergs; each 10' tomb contains 2, each 20' tomb contains 4, etc. There are 34 total (5x16 h.p., 6x17 h.p., 5x18 h.p., 9x19 h.p., 4x20 h.p., 1x21 h.p., 1x22 h.p., 1x25 h.p., 1x26 h.p., 1x30 h.p.; see APPENDIX III: New Monsters for details). Once this hallway is entered, there is a 1 in 6 chance that, as each closed-up entrance is walked past, the dvergs within will sense the intruders and burst through the masonry on their own, setting upon their attackers. Once that happens, the game master should be certain to note when other entrances are neared, as additional checks should be made each round once combat ensues; the corridor could well become a death-trap. The long 40' chamber contains 8 dvergs, and if one entrance is burst through, all 8 will join the battle if possible. Each dverg is armed with an ornate battleaxe or war hammer (50% chance of each), each worth 100 g.p. based on its craftsmanship. They will also have jewelry and other treasure as per the description; the game master should roll to determine treasure.

129. TOMB OF THE SCORPION AND THE COBRA. Above the sealed entrance to this tomb are the symbols of a scorpion and a cobra.
A. THE SCORPION. This room is dominated by an enormous stone sarcophagus decorated in Egyptian style. Within is a mummy wearing the red (deshret) crown of Egypt (33 h.p.). If the lid is disturbed, he will fling it open (surprising on a 4 in 6) and attack. Within the sarcophagus is a pile of 4,000 s.p., 1,000 g.p., and a *potion of water breathing*. The crown itself is made of painted gold and is worth 1,250 g.p.
B. THE COBRA. This room is also dominated by a huge stone sarcophagus. Within is another mummy, this time wearing the white (hedjet) crown (33 h.p.). He will not wait for the lid of his sarcophagus to be moved; he will hurl it open and attack intruders when they come within 3' of the sarcophagus. Within is 2,000 g.p. The crown itself is actually a *helm of opposite alignment*.
130. UNMARKED TOMB. There is no inscription above the sealed entrance to this tomb. Within are three wraiths (23,24,25 h.p.). A single large chest contains 3,000 g.p., a map to an unspecified treasure in the hills to the east of the Castle (4,000 g.p., now guarded by a small clan of hill giants, but the map does not indicate either of these specifics), and a *scarab of protection*.
131. UNDERWATER TOMB. Above the sealed entrance to this tomb is the inscription: "Different strokes for different folks; fore-stroke, breast-stroke, heart-stroke, back-stroke!" When the seal is broken, a wall of water is revealed, magically suspended and prevented from flooding into the corridor. A dispel magic could successfully destroy the enchantment and cause the water to spill forth, but treat the spell as if cast by an 18th level magic-user. The barrier holding the water in can be walked through normally without breaking its effect. The water within is sea-water, and naturally some sort of water breathing magic must be used to venture within for any length of time.
A. GIANT EEL. A giant eel is here (20 h.p.), coiled about the top of this cave, and will attack intruders aggressively. If combat lasts more than three rounds, the inhabitants of Room B will come to investigate and join the fight. It is in a magically-induced stasis that is only broken if the seal to the crypt is breached.
B. LOCATHAH. A small band of locathah dwell here, in a magically-induced stasis that is only broken if the seal to the crypt is breached. Five locathah (8,9,10,10,11 h.p.) armed with tridents and special underwater crossbows. They will investigate combat in Room A.
C. LACEDONS. A small band of ghouls has penetrated the central cave and turned its inhabitants to their kind; however due to the nature of the environment, they are sea-ghouls and do not venture forth into the regular ghoul tunnels unless on very special missions. 5 lacedons (9,10,11,11,12 h.p.) have 8 gems and 2 pieces of jewelry.
D. SEA-ELF CRYPT. This chamber is lit by a greenish luminescence originating in the stone of the walls themselves. In the center is an enormous calico scallop shell, encrusted with starfish, crustaceans, etc. If pried open, the skeletal remains of a sea-elf are here, similarly encrusted with minerals and small animals. It is, in fact, a special skeleton lord (8 HD; 35 h.p.) armed with a *net of snaring* and a *trident +2 (+3 vs. sahuagin)*. He wears a broad belt decorated with pearls worth 3,000 g.p.
E. ELEMENTAL. A water elemental (12 HD, 70 h.p.) has been imprisoned here for 999 years, and it is enraged at its confinement. It will attack any who enter, bearing in mind that seeing the creature is next to impossible due to the water flooding the room. In a secret compartment in the southeast corner of the cave is the *bowl of commanding water elementals* that was used to summon and imprison the creature in the first place. It cannot leave this room.
132. UNMARKED TOMB. There is no name over the sealed entrance to this tomb. Within is a cabinet containing a dozen orc skulls, each bearing a label with a four-digit number. The numbers are not consecutive.
133. THE WHEEL OF THE YEAR. Above the sealed entrance to this tomb is what appears to be a wagon wheel with eight spokes.
A. YULE. This room is cold; approximately 40 degrees Fahrenheit (4 degrees Celsius). The doors to this room have the image of an evergreen tree. If this room is entered from the Bone Road or room D, it will be inhabited by a wight (22 h.p.) with a piece of parchment bearing an eighth-part of a map, which when put together in a complete whole, will lead to an unspecified, but wondrous, treasure. If it is entered from anywhere else, it will be inhabited by a wraith (29 h.p.), with a 100 g.p. piece of amber. Only one or the other will ever be encountered; one cannot get the wight to appear by re-entering through the proper door.
B. SAMHAIN. This room is chilly; approximately 50 degrees Fahrenheit (10 degrees Celsius). The doors to this room have the image of a jack-o-lantern. If this room is entered from Room C, it will be inhabited by a wight (23 h.p.) with a piece of parchment bearing an eighth-part of a map, which when put together in a complete whole, will lead to an unspecified, but wondrous, treasure. If it is entered from anywhere else, it will be inhabited by a wraith (28 h.p.), with a 100 g.p. alexandrite. Only one or the other will ever be encountered; one cannot get the wight to appear by re-entering through the proper door.
C. MABON. This room is "room temperature"; approximately 65 degrees Fahrenheit (18 degrees Celsius). The doors to this room have the image of a cornucopia with fruit and grapes. If this room is entered from Room H, it will be inhabited by a wight (23 h.p.) with a piece of parchment bearing an eighth-part of a map, which when put together

in a complete whole, will lead to an unspecified, but wondrous, treasure. If it is entered from anywhere else, it will be inhabited by a wraith (28 h.p.), with a 100 g.p. amethyst. Only one or the other will ever be encountered; one cannot get the wight to appear by re-entering through the proper door.

D. IMBOLC. This room is very cold; approximately 30 degrees Fahrenheit (-1 degrees Celsius). The doors to this room have an image of a candle. If this room is entered from Room A, it will be inhabited by a wight (25 h.p.) with a piece of parchment bearing an eighth-part of a map, which when put together in a complete whole, will lead to an unspecified, but wondrous, treasure. If it is entered from anywhere else, it will be inhabited by a wraith (30 h.p.), with a 100 g.p. pearl. Only one or the other will ever be encountered; one cannot get the wight to appear by re-entering through the proper door.

E. OSTARA. This room is chilly; approximately 50 degrees Fahrenheit (10 degrees Celsius). The doors to this room have an image of a rabbit. If this room is entered from Room D, it will be inhabited by a wight (22 h.p.) with a piece of parchment bearing an eighth-part of a map, which when put together in a complete whole, will lead to an unspecified, but wondrous, treasure. If it is entered from anywhere else, it will be inhabited by a wraith (27 h.p.), with a 100 g.p. piece of jet. Only one or the other will ever be encountered; one cannot get the wight to appear by re-entering through the proper door.

F. BELTANE. This room is "room temperature"; approximately 65 degrees Fahrenheit (18 degrees Celsius). The doors to this room have an image of a Maypole. The false door leading out of this room has the image of a cornucopia with fruit and grapes. If this room is entered from Room E, it will be inhabited by a wight (24 h.p.) with a piece of parchment bearing an eighth-part of a map, which when put together in a complete whole, will lead to an unspecified, but wondrous, treasure. If it is entered from anywhere else, it will be inhabited by a wraith (29 h.p.), with a 100 g.p. chrysoberyl. Only one or the other will ever be encountered; one cannot get the wight to appear by re-entering through the proper door.

G. MIDSUMMER. This room is warm; approximately 75 degrees Fahrenheit (24 degrees Celsius). The doors to this room have an image of a fire. If this room is entered from Room F, it will be inhabited by a wight (23 h.p.) with a piece of parchment bearing an eighth-part of a map, which when put together in a complete whole, will lead to an unspecified, but wondrous, treasure. If it is entered from anywhere else, it will be inhabited by a wraith (28 h.p.), with a 500 g.p. aquamarine. Only one or the other will ever be encountered; one cannot get the wight to appear by re-entering through the proper door.

H. LAMMAS. This room is very hot; approximately 90 degrees Fahrenheit (32 degrees Celsius). The doors to this room have an image of a loaf of bread. The false door leading out of this room has the image of a Maypole. If this room is entered from Room G, it will be inhabited by a wight (28 h.p.) with a piece of parchment bearing an eighth-part of a map, which when put together in a complete whole, will lead to an unspecified, but wondrous, treasure. If it is entered from anywhere else, it will be inhabited by a wraith (31 h.p.), with a 500 g.p. topaz. Only one or the other will ever be encountered; one cannot get the wight to appear by re-entering through the proper door.

(DESIGNER'S NOTE: The "unspecified, but wondrous treasure" is left to the game master to flesh out, but it should be noted that if a single piece of the map is missing, the prize should be all but impossible to recover. The treasure should be something very incredible, and somewhat distant, with doubtless many adventures and formidable challenges to be overcome in the process.)

134. SMALL TOMB. There is no inscription above the sealed entrance to this tomb. Within are a pair of zombies (8,10 h.p.).

135. TOMB OF GREGOR PROUST. The sealed entrance to this tomb bears the inscription, "Here lies Gregor Proust, mage of no small renown, no more bon-vivant and man about town." Note that there is a secret entrance from this tomb leading into the Bone Road, but none of its inhabitants will be found there as random encounters. It is strictly used as an escape route.

    A. FALSE CRYPT. (Note that the door in the west wall is concealed behind an illusion, making it appear that the wall is solid.) A wight (19 h.p.) is here, along with the smashed remains of a coffin and an urn containing 75 g.p. and a single gem.

    B. FIRST GUARDIAN. A mezzodaemon (80 h.p.) is bound to this Spartan room, tasked with destroying intruders and protecting Gregor Proust.

    C. CHALLENGE. A shimmering scarlet curtain of energy blocks the east passage out of this room. Anything touching it will be instantly and irrevocably (short of a *wish* spell) obliterated. On the floor are tiles laid out thusly:

    1 1
    2 1
    1 2 1 1
    1 1 1 2 2 1
    □ □ □ □ □ □
    □ □ □ □ □ □ □ □

    The tiles that are empty boxes are laid out in slate, and there is a piece of chalk nearby. If the correct answer is written into the boxes (3 1 2 2 1 1, 1 3 1 1 2 2 2 1; the key is to say out loud what you see in a line, and write it numerically in the next line; the second line is "two ones", the third line is "one two, one one", and so forth), the energy curtain will disappear. If a single incorrect number is written in on of the slate tiles, the person doing so will take 3d4 points of electrical damage, and the incorrect number will be erased.

    D. FINAL GUARDIAN. This room is unadorned, but

contains a clay golem (50 h.p.) which will immediately attack intruders. Sounds of combat in this room will alert Gregor Proust in Room E, who will stand ready to ambush any unwary intruders who come through the door into the crypt.

E. CRYPT OF GREGOR PROUST. This large chamber mostly consists of a ramp going clockwise around the external wall of the room, with each "level" of the ramp being 10' lower than the one above it. At the bottom is a large lidless coffin with the skeletal remains of Gregor Proust, now a lich of immense power (22 HD: 66 h.p., functions as a 22nd level magic-user; spells memorized: *charm person, jump, magic missile, sleep, spider climb, detect invisibility, ESP, invisibility, stinking cloud, web, dispel magic, fireball, haste, slow, suggestion, dimension door, ice storm* (x2)*, wall of ice, wizard eye, cloudkill, cone of cold, teleport, transmute rock to mud, wall of force, death spell, disintegrate* (x2)*, geas, project image, Bigby's grasping hand, monster summoning V, phase door, power word stun, mass charm, mind blank, polymorph any object, trap the soul, astral spell, prismatic sphere, temporal stasis*. Proust also has the following magic items: *staff of the magi* with 24 charges*, wand of frost* with 88 charges*, ring of free action,* and a *robe of scintillating colors* (he carries them all on his person, and will use them in combat to greatest effect). 9 secret compartments in the walls (one on each "level" of the ramping floor) contain the following: #1: 3,000 c.p.; #2: 2,000 s.p.; #3: a poison arrow trap (attacks as a 7th level monster, save vs. poison or die, save means 20 h.p. damage plus 1d6); #4: 1,000 e.p.; #5: 5,000 g.p.; #6: 20 gems; #7: empty; #8: 1,000 s.p.; #9: 5 pieces of jewelry and 10 gems. His phylactery and spell books are in a special chamber, 10' in diameter and 20' below his coffin, reachable only by some magical means of transportation such as *dimension door*. The place is also covered by magical wards which warn the lich if its sanctuary has been disturbed, in which case it will immediately investigate.

F. SECRET STAIRCASE. The secret passage from Room E leads to three narrow staircases, which eventually brings the traveler to the same level as the Bone Road. Note that at the top of the second staircase there is a small bag hanging on a hook on the wall. The bag contains a thousand marbles. If pressed, Gregor (see Room E) will flee up these stairs and throw the marbles behind him to slow up pursuers.

Level Eight: The Lesser Caves

This level mostly consists of a series of natural caves and tunnels, although portions are partially excavated. These areas are by turns controlled by a clan of trolls, a variety of different giant insects, a shadow dragon, and the Temple of the Rat God. These areas serve as the thematic introduction to the four levels of natural caves and caverns which await those who are intent on delving to the bottom of the dungeons. These factions generally get along, but it is certainly possible for clever play to bring them into conflict with one another.

The northeast section of this level is an exception, however; it is an area of worked passages that is deliberately designed to trick explorers into thinking that they are descending far deeper into the dungeons than they actually are. A series of subtly sloping passages bring the player characters "up", where they then find staircases "down", not realizing that they have in fact remained on the same level of the dungeon all the while.

The game master should remember that one-way doors appear as normal walls from the "outward" side (i.e., the side the door opens into), and will close automatically unless held open with an iron spike or other device. This can make retracing one's steps in the northeastern portion of this level particularly difficult.

It should also be remembered that the trolls presented here are not merely mindless brutes. They have their own tribal culture and language, and clever parties will at least make the attempt to parley. They should be presented as hardly intellectuals, but fiercely cunning. Their hides are all moss green.

This level has direct access to Levels 6, 7, 9, 10, 11 and 13. There are four maps: northeast, southeast, southwest, and northwest.

Table 8.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	1 death watch beetle
2	1-6 giant crickets
3	7-12 giant rats (20% chance of a wererat in addition)
4	1 giant slug
5	1 mimic (will appear as a door or stone arch)
6	3-12 giant centipedes (50% chance they are huge centipedes)
7	Pick monster from nearby room
8	Pick monster from nearby room
9	Pick monster from distant room
10	Minor cave-in (if in natural cavern area, otherwise re-roll)
11	Pick monster from Level 9: THE GREATER CAVES
12	Dungeon Dressing (use table 8.2)

A minor cave-in represents the falling of rocks and stone from either a ceiling over the player characters, or a wall they happen to be traveling next to or near. Such a cave-in will not cause any damage, but there is a 10% chance that it will turn into a major cave-in. Such a cave-in will cause everyone within a 30' radius of the epicenter (roll randomly to determine which player character in the party is beside the epicenter) to make a saving throw vs. paralyzation. Those who make their saving throw will be able to dodge out of the way of the falling stones. Those who fail will take 3-18 h.p. of damage. There is a further 1% chance that a major cave-in will actually collapse a tunnel (rendering it impassable) or a portion of a cave. Gnomes may use their racial abilities to avoid such encounters, if they specifically state that they are doing so.

Table 8.2: Dungeon Dressing

Roll	Encounter
1	A broken axe-handle
2	A stone bowl
3	Written on the floor, in chalk: "HERE"
4	4' ring of mushrooms growing on the floor
5	A small wineskin, full
6	A sword hilt
7	The sound of several tiny voices laughing
8	The scent of roasting meat
9	A sudden gust of wind (50% chance to extinguish uncovered candles, but not torches or oil lamps)
10	A light haze of smoke
11	Six discarded torch-stubs
12	Special (see APPENDIX IV: Special Random Encounters)

ENCOUNTER AREAS

1. SLOPING PASSAGE. These hallways gradually slope up to meet the level of the top of one of the staircases (see Area #2). Note that the 5% slope is too subtle to be detected under normal circumstances; dwarves, etc. have their normal chance to detect.
2. STAIRS TO NOWHERE. These staircases are designed, in conjunction with the very subtle sloping passages on this level (see Area #1), to convey the illusion of descending to a deeper level of the dungeon, when in fact those using them are actually on the same level they started.
3. SLIDE. This staircase is, in fact, one of the "stairs to nowhere" (see Area #2) but when the fifth step is reached (two ranks of player characters marching), the whole will flatten into a 45° slide, and oil will be released from a hidden reservoir, making the whole exceedingly difficult to climb back up. The slide will reset automatically after 30 minutes.
4. STAIRS DOWN. This staircase leads to Area #1 on Level 9: THE GREATER CAVES.

5. STAIRS DOWN. This staircase leads to Area #6A on Level 9: THE GREATER CAVES.
6. STAIRS DOWN. This staircase leads to Area #13 on Level 9: THE GREATER CAVES.
7. STRAWBERRY. The south wall of this niche is decorated with a mosaic depicting a 5' high strawberry. If licked, it will taste just like a ripe strawberry, but provide no nutritional or other benefit.
8. DISAPPEARING ROOM #1. Once entered, this room will completely disappear into a pocket dimension 10 minutes after the door has been closed again (including the door itself). It will reappear 24 hours later. Within are two chests, one large and the other slightly smaller. The two chests are actually a pair of mimics; the larger is of the "killer" variety (9 HD, 45 h.p.) which will attack immediately if approached, and the other of the more intelligent sort (7 HD, 29 h.p.) who will, if approached after the nature of the large one has been discovered, profusely apologize for his brutish cousin's behavior and ask politely if the player characters have any food they might be willing to part with. Only if refused will the smaller one attack.
9. DISAPPEARING ROOM #2. Once entered, this room will completely disappear into a pocket dimension 10 minutes after the door has been closed again (including the door itself). It will reappear 24 hours later. Within is a chasme demon (33 h.p.) which guards an amphora containing 3,000 s.p. and 2 pieces of jewelry.
10. DISAPPEARING ROOM #3. Once entered, this room will completely disappear into a pocket dimension 10 minutes after the door has been closed again (including the door itself). It will reappear 24 hours later. It contains the (cold) remnants of a cook-fire, an iron tripod and kettle, and the discarded wrappings of some sort of rations.
11. DISAPPEARING ROOM #4. Once entered, this room will completely disappear into a pocket dimension 10 minutes after the door has been closed again (including the door itself). It will reappear 24 hours later. The room contains a flesh golem (40 h.p.) which will attack and pursue anyone who enters the door.
12. FINAL REST. This dark out-of-the-way room contains only a desk, high stool, and a single cot with a long-dead skeleton of a human, who apparently died in his or her sleep. On the desk are an inkwell, quill, and a scroll, upon which is written (in Common) a short diary. The first entry is dated the 11th day of Brewfest (no year is given): "I feel ashamed to have come so far and then stop short of the ultimate goal. There's no going back now, but neither do I have the courage to go forth. An inexplicable dread fills my bones. Perhaps once I rest, my courage will return to me." There are seven more entries; each dated sequentially, all of which say essentially the same thing, but briefer every time. The final entry simply says, "I must rest. So very tired."
13. COLLAPSED PASSAGE. This worked stone corridor is completely blocked by a collapse of the ceiling and walls. Anyone attempting to excavate the rubble runs the risk of causing further collapses.
14. SLOPING PASSAGE. This passage gradually slopes down to Area #3 on Level 13: THE MAZE. Note that the slope is too subtle to be detected under normal circumstances; dwarves, etc. have their normal chance to detect. It will turn after quite some time, right, left, and so forth, leaving most explorers without any sense of orientation. *(DESIGNER'S NOTE: A similar route, extremely difficult to reach, was noted to exist in Gary Gygax's original dungeons, and was ultimately taken by Lord Robilar* et al *to reach the bottom level of the dungeons.)*
15. EMPTY ROOM. Covered with thick dust, long undisturbed.
16. OLD STOREROOM. This room is full of mining equipment, the whole covered with dust and cobwebs. There are pick-axes, shovels, timber supports, hammers, an old mine cart (there are no rails on which it can move, however), miners' helmet-lamps (but no fuel), etc. There are three large spiders (5,6,6 h.p.) concealed near the ceiling in the southeast corner of the room.
17. SEMI-FINISHED CAVE. The northern wall is worked stone; the rest of this room is a natural cave. It is also home to a pair of giant two-headed trolls (54,60 h.p.). They are temporarily banished from the troll-king's domain.
18. TREASURE TROVE. The giant two-headed trolls in Area #17 have amassed quite a fortune over time; a single large unlocked chest contains 1,000 e.p. and 4,000 g.p., a smaller locked chest (with a poisoned needle trap; save vs. poison or die) contains 10 gems and a *potion of speed*. The key to the chest is in Area #19.
19. LARDER. The giant two-headed trolls in Area #17 keep great stores of food in this cave; there are three (semi-rotten) animal carcasses hanging on hooks set into the ceiling, a half-dozen casks of fine ale, and a small pot of mustard. A small key is taped under the lid of the pot; it unlocks the chest in Area #18.
20. LARGE CAVE. This enormous underground cave reaches 60' below the entrances found on this level of the dungeon, the floor of which is reachable only by going over steep cliffs, as marked on the map. The whole is dimly lit by phosphorescent lichen that allows sight up to 100' or so from any given vantage point. On the floor of the cave, as well as on the various cliffs and shelves, tunnels disappearing into the stone can be dimly seen. In addition, the trickle of water can be heard, and its source (a small underground stream which enters and exits the cave through natural fissures in the walls, flowing rapidly north to south) can possibly be seen, depending on the vantage of observers. Those entering the cave are likely to be set upon by its various inhabitants (see Areas #21-33 for details), especially if they draw attention to themselves by using magical flight, crossing the stone bridge, etc. The floor of the cave is actually on Level 11: THE GREATER CAVERNS, and is further detailed therein as Area #41.

21. CAVE BEARS. A pair of these enormous brutes (40,45 h.p.) dwells here. They are semi-pets of the stone giants in Area #23, and if either hears the sound of combat coming from the lair of the other, they will each come to the others' rescue.
22. STONE BRIDGE. This narrow natural stone bridge arcs gracefully over the chasm, and is approximately 60' above the bottom-most floor of the mammoth cave. Creatures attempting to cross the bridge have a 90% chance of being set upon by the harpies of Area #32, and possibly the stone giants of Area #23.
23. STONE GIANTS. A trio of stone giants dwells in this cliff top cave (39,40,45 h.p.). They are solitary by nature, ignoring the other inhabitants of the large cave, but do not brook intruders. They have a large supply of boulders, which they will hurl at intruders coming across the stone bridge, and there is a 40% chance that at least one of them will be watching the bridge at any given time. At position A there is a long (80') very thick knotted rope tied securely to an iron ring set into the stone. Once every few days, the giants will use this rope to visit the floor of the cave and gather water and food. They will on occasion (either alone or in a pair) venture forth in search of some novelty. The cave itself is quite comfortably appointed, with a low fire (the smoke from which is drawn up into a natural fissure in the ceiling, ending up who-knows-where), with comfortable furs draped over worn stones providing most of the furnishings. Inside a great stone hollow in the floor (covered by a vast stone slab which requires a combined strength of 40 to lift) is the giants' treasure; six large sacks containing a total of 4,000 g.p., a small pouch containing 5 gems, and a *cursed sword +1*. They are aware of the magical nature of the caves in Areas #26-28, but not their specific effects, and avoid them, but also guard them jealously, knowing of their intrinsic value.
24. CAVE-IN. This natural passage goes for approximately 25' to the southeast before being completely choked by rubble from a cave-in. Anyone attempting to excavate the rubble runs the risk of causing further collapses.
25. NOT-SO-FUN FUNGI. A patch of 8 shriekers (12,14,15,15,16,16,17,18 h.p.) and 3 violet fungi (15,16,19 h.p.) is here. Attempts to enter the cave leading to Areas #26-28 will result in both the alerting of the inhabitants of the cave (including most especially the giants in Area #23 and the dragon in Area #30) and attack by the violet fungi.
26. RED CAVE. This cave is filled with a thick mist that glows bright red. Those who enter the cave must save vs. magic or find their minds transferred with someone else in the cave. This mind-swap will transfer the entire personality, class, alignment, intelligence, and wisdom of the two individuals involved. In those game systems that use a separate attribute for Comeliness (or Beauty, etc.), charisma will be transferred as well. For those game systems that do not include such an attribute, simply average the charisma scores of the two individuals, rounding down. Note that memorized spells will not similarly be transferred; if the mind of a spell-caster of one type is transferred into the mind of another, or a non-spell-caster, then all spells will be lost and must be re-memorized. If there is only one individual in the cave who is susceptible to the mind transference (i.e., who failed their saving throw), the one who did fail will be transformed into some other type of creature (roll on the table for the seventh-level Druid spell *reincarnate* to determine what sort of creature the character becomes). This will only affect the same creature (mind or body) once in a lifetime. The effect can be reversed or altered by a *wish* or other similar enchantment. Normal system shock rules apply.
27. BLUE CAVE. This cave is filled with a thick mist that glows with an electric blue color. Any dead body brought into the mist, as long as it is dead no more than 200 years, will be *resurrected* as per the 7th level clerical spell. The cave's magical effect will only work on the same person once. Normal resurrection survival rules apply.
28. YELLOW CAVE. This cave is filled with a thick mist that glows with a vibrant yellow color. Everyone entering this room must make a saving throw vs. magic. Anyone failing the throw must roll 1d6. For each number that they have rolled, they will add one point to their ability scores, starting with the lowest and moving towards the highest. In case of a tie, roll to see which statistic is increased (if necessary). One person can only potentially receive this benefit once; whether or not they fail their saving throw and actually get their abilities raised does not matter. They don't get a retry.
29. LEDGE. This broad ledge looks over the entire eastern half of the large cave, and the southeast corner leads to a trail that reaches all the way to the bottom at Area #41C on Level 11: THE GREATER CAVERNS (approximately a 45° angle). The luminescence from the cave penetrates only dimly into the passage northeast of the ledge.
30. MASTER OF THE CAVE. This is the lair of Gloomstorm, a huge and ancient shadow dragon of incredible malevolence and intellect. (54 h.p., spells: *darkness, hypnotism, fog cloud, mirror image, continual darkness, suggestion, improved invisibility, shadow monsters*.) Although he rests on an enormous heap of 100,000 iron and brass coins (the latter having been worn to a dark patina by years of serving as the dragon's bed), his true prize is a large iron collar studded with 20 large black jaspers (100 g.p. each), 30 large cut pieces of jet (500 g.p. each), and 5 black sapphires (5,000 g.p. each) worth a total of 45,000 g.p. if somehow removed from the beast's neck intact. Gloomstorm also possesses both a *murkstone* (see APPENDIX II: New Magic Items for details) and six *beads of force* which he takes with him on his rare forays into the cave. The other inhabitants of the cave leave him regular offerings on the ledge (Area #29) specifically to forestall such forays. Gloomstorm will investigate if the shriekers in Area #25 sound off, or if there is particularly loud

sounds of combat in the cave (such as the giants in Area #23 tossing stones at the bridge, etc.).

31. NURSERY. The long-desiccated remains of six dragon eggs can be found here in a sandy patch on the ground, along with dark brown streaks on the walls and floors which are, on reflection, probably blood. No trace of young can be found, however.
32. BUTTE. This is the top of a large stone plug that rises from the bottom of the huge cave with sheer stone walls that require special skills and/or equipment to climb (and at a 20% penalty due to the lack of hand- and footholds). The top is used as the aerie of a flock of a dozen harpies (12,13,14,14,14,15, 16,17,18,19,20,20 h.p.) who will almost always attack travelers on the stone bridge (Area #22), and who regularly patrol the rest of the cave looking for prey. In great undifferentiated piles mixed in with the substance of their nests, they have amassed 4,000 e.p., 4 gems, and a *girdle of frost giant strength*.
33. SHELF. This is a natural stone shelf projecting out from the wall of the cave, 60' above the floor. It cannot be reached save by climbing (with a 20% penalty due to the sheer nature of the stone), flight, or magical means. Eight gargoyles dwell here (16,17,18,20,20,24,26,27 h.p.), who generally leave the harpies in Area #32 to their own devices (and vice versa), but very clever tactics could put them at odds with one another in melee. Each has 6 g.p. on its person, and there are four large leather sacks with 500 s.p. each, as well as 3 gems, up on the ledge.
34. SLOPING PASSAGE. This is a steeply sloping passage leading down to Area #21 on Level 9: THE GREATER CAVES. Note that because it is a steep enough slope, it is obvious to anyone traveling down this tunnel that they are going down; no check or special racial skills are required.
35. SANDY CAVE. The floor of this cave differs from that of the rest of the level, in that it is covered with a thick layer of sand. A sealed vase is visible in the southwest corner of the cave, half buried in the sand, which if opened is found to contain 25 p.p.
36. EMPTY CAVE. Just some loose stones on the floor.
37. SEMI-FINISHED ROOM. The walls of this chamber are partially of finished stonework, and partially natural cave-walls. A pick-axe is still embedded in the living stone along the southern wall; if anyone attempts to remove it, the handle has a 50% chance of breaking off in the hands of the person making the attempt. There are 4 megalocentipedes (12,13, 14,16 h.p.) here, which will attack intruders, thinking them food.
38. HERMIT. This is the abode of the human Francis Kermode, a hermit who has taken up residence here to get away from the hustle and bustle of the weary world. Kermode is not only an albino, but he is also a were-bear (39 h.p.), as well as being a cleric of the Goddess of the South Wind (in human form: C6, AC 8 (DEX), spells memorized; *command, cure light wounds, protection from evil, sanctuary, find traps, hold person, silence 15' radius, create food and water, dispel magic*). He wields a *mace +2*, and possesses a *periapt of wound closure*. He will maintain his human form unless threatened, in which case he will assume his bear-shape and threaten back. The local trolls have learned to give him a wide berth, and he for his part does not trouble them. He possesses a small pouch with 40 s.p., but his real treasure is the key to Area #39, which he also keeps in that same pouch. He knows the hermit Ygg Narvi in Area #76 on Level 10: THE LESSER CAVERNS. They will sometimes get together for meals and to share gossip, recipes, techniques for insulating a cave with wattles, etc.
39. LOCKED ROOM. The door to this room is not only locked (Francis Kermode in Area #38 has the key), but sealed with a *glyph of warding* (anyone attempting to open it without the key will receive a blast of fire for 12 h.p. of damage). Within is a large safe of glassteel some 3' on a side. Inside, plainly visible on a purple pillow, is a necklace bearing a large round gold medallion. This is, in fact, a key to freeing the demon prince Fraz-Urb'luu (see Area #104 on Level 7: THE CRYPTS for more information). Kermode will protect this room, and its contents, with his life. The safe can only be opened with the proper combination being entered into the lock. The lock consists of a grid laid out thus:

    □ □ □
    □ □ □
    □ □ □

    With each box represented by a square hole. Resting atop the safe are nine silver plaques, each exactly the same size as the holes, numbered 1-9 on one side, and with the number 15 on the back. They must be placed in the lock so that each row, column, and diagonal adds up to 15. The answer is:

    4 3 8
    9 5 1
    2 7 6

    Once this combination (or another that yields the same answer) is entered, the door will open and the amulet can be safely removed. Any single incorrect placement will result in a jolt of 3d6 h.p. of electrical damage.
40. COLD CAVE. The temperature in this cave is noticeably chilly, compared to the tunnels immediately surrounding it. On the southern wall of the cave, a round face with an enormous smile and two dead eyes has been carved; it has no particular properties or significance, but don't let that stop the player characters from imagining otherwise and investigating. There is a patch of brown mold covering most of the floor and walls of this room, which will begin to drain heat energy from anyone in the cave more than one round.
41. WHIP SCORPIONS. A pair of giant pedipalps lair at the end of this thin cave (22,25 h.p.). Ten gems are scattered about the floor, in and amongst the detritus and trash.
42. MURAL ROOM. The walls of this room are covered with a number of colorful and obviously once-

beautiful frescos depicting courtly life in some idealized world. There are beautiful princesses and handsome knights on white chargers, villainous dragons of every hue, and mysterious wizards aplenty. No single tale seems to be told here, but there appear to be snippets from at least half a dozen well-known folktales and fairy stories. The only thing marring this idyllic scene is that the faces of all the human figures seem to have been smashed on the very walls upon which they were painted.

43. EMPTY ROOM. There are six identical wooden chairs arranged against the south and east walls of this room. It is otherwise empty.
44. TIME TO THINK ABOUT DINNER. The walls of this room are decorated with an intricate collection of writings in the language of the mind rippers. If translated (most probably by magical means), it will prove to be a recipe for fire-giant-brain lasagna. Two minutes after this room is entered, the door will slam shut (unless spiked) and will remain so for 4-9 (1d6+3) hours, after which time it will open with an audible click.
45. SECRET ROOM. The trolls are not aware of the existence of this room. It contains several racks of weapons and stands with armor, shields, and helms. Most types of weapons and armor are represented, and mixed into the bunch is a *glaive-guisarme +1* and a *cursed long sword -1*.
46. TROLLS KITCHEN. Note that the northern door to this room is always open, and a faint trail of smoke can usually be seen emanating from within. There are several large and low fires going at any given time, and unidentifiable (or, worse, partially identifiable) chunks of meat roasting on spits, large pots bubbling and burbling, loaves of strange grey bread, dried vegetables, sacks of salt and grey flour, etc. On one of the four tables used for food preparation is a collection of nine ceramic jars with lids, each labeled (in Troll). There are "Dwarf beard", "Dried orc snout", "Gnome nose", "Elf ear tips", "Dried blood (mixed)", "Poison ivy", "Ent leaves", "Turkels", and "Oregano". The two troll chefs (31,31 h.p.) live here and will almost certainly be here.
47. STORES. There are thirty-three large casks of troll brew here (each cask holds approximately 30 gallons, and is most definitely both undrinkable by and unsalable to anything other than trolls and the occasional ogre or ettin). The various barrels are in various stages of fermentation.
48. TROLL GUARDS. The personal bodyguards of the troll king dwell here when they are not on duty either in the court itself or at the guard-post in Area #51. Six giant trolls are likely to be here at any given time (37,38,39,40,40,41 h.p.). There are piles of ratty furs, half-gnawed bones of dubious origin, some with scraps of meat still clinging to them, and various other pieces of debris in the cave. Between them there are some 3,000 g.p. mixed in and amongst the detritus, along with a discarded scroll case containing a clerical scroll containing *speak with dead*.
49. TROLL WIVES. There are six enormous beds here, all of which are smashed and broken, but apparently still in use, with tattered finery, torn mattresses, etc. This is the harem of the troll king Ugrug, and is at present occupied by three of his wives (36,36,37 h.p.). Each of the wives wears a piece of jewelry, and will come to the common defense of the court if a battle ensues, fighting almost fiercer than the guards themselves.
50. COURT OF THE TROLL KING. This room is dimly lit by phosphorescent lichen, giving it a sickly yellow glow. The king of the local trollish clan, one Ugrug (54 h.p., AC 1 (*ring of protection +3*)), sits on a mockery of a throne made up of stones, tattered furs, and bits of bone and debris in the northeast corner of the room. He wears a crudely-shaped crown of solid gold, however, worth 2,000 g.p. He is attended by three of his troll-wives (34,35,37 h.p.; each wears one piece of jewelry), and from 3-12 of the local troll population will be here at any given time. Two giant trolls (60,63 h.p.) stand guard beside the throne. The room is always boisterous when "court" is in session; with huge hunks of meat and flagons of foul troll-brew being consumed, and loud with song both bellowing and nauseating by turns. In addition, chained to the throne by heavy iron links leading to an enormous black iron collar, is the official "court jester"; the dwarf Oleg Irontooth (C/F 7/8, 42 h.p. (currently down to 28 due to damage), no spells memorized, AC 9 (DEX), neutral good). Oleg is rather stunned and in a constant state of semi-shock due to his many months of mistreatment; he is the last of an expedition of dwarves which was captured by the trolls and who have been turned into feasts for the trolls one by one. Oleg knows his time is short. Beneath the heaped-up stones of the throne, and concealed by the furs, is an enormous mound of 3,000 c.p., 2,000 s.p., and 7,000 g.p.
51. GUARDS. Four giant trolls are here (36,37,37,40 h.p.), guarding the entrance to the troll-king's cave (see Area #50).
52. TROLL WARREN. Twenty of the fearsome beasts lair in this cave and the adjoining side-caves. A low smoky fire is in the middle of the central cave, and from 3-18 of the trolls from caves A-D will be in the central chamber at any given time. Cave A has four of the beasts (30,32,39,40 h.p.), with a sack with 1,000 g.p. Cave B has five of them (33,35,36,42,43 h.p.) who have a foot-long carved ivory box (itself worth 100 g.p.) containing a piece of jewelry, a *potion of invisibility*, and 100 c.p. Cave C has five more (35,36,37,44,45 h.p.) with a pile of 2,000 s.p. and a *dagger +2*. Cave D has 6 of them (34,37,38, 41,42,44, h.p.) with a large unlocked chest with 3,000 g.p.
53. EMPTY CAVE. There are a few unidentifiable bones scattered across the floor of this cave. It is otherwise empty.
54. TROLLS' MIDDEN. This room is used as a general dung heap/trash dump. An otyugh (7 HD, 33 h.p.) has been allowed to dwell here, as it helps to guard this particular passage from intruders. The otyugh knows

when it has a good thing, and gladly accepts the situation.

55. TROLL SHRINE. This rough and evil shrine has a life-sized wooden image of the trollish deity The Destroyer, which is brought in procession through the caves on holy days and at feasts. The statue is decorated with a pair of golden bracelets worth 200 g.p. each. Decorating the walls are very rough wall hangings (worthless) and the bones of enemies. The shaman of the local troll tribe dwells in cave A; Yknig (31 h.p.; spells memorized: *cause light wounds, protection from good, resist fire*). Area B is home to two troll acolytes (29,30 h.p.; each has *bless* memorized). There is a 25% chance that one of the three shamans will be in the shrine itself, at some awful and blasphemous rite or prayer.
56. STAIRS UP. This staircase leads to Area #26 on Level 6: THE LABYRINTH, passing through Area #93 on Level 7: THE CRYPTS.
57. RUST MONSTERS. A pair of rust monsters makes their lair here (22,24 h.p.). A skeleton wears a leather pouch with 3 gems inside.
58. GRELL. At the center of this cave is a small chimney that goes up into the ceiling. It is the favorite haunt of a grell (22 h.p.). The grell could, however, be found as a wandering encounter elsewhere floating near the ceilings of the caves, in search of prey
59. CRICKET CAVE. This cave is very long, but has a relatively low ceiling (never more than 15' from floor to ceiling in any given place). The walls and floor are covered with a variety of various lichens and fungi, some of which are mildly phosphorescent, giving the entire place a dim orange glow, and the trickling of water can be heard. It is home to some 100 cave crickets (8 h.p. each), which will usually be found clinging to the walls or slowly moving across the floor or ceiling munching on the fungi to be found there. However, if frightened by incautious (or unlucky) intruders, the chorus of chirping will be joined throughout the entire cave, which can most certainly be heard in all but the most inaccessible portions of the northeast corner of this level. In addition, a cascade effect of jumping crickets could ensue, creating a very deadly environment for anyone in any corner of the place. A small underground stream runs from a fissure in the northern wall to a sink-hole (B) in the middle of the cave. Location A marks the place where the sink-hole in Area #34 on Level 7: THE CRYPTS will deposit people and things that go through it.
60. STAIRS UP. This staircase leads to Area #33 on Level 7: THE CRYPTS.
61. SMALL CAVE. Home to a lone orc (6 h.p.) who somehow got separated from his tribe (the Grinning Skulls) on Level 2: THE DUNGEONS and managed to survive for more than a month. He is armed with a spear.
62. UNSTABLE CAVE. The eastern tip of this cave is very unstable; there is a 50% chance per turn that anyone is in this cave that the last 10' will collapse, causing 4d6 h.p. of damage to anyone in that area.
63. FUNGUS CAVERN. This cave is choked with thickly-growing fungus and mushrooms. A group of 6 boring beetles nests here (20,22,24,25,27,30 h.p.). If the fungus is cleared away, a large locked iron chest will be revealed. Within is 4,000 g.p.
64. STALAGMITES. The floor of this cave is studded with a number of stalagmites.
65. SLOPING PASSAGE. This is a steeply sloping passage leading down to Area #25 on Level 9: THE GREATER CAVES. Note that because it is a steep enough slope, it is obvious to anyone traveling down this tunnel that they are going down; no check or special racial skills are required.
66. TELEPORTER. Anyone entering the last 20' of this tunnel will be teleported to Area #44 on Level 10: THE LESSER CAVERNS.
67. EMPTY CAVE. Occasionally one of the cave crickets from Area #59 will wander in here, but it is usually devoid of habitation.
68. FUNGUS CAVE. The walls and floor of this cave are covered in harmless (in fact, edible) fungus and mushrooms. There are also two shriekers here (12,12 h.p.).
69. POST ROOM. Against the western wall are three blue metal boxes, each on four 1' metal legs and with indecipherable writing and symbols painted on. Each also has a large door, opened by pulling on a handle in such a way that one can place something into the box, but not reach in and take anything out. The boxes are impervious to all but the strength of a demigod, although they can be dented (and all three show signs of such). Letters, notes, or other missives placed inside any of the three will be instantaneously transported to their destination, as long as they are properly addressed.
70. GUARDS. Four skeletons are in this room (5,5,6,6 h.p.), and will attack anyone who enters.
71. TAILOR. This smallish room is cozily furnished; there is a cot, table, a few chairs, and a large armoire filled with fine clothing. Within is Sege Veriston, an ancient gnome (I/T 7/11; 26 h.p.; AC 4 (DEX + *ring of protection +2*); 18 INT and 18 DEX; spells memorized: *color spray, darkness, phantasmal force* (x2), *fascinate, ventriloquism, whispering wind, phantom steed, rope trick*). He is armed with a *dagger +3*, but will avoid combat if at all possible, most likely through the use of the *robe of scintillating colors* which he wears. He is an affable, but completely absent-minded old fellow, who will offer player characters a cup of tea, but be completely unhelpful in terms of the layout or inhabitants of the rest of this level. ("I'm much too busy with my sewing to worry about what's out there," he'll say with an airy wave of his hand.) If asked about *robes of scintillating colors* (other than the one he's wearing, of course), their manufacture or possible whereabouts, he will acknowledge that he once knew the secret, but he's long forgotten it. ("I did leave one lying around here someplace, once… never did figure out what happened to it.") His spell book (including the spells he has memorized plus *read illusionist magic, fog cloud,* and *phantom*

armoi) is hidden in a false bottom of the armoire. It also contains the formula and instructions for creating a *robe of scintillating colors*, but the tailor has completely forgotten that it's in there. If treated well, he will be kind and polite (as well as offer to mend any of the player characters' garments that require mending), but if bullied or pestered, he will use the *robe* he wears to get rid of intruders.

72. WARDROBE. Here is where Sege Veriston stores the garments that he has made over the many years. There is rack upon rack of cloaks, hose, tunics, doublets, gowns, etc. If Sege is well-disposed towards player characters, he may invite them to take something "that you fancy and that fits" from the collection. Those who take things without his invitation will find that, after 1 turn, they will begin to get snug, then tight, then breathing will become difficult, and eventually the clothing will strangle the wearer. Otherwise, they will be of fine quality and exceptional durability.
73. COLLAPSED PASSAGE. This worked stone corridor is completely blocked by a collapse of the ceiling and walls. Anyone attempting to excavate the rubble runs the risk of causing further collapses.
74. RAINBOW CAVE. This cave is remarkable because of the scintillating colors of its walls, floor, and ceiling; every color of the rainbow is represented, in variegated bands of color that also contain some sort of natural crystal that imparts the whole with a staggeringly beautiful glow. The colors fade almost immediately as the cave gives way to the tunnels that lead into and out of it. Experimenting (by chipping away pieces of the stone, etc.) will reveal that the colors are not merely surface-deep but extend at least a foot in all directions. Dust made from the walls of this cave can be used (by those who possess the knowledge) to create a *robe of scintillating colors*.
75. WET CAVE. The whole of this cave is thick with moisture. The middle of the northern wall is very damp, which seems to emanate from a crack near the ceiling. There is ordinary slime on the wall as well.
76. GUARDIANS. A pair of monstrous rats (26,27 h.p.; see APPENDIX III: New Monsters for details) is kept here. The beasts will attack any non-rodent who enters.
77. FANCY CAVE. This cave is appointed in high style. There are wall hangings of quality, rugs and cushions on the floor, a sideboard with brandy and an excellent assortment of fruit and cheeses, a sofa, chairs, desks (all built for someone of a very low stature) and chandeliers hanging from the ceiling giving a warm glow to the whole scene. A pair of giant white rats dwell here (15,16 h.p.; see APPENDIX III: New Monsters for more information), hired on as guards for the swiftly-expanding Temple of the Rat God. Each has a purse bulging with 50 g.p., and they have secreted a small iron strongbox containing 20 gems under one of the many cushions in the cave.
78. NURSERY. At any given time there will be some 20 giant rats here (3 h.p. each), and hundreds of tiny babies, rustling, tussling, whining pitifully, nursing, etc. If this place is invaded, the rats will defend it with uncommon fury (+2 on all "to hit" rolls) and more rats, both giant and common, will issue forth from the myriad small holes in the walls and the corridors to come to the defense of the young.
79. EMPTY CAVE.
80. TEMPLE OF THE RAT GOD. The first thing one notices about this place, dimly lit by torches in sconces on the walls, is the many hundreds of rats, both ordinary and of the giant variety, seething across the floor like some great, furry, squealing, squirming wave. There are scores of small holes in the walls into which rats are constantly scurrying; these very small tunnels eventually lead up to the labyrinthine rat holes on Level 7: THE CRYPTS (see the introduction to that level for more information on the nature of these tunnels). A close examination will reveal that most of those entering the area are carrying at least a small morsel of meat or other garbage in their jaws, which they then share with the group. At area A there is a stone statue of an enormous rat standing up on its hind legs, with its arms crossed as if it was a human, before which at any given time a dozen rats can be seen making obeisance as if in some weird mockery of true religion. Hidden in the base of the statue is a secret compartment containing a box with five matched emeralds (1,000 g.p. each). Mixed in with the giant and ordinary rats will be 5 were-rats in rat-man form (13,14,15,15,16 h.p.) who act as both guards and assistants to the rat-god's priests. There is a 25% chance that one of the giant white rats from Area #77 will be here as well. B is a staircase that leads to Area #107 on Level 7: THE CRYPTS. In a combat situation, the walls will seem to literally boil forth with rodents, who overwhelm intruders and act with great tactical precision and coordination (aided and commanded by the were-rats).
81. WITCH DOCTORS. A pair of witch-doctors in the service of the Rat God dwell here, and are servants to the shaman in Area #82. Both are wererats, and each is a witch-doctor of the third level (16,17 h.p.; spells memorized: (#1) *light, darkness, chant, ventriloquism, push, invisibility*; (#2) *cure light wounds, cause fear, resist fire, dancing lights, shield, levitate*). Each has a pouch with 30 p.p. and the second is armed with a *dagger of venom*. If the temple is assaulted, each will assume giant rat form and enter the fray to help lead the defense. In extremis, they will cut and run into one of the dozens of rat-holes. They are not above pretending to be prisoners or any other subterfuge necessary to deal with intruders. Hidden in a secret niche in the northeast wall is a large chest with the major portion of the loot of the Temple; 20,000 s.p., 11,000 e.p., 9,000 g.p., and 1,000 p.p. The chest is locked (the shaman in Area #82 has the key) and trapped with a 9-HD *fireball* which will go off if the chest is opened by any means other than the magic key.
82. SHAMAN. The shaman of the rat-god dwells here, and is privileged to have a private shrine in the southeast corner of the cave. The shaman herself is of 7th level, and is a wererat (30 h.p.; spells

memorized: *cure light wounds, cause light wounds, darkness, augury, chant, resist fire, cause disease, dispel magic, divination)*. She is armed with a *short sword +2* and has a *bowl of watery death*, the nature of which she knows and will try to use, if in dire straights, to cause injury to intruders (by pretending it is a magical bowl of beneficial sort and feigning cooperation) before escaping in giant rat form through one of the several rat-holes throughout this cave and the temple itself. She also has the key to the locked chest in Area #81 (it does radiate magic if detected for). Beneath her bed is a small locked chest with a poison dart trap (attacks as an 8th level monster, if the person opening the chest is hit, they must save vs. poison or take 25 h.p. of damage and be unconscious for 13-24 (1d12+12) hours. The chest contains 20 gems and a piece of jewelry.

83. NICHE. There is a secret compartment in the back wall of this seemingly natural niche in the corridor. Within is a panel with three levers; one with a purple handle, one green, and one orange. The purple and green begin in the "up" position; the orange is "down". Manipulating these levers will have effects in Area #85 on Level 10: THE LESSER CAVERNS.
84. GUARDS. While the trolls to the south generally leave the rats and their Temple alone, caution is never wasted. Two monstrous rats are kept here (24,27 h.p.; see APPENDIX III: New Monsters for details), and a wererat guard (15 h.p.) is on duty in location A at any given time.
85. GUARD ROOM. If the rats are engaged in sorting loot in Area #86, this room will be filled with 20 giant rats (3 h.p. each) and 2 wererats (16,17 h.p.) as guards. If anyone is being kept in the cells (Area #88), they will be guarded by 5 giant rats (3 h.p. each) and one wererat (16 h.p.). Otherwise, this room will be empty, but a table and two chairs are here, as well as numerous droppings on the floor and rat-holes in the walls.
86. SORTING ROOM. This half-finished room has a long table with raised sides in the middle, surrounding which are a number of smaller tables, each with a tall stool and large earthenware urn. Each urn is labeled; iron, brass, bronze, copper, silver, electrum, gold, platinum, gems, jewelry, other. This is where, after offerings are dropped into the pit by the faithful in the Temple of Orcus above, the rats sort out their loot. Unless a sacrifice has just been made, this room will be empty.
87. OFFERING PIT. This is where the darkened pit from Area #110 on Level 7: THE CRYPTS (the Temple of Orcus) opens up onto this level. At odd intervals on the walls are carvings of leering demonic and skeletal faces, but conspicuously missing are any offerings from above. Unbeknownst to the Orcus cultists above, their offerings are in actuality being secreted away by the rats from the Temple of the Rat God (see Area #80). The constant supply of both sacrificial victims and wealth has greatly enhanced the fortunes of the rodents.
88. CELLS. Each of these small chambers has a bed and an iron ring set into the far wall, onto which chains can be attached. They are used for holding prisoners of the masters of the Temple of the Rat God, but at the moment they are empty. (The game master could, of course, arrange to have an NPC incarcerated herein for the player characters to rescue.)
89. HALF-FINISHED ROOM. This room has finished stone walls on the south, west, and east, but it is obvious that the work is unfinished as it turns to living rock in the northern end of the room. The floor is deeply covered with rat droppings, but it is otherwise empty.
90. UNSTEADY CAVE. Small piles of stones, obviously from small collapses of the walls and ceilings, are in abundance in this cave. The cave is also home to a rock reptile (8' long, 30 h.p., size L) which will immediately charge and attack intruders (surprise 3 in 6). There is a 5% chance per round that someone is within this cave that there will be a minor cave-in (see introduction to this level). Area A marks a caved-in section that ultimately leads to a completely collapsed tunnel. Anyone attempting to excavate the rubble runs the risk of causing further collapses.
91. CAVE MORAYS. The walls of this passage are home to a colony of ten cave morays (20,22,23,24,24, 24,25,26,27,27 h.p.); five on either side of the tunnel. They will strike once prey has moved into the middle of the passage.

Level Nine: The Greater Caves

While the northeastern portion of this level consists of an abortive attempt at beginning mining operations, the vast majority of it is given up to an enormous cave that spans this level and the next two lower ones. This cave sports many different landings, ramps, cliffs, and shelves, and the game master is highly encouraged to carefully read this level along with the next two levels, to properly see how the three levels and their inhabitants interact. Side caves depending from the main cave are only marked on the appropriate level maps (so those side caves on level 9 are only seen on the level 9 map, those twenty feet below are on the level 10 map, etc.).

This level has direct access to to Levels 8, 10, and 11. There are four maps: northwest, northeast, southwest, and southeast.

Table 9.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	1-3 phase spiders
2	1 black pudding
3	Brown mold
4	Green slime
5	1-2 carrion crawlers
6	Pick monster from nearby room
7	Pick monster from nearby room
8	Pick monster from distant room
9	Minor cave-in (if in natural cavern area, otherwise re-roll)
10	Pick monster from Level 10: THE LESSER CAVERNS
11	Pick monster from Level 11: THE GREATER CAVERNS
12	Dungeon Dressing (use table 9.2)

A minor cave-in represents the falling of rocks and stone from either a ceiling over the player characters, or a wall they happen to be traveling next to or near. Such a cave-in will not cause any damage, but there is a 10% chance that it will turn into a major cave-in. Such a cave-in will cause everyone within a 30' radius of the epicenter (roll randomly to determine which player character in the party is beside the epicenter) to make a saving throw vs. paralyzation. Those who make their saving throw will be able to dodge out of the way of the falling stones. Those who fail will take 3-18 h.p. of damage. There is a further 1% chance that a major cave-in will actually collapse a tunnel (rendering it impassable) or a portion of a cave. Gnomes may use their racial abilities to avoid such encounters, if they specifically state that they are doing so.

Table 9.2: Dungeon Dressing

Roll	Encounter
1	A bent iron spike
2	A dagger with a broken blade
3	An empty potion bottle
4	A broken magical wand (no powers)
5	Chittering in the distance (which stops when the party tries to listen intently)
6	Graffiti: Wastri hates Noniz!
7	Sound of wings flapping in the distance
8	Three empty and broken ceramic vials
9	A small crock of butter, still fresh
10	One left slipper of green felt
11	A large red "X" painted crudely on the floor
12	Special (see APPENDIX IV: Special Random Encounters)

ENCOUNTER AREAS

1. STAIRS UP. This staircase leads to Area #4 on Level 8: THE LESSER CAVES.
2. TRACKS. Embedded in the floor of these hallways are steel tracks, approximately 2' apart, mounted on wooden ties. At certain intersections marked on the map a sort of "lazy Susan" device has been installed; this allows a mine car centered on the circle to be turned (manually) so that the car is then lined up with an intersecting track. In this way, a mine car can make a 90 degree turn in-place. Mine cars are found in some of the other rooms on this level. The rails conduct sound; if one attempts to listen (by placing an ear directly on the rail), there is a 20% chance that some sort of pinging, banging, etc. will be heard, consistent with someone either walking on, accidentally hitting, etc. the rails at some point in the system.
3. ELEVATOR SHAFT. There is a 50% chance that the elevator platform will be on this level; otherwise it will be at Area #1A on Level 10: THE LESSER CAVERNS. If the elevator is here, all that will be seen is that the floor is of wood and there is a small monkey dressed in a red suit with a tiny red pillbox hat with gold braid. He is seated on a tall stool and holds a small tin cup. The monkey controls the elevator by means of a brass lever; put a coin (of any type) in the cup and he will send the elevator up or down, as appropriate. If the elevator is on the other level, all that will be seen is a shaft that goes down 20' or so to Level 10. On the right wall outside the elevator shaft is a large red button; pressing it will cause a loud bell to ring and, if the elevator platform is not already here, it will rise to this level with a great clattering of machinery and attendant noise (roll for random encounters). Killing the monkey will net zero x.p., and the player characters will then have to use the lever themselves. The first person to do so must make a saving throw vs. magic; if they fail, they will be permanently *polymorphed* into a small monkey and will be *geased* to operate the elevator as did their predecessor.

4. CART ROOM. Two mine carts are here, on their sides and off the track. This room is also home to a pair of giant dung beetles (17,19 h.p.; see APPENDIX III: New Monsters for details). In one of the overturned carts is a small pouch containing 6 gems.
5. DAMP CAVE. The walls and floor of this cave appear somewhat damp. In reality they are covered with a large patch of black mold (see APPENDIX III: New Monsters for details). Location A is a steeply sloping passage that leads to Area #38 on Level 10: THE LESSER CAVERNS.
6. TOOL ROOM. There are several racks of mining tools here; shovels, picks, etc. A table holds stacks of helmets (of various sizes) and small lamps to mount on them. Area A is a staircase that leads to Area #5 on Level 8: THE LESSER CAVES.
7. SINKHOLE. In the middle of this room is a large hole leading down to Area #3 on Level 10: THE LESSER CAVERNS.
8. BEETLES. There are a pair of giant longhorn beetles here (30,31 h.p.; see APPENDIX III: New Monsters for details).
9. COLLAPSED PASSAGE. This passage of living rock is completely blocked by a collapse of the ceiling and walls. Anyone attempting to excavate the rubble runs the risk of causing further collapses (see the random encounters table for this level).
10. NATURAL CAVE. It is apparent that when the finished tunnel was first created, it broke into some sort of natural cave, and then just kept on going. The walls of this cave are lined with a dark orange powder; this is sulfur, and could conceivably be scraped off the walls if desired.
11. CART CHAMBER. There are four mine carts here; two on the tracks (one on the east-west track, the other on the north-south track) and two off to the side. The carts themselves are approximately 3' wide, 4' long, and 3' high. All will roll easily on the tracks if pushed.
12. COLLAPSED TUNNEL. This mining tunnel is completely blocked by a collapse of the ceiling and walls. The rail tracks disappear under the rubble, obviously continuing down the tunnel. Anyone attempting to excavate the rubble runs the risk of causing further collapses (see the random encounters table for this level).
13. STAIRS UP. This staircase leads up to Area #6 on Level 8: THE LESSER CAVES.
14. END OF THE LINE. The mine cart tracks end here. The western portion of this room seems to be choked with cobwebs, but they are in fact the webs of a group of phase spiders (26,27,28,28 h.p.) which have taken up residence in this room; the webs extend some 15' into the corridor to the west. In the thickest part of the webbing is a large iron box containing 3,000 g.p. In addition, a leather sack contains a scroll with the following magic-user spells; *globe of invulnerability, legend lore*, and *part water*. The scroll will be quite destroyed if the webs are burned.
15. SECRET NUTCRACKER ROOM. This room contains nine nutcrackers (the kind that are shaped like wooden dolls with movable jaws) on pedestals, in various sizes and various styles of decoration. A pair of large bronze doors is in the middle of the south wall of the room; anyone attempting to force it open will fail automatically and take 2d6 h.p. of electrical damage. Once the room is entered, the nine nutcrackers will all say (in unison); "Ho and hi, hi and ho, our three riddles must you solve, if through the doors you'd like to go." Then the first, decorated as a soldier, speaks: "Why do white sheep eat more grass than black ones?" If the correct answer is given ("Because there are more white sheep than black sheep"), the second will ask its riddle. The second, decorated as a bard, asks: "Why does a miller wear a white cap?" If the answer is given ("to cover his head"), the third will speak. Decorated as a wood elf, it asks "What has more feathers than a goose?" If the right answer is given ("two geese"), the nutcrackers will each click their "jaws" three times and the doors to Area #16 will slowly open.
16. HERR DROSSELMEIER'S STUDY. The bronze doors open up to a very cozy study; there is a fireplace with a blazing fire, thick rugs on the floor, and shelves cluttered with bric-a-brac. Behind a large wooden desk, similarly cozily cluttered, sits Herr Drosselmeier; an ancient gnome with large white muttonchops, thoughtfully puffing on a meerschaum pipe. He beckons the player characters closer, and says, "Let me tell you a tale…" If the PCs do not immediately flee, they will all fall into a deep sleep, with no saving throw (elves and others who are otherwise naturally resistant to sleep magic are also affected). When they awake, they will find themselves in a Christmas Fantasyland where they will have to fight the Mouse King and his army, and eventually travel through the land of the Snow Queen and Candyland, in order to return to their home plane of existence. *(DESIGNER'S NOTE: This enchanted demi-plane will eventually be fully designed and released as a stand-alone product based on* The Nutcracker and the Mouse King*, the story by E.T.A. Hoffman that was the basis for the famous ballet,* The Nutcracker*.)*
17. LEDGE. This ledge affords a view to both Area #23 and #40, and a natural ramp of stone slopes 20' or so down to Area #23. Naturally, anyone spending any time at all here will attract the notice of the other inhabitants of this end of the cavern (see Areas #20 and #22 and those areas noted above), making a stealthy approach difficult if proper steps are not taken. Any noise here has a 50% chance of alerting the beasts in Area #18, who will come out to defend their territory.
18. GOAT COUNTRY. A herd of 12 giant goats dwells here (13,13,15,16,17,18,20 h.p.; the rest are non-combatant young at 65% maturity).
19. MANTICORES. Four manticores lair here (27,30,31,32 h.p.) and will often go flying about in the great cavern looking for prey, as they tire easily of their usual diet of mushrooms and insects. They have amassed 4,000 e.p., 3,000 g.p., and a *sword +4, defender*, all of which are kept in an enormous iron chest in the lair. It is not locked.

20. LARGE LEDGE. This large natural ledge affords an excellent view of the vast cavern below (see Area #40). A large natural ramp gives access to Area #23 20' below. Far above, the ceiling is studded with both stalactites and piercers; it is fairly inevitable that characters walking around the forest will pass underneath one and thus trigger an attack. The game master should roll 2d6; one for the "tens" and one for the "ones". That is the time that can be spent walking around (in minutes) before the first piercer attack. If the party splits up, roll separately for each group. Roll randomly to determine the number of hit dice the attacking piercer possesses. Once the first attack is done with, roll again to determine the time until the next attack. Only retreating into one of the side caves will protect the characters fully from such attacks from above.

    At random spots, careful inspection will reveal a series of eight glyphs carved into the stone floor. The meaning of the eight glyphs will not be immediately apparent to an observer. A *read magic* spell will allow understanding, but will require a full round of study per glyph (a *comprehend languages* spell, or other means to translate mundane speech or writing, will not have any effect). If a glyph is traced (with a finger, stick, dagger point, etc.), it will glow blue for one round and then fade to normal (they do radiate magic if detected for). The glyphs have the following meanings (and effects, if traced as described above, but the *read magic* spell will not give any information on the effects, only on the meaning):

    1) "Ocean". The person tracing the glyph will be instantly teleported to the middle of a large ocean, 6' above the surface, and miles away from any land. They will instantly drop into the sea.
    2) "Night Sky". The person tracing this glyph will develop an aversion to the sun, and will be affected by sunlight as if he or she were a dark elf.
    3) "Volcano". The person tracing this glyph will be able to trigger a violent battle-lust within himself once in the next 13-24 hours. When triggered, it will last 6-15 rounds (1d10+5) and will grant a +2 "to hit" and damage in melee, and allow the character to remain conscious and fighting with up to -8 h.p. (healing of some type will still be needed to bring the character back to normal, once the effect wears off).
    4) "Time". The person tracing the glyph will be able to "turn back the clock" up to 2 minutes once in the next 13-24 hours. This can be done to re-do 2 rounds of combat, undo bad choices, etc. Only the character who turns back the clock will remember "what would have happened".
    5) "Sword". The person tracing the glyph will get a +1 "to hit" bonus when using any type of sword for 13-24 hours.
    6) "Escape". The person tracing the glyph may *teleport* (as per the spell, as if cast by a 20th level magic-user) once in the next 13-24 hours.
    7) "Demon". A type IV demon will appear and attack the person who traced the glyph.
    8) "Chicken". The person who traces the glyph will be overcome with *fear* whenever they are attacked (as per the reverse of the cleric spell *remove fear*, lasting for 1d6 rounds). This is permanent until a *remove curse* spell is cast upon the individual.

    Those who receive timed bonuses will know the power or ability they have received, and that it will expire, but not when the expiration will come. Each individual glyph can only be activated once by any given character.
21. STEEP SLOPE UP. This natural tunnel slopes up at a steep angle, leading to Area #34 on Level 8: THE LESSER CAVES.
22. SLIME CAVE. The ceiling of this cave is covered in a large growth of scarlet slime (see APPENDIX III: New Monsters for details).
23. PLATEAU. This naturally-occurring shelf in the enormous cave is detailed on Area #47 on Level 10: THE LESSER CAVERNS.
24. LEDGE. This natural ledge gives a panoramic view of the entire vast cavern; an enormous cavern, dimly lit by something softly glowing across most of its floor, with various ledges and caves spotted all along its sheer walls. Various creatures can be seen moving along its floor, its walls, and flying through the air, but their exact nature is difficult to see in the dim illumination. For every round spent on the western half of this ledge, there is a 25% chance that a group of 1-10 giant bees from Areas #29-39 will emerge (or return from a flight in the cave) and attack anyone near the entrance to the hive.
25. SLOPING PASSAGE. This natural tunnel slopes up at a steep angle (certainly enough to be noticed by anyone, not just dwarves, etc.). It leads to Area #65 on Level 8: THE LESSER CAVES.
26. WATERFALL. There is a stream of water cascading down from a hole in the ceiling (originating at Area #59B on Level 8: THE LESSER CAVES). The water creates a steady wall of mist and steam that cannot be seen through. If investigated, however, 40' up from the floor of the cave there is a tunnel, slick with moss and moisture. Ordinary means of scaling the wall (thiefly climb walls ability, etc.) will not work due to the constant flow of the water and the slickness it creates on the walls behind the waterfall. Magical flight, *levitation*, etc. will, however, function normally.
27. MARGOYLES. A flight of 6 margoyles (26,28,28, 32,33,35 h.p.) lairs here, quite unaware of the secret door and what lies beyond. They sometimes can be found flying about the huge cave in search of prey. If intruders come here, the margoyles will be secreted about the walls of the tunnel, and will attack with surprise if possible (80% chance). In a concealed opening under a stone on the floor is their store of loot; an undifferentiated pile of 2,000 s.p., 3,000 e.p., and a *helm of teleportation*. Note that anyone searching for secret doors in this area

will find that hidden cache first (if they find anything at all); they must explicitly search after that has been found, in order to find the secret door leading to Area #28.

28. LOST TEMPLE. This well-hidden shrine is dedicated to the gentle goddess of love and beauty. It is lit by *continual light* spells, but in a warm and welcoming slightly orange hue. The rough-hewn portions of the temple are of a pinkish stone with striations of white running in an uneven candy-stripe pattern. Anyone standing in this area for more than 3 rounds will begin to feel a sense of great ease and comfort, a sense of serenity and safety that has a side effect of making one less alert to danger; such characters will be surprised on a 4 in 6 chance.

    The finished portion of the room to the east is covered in rose marble, with golden inlays in patterns of roses and cherubs. It is possible to pry the gold from the walls, and 50 g.p. worth of metal can be obtained for every round spent doing so, up to a total of 5,000 g.p. Doing so will, however, invoke the curse of the goddess; anyone engaged in such activity (or observing it and not stopping it) will find their charisma score cut in half (round down) and they will never fall in love or have someone else fall in love with them. Those who are already married or otherwise partnered will find their spouse to be unfaithful, and eventually be left alone. Only an *atonement* spell, followed by a *remove curse*, cast by a cleric of the goddess of at least 12th level, will remove the curse. The gold (or its equivalent in money) must be returned, of course.

    Those who are in the finished portion of the room for more than 3 rounds will be overcome by an intense feeling of belonging, of comfort, of being in the presence of one's true love. If a pair of lovers are in this portion of the chamber, each must make a check vs. wisdom or be compelled to ask the other to marry them. Such marriages are blessed by the goddess, and the couple will not only enjoy a particularly close and loving relationship together, but each will receive a 5% bonus to all experience points gained as long as they are earned while in each others' presence.

    Location A is a raised platform with an altar of pure white marble, undecorated except for the single large symbol of the goddess; a rose superimposed over a heart. On the altar there is a bell, an incense burner with resin incense in it, and a chalice, all of silver (worth 500 g.p., and subject to the same curse as the gold inlays, above). If the incense is lit, the altar will begin to emit a pale pink glow. If the chalice is filled with wine and placed on the altar, and the bell rung while the altar is glowing, the wine will be transformed into a *philter of love*, but one which will have a duration of 1d4+4 days, rather than turns. The incense will last for approximately 1 hour, after which time the altar will cease to glow and any wine left in the chalice (or removed and put in a potion bottle, etc.) will return to its normal state. The incense burner can be refilled with any block of incense (costing 5 g.p. each) other than that specifically dedicated to some other deity (note that stick incense will not work). Any act of violence committed while the altar is glowing will result in an arc of lightning striking the perpetrator for 7d8 h.p. of electrical damage.

29. BEE HIVE. Note that all the walls of Areas #29 - 31, and #34-39, are covered with a natural resin secreted by the bees. In addition, most of the large caves are further covered with honeycomb along their walls. Twenty or so worker bees will be in this chamber at any given time (13 h.p. each); the chamber itself is covered with hexagonal waxen honeycombs which the workers will be busily filling with honey. They will attack if intruded upon, and the rest of the hive alerted.
30. COLLAPSED TUNNEL. The natural cave tunnel is impassably choked with rubble. Anyone attempting to excavate the rubble runs the risk of causing further collapses (see the random encounters table for this level).
31. LANDING CHAMBER. Twenty worker bees will be in this chamber at any given time (13 h.p. each) coming and going; the chamber itself is covered with hexagonal waxen honeycombs which the workers will be busily filling with honey. They will attack if intruded upon, and the rest of the hive alerted.
32. LEDGE. Anyone on this natural rock outcropping is 25% likely to encounter a flight of 1-10 giant honeybees, per round spent on the ledge. They may be coming or going (50% chance of either), but will attack to defend against a perceived threat to the hive.
33. SHELF. This natural shelf along the walls of the cave is detailed on Area #53 on Level 10: THE LESSER CAVERNS.
34. HONEY ROOM. Twenty or so worker bees will be in this chamber at any given time (13 h.p. each); the chamber itself is covered with hexagonal waxen honeycombs which the workers will be busily filling with honey. They will attack if intruded upon, and the rest of the hive alerted. Five servings of bee bread will be here as well.
35. HONEY ROOM. Two warrior bees (22,23 h.p.) and twenty worker bees will be in this chamber at any given time (13 h.p. each); the chamber itself is covered with hexagonal waxen honeycombs which the workers will be busily filling with honey. They will attack if intruded upon, and the rest of the hive alerted. Ten servings of bee bread are in this room as well.
36. EGG CHAMBER. The walls of this cave are covered with waxen chambers, many of which contain larvae in various stages of development. Three warrior bees are here at any given time (20,20,21 h.p.), as well as 20 worker bees (13 h.p. each). Twenty servings of bee bread may be found here as well.
37. QUEEN'S CHAMBER. The queen bee-- an enormous, swollen thing, rests here, attended by 5 drones

(none of which have any combat ability). Two warriors will be here as well (22,22 h.p.). There are four waxen honeycombs here which contain royal jelly, in addition to the regular honeycomb surrounding the walls which contains honey.

38. HONEY ROOM. Twenty worker bees will be in this chamber at any given time (13 h.p. each) as well as three warriors (22,22,24 h.p.); the chamber itself is covered with hexagonal waxen honeycombs which the workers will be busily filling with honey. They will attack if intruded upon, and the rest of the hive alerted. There are six servings of bee bread to be found here.
39. HONEY ROOM. Twenty worker bees will be in this chamber at any given time (13 h.p. each); the chamber itself is covered with hexagonal waxen honeycombs which the workers will be busily filling with honey. They will attack if intruded upon, and the rest of the hive alerted. This room contains four servings of bee bread.
40. CAVERN FLOOR. The bottom of this enormous cave is detailed as Area #66 on Level 11: THE GREATER CAVERNS. Depending on the vantage point, those gazing upon its majestic view could see a lake at the base of the waterfall (Area #26), a small river leading away from it, and everywhere a bewildering array of fungus and mushrooms of all shapes, sizes, and colors both natural and unnatural. Ledges and shelves stud the walls at irregular intervals, and dim cave mouths can be seen to disappear into the walls. The whole is suffused with a dim phosphorescence that allows the whole of the scene to be taken in, but which is far too dim to allow any sort of detail to be made out.
41. LEDGE. This natural ledge along the walls of the cave is detailed at Area #62 on Level 10: THE LESSER CAVERNS.
42. SHELF. This large natural shelf overlooks the large cavern. There is a 50% chance that one of the hill giants from Area #44 is here, acting as lookout. There is a large collection of boulders here of perfect size for hurling at explorers in the forest below.
43. HILL GIANT OUTER CAVE. One of the hill giants from Area #44 will be here at any given time. If attacked, he will call for his fellows and attempt to retreat deeper into the cave.
44. HILL GIANTS. Four of the large brutes dwell here (34,37,37,40 h.p.), although one or more of them may be in Areas #42 and #43. They have a massive wooden chest filled with 6,000 g.p. and potions of *water breathing* and *white dragon control*.
45. WATCH BUGS. Three giant rain beetles (20,22,24 h.p.; see Appendix III: New Monsters for details) will be found here. The hill giants in Areas #42-44 tolerate them as "watch bugs".
46. CAVE FISHER LAIR. A pair of cave fishers (15,16 h.p.) dwell here, patiently leaving their adhesive filaments dangling over the ramp leading up to Area #47. Anything attempting to go up the ramp will be attacked and then drawn up onto the ledge where the beasts can dismember and devour their prey.
47. LARGE SHELF. This large natural shelf along the walls of the cave is detailed at Area #78 on Level 10: THE LESSER CAVERNS.
48. LARGE LEDGE. Far above, the ceiling is studded with both stalactites and piercers; it is fairly inevitable that characters walking around the forest will pass underneath one and thus trigger an attack. The game master should roll 2d6; one for the "tens" and one for the "ones". That is the time that can be spent walking around (in minutes) before the first piercer attack. If the party splits up, roll separately for each group. Roll randomly to determine the number of hit dice the attacking piercer possesses. Once the first attack is done with, roll again to determine the time until the next attack. Only retreating into one of the side caves will protect the characters fully from such attacks from above. There is a 30% chance that 2d4 giant worker ants from Area #50 will be on the ledge at any given time, coming and/or going to the fungus forest at the bottom of the cavern floor.
49. COLLAPSED TUNNEL. The natural cave tunnel is impassably choked with rubble. Anyone attempting to excavate the rubble runs the risk of causing further collapses (see the random encounters table for this level).
50. ANTS. This cave is part of the larger nest of giant ants which is continued on Level 10: THE LESSER CAVERNS. Twenty worker ants (8 h.p. each) and ten warriors (12,13,13,14,15,15,16,17,18,18 h.p.) will be here at any given time.
51. QUEEN'S CHAMBER. See Area #61 on Level 10: THE LESSER CAVERNS for complete details. Ten of the workers and three of the warriors will be on the upper ledge at any given time; the remainder (as well as the queen) will be on the floor of the cave (Area A).
52. VEGEPYGMIES (Areas #52-58). There will be eight of the plant-men in this cave (1 HD; 4,4,4,5,5,5 h.p.; 2 HD: 11 h.p.; 3 HD 14 h.p.), armed with spears.
53. MAIN CHAMBER. A full dozen vegepygmies are in this cave (1 HD; 5,5,6,6,6,7,7,8 h.p.; 2 HD; 12,12 h.p.; 3 HD 16 h.p.; 4 HD 20 h.p.). The 1 HD plant-men are armed with spears, the larger ones are armed with javelins and stone axes. They have amassed a small trove of 4,000 s.p. which they keep in a large wooden chest. The chest is not locked, however, and is quite old and weak. Attempting to move it will have an 80% chance of causing it to fall apart.
54. THORNIE KENNEL. This is where the vegepygmies keep their four dog-like thornies (24,24,26,28 h.p.), which are trained to protect the band and will respond to any of the plant-men's commands.
55. STEEP SLOPE. This passage slopes down at a steep angle (obvious to anyone). However, it is more than a mere ramp; anyone traveling down the tunnel will in actuality be teleported to Area #11 on Level 10: THE LESSER CAVERNS. It will appear as if the tunnel dead-ends, but when the party returns up the corridor, their surroundings will be most different.
56. There are six vegepygmies in this cave (1 HD; 4,4,5,5,6 h.p.; 2 HD; 8 h.p.). They are armed with spears.

57. OBSERVATION POST. The three vegepygmies in this cave (2 HD; 10,10,10 h.p.) take turns looking out over the fungus forest via the opening to the southwest. They keep a watch for large and obvious threats, and are 50% likely to see anyone moving up the ramp to the ledge at Area #48, allowing them to warn the rest of the tribe, which will attempt to set up an ambush for invaders. They are armed with three javelins each and hand axes.
58. GUARD POST. Eight vegepygmies will be on guard at this point (1 HD; 5,5,6,6 h.p.; 2 HD; 11,11,12 h.p.; 3 HD; 16 h.p.), making sure nothing approaches the tribe from the rest of the caves. They are armed with spears, and the 2 and 3 HD ones are also armed with 2 javelins each.
59. LEDGE. This very large natural ledge is detailed at Area #74 on Level 10: THE LESSER CAVERNS.
60. NATURAL BRIDGE. This natural stone bridge arcs gracefully, almost ephemerally, from Area #61 on this level to the ledge on Level 10: THE LESSER CAVERNS (marked as Area #59 on the Level 9 map).
61. HUGE LEDGE. Far above, the ceiling is studded with both stalactites and piercers; it is fairly inevitable that characters walking around the forest will pass underneath one and thus trigger an attack. The game master should roll 2d6; one for the "tens" and one for the "ones". That is the time that can be spent walking around (in minutes) before the first piercer attack. If the party splits up, roll separately for each group. Roll randomly to determine the number of hit dice the attacking piercer possesses. Once the first attack is done with, roll again to determine the time until the next attack. Only retreating into one of the side caves will protect the characters fully from such attacks from above.
62. CHIMERAE. A pride of four chimerae (36,40,42,44 h.p.) dwells here.
63. CACHE. A large pile of thirty large sacks is here, along with a number of unidentifiable rotting carcasses. Each of the sacks contains 200 g.p., for a total of 6,000.
64. PYROHYDRA. This cave is the home of an enormous 8-headed pyrohydra (8 h.p. per head). There is a vast pile of 4,000 c.p., 2,000 g.p., and a *long sword +3* (intelligent; can also detect elevator/shifting rooms/walls in 1" radius and detect gems, kind and number in a ½" radius, align. LG, has *empathy* with its owner) in the middle of the cave upon which the pyrohydra makes its bed.
65. SPEAR TRAP. Cunningly worked into the walls of the tunnel at this point is a spear trap. When a trip-line is set off, three spears will launch themselves at anyone in this section of the tunnel. Roll randomly to see who is attacked; each spear attacks as if it were a 9th level fighter. Each does 1d6 h.p. of damage and is tipped with poison. Anyone hit must save vs. poison or take an additional 20 h.p. of damage.
66. ALCOVE. At the end of the natural tunnel is a single smooth square of worked stone, 3' X 3'. It is otherwise unremarkable.

Level Ten: The Lesser Caverns

This level of the dungeons is almost completely given up to natural caves and tunnels. Much of the level is taken up by the enormous cavern that houses the fungus cavern on Level 11: THE GREATER CAVERNS, but only the side-caves that are on level 10 are marked on this map (i.e., the side-caves 20' above are listed on Level 9, and the ones at the floor of the cavern 20' below are describe on level 11). At the heart of this level, however, is a very powerful complex of magical nature; a transporter nexus that allows passage to a multitude of different planes and other destinations in the multiverse. It is most jealously guarded by a powerful wizard and his minions. A colony of giant ants controls most of the southwestern corner of the level, but it is otherwise not actively controlled by any large group.

This level has direct access to Levels 9 and 11. There are four maps: northwest, northeast, southwest, and southeast.

Table 10.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	2d4 huge spiders
2	1 ochre jelly
3	1d4 galltrits
4	6d4 mites will set ambush
5	2d8 giant aphids (see APPENDIX III: New Monsters for details)
6	Pick monster from nearby room
7	Pick monster from nearby room
8	Pick monster from distant room
9	Minor cave-in (if in natural cavern area, otherwise re-roll)
10	Pick monster from Level 9: THE GREATER CAVES
11	Pick monster from Level 11: THE GREATER CAVERNS
12	Dungeon Dressing (use table 10.2)

A minor cave-in represents the falling of rocks and stone from either a ceiling over the player characters, or a wall they happen to be traveling next to or near. Such a cave-in will not cause any damage, but there is a 10% chance that it will turn into a major cave-in. Such a cave-in will cause everyone within a 30' radius of the epicenter (roll randomly to determine which player character in the party is beside the epicenter) to make a saving throw vs. paralyzation. Those who make their saving throw will be able to dodge out of the way of the falling stones. Those who fail will take 3-18 h.p. of damage. There is a further 1% chance that a major cave-in will actually collapse a tunnel (rendering it impassable) or a portion of a cave. Gnomes may use their racial abilities to avoid such encounters, if they specifically state that they are doing so.

Table 10.2: Dungeon Dressing

Roll	Encounter
1	Strong gust of wind (will put out candles)
2	12" length of rusty chain
3	Chiming sound off in the distance, like a clock
4	Broken pottery
5	Bent and rusty dagger
6	Iron spike with loop hammered into wall
7	Small gout of steam coming from crack in the wall
8	Scorch marks in 9' radius
9	1 c.p.
10	Small pile of stones
11	Torn large sack
12	Special (see APPENDIX IV: Special Random Encounters)

ENCOUNTER AREAS

1. ELEVATOR BOTTOM. This is the bottom of the elevator shaft at Area #3 on Level 9: THE GREATER CAVES. There is a 50% chance that the elevator car will be on this level (see the entry on Level 9 for details). The elevator shaft itself is at location A; the rest of the room has a few score feet of the same sort of rail track seen on Level 9, which then ends abruptly. Note that any time the elevator descends to this level, the noise will alert all the creatures in the nearby caves.
2. SCORPION. A giant scorpion (30 h.p.) dwells here.
3. CROSSROADS. Two tunnels intersect here at near-right angles to one another. Those going down the pit in Area #7 on Level 9: THE GREATER CAVES will find themselves here.
4. ORANGE DUST. The walls of this cave are covered with patches of orange powder. Other than being mildly magnetic, there is nothing special about it, but if anyone attempts to use the teleporter nexus in Area #85 while carrying any of the dust, it will cause an opposite-aligned duplicate to follow 1 turn later, similar to the effect of a *mirror of opposition*.
5. COLLAPSED TUNNEL. The natural cave tunnel is impassably choked with rubble. Anyone attempting to excavate the rubble runs the risk of causing further collapses (see the random encounters table for this level).
6. EERIE CAVE. Anyone entering this long cave whose walls are bound in broad stripes of salmon pink and orange, will experience a sense of distinct unease. As soon as the center of the room is reached, the six secret doors will open and from each of rooms A-F will emerge a pair of gargoyles (13,13,15, 15,15,15,17,17,18,18,20,20 h.p.). In Area E there is a hidden compartment with a locked chest containing 3,000 s.p.
7. STATUE. In the center of this cave stands a large (9 ½' tall) stone statue of a craggy-faced human with a sunburst-type crown on his head. This is, in fact, a stone golem (60 h.p.) which will only come to life and attack intruders if a spell (of any type) is cast

within the cave. Otherwise it will remain as an ordinary statue.

8. EMPTY CAVE. A number of broken bottles of various colors are strewn about the floor. It is otherwise empty.
9. BEETLES. A trio of rain beetles (20,21,21 h.p.; see APPENDIX III: New Monsters for details) dwells here. There is also an elf skeleton here with a belt pouch containing 7 gems. The skeleton also wears a *ring of protection +1*.
10. SPARKLY. The walls of this cave are studded with a myriad of tiny crystals. Any light source stronger than a torch (*continual light*, for example) will produce a dazzling display that has the effect of *stunning* any creature with less than 6 hit dice for 3-12 rounds.
11. TELEPORT LANDING. Those individuals entering Area #55 on Level 9: THE GREATER CAVES will find themselves teleported to the end of the curved corridor, a seeming dead-end. When they make their way back up, it will be apparent that they are not where they once were. It is a one-way effect.
12. COMPASS. Carved into the center of the floor of this cavern is an ornate compass 7' in diameter, showing the cardinal directions (each carved as a face representing its archetypical symbol; a blowing wind for the north, a shining sun for the south, a grinning wave for west, and a grim-faced stone for east). Various points are also marked with strange runes and glyphs, not always matching the obvious center-points between the cardinal directions or their standard multiples. The whole radiates magic, and any magic item dealing with direction (such as a *wand of secret door and trap detection*, *arrow of direction*, etc.) placed within for an entire round will either be recharged by 50% or function at 200% of normal for the next 24 hours, as applicable. If a *locate object* spell is cast within the compass, it too will function at 200% range and duration.
13. LADYBUGS. Four lady beetles (8,9,11,14 h.p.; see APPENDIX III: New Monsters for details) lair here.
14. BROAD LEDGE. This large natural ledge overlooks the cavern in Area #18. It is also the home of a trio of giant solifugids (32,33,35 h.p.).
15. LEDGE. This natural ledge overlooks the cavern, with a 20' drop to the floor beneath.
16. LEDGE. This natural ledge overlooks the cavern, with a 20' drop to the floor beneath. If anyone gets within 5' of the edge, there is a 20% chance that the ledge will give way, spilling any near the edge on the floor of the cavern, and causing 3d6 h.p. of falling damage.
17. LEDGE. This natural ledge overlooks the cavern, with a 20' drop to the floor beneath.
18. LARGE CAVERN. This large cavern is detailed as Area #17 on Level 11: THE GREATER CAVERNS. Those looking out over the floor of the cavern will note that it is flat, but strewn with boulders.
19. HORNET. A giant hornet (25 h.p.) has taken up residence here. The floor is strewn with the broken pieces of various sorts of insects.
20. SHRIEKERS. Three of the noisome fungi are here (14,14,16 h.p.), as well as one violet fungus (15 h.p.). The shriekers will surely alert the inhabitant of Area #21 if they sound off.
21. NORTHERN GUARDIAN. The double doors to the south are of beaten brass (on this side) and sport four very conspicuous keyholes. Orbem Stark, a vampire, will be found here (40 h.p.), accompanied by his two ghast slaves (18,18 h.p.). Stark has one of the keys to the large set of double doors on a chain around his neck; all four are required to open any of them. In addition, he has a ring with three keys that, if used, disable the traps on the chests in Area #22. If he has been alerted to trouble (either by the shriekers in Area #20 or by the wizard in Area #85) he will attempt to use his charm ability to take out any spell-casters among the intruders first. He is absolutely not above using the ghasts as cover while he takes gaseous form and escapes; either through the passage to the north or through one of the keyholes into Area #85.
22. SECRET CHAMBER. It is here that the vampire Orbem Stark has his sanctum. Several coffins lay on the ground with a scattering of soil in each; these are his resting places, which are used only very infrequently. In addition, there are three large locked chests (the keys are held by the vampire himself). The first has a poison dart trap; anyone standing directly in front of the chest when it is opened will be attacked by a trio of darts (which attack as if they were 9 HD creatures) coated with poison. If struck, victims not only take damage from the dart itself, but must make a saving throw vs. poison. If the throw fails, the victim takes an additional 11-16 h.p. of damage per dart. The chest itself contains 4,000 g.p. The second chest is protected by a poison gas trap; anyone in a 10' radius of the chest when it is opened must make a saving throw vs. poison or lose 1-8 points of strength for 2-12 hours. If strength is brought below 3, the character is incapable of movement due to his weakened state. The chest contains 1,500 p.p., a *periapt of health*, and a scroll with the clerical spells *cure critical wounds* and *find the path*. The third chest will release an *insect plague* (as per the spell, duration 14 turns) unless the trap mechanism is disabled. It contains 7,000 e.p. and a pouch with 10 gems.
23. SCORPIONS. There are a number of monstrous scorpions in this room; two giant (26,27 h.p.), three huge (21,22,23 h.p.), and four large (11,12,12,13 h.p.).
24. MARIONETTES. This narrow cave has a sandy floor. In the northern end is a large wooden box. Within are five marionettes; a soldier, a dancer, a clown, a hobo, and a minstrel (with bagpipes). They have eyelets for strings, but no strings or bars to control them. All are approximately 1' high and radiate magic if detected for. When a command word is spoken (it is written on the inside lid of the box, but won't be noticed unless it is specifically searched), the marionettes will move on their own and act out a play. If uninterrupted, the play will last for some 25 minutes. Each puppet is worth 200 g.p. with the

command word, or 2,000 g.p. as a set to a collector of enchanted curios.

25. CRICKETS. Eight giant cave crickets will be found here (7,8,9,9,9,10,10,11 h.p.), munching on fungi clinging to the walls and floor. If alarmed, their chirping will alert everything within 100' of the cave (including Areas #23, 29, and 31).
26. DUNG. There are a half-dozen large (3' diameter) balls of dung in this room. There is a 50% chance that, if any given ball is broken apart, a dozen or so squirming giant dung beetle larvae will come pouring out. Hidden in the fourth ball is a bone scroll case. The scroll within is cursed; anyone reading it will teleport himself and anyone within a 20' radius to the town center of Munchkinland, as depicted in the Oz books by L. Frank Baum.
27. DUNG BEETLES. A pair of giant dung beetles (17,18 h.p.; see APPENDIX III: New Monsters for details) is here.
28. GUARD FOR THE GUARDIAN. A gibbering mouther (20 h.p.) dwells here. It will not attack the werewolf in Area #29, but if it does begin to babble the wolf-man will be alerted to the presence of intruders and act accordingly.
29. EASTERN GUARDIAN. The double doors to the west are of beaten brass (on this side) and sport four very conspicuous keyholes. The doors are guarded by "Tall" Rob Arty, a werewolf and thief of great power so named for his extraordinary height of 6' 9" (T10, 57 h.p., AC 1 (*leather +4*, DEX 17, *ring of protection +2*), armed with a *short sword +2 / +3 vs. demi-humans*). In addition, he has *potions of invisibility* and *frost giant strength*, as well as a *ring of human influence* and *rope of climbing*. He has one of the keys to the door on a chain around his neck; all four are required to open any of them. Arty may well have been alerted to the presence of hostile intruders (see Area #85 for details), but in any case he will sing a tale of having been *geased* to remain here as guardian of the key until a powerful daemon on some lower level of the dungeon has been defeated. This is, of course, a tissue of lies, but he will spin it as long as he thinks the PCs believe him. If he has not been alerted, his primary goal will be escape so as to warn his fellow guardians.
30. SECRET ROOM. On his infrequent times of rest, Rob Arty uses this room for sleep. There is a small cot and a wardrobe. A hidden hollow in one of the walls conceals a large iron chest, which is locked. Attempting to open it without the proper combination (which Arty knows) will result in 3-18 h.p. of electrical damage. Within are 5 pieces of jewelry and an enchanted gem that, if held before the imprisoning bas relief, will free the trapped angel Gabrielus in Area #98 on Level 5: THE DEEPS.
31. FLIES. Four giant horseflies (24,25,27,28 h.p.) dwell here. They will certainly attack intruders, and are often found out in the fungus forest in search of prey.
32. WEBS. Thick strands of cobwebs fill this cave, running floor to ceiling and wall to wall. Anyone attempting to cut through or otherwise penetrate them will be stuck if their strength is under 13; treat the webs as per the spell *web*. Six giant spiders dwell here (20,21, 22,24,25,25 h.p.), and there is an unlocked metal box tucked away in the western corner of the cave containing 2,000 g.p. The spiders are cunning; if their webs are destroyed by fire, the spiders will retreat into the tunnels and then return to ambush the intruders.
33. EMPTY CAVE. An unremarkable cave, bereft of anything of interest.
34. STICKY SITUATION. The floor of this cave is covered in a super-strong glue-like substance. Anyone taking a few steps in will notice their boots sticking slightly to the floor, but by the time they're 10 or 15' in, they will be stuck tight. A *bend bars* check is required to take a step, and only three steps are allowed per round. Any noise here (such as exertions, talking, etc.) will draw the stirges from Area #35. The glue can be dissolved with alcohol; a full wine skin can clear a 10' diameter circle in a single round.
35. STIRGES. A swarm of 22 stirges dwells here, clinging to the walls and ceiling when not seeking prey (3,3,3,4,4,4,4,5,5,5,5,5,5,5,6,6,6,7,7,8 h.p.). They will most certainly attack any who get stuck in Area #34.
36. BUZZING. There is a loud and distinct buzzing noise here, as if ten thousand bees were in the room; no source of the sound can be discovered. It is empty, however.
37. ENORMOUS BEETLES. Four longhorn beetles dwell here (16,19,20,22 h.p.; see APPENDIX III: New Monsters for details).
38. SLOPE UP. This natural passageway slopes up to Area #5A on Level 9: THE GREATER CAVES.
39. CARVING. In the northwest corner of this cave there is a carving of a leering devil-face on the cave wall. It radiates magic if detected for. If spoken to, it will smile, wink, and otherwise react, but never speak. These reactions are ultimately random, however; it has no real understanding and will not give any sort of coherent answers to questions.
40. LARVAE. There is a mass of rotting wood from logs, bits of furniture, etc. in this cave. Within are five giant beetle larvae.
41. COLLAPSED TUNNEL. The natural cave tunnel is impassably choked with rubble. Anyone attempting to excavate the rubble runs the risk of causing further collapses (see the random encounters table for this level).
42. EMPTY CAVE. Just a dry, bare, sandy hole with nothing in it to sit down on or to eat.
43. GAS. This room is filled with an orangey mist that has a slightly sweet scent. Those breathing a lungful (i.e., failing a saving throw vs. poison) will find themselves reduced in size to 1/6 of normal. The effect lasts for 1d6+3 turns and will impact relative strength, speed, damage, etc.
44. TICK. A giant tick (18 h.p.) will drop on intruders from above at this point.
45. OUT OF THE WAY CAVE. A pair of very odd-looking and taller-than-normal giant flies has taken up residence here; they seem to have human faces with the bodies and eyes of flies, as well as human-

like forelimbs. These are, in fact, chasme demons (30,33 h.p.). They have managed to accumulate 8,000 c.p., 3,000 e.p., and a *Bigby's rod* (see APPENDIX II: New Magic Items for details), which they keep in an enormous iron chest.

46. BEETLES. A pair of blister beetles (13,14 h.p.; see APPENDIX III: New Monsters for details) dwells here.
47. HUGE LEDGE. The western edge of this ledge affords an excellent view of the fungal forest (see Area #66 on Level 11: THE GREATER CAVERNS for more information). Far above, the ceiling is studded with both stalactites and piercers; it is fairly inevitable that characters walking around the forest will pass underneath one and thus trigger an attack. The game master should roll 2d6; one for the "tens" and one for the "ones". That is the time that can be spent walking around (in minutes) before the first piercer attack. If the party splits up, roll separately for each group. Roll randomly to determine the number of hit dice the attacking piercer possesses. Once the first attack is done with, roll again to determine the time until the next attack. Only retreating into one of the side caves will protect the characters fully from such attacks from above.
48. RAMP UP. This natural stone ramp leads from the huge ledge up to Area #17 on Level 9: THE GREATER CAVES.
49. NATURAL RAMP. This natural stone ramp leads from the huge ledge up to Area #20 on Level 9: THE GREATER CAVES.
50. SECRET CAVE. This small cave has been carefully hidden by a secret door behind the waterfall (because of the conditions, no automatic checks for secret doors are made here; characters must be actively searching in order to find this cave, and even then they require a normal check for secret doors). Within is a smallish statue of a pegasus, about 3' high and made of alabaster with hooves, main, and tail chased in gold. The whole would be worth 5,000 g.p. to a collector of fine art, but is very fragile (casually tossing it into a backpack or large sack, for instance, is almost certain to ruin it). Once per week, if the command word ("Hup! Fly!") is spoken, the statue will turn into a real pegasus (24 h.p.) and will serve the speaker of the command word for up to 24 hours, at which time it will turn back into a statue, regardless of whether or not it is in flight with a rider. If the statue is broken, its magical properties are forever lost.
51. CAVERN FLOOR. The bottom of this enormous cave is detailed as Area #66 on Level 11: THE GREATER CAVERNS. Depending on the vantage point, those gazing upon its majestic view could see a lake at the base of the waterfall (Area #50), a small river leading away from it, and a bewildering array of fungus and mushrooms of all shapes, sizes, and colors both natural and unnatural. Ledges and shelves stud the walls at irregular intervals, and dim cave mouths can be seen to disappear into the walls. The whole is suffused with a dim phosphorescence that allows the whole of the scene to be taken in, but which is far too dim to allow any sort of detail to be made out.
52. SLOPE. This naturally sloping cliff connects Area #24 on Level 9: THE GREATER CAVES with Area #66 A on Level 11: THE GREATER CAVERNS. It does not otherwise have any function on this level.
53. LEDGE. This natural ledge affords a good view of the fungal forest (see Area #66 on Level 11: THE GREATER CAVERNS for more information). Far above, the ceiling is studded with both stalactites and piercers; it is fairly inevitable that characters walking around the forest will pass underneath one and thus trigger an attack. The game master should roll 2d6; one for the "tens" and one for the "ones". That is the time that can be spent walking around (in minutes) before the first piercer attack. If the party splits up, roll separately for each group. Roll randomly to determine the number of hit dice the attacking piercer possesses. Once the first attack is done with, roll again to determine the time until the next attack. Only retreating into one of the side caves will protect the characters fully from such attacks from above. There is a 50% chance in any given round that 1d6 giant ants will be here, passing in or out of their nest.
54. SECRET CAVE. There is an enormous pile of 1,000,000 c.p. here. In addition, a careful combing of the whole (taking no less than ten hours time in-game, during which time the game master should roll for random encounters unless the secret entrance has been explicitly closed) will reveal three pieces of jewelry and a single diamond ring (worth some 5,000 g.p.) with the word "jenesthic" inscribed in the inside. If the command word is spoken, the noble djinn by that same name will come forth, having been trapped within the ring for many centuries. He will grant the traditional three *wishes*, but after so long a time is not inclined to be generous with the interpretation of the wording of such. Exceptional treatment by his masters/liberators could change that attitude, of course.
55. ANTS (Areas #55-61). This cave is frenetic with activity; ants are constantly coming and going through all of the passages. At any given time there will be 35 giant worker ants (8 h.p. each) and 5 soldier ants (12,12,13,14,15 h.p.) here. More soldiers will come in response to intruders.
56. SIDE CAVE. Three worker ants will be here (8 h.p. each). There is a scroll case in a crevasse with a scroll with the magic-user spells *fumble* and *wall of fire*.
57. APHID ROOM. There are 20 giant aphids in this room (2,2,2,2,3,3,3,3,4,4,4,4,5,5,5,5,5,5,5,6 h.p.; see APPENDIX III: New Monsters for details). Six worker ants (8 h.p. each) are here, milking them for the honeydew they produce.
58. DEAD END. This tunnel spur ends abruptly.
59. LARVA ROOM. At least a hundred foot-long white grubs are in this room, contentedly munching on various bits of fungus and other food. A dozen worker ants are here tending them (8 h.p. each) as well as six warrior ants guarding them (13,13,14,14,15,16 h.p.).

60. FOOD STORAGE ROOM. At least a dozen worker ants will be constantly coming in and out of this room at any given time (8 h.p. each), which is filled with fungus and mushrooms from the fungus forest (see Area #66 on Level 11: THE GREATER CAVERNS).
61. QUEEN'S CHAMBER. This large cave is home to the queen of the nest of giant ants (50 h.p.), sitting in the southeast corner swollen and immobile. There will be forty workers in this room at any given time (8 h.p. each) as well as twelve warriors (12,12,12,13,13, 14,14,15,15,16,16,17 h.p.). All about is frenetic activity as ants come and go and move about. The ledge (A) is no different from the rest of the cave, and at least a quarter of the ants in the room will be there when the PCs enter. Near the queen is a small pile of six gems, as well as a large, fist-sized chunk of crystal that glows yellow and is warm to the touch. This is the crystal skeleton's heart (see Area #81I on Level 7: THE CRYPTS for more details).
62. CLIFF LEDGE. This long and fairly broad natural ledge affords one of the best views of the entire cavern (see Area #66 on Level 11: THE GREATER CAVERNS for more information). Far above, the ceiling is studded with both stalactites and piercers; it is fairly inevitable that characters walking around the forest will pass underneath one and thus trigger an attack. The game master should roll 2d6; one for the "tens" and one for the "ones". That is the time that can be spent walking around (in minutes) before the first piercer attack. If the party splits up, roll separately for each group. Roll randomly to determine the number of hit dice the attacking piercer possesses. Once the first attack is done with, roll again to determine the time until the next attack. Only retreating into one of the side caves will protect the characters fully from such attacks from above. The slope goes down to Area #66 J on Level 11: THE GREATER CAVERNS.
63. EMPTY CAVE.
64. DEAD END. This tunnel doesn't end up leading anywhere.
65. HIDDEN KEY. A small hidden space in this section of the cave (a successful check for secret doors will reveal it, but it cannot be found by a passive search such as that received by elves) contains the key to the locked chest in Area #70.
66. TRAPPED CAVE. The walls of this cave conceal a myriad of poison darts which will fire at anyone attempting to cross the cave, activated by scores of tiny pressure plates in the floor. Each dart will attack as a 10th level thief, and will cause 1d4 h.p. of damage. In addition, anyone struck must make a saving throw vs. poison or take an additional 2d12 h.p. of poison damage. Anyone attempting to cross will be attacked by two darts for every segment it takes to cross the room, regardless of the route taken.
67. WARM CAVE. Four rocks on the floor of this cave glow cherry-red with heat. Anyone touching them must take 1d6 h.p. for every segment of contact.
68. FEEDING TIME. A xorn is here (35 h.p.), munching on some succulent crystalline forms on the walls. If encountered, it will demand the precious metals (gold, silver, etc.) carried by the party, which it can smell as a sommelier does a fine wine.
69. OGRE MAGI. A pair of blue-skinned ogre magi (22,24 h.p.) has fashioned a temporary dwelling here.
70. CACHE. The ogre magi in Area #69 have hidden their ill-gotten wealth here; a secret compartment in the floor contains a locked iron chest. Anyone attempting to open the chest without the key (see Area #65) will trigger an electrical jolt causing 3-18 h.p. of damage. Inside the chest are 8,000 p.p., a *cloak of elvenkind*, and potions of *invisibility* and *hill giant control*.
71. DRAGONFLIES. A swarm of six giant dragonflies (28,29,30,30,32,34 h.p.) dwells here. They will often be found flying around the fungus forest on Level 11.
72. PILLARED CAVE. Four natural pillars flow from the ceiling to the floor of this cave. It is otherwise unremarkable.
73. STALAGMITE CAVE. There are a half-dozen large (9' high or so) stalagmites on the floor of this cave. Three of them are actually ropers (11 HD; 44,49,52 h.p.). Each has 3-18 p.p. in its gizzard, and has a 35% chance of having 5-20 gems as well.
74. LARGE LEDGE. This natural ledge is very broad and wide, affording an excellent view of the great cavern and the fungal forest therein (see Area #66 on Level 11: THE GREATER CAVERNS for more information). There is a 20% chance per round that the PCs tarry here that 1-2 giant dragonflies from Area #71 will fly out of the western tunnel. Far above, the ceiling is studded with both stalactites and piercers; it is fairly inevitable that characters walking around the forest will pass underneath one and thus trigger an attack. The game master should roll 2d6; one for the "tens" and one for the "ones". That is the time that can be spent walking around (in minutes) before the first piercer attack. If the party splits up, roll separately for each group. Roll randomly to determine the number of hit dice the attacking piercer possesses. Once the first attack is done with, roll again to determine the time until the next attack. Only retreating into one of the side caves will protect the characters fully from such attacks from above.
75. NATURAL BRIDGE. This soaring stone bridge connects Area #74 on this level with Area #61 on Level 9: THE GREATER CAVES.
76. HERMIT. This small cave is the home of Ygg Narvi, a human monk who has come here seeking solitude and enlightenment (M9, 30 h.p., LN align). He has no treasure or weapons, but will be friendly enough with explorers. He has knowledge of the ropers in Area #73, and knows that many of the mushrooms and fungi in the forest below are dangerous, but will only answer cryptically if asked about such things ("dangers abound in the world; can any place truly be said to be safe?"). He knows the hermit Francis Kermode in Area #38 on Level 8: THE LESSER CAVES. They will sometimes get together for meals and to share gossip, recipes, techniques for insulating a cave with wattles, etc.

77. RAMP. This natural ramp connects Area #61 on Level 9: THE GREATER CAVES with Area #66 H on Level 11: THE GREATER CAVERNS. It does not otherwise have any function on this level.
78. LEDGE. This natural ledge allows a limited view of the fungal forest below (see Area #66 on Level 11: THE GREATER CAVERNS for more information). Note that the cave fishers on Area #46 on Level 9: THE GREATER CAVES will be dangling their filaments here in search of prey. Far above, the ceiling is studded with both stalactites and piercers; it is fairly inevitable that characters walking around the forest will pass underneath one and thus trigger an attack. The game master should roll 2d6; one for the "tens" and one for the "ones". That is the time that can be spent walking around (in minutes) before the first piercer attack. If the party splits up, roll separately for each group. Roll randomly to determine the number of hit dice the attacking piercer possesses. Once the first attack is done with, roll again to determine the time until the next attack. Only retreating into one of the side caves will protect the characters fully from such attacks from above. The natural ramp to the south leads to Area #66 G on Level 11: THE GREATER CAVERNS. The one leading up along the east wall leads to Areas #45 and 46 on Level 9: THE GREATER CAVES.
79. TIGER FLIES. Six male adult tiger flies lair here (24,26,28,28,29,30 h.p.). They will often fly out into the fungus forest in search of prey. In the alcove marked A is a large wooden chest, long forgotten, containing 4,000 c.p. and 2,000 e.p.
80. WESTERN GUARDIAN. The double doors to the east are of beaten brass (on this side) and sport four very conspicuous keyholes. A flesh golem of double strength (80 h.p.) guards this room against any and all intruders. In the pocket of its grimy trousers is one of the four keys needed to open the double door.
81. SLOPE. This natural slope connects Area #48 on Level 9: THE GREATER CAVES with Area #66 I on Level 11: THE GREATER CAVERNS. It does not otherwise have any function on this level.
82. PEDIPALPS. A pair of giant pedipalps dwell here (23,24 h.p.). The kuo-toa in Area #83 has trained these creatures to allow him to pass. No one else has such immunity, but the sounds of combat will alert him to the presence of intruders.
83. SOUTHERN GUARDIAN. The double doors to the north are of beaten brass (on this side) and sport four very conspicuous keyholes. In this semi-finished room is Oollgabnack, a renegade kuo-toa cleric-assassin (C/A 7/7; 56 h.p.; AC 4; align CE; spells memorized: *cause fear, darkness, sanctuary, hold person, resist fire, silence 15' radius, dispel magic, feign death, cure serious wounds*), armed with a *spear +2*, a *dagger +1/+2 vs. creatures smaller than man-sized*, and a weighted throwing net guards the doors. Oollgabnack has one of the four keys needed to open the doors on a chain around his neck. If alerted to intruders, he will attempt to *hide in shadows* (31% chance) and assassinate the first person entering the finished portion of the room, from behind. Note that even if he fails his hide in shadows attempt, he will surprise unwary intruders 4 in 6 times, thus gaining an assassination roll. If pressed, he will cast his *feign death* spell, making it appear as if he were slain, and then rise and either flee or attempt another backstab/assassination, as seems most likely to be effective.
84. SECRET CAVE. Oollgabnack uses this room as a bolt-hole and resting spot. In the southeast corner is a large stone pool filled with warm brackish water. Hidden in a secret compartment in the pool itself is his stash of wealth; 44 matched pearls worth 4,400 g.p. total.
85. TELEPORT NEXUS. The interior surfaces and doors of this room are clad in shimmering silver metal, unidentifiable and quite impossible to breach, either by conventional means or by magic (they are proof against such things as *blink* or *teleport*, and their protective qualities even extend into the ethereal and astral planes as well). Note that the doors themselves require special keys to unlock; see Areas #21, 29, 80, and 83 for details. The wizard within will be on his guard if any melee or other combat has occurred in any of those rooms in the last 12 hours, using the powers of the pool to track intruders and warn the various guardians he has stationed outside the doors.

    This is the lair of Jesh Orcott, an evil wizard who has been studying this room and its functions for many years, and who is not inclined to share its secrets with intruders (MU 12; 33 h.p.; AC 2 (*bracers of defense AC 4* + staff); align CE; spells memorized: *charm person, enlarge, magic missile, sleep, ESP, mirror image, ray of enfeeblement, web, dispel magic, fireball, protection from normal missiles, suggestion, fear, monster summoning II, polymorph other, wall of ice, distance distortion, feeblemind, teleport* (only usable if one of the doors is open or if he has fled the room itself), *wall of force, anti-magic shell*); armed with a *dagger +3* and a *staff of power* (25 charges). He has *rings of spell turning* and *warmth*, wears a *robe of blending*, and has a *clear spindle ioun stone* buzzing about his head, allowing him to survive without food or drink. He has set up a desk and a small cot; on the desk are an iron triangle, a copper key, and wands of steel, gold, silver, and mithril (all of which radiate magic). His spell book (containing all the spells above plus *read magic, dig,* and *control weather*) is hidden in a false bottom of an iron box under the cot, which otherwise holds 100 gems of various sorts and sizes. If sorely pressed, Orcott will attempt to grab one of the wands and flee into one of the teleport archways (see below).

    In the middle of the room is a pool 8' in diameter and extending some 3' high. It contains a sort of coppery quicksilver that slowly swirls around. If the copper key is touched to the iron triangle, and the pool concentrated upon by a magic-user of not less than 8th level, he or she will be able to see any location desired in the surface of the pool, as if he

were looking into a *crystal ball*, but with the further advantage of being able to see not only within the material plane, but any of the locales that can be reached by the arches all with a 100% chance of success. The levers in Area #83 on Level 8: THE LESSER CAVES impact this pool. If the purple lever is "down", the pool also bestows *clairaudience*. If the green lever is "down", the pool grants *ESP*. If the orange lever is "down", the pool grants *telepathy*. The levers begin up-up-down, but player action on Level 8 might change that. All additional functions are as per a *crystal ball*. The pool cannot be moved.

In each of the four corner alcoves is a broad stone arch, in which can be seen a roiling mist. Arch A contains a green tint to the mist, B has a reddish hue, the mist in arch C has a blue coloring, and arch D contains mist of dark gray. If one of the wands is touched to one of the stone arches, the mist will suddenly speed up its motion and a subtle pull will be felt throughout the room. After 1 round, a strength check will be required each round to avoid being pulled into the arch. The effect only ends after some living being goes through the arch, or if five minutes elapse. The destination depends on the combination of wand and arch used:

	A (green)	B (red)	C (blue)	D (gray)
Steel	Elemental earth	Waystop (branch line)	Abyss (random layer)	Weird Way
Gold	Random place within 100 miles	Elemental fire	Waystop (main parallel)	Waystop (main parallel)
Silver	Waystop (main parallel)	Heward's attic	Elemental Water	Waystop (minor parallel)
Mithril	Waystop (branch line)	Plane of Shadow	Waystop (minor parallel)	Elemental Air

Many of the locations will be known to the game master, and need not be explained. The Waystops, on the other hand, reference an entire network of interplanar gates that are set up and used by those in the know to travel between worlds. **Main parallels** are entire worlds, similar to those the players know, but completely different in details, geography, and history. An example would be traveling from Oerth to Toril. **Minor parallels** are those worlds which resemble others, but which have taken alternate paths in history; they will be more similar to, but different in one or more significant ways, the players' home world. **Branch lines** are smallish demi-planes, established by (or at least used by) those who travel the Way as rest stops, teleportation nexii, and so forth. They are rarely more than a few miles in diameter, if that. **Weird Way** is one such demi-plane, detailed in the short story "A Weird Occurrence in Odd Alley" by Gary Gygax, published in Night Arrant by Ace Books, 1987. **Heward's attic** is a part of the dwelling of the quasi-deity Heward, and was detailed in the TSR module EX2 "The Land Beyond the Magic Mirror".

Attempting to use more than one wand on an arch, or activating more than one arch at a time, will have completely unforeseen consequences. The game master is encouraged to be creative and cruel with the destinations thus reached.

Level Eleven: The Greater Caverns

This level is almost completely given up to natural caverns, caves, and tunnels. One of the chief features of the level is the enormous fungus forest (Area #66), but the wizard-priest Tombstone in Area #22 is probably the most formidable opponent explorers will have faced up to this point.

It should be pointed out that much of the south and east sections of the caves here are ruled by the large numbers of carnivorous albino apes. They should not be encountered in their lairs, ripe for the picking to be plucked cave by cave. Sounds of combat in one location will undoubtedly rouse the interest and ire of those nearby, and it is very easy to initiate a cascade where the entire colony is descending on incautious intruders. Though their intelligence is low by human standards, they have an enormous cunning and will most certainly work together as a group to repel strong invaders. The encounter key may seem somewhat monotonous with its "apes, more apes, yet more apes" approach in these regions, but the game master is encouraged-- nay, required-- to use those descriptions more as a source of statistics for the units of apes that will be encountered "in the field" as they swarm over their foes, rather than as static encounters calmly awaiting their slaughter at the hands of the player characters.

The trolls in the southeast portion of the caves should be treated much the same as their cousins on Level 8: THE LESSER CAVES. They are not mindless engines of destruction, but cunning warriors who have survived for years in one of the most deadly environments known. They are not above parleying, especially if they think that player characters can be used as a pawn in their ongoing rivalry with the apes. Their hides are all green-gray.

This level has direct access to Levels 8, 9, 10, and 12. There are six maps: northwest, northeast, west center, east center, southwest, and southeast.

Table 11.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	1-3 ustilagors (if in fungus forest) otherwise 3-12 jermlaine.
2	1 ascomoid (if in fungus forest) otherwise 1 gelatinous cube
3	1-6 myconids (if in fungus forest; see Area #66 for details) otherwise 1-6 giant centipedes
4	1-2 basidironds (if in fungus forest) otherwise 1-100 bats
5	1-3 phycomids (if in fungus forest) otherwise 1-12 huge spiders
6	Pick monster from nearby room (if in fungus forest, this includes flying creatures from levels 9 and 10)
7	Pick monster from nearby room (if in fungus forest, this includes flying creatures from levels 9 and 10)
8	Pick monster from distant room
9	Minor cave-in (if in natural cave area; in fungus forest, 2-7 myconids)
10	Pick monster from Level 9: THE GREATER CAVES
11	Pick monster from Level 10: THE LESSER CAVERNS
12	Dungeon Dressing (use table 11.2)

A minor cave-in represents the falling of rocks and stone from either a ceiling over the player characters, or a wall they happen to be traveling next to or near. Such a cave-in will not cause any damage, but there is a 10% chance that it will turn into a major cave-in. Such a cave-in will cause everyone within a 30' radius of the epicenter (roll randomly to determine which player character in the party is beside the epicenter) to make a saving throw vs. paralyzation. Those who make their saving throw will be able to dodge out of the way of the falling stones. Those who fail will take 3-18 h.p. of damage. There is a further 1% chance that a major cave-in will actually collapse a tunnel (rendering it impassable) or a portion of a cave. Gnomes may use their racial abilities to avoid such encounters, if they specifically state that they are doing so.

Table 11.2: Dungeon Dressing

Roll	Encounter
1	Ordinary mushroom cluster
2	Rope noose lying on the floor
3	Bent spear head
4	Sounds of wings flapping
5	Empty potion bottle, unbroken
6	Paper wrapping for iron rations
7	Sudden feeling of great humidity in the air
8	Hammer with broken handle
9	Floor has many cracks, like it's been bashed with a heavy object
10	One PC (choose randomly) hears a woman whisper "be careful!" right next to their ear
11	Burned out torch stub
12	Special (see APPENDIX IV: Special Random Encounters)

ENCOUNTER AREAS

1. THERE SEEMS TO BE A HOLE. This large cave has an enormous hole in the floor leading 60' down to Area #1 on Level 12: THE CATACOMBS. A behir (56 h.p.) dwells here as a guardian of this entrance. Within its gullet are 2 pieces of jewelry and 24 gems.
2. EMPTY CAVE. A sandy floor and little else.
3. GORICS (Areas #3-5). An outpost of gorics has established itself here for a time. Ten of the slight stone-sprites can be found here (HD 4; 16,18,20,20, 21,21,22,22,23,23 h.p.; see APPENDIX III: New Monsters for details), each with 2 gems.

4. GORIC LEADER. The chief of this group of gorics sleeps here (6 HD, 34 h.p., see APPENDIX III: New Monsters for details). He has 7 gems.
5. HORDE. The gorics keep their main cache of gems here, within a stout stone box. Anyone opening the box without first disarming the trap mechanism will set off an acid spray that will hit anyone within 8' of the box in all directions; those hit must save vs. breath weapon or take 3-18 h.p. of damage. Within are 40 gems.
6. MONKEYING AROUND. A *magic mouth* at the entrance to this tunnel will say, "You may wish you'd fled, when your camp they surround; you'd be better off dead, than monkeying around!" If the PCs venture down the corridor, they will note that the walls of the last 30' or so are graven with inscrutable blue-glowing runes. If the last 10' is reached, everyone in the tunnel will be transported to a demi-plane loosely based on Skull Island from the film King Kong. *(DESIGNER'S NOTE: This is a long-famed feature of the original Castle Greyhawk. game masters with access to it are encouraged to dust off their copy of the old TSR module "Isle of the Ape" and allow their players to see how they fare against Oonga.)*
7. GLOWING STONE. At the southeastern tip of this cave there is a waist-high plinth with a large green crystal mounted securely atop it (careful investigation will note that the crystal seems to come from within the stone itself, making it quite unmovable without destroying the plinth entirely, which could very well damage the crystal as well). The crystal glows a bright green. If touched, the crystal will randomly swap two magic items from two individuals in the room. If there is only one person in the room, two magic items will switch places (a ring will end up in a backpack, a wand in a dagger sheath, etc.). The effect will only happen once to the same person in any 24 hour period.
8. A LARGE CHEST. There is a large wooden chest with iron bands in the middle of this cave. It is, in fact, a mimic of the intelligent sort (8 HD; 41 h.p.) who will attack if touched, but who will respond to courtesy and offers of food.
9. APE GUARDS. A pair of carnivorous albino apes will be here as sentries (32,32 h.p.; see see Appendix III: NEW MONSTERS for details).
10. GAUNTLET. Each of the side caves (A-F) is but 2' tall, and contains a handful of jermlaine (3-12 per cave, 1-4 h.p. each). If anyone comes down the middle of the larger cave, they will be subject to attacks by the bane-midges as they pass; they will creep up the uneven cave walls to hurl nets upon intruders, dart out of their caves to launch tiny javelins and then duck back in, etc. Area G is also only 2' high, but contains an enormous pile of coins that the jermlaine have accumulated; 9,000 c.p., 6,000 s.p., 2,250 e.p., 1,100 g.p., and three pieces of jewelry.
11. GIANT BEETLES. Six of the giant dung beetles dwell here (16,16,18,19,19,20 h.p.; see see Appendix III: NEW MONSTERS for details). There is also a small sack with ten gems.
12. DEAD END. This passage ends abruptly.
13. SPIDERS. The walls and ceiling of this cave are covered with hundreds of tiny spiders. They are of ordinary sort and not harmful.
14. FONT. On the far wall of this natural niche is a font, carved out of the living rock. Water trickles through it with a gentle burbling sound. The water itself is sweet and cool, but otherwise unremarkable.
15. A DEADLY FLOCK. A group of six cockatrices nests here (20,20,22,23,24,25 h.p.). The well-pecked statues of some half-dozen victims are here as well. Scattered about the floor are 12,000 s.p. and 2,000 g.p.
16. MANNEQUIN. A broken-up mannequin is on the floor in this passage.
17. BOULDER FIELD. There are boulders strewn over the floor of this large cave, ranging in size from 1' to 10' in diameter. Ten of these are bowlers, some of much larger than normal size (4,4,5,5,6,8,8,11,11,12 h.p.). Above, ledges overlook the cavern, which are detailed on Level 10: THE LESSER CAVERNS, Areas #14-18.
18. APES. Ten of the carnivorous albino apes are here (31,31,32,32,32,34,35,35,36,36 h.p.; see APPENDIX III: New Monsters for more information).
19. APE CHAMPION. The champion of the carnivorous albino apes dwells here; truly a monster of his kind (48 h.p.; see see Appendix III: NEW MONSTERS for details). He is totally devoted to the king in Area #35, and wears three pieces of jewelry as a token of his status.
20. CHAINS. There are three sets of iron chains and shackles stoutly set into the walls of this cave.
21. BRAZEN DOORS. This partially-finished chamber is dominated by a pair of enormous bronze doors, carved with motifs of flame and skulls, each with an enormous handle, also of bronze. They are warm to the touch, if checked. They require a strength check to open (or close). Note that anyone entering this area will immediately alert the wizard in Area #22, who will prepare a warm welcome for intruders. The doors can be barred from the inside, if desired, making them impregnable to normal mortal strength.
22. TOMBSTONE. The heat in this room is oppressive, and deliberately so. It is one of the many abodes of the wizard-priest Tombstone. A pool of lava separates the wizard from intruders, leaving them on the same side as the servants of the wizard. Anyone not magically protected from heat or flame will take 1-3 h.p. of heat damage per round, automatically. The lava provides the only light in the room, but it is enough. Direct contact with the lava (as in being thrown into it, which the demons will certainly attempt to do) will result in 10 h.p. of damage per segment, remembering that there are 6 such segments per melee round.

    Areas A, B, and C are thrones, each of which generates a field of magic resistance equal to 25% (if a creature seated on the throne is already magic resistant, the 25% is added to its natural immunity) . D is a one-way door which is invisible from this side; it

is Tombstone's last-ditch escape if he is absolutely pressed and retreats into his apartments (Areas #23-26). He will use it to double back on his foes and escape. Tombstone is seated in throne C; A and B are inhabited by the proto-demons Pazuzu and Shabriri (see Appendix III: NEW MONSTERS for details), respectively.

Tombstone himself is a wizard-priest of immense power (M-U 22 / C 20; 60 h.p.; NE align; spells memorized (magic-user) *charm person, enlarge, magic missile, shield, sleep, detect invisibility, ESP, mirror image, rope trick, stinking cloud, dispel magic, fireball, fly, monster summoning I, slow, dimension door, fire charm, ice storm, polymorph other, wall of ice, distance distortion, feeblemind, monster summoning III, teleport, wall of iron, death spell, disintegrate, invisible stalker, project image, spiritwrack, cacodemon, monster summoning V, phase door, statue, hellsfire, mass charm, maze, symbol, gate, netherbeast, temporal stasis* (cleric) *command* (x2), *cure light wounds* (x2), *cause light wounds, detect good, detect magic, darkness, protection from good, cause fear, sanctuary, augury* (x3), *hold person* (x3), *resist fire, silence 15' radius* (x2), *slow poison, speak with animals, continual light* (x2), *continual darkness* (x2), *cure disease, cause disease, dispel magic* (x2), *bestow curse, speak with dead, cure serious wounds* (x2), *detect lie, divination* (x2), *exorcise, neutralize poison, protection from good 10' radius, tongues, cure critical wounds, cause critical wounds, dispel good, flame strike, plane shift, quest, true seeing, aerial servant, animate object, conjure animals, heal, hellsblades, doompit, restoration*; AC 2 (*bracers of defense*)), wearing a *ring of free action* and a *ring of fire resistance*. He also has a *staff of the demonurgist* (see APPENDIX II: New Magic Items for details). He also has on his person an *amulet of proof against detection and location, dust of appearance, a periapt of wound closure, wands of magic missiles* (97 charges) *and fear* (94 charges), *rope of climbing*, and a *dagger +4*. He wears a *robe of the archmagi*. He has many aliases in the city and elsewhere; he is known to the city fathers and worthies of the wizards' guild by one name, to the urchins and beggars of the Poor Quarter by another, and to the river folk he is known as Tooms, a navigator of great-- some might say supernatural--skill. He is tall and reed-thin, but can project an aura of affability, bumbling, cruelty, or anything else as he needs. He is a devoted follower of the master arch-daemon and works tirelessly in His causes. He maintains apartments in the dungeons only for the sake of practicality; he finds it convenient to have a place such as this close to the various fonts of magical power herein, and away from enemies. It is not, however, his only (or even primary) abode. He will happily sacrifice it in order to destroy an enemy or intruder, if needed. Certainly his spell books are in other, much more safely warded, places. He and his demon servants will never be found as a random encounter, although he could well be set up as a recurring villain in a long-running campaign, as the power-behind-the-power-behind-the-power.

23. LABORATORY. There are several tables and benches here, filled with alchemical equipment, low-burning braziers, bubbling alembics, retorts, etc. In a rack on one table are five potions; *invisibility, fire giant strength, gaseous form, plant control, delusion (fire resistance)*. Note that Tombstone, if alerted, will have access to any of these potions.
24. MOVING PICTURES. There are three large (15' wide) pictures on the walls of this room, each in an ornate frame worth easily 200 g.p. for the craftsmanship alone. Each can, if the proper command word is known, depict the goings-on in a particular locale to which it is attuned. If the command word is spoken, the scene will begin to move, as if looking through a window, for 10 minutes, after which it will freeze. The first shows the nearby City, specifically the council chamber of the Lord Mayor. The second shows a non-descript throne room of some great lord of the Lower Planes. The third shows the scene of Area #21; it might still be displaying a "live" picture, depending on how much time has passed since the player characters entered Tombstone's domain. The tableaus of each picture can, of course, be changed, again with the proper command word. Tombstone knows the command words to manipulate the pictures, of course.
25. SLEEPING QUARTERS. On those rare occasions that Tombstone seeks rest while staying within the confines of the Castle, he does so here. There is a comfortable divan, several tables with various beakers of wine and trays of sweetmeats and other delicacies, thick rugs on the floor and tapestries on the walls, etc. With a single command word, however, Tombstone can cause the lava from Area #22 to breach through the northwest corner of the room to pour into this room, destroying this finery and affording him one last chance to escape through the secret door in the southwest corner of the room.
26. DANGLING STRIPS. There are eight two-foot-long slips of paper with writing on them, hanging from the ceiling here, suspended on string. On each, an *explosive runes* spell has been cast. Anyone pausing to read what is written will trigger the spell and incidentally destroy all of the remaining slips of paper in the explosion. It is possible for more than one to be triggered at once if two players indicate they're reading different slips simultaneously. This is another device of Tombstone to deter pursuers.
27. ADOLESCENTS. Six adolescent carnivorous albino apes are here (26,26,27,27,28,28 h.p.; see APPENDIX III: New Monsters for details). They are particularly aggressive and will challenge any intruders, but will retreat noisily if they suffer 50% damage. Locations A and B are the dwellings of the alpha and beta adolescents, respectively (31,30 h.p.).
28. SUGARLAND. At this point in the tunnel, a *magic mouth* will say, "Sugar is sweet, but it's gone in a

flicker; you'll find candy is dandy, but liquor is quicker!" If the PCs venture down the corridor, they will note that the walls are graven with runes glowing pink and white. If the bend in the tunnel is reached, everyone in the tunnel will find themselves in Sugarland, an extra-dimensional demi-plane where the terrain is made up of such features as the Great Fudge Mountains, the Brittle Forest, and the Marshmallow swamp. It is here that the evil witch of the gingerbread house strives for supremacy with a shadowy figure known only as the Candy Man, who dwells in a great Candy Factory.

29. MONKEY BARS. This large cave is filled with a variety of steel bars anchored into the ground, welded or otherwise attached to each other at odd angles, etc, forming a complex mess that slows movement to a crawl (3" per round maximum). The carnivorous albino apes are well acquainted with the various twists and turns that the pipes follow, and are able to use them to their complete advantage in combat; swinging from them and leaping between them with startling dexterity; they receive a +2 bonus "to hit" and can use their full movement rate within the room. Eight of the beasts will be here at any given time (31,31,34,34,35,35,36,36 h.p.; see APPENDIX III: New Monsters for details), but the apes will certainly use this place as an ideal ambush location if they are able to herd intruders this way.
30. STORES. Great piles of food are here; mostly huge pale mushrooms from the fungus forest, but some fruit and haunches of meat can be found here as well.
31. NURSERY. Six female carnivorous albino apes (4 HD; 16,16,16,17,17,18 h.p.; otherwise as males of their type; see APPENDIX III: New Monsters for details) are guarding a dozen young. If disturbed, they will raise an incredibly loud clamor that will bring apes from as far away as 200' running to their defense.
32. APES. Six more carnivorous albino apes (31,31,32,32,34,35 h.p.; see APPENDIX III: New Monsters for details) dwell here.
33. MORE APES. Five carnivorous albino apes (30,32,33, 34,36 h.p.; see APPENDIX III: New Monsters for details) dwell here.
34. CLOWNING AROUND. At the entrance to this tunnel a *magic mouth* will say, "There's much that's not right, though the troupe be renowned, you may well die of fright, when you're clowning around!" If the PCs venture down the corridor, they will note that the walls of the last 30' or so are graven with green-glowing runes. If the last 10' is reached, everyone in the tunnel will be transported to the demi-plane winter quarters of Bitterbark's Circus, a traveling troupe of evil jesters and other performers that are all too happy to convince the party that "dyin's easy. Now comedy-- THAT's hard."
35. APE KING. There is a crude throne of stones in the northern corner of this cave, and it is lit by torches formed of human(oid) bones soaked in pitch. The leader of the carnivorous albino apes will be found here (43 h.p.), and there will be ten other apes here at any given time (29,29,30,31,32,33,34,35,36,37 h.p.; see APPENDIX III: New Monsters for details) as well as four females (4 HD; 17,19,20,20 h.p.; otherwise as males of their type). The king wears six pieces of jewelry, and each of the females wears an additional piece. The apes will use this cave as a redoubt if they are pressed by intruders.
36. APE KING'S LAIR. The leader of the carnivorous albino apes dwells here, but he will mostly be found in Area #35, his throne room. This cave is adorned with thick animal skins and is lit by sputtering torches of bone, and there is a crude wooden chest with 10,000 g.p. hidden under the furs. If the ape king is here, he will be accompanied by the four females from Area #35.
37. APE GUARDS. A dozen of the carnivorous albino apes are here (30,30,30,31,31,32,33,34,35,35,35,36 h.p.; see APPENDIX III: New Monsters for details), acting as guards and a reserve for the guards in the ape king's cave (Area #35).
38. WELL. This cave is dominated by a 20' diameter well that bores 60' straight down to Area #15 on Level 12: THE CATACOMBS. There is no raised lip; the top of the well is flush with the floor of the cave. The sides of the well are finished stone, not rough natural cave-walls. The albino apes will sometimes throw human (and other) sacrifices into the well to appease those who dwell beneath.
39. CARVED CAVE. The walls of this cave have a dozen rough and crude carvings of dragons and other reptilian beasts.
40. APE GUARDS. A full dozen carnivorous albino apes are here (30,30,31,31,31,31,32,33,34,35,35,36 h.p.; see APPENDIX III: New Monsters for details). They guard against anything from Area #41 entering the apes' domain.
41. CAVE FLOOR. This is the floor of the large cave first described at Area #20 on Level 8: THE LESSER CAVES. There is a herd of some 20 rothé (8,8,8,9,9, 10,10,10,11,11,12,12,12,12,12,13,13,14,15,16 h.p.) that roams the floor of the cavern, feeding on the lichens and fungi that thrive here and in turn serving as food for the various larger and fiercer predators who live above (see the areas associated with the cave on Level 8 for more details). It should be noted that most of the creatures on the ledges and caves above either fly or can hurl boulders; anyone walking around the floor of the cave is likely to attract the attention of one or more of them unless strict measures to conceal themselves are taken. For this reason, the apes mostly avoid this place.

    Location A is a large stone plug that rises from the bottom of the huge cave with sheer stone walls that require special skills and/or equipment to climb (and at a 20% penalty due to the lack of hand- and footholds). The top is described on Level 8: THE LESSER CAVES, Area #32.

    Location B is a stream, some 10' across and 2-4' deep in most places. It flows from north to south, entering and disappearing through natural fissures in the stone walls of the cave.

Location C is a natural slope going up along the wall of the cave. It leads to Area #29 on Level 8.

42. SPARKLING CAVE. The air in this cave seems to sparkle with some sort of inner radiance. It is otherwise unremarkable.
43. LEVER. There is an enormous wooden lever set into the stone of this alcove. It begins in the "up" position. If moved "down", there will be a distant clanking and grinding noise heard. If left in the "down" position, the block trap in Area #50 will be disarmed.
44. SPEAKING STONES. There are a number of boulders and other stones strewn about the floor of this cavern. A pair of galeb duhr (9 HD, 37,39 h.p.) dwell here, and will demand to know why the player characters wish to pass, ask them to guarantee to respect the "holy place" beyond, etc. Eventually they will let explorers pass, unless attacked.
45. FALSE TEMPLE. The double doors leading to this chamber are scribed with runes which, if translated by a *read magic* spell, promise doom to those who penetrate the holy sanctuary (dedicated to whom, it is not said). Within is a gleaming temple of white marble; to the east is a magnificent statue of a perfect human form, albeit one whose identity is unidentifiable even to the most knowledgeable sage. Atop the dais to the north is a gleaming gold and silver altar, engraved with common astrological and other symbols which still give no clue as to the nature or identity of the deity honored here. All those entering the room must make a saving throw vs. spells or be overcome with either palpable unease (50%) or serene calm and belonging (50%). Anyone gazing at the statue for a prolonged length of time (say, long enough to conduct a thorough search of it and its surroundings) must make an additional saving throw vs. magic or become charmed by the image (as per the *fire charm* spell). Upon the altar rest a silver plate, goblet, and small bell. Manipulating the three objects in some sort of ritualistic fashion will produce the following effects 25% of the time, randomly:

    1) The visage of the statue changes to that of a demonic form, visible only for a moment.
    2) The goblet fills with fine wine. Drinking the wine has no special effect.
    3) An illusionary curtain of flame will separate the raised dais from the rest of the room for 1-6 rounds.
    4) A loud gong will be heard to sound without any apparent source.
    5) Those on the dais all take 1-6 h.p. of electrical damage.
    6) A cake appears on the plate, which will heal 1-4 h.p. of damage if eaten.

46. TRAPPER. A trapper has taken up residence here (48 h.p.).
47. EMPTY CAVE.
48. HAGS. A pair of annis (40,41 h.p.) have taken up residence here. They most often prey on the apes, but would welcome some human flesh to vary their diet. They are on good terms with the trolls to the northwest, but are wary of being used as pawns in the troll-ape conflict. If they have advance warning of intruders, they will use their *change self* power to appear as females in need of rescuing, telling a tale that they were part of an adventuring party that was wiped out by the apes. Each annis has three keys that open the chests in Area #49.
49. HOARD. The two annis in Area #48 keep both their treasure and their food stores here. Aside from the rancid meat lying about, there are six large iron chests, all locked. Chest #1 contains 4,000 e.p. Chest #2 has a poison needle trap on the lock (save vs. poison or die), and contains 3,000 g.p. Chest #3 contains 5,000 s.p. Chest #4 has an acid spray trap; anyone opening the chest (with the key or not) will cause a spray of acid in a 20' radius in front of the chest, causing 26 h.p. of damage (save vs. breath weapon for half damage). Chest #5 contains 3,000 e.p. and a *potion of strength*. Chest #6 contains 1,000 g.p. and 2 goldbugs (3,3 h.p.).
50. BLOCK TRAP. Anyone coming through this section of the tunnel will set off a block of stone, which will ram down from the ceiling with great force, doing 3d6 h.p. of damage. It will then begin to automatically reset into the ceiling, being hauled up on a sturdy chain. If the lever in Area #43 is moved down, the trap will be disabled. All of the inhabitants of this section of the level know about this trap, but only a few realize its connection to the lever.
51. MOLD. A large patch of yellow mold covers most of the floor of this room, but it is possible to wind one's way around it without disturbing it if moving carefully. It is large enough to have achieved a rudimentary sentience, and will release its spores when any living thing comes within range, rather than when touched.
52. APE SENTRIES. A pair of carnivorous albino apes (30,30 h.p.; see APPENDIX III: New Monsters for details) are here. If disturbed, one will flee to warn the rest of the tribe.
53. WET CAVE. The southern wall of this cave is very wet; careful inspection will show that water is making its way through a crack in the ceiling and disappearing through another narrow crack in the floor.
54. APES. Six carnivorous albino apes are in this cave (32,34,36,37,38,39 h.p.; see APPENDIX III: New Monsters for details), acting as guards to make sure creatures from the fungus forest do not intrude into the apes' domain.
55. ALCOVE. Due to a trick of the acoustics in the caves, anyone standing in this alcove can hear anything that is going on in Area #57 or its environs. The apes will take advantage of this feature if they suspect the trolls to be mounting an attack.
56. HORSING AROUND. At the entrance to this tunnel a *magic mouth* will say, "Take care oh my friend, for dangers abound; you could meet a bad end, when you're horsing around!" If the PCs venture down the corridor, they will note that the walls of the last 30' or so are graven with inscrutable red-glowing runes. If

the last 10' is reached, everyone in the tunnel will be transported to a demi-plane of Greco-Roman mythology, populated by centaurs, satyrs, and the like.

57. CHASM. Two branches of the tunnels both happen to skirt the edges of a 200' deep chasm. The chasm is not a straight drop down; there are twists and turns, and protrusions, and the whole tends to go in a corkscrew fashion somewhat southwards. A tentamort (35 h.p.) has attached itself some 20' down on the north side of the chasm. At the very bottom of the chasm are the remains of some of the tentamort's victims: a jumble of bones, rusting armor and weapons, and so forth. In and amongst the wreckage are 600 g.p., a *short sword +2*, a *pearl of wisdom*, and *boots of elvenkind*.
58. TROLL ENCLAVE. Fully a dozen trolls live here (30,31,32,35,35,35,36,36,37,37,37,38 h.p.). They have 4,000 g.p. in a battered old chest with a broken lock.
59. THE OLD TROLL. A withered troll, Giggrig by name, dwells here (31 h.p.). A mottled and wrinkled gray-green hide betrays the many years he has seen. Old beyond most trolls' dreams, Giggrig is also both wiser and less blood-thirsty than his brethren. He is given to telling long, rambling stories about his youth, and tales of troll legends (which are, to the ears of non-trolls, strangely skewed versions of classic fairy tales such as Three Billy Goats Gruff, stories where the sun never rises, etc.), and the like. He does have a small bag with 17 gems hidden in the pile of rags he calls a bed. The other trolls usually avoid him or have forgotten about him.
60. GIANT TROLLS. A pair of giant trolls (50,54 h.p.) guards this entrance to the trolls' domain from incursions by the apes.
61. TROLLS. Six of the brutes are quartered here (29,30,31,33,33,34 h.p.). They have a sack containing two golden candelabras worth 250 g.p. each.
62. COURT OF THE TROLLS. In the southeast corner of this room is the throne of the "god-king" of the trolls; Kreg, a type III demon (55 h.p.). He has a 50% chance of either being in this cave or in Area #63, which is his private quarters. If Kreg is holding court, eight trolls will be here (30,31,31,33,34,34,35,35 h.p.). If not, only the last two will be here, guarding his quarters. Kreg is the chief reason the albino apes haven't overrun the trolls yet.
63. KREG'S QUARTERS. This cave is sumptuously appointed, with thick rugs, overstuffed furniture, and luxurious wall hangings. Closer inspection will reveal that all is moldy, fraying, and much worn. If Kreg is not in his throne-room (Area #62), he will be here, enjoying the fruits of his leadership of the trolls. His concubine Seratha, a succubus, is here as well (26 h.p.). Hidden under the rotting rugs is a trap-door concealing the demons' treasure-trove; 1,500 p.p, 14 gems, 6 pieces of jewelry, and a druid scroll with the spells *animal growth*, *pass plant*, and *wall of fire*.
64. KITCHEN SLAVES. A pair of ogresses (15,16 h.p.) are chained to the walls of this room. If attacked, they will defend themselves, but if freed they will gladly help rescuers (for a time, anyway), as they greatly resent their servitude to the trolls. This cave is very smoky, owing to the cooking fire that burns in the middle, and is stuffed with the makings of the sort of food trolls find to their taste.
65. TROLL GUARDS. Four trolls are here on guard duty at any given time (33,34,34,35 h.p.).
66. FOREST OF FUNGI. Depending on the vantage point, those gazing upon its majestic view could see a lake at the base of the waterfall (location C), a small river leading away from it, and a bewildering array of fungus and mushrooms of all shapes, sizes, and colors both natural and unnatural. Ledges and shelves stud the walls at irregular intervals, and dim cave mouths can be seen to disappear into the walls. The whole is suffused with a dim phosphorescence that allows the whole of the scene to be taken in, but which is far too dim to allow any sort of detail to be made out. Far above, the ceiling is studded with both stalactites and piercers; it is fairly inevitable that characters walking around the forest will pass underneath one and thus trigger an attack. The game master should roll 2d6; one for the "tens" and one for the "ones". That is the time that can be spent walking around (in minutes) before the first piercer attack. If the party splits up, roll separately for each group. Roll randomly to determine the number of hit dice the attacking piercer possesses. Once the first attack is done with, roll again to determine the time until the next attack. Only retreating into one of the side caves will protect the characters fully from such attacks from above.

    The fungus forest is carefully tended by a colony of myconids who have their safe place where they perform their daily melding in Areas #68-70. The following mushroom-men are part of the colony: 30x1 HD (4 h.p. each), 26x2 HD (9 h.p. each), 18x3 HD (13 h.p. each), 8x4 HD (16 h.p. each), 6x5 HD (22 h.p. each), and the king (6 HD, 33 h.p). They can be found as normal random encounters, but for every 15 minute span that is spent in the fungus forest, there is a 25% chance of spotting a myconid carefully tending or harvesting the crop (determine HD randomly by rolling 1d20:

1-10:	1 HD
11-15:	2 HD
16-17:	3 HD
18-19:	4 HD
20:	5 HD

    Location A is a natural ramp up the side of the cavern wall that leads to Area #24 on Level 9: THE GREATER CAVES.

    Location B is a natural free-standing ramp that leads to Area #47 on Level 10: THE LESSER CAVERNS.

    Location C is a large pond at the base of the waterfall that enters the cavern near the ceiling, its

edge sporting a few moss-covered boulders. See Area #67 for more information.

Location D is a slow-moving river that flows from the pond (location C, which is itself fed by the waterfall) to the whirlpool (location E).

Location E is a large, slow-moving whirlpool. The river (location D) flows into a pool, which itself is constantly draining into a hole some 40' below the surface. This has the effect of creating a giant whirlpool effect; anyone entering the pool will be sucked into the whirlpool and pulled under in 2 rounds unless they are able to make a successful bend bars roll. It is possible, of course, for a companion to throw a rope or other contrivance, but such attempts would be made at a 25% penalty due to the rapidly swirling waters (and victims). Anyone sucked into the whirlpool will surely drown, or (if they have some means of breathing water) eventually find themselves in the Lake of Unknown Depths; a large freshwater lake fifty miles to the northwest.

Location F is a bridge over the river. It is made of stone, and only has room for one person to cross at a time. Beneath it lives a giant two-headed troll (50 h.p.) who will, if he detects someone approaching "his" bridge, demand all of the party's food and drink in their possession in order to cross. If the player characters balk, he will accept a halfling or gnome, "if you happen to have a spare".

Location G is a slope up to Area #78 on Level 10: THE LESSER CAVERNS. Note that if the hill giants in Area #42 on Level 9: THE GREATER CAVES have a lookout on the ledge (50% chance), he may well hurl some boulders at intruders, and warn his compatriots that company is coming.

Location H is a natural stone ramp that leads up to Area #61 on Level 9: THE GREATER CAVES.

Location I is a natural ramp that leads up the side of the cavern wall to Area #48 on Level 9: THE GREATER CAVES.

Location J is a natural ramp that leads up the side of the cavern wall to Area #62 on Level 10: THE LESSER CAVERNS.

Location K is a giant 30' mushroom that towers over its neighbors. If it is inspected carefully (without touching it), a single (blue, if they happen to ask) caterpillar can be found on it. If the caterpillar is touched, everyone within 20' will be instantly teleported to Area C of the Woods of Trees and Giant Fungi in Dungeonland. It will appear as if the surroundings change, but the mushroom itself has remained the only constant. *(DESIGNER'S NOTE: This is none other than a portal to the (in)famous TSR module Dungeonland, inspired by the Lewis Carroll stories of Alice in Wonderland. The party is transported to its analog of the hookah-smoking caterpillar. Enjoy!)*

Locations L are patches of giant puffball fungi. There will be from 13-24 of the things spread about the area. Causing them any sort of damage, as by hitting them with arrows, etc., will cause them to explode, spreading spores in a cloud 2-24' in diameter. Those in the area of effect must make a saving throw vs. poison; those failing the saving throw will have breathed in the spores and will die in 1-6 turns from the fast-growing fungi growing inside their lungs. A *cure disease* spell will destroy them. If they are handled gently, however, they can be softly compressed into a sort of "deflated bag". Once that happens, the flesh is most nutritious, with a single puffball equal to a week's worth of iron rations, but only taking up half the space.

Locations M are patches of giant scarlet cap fungi. If they are disturbed in any way, they will release their spores on anyone passing within 6'. Any so affected who fails a saving throw vs. poison will be afflicted with hallucinations for the next 3-18 rounds:

1-3:	See 4-20 humanoids attacking, and respond appropriately.
4-7:	Believe earnestly that another party member has been possessed by a demon.
8-9:	Sees the "true" nature of the fungi forest as a completely empty cave filled with black-eyed halflings plotting against him.
10:	Believes he can speak the secret language of mushrooms, and spends his time learning their horrible, horrible, secrets. 25% chance that these "secrets" are still believed once the spores wear off.

Locations N are patches of ordinary giant mushrooms which are covered with either yellow mold (50%), brown mold (25%) or black mold (25%; see APPENDIX III: New Monsters for details). Since the molds are growing on the giant mushrooms, there is a 65% chance they will not be immediately recognized.

Locations O are patches of shriekers and violet fungi. There will be 4-12 of the former (3 HD; roll for h.p.) and 1-6 of the latter (ditto).

67. LANDING. A giant bloodworm (29 h.p.) will usually be found lying on the shore of the pond, half-in and half-out of the water, and thus easily mistaken for the moss-covered rocks that abound on its verges. Note that if the hill giants in Area #42 on Level 9: THE GREATER CAVES have a lookout on the ledge (50% chance), he may well hurl some boulders at intruders.
68. GUARDIAN. The myconids from Area #66 have a guardian which stays here unless needed to defend

the colony. The animated corpse of a manticore (originally from Area #78; 35 h.p.; always strikes last each melee round). About a quarter of the body has been replaced by fungal parts, giving it a truly horrific appearance.

69. MYCONID SAFE PLACE. It is in this cave that the myconid colony from Area #66 retires for their eight hour rest period. To an untrained eye, this could look just like an enormous toadstool ring, as the fungus men will be completely immobile. The manticore-corpse from Area #68 will be set to guard them while in this state, and only Jored Mercaw from Area #73 would be allowed to enter. Note that any hostile action against the myconids while in this state would cause of release of their distress spores, breaking the melding and bringing them all too instant awareness and blood-lust.
70. MUSHROOM KING'S LABORATORY. It is here that the king of the myconids conducts myriads of experiments on the various fungi and mushrooms that grow in the forest, and turns them into potions of various odd sorts. There are several tables with recognizable, if somewhat oddly and unevenly shaped, glassware, retorts, alembics, etc. The following potions are currently on hand: *climbing, flying, extra-healing, fire resistance, oil of slipperiness, treasure finding*, and *undead control*.
71. JOURNEY FROM THE RED PLANET. This cave is venerated by the apes, as it is the landing point for a gate on the Red Planet whence they came. The walls and floors are covered with various trinkets and other shiny objects that the apes have found suitably nice to decorate the place, although the teleportation mechanism from the other side has not been activated in many years. There are a total of 30 low-value gems here, in and amongst the detritus.
72. LADY BEETLES. A colony of 20 lady beetles is here (10,10,10,11,11,12,12,13,13,14,14,14,15,16,16,17, 17,18,19,19 h.p.; see APPENDIX III: New Monsters for details). They are fairly innocuous unless attacked.
73. A VERY STRANGE PRIEST. This cave serves as the home of one Jored Mercaw, a rare "myconic druid" (Human D10; 44 h.p.; AC 6 (leather & DEX); spells memorized: *fungus friendship, entangle, faerie fire* (x2), *locate fungus, purify water, shillelagh, charm fungus, charm person or mammal* (x2), *cure light wounds, fungus growth, protection from fire, mushroom, dispel magic, mushroom door, speak with fungus, insect plague, transmute rock to mud;* see APPENDIX V: New Spells for details where applicable), armed with a staff and a *dagger +2/+3 vs. mammals*. He also bears a *scarab of protection*, a pair of *gauntlets of dexterity*, wears *eyes of minute seeing*, and has a *ring of sustenance*. He carries a number of fungus-based potions with him as well; *invisibility, haste, mammal control, extra healing*, and *ESP*. He has packets of the myconid spores for *distress, rapport*, and *pacifier* effects. Like other myconic druids, his charisma has suffered from his skin playing host to minor forms of fungal life (CHA 6), but he is an affable enough chap if approached in a non-threatening manner. Jored will only be in his quarters 30% of the time; the rest of the time he will be wandering about the fungus forest (Area #66) or communing with the myconids who dwell there. A pair of ustilagors (17,18 h.p.) guard his home when he is away and jump on him affectionately when he returns. Aside from the normal sort of furnishings a recluse might require, there is a large chest with a small cache of 350 p.p. and 10 gems hidden beneath the bed. *(DESIGNER'S NOTE: The remaining details of the myconic druid are left to the game master to determine. Suffice to say he's a druid with an inordinate affection for mushrooms and fungi, and perhaps a certain misanthropy.)*
74. BEETLES. A nest of six bombardier beetles (10,11,11, 12,13,14 h.p.).
75. GUIDEPOST. In the middle of this five-way intersection of the cavern passages there is a 7' tall pillar of rough-shaped basalt. Jutting out in the five different directions are carved hands, each pointing to a different passage.
76. VIBRATING TUNNEL. The composition of the walls and floor of this tunnel are such that walking will produce a noticeable tremor; not enough to loosen any stones (which have long since fallen if they were going to fall), but which is nonetheless present. At the very end of the tunnel is a *knife +1*.
77. APE OUTPOST. This is the farthest outpost of the carnivorous albino apes, and it is often the case that those sent here will be fewer in number on their return. Five of the beasts are here now (24,25,25,26, 27 h.p.; see APPENDIX III: New Monsters for details). If attacked, 1-3 will immediately flee to the east, to warn the rest of the tribe, but in reality to get out of the dangerous posting.
78. MANTICORES. A trio of manticores dwells here (27,30,36 h.p.). They will often be found out in the fungus forest in search of prey. They have four large iron chests that contain 8,000 c.p., 2,000 s.p., 5 gems, and a scroll of *protection from petrification*.
79. AMBUSH. The doppelgangers in Area #85 will use this cave as an ambush point when they wish to take out another of the apes in Area #77. They will simply leave food here and wait for one of the apes to get hungry and investigate. Then, wham!
80. SLOPE. This tunnel slopes noticeably downwards at a steep (20%) grade, but then ends abruptly.
81. DEAD END. This tunnel ends in an abrupt dead end.
82. CAVE. This cave is notable only for the many hundreds of tiny stalactites and stalagmites which cover the ceiling and floor, respectively.
83. RAIN BEETLES. A pair of rain beetles lairs here (22,23 h.p.; see APPENDIX III: New Monsters for details). There are also two long-dead corpses, one of which is wearing a *ring of protection +3* and the other wearing *scale mail +2*.
84. ALCOVE. This alcove is lit by a *continual light* spell.
85. DOPPELGANGERS. Four doppelgangers dwell here (17,17,19,20 h.p.). They have been steadily preying on the ape guards sent to Area #77, using an ambush in Area #79. In addition, they have

amassed a trove of some 6,000 e.p., which they keep in a large stone chest.

86. SLAAD OUTPOST (Areas #86-91). The dreaded slaad of limbo have established an outpost in this out-of-the-way corner of the dungeons, perhaps attracted by the chaotic and whimsical nature of the place, perhaps to the immense magical power it embodies, or perhaps because of some inscrutable reason of their own. Six red slaad (30,30,32,33,34,35 h.p.) and one green slaad (42 h.p.) will be on guard here at any given time. If disturbed by intruders one slaad will immediately race down the tunnel to the west to warn the rest of the outpost. The slaad will occasionally send out patrols and occasionally full-scale expeditions into the fungus forest and beyond.
87. RED SLAAD BARRACKS. Six red slaad are here (30,31,31,32,34,34 h.p.), with room for three more. There are three large unlocked chests each containing 2,000 g.p.
88. RED SLAAD BARRACKS. Six red slaad will be found here (31,31,31,33,35,36 h.p.), with obvious room for three more. There are five large unlocked chests containing a total of 14,000 s.p. and 2,000 p.p.
89. SLAAD SERGEANTS. Two green slaad (40,41 h.p.) are housed here, and there is room for one more. Hidden in a secret cache is a large chest with 20,000 g.p. inside.
90. SLAAD CAPTAIN. A single grey slaad (50 h.p.) dwells here in comfort and near-splendor. Note that the captain will appear as a human initially, using his innate power of *polymorph self*. The captain, one Yignish by name, has a small pouch with 50 p.p., and also carries with him a *long sword of submission +2* (acts as a *trident of submission*) and a *girdle of cloud giant strength*. There are four ornate rugs worth 500 g.p. each, a candelabra of silver worth 350 g.p., an enormous beaten mirror worth 400 g.p., and a gold-chased divan worth 700 g.p.
91. "MEDITATION" ROOM. This is where Yignish will sometimes go for "meditation"; at such times his troops have orders that he is not to be disturbed except in the direst of circumstances. In reality, he will be roaming the Castle halls on a secret mission for his slaad masters. There is a 10% chance that he will be so engaged at any given time.

Level Twelve: The Catacombs

Here there be dragons!

This level is mostly given up to a collection of the various evil dragon types and their servants. The dragon men function as both servants and guardians; the dragons will never be caught asleep without a coterie of their faithful warriors standing guard. The dragon men are very cunning, and if they are aware of intruders, they will set up scouts, patrols, ambushes, etc.

There also exists a sub-level, consisting of a number of hidden corridors and stairways. Some of these passages run underneath the main sections of the level, and the players may believe they have found an entrance to the thirteenth level, when in fact what they have found is simply a sub-passage. These sub-passages harbor nothing but venomous creatures of various types, and no treasure, thus serving as a drain on player resources.

The ceilings in the main section are 20' high unless otherwise noted, those in the sub-passages (Areas #52-66) are the standard 10' high. If examined, the high shadowy reaches of the corridors are lined with various twisting and turning pipes, which form a perfect hiding place for snakes and the like.

It is recommended that the game master utilize whatever extended abilities for dragons are available in his particular rules set. Dragons should be more effective than a simple claw-claw-bite and three breath weapons per day. Allowing for unlimited breath weapons, wing buffets, rear claw attacks, etc. will make the beasts much more fearsome opponents. Also, don't forget the automatic fear effects that some rules systems employ, which will strip away low-level hirelings and henchmen as they flee in sheer panic.

This level has direct access to Levels 11 and 13. There are four maps: northwest, northeast, southwest, and southeast.

Table 12.1: Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.). On a roll of 1, a random encounter will take place. If the player characters are in the sub-level, the encounter will automatically be with whatever creature has a lair nearest. Otherwise, roll on the following table.

Roll	Encounter
1	Dragon patrol. 3-8 (1d6+2) of the servants of the nearest dragon: dragon men, skeletons, etc. There is a 30% chance that if the dragon has an especially powerful servant, it will be here as well.
2	Dragon patrol. As above.
3	Dragon patrol. As above.
4	Dragon. A dragon from one of the five colored dragon lairs is out in search of food. It will be accompanied by 4-12 servants.
5	Other creature. Depending on what is closest, either the purple worm from Area #2, the beholder from Area #36 (alone 40%, with his half-orc slave 40%, and the half-orc alone 20%), the vampire from Area #51, or the dracolisk from Area #45.
6	Other creature. As above.
7	1-3 giant amphisbaena snakes
8	1-4 giant spitting snakes
9	1-3 giant poisonous snakes
10	Giant constrictor snake
11	Basilisk
12	Dungeon Dressing (use table 12.2)

Table 12.2: Dungeon Dressing

Roll	Encounter
1	Bent and broken military fork.
2	Scream off in the distance (roll direction randomly)
3	Dragon scale (color will be determined by closest dragon lair)
4	Pipes overhead bang for 1d4 segments, then stop
5	A battered tin cup
6	Graffiti: "Ask the tree!"
7	4 burned out candle stubs
8	A small round hat with a white feather in the brim
9	Marked on the wall in yellow chalk: "A.S. →"
10	The smell of roses
11	An empty leather scroll case
12	Special (see APPENDIX IV: Special Random Encounters)

ENCOUNTER AREAS

1. CAVED-IN CHAMBER. There is a large hole in the ceiling, which leads 60' up until it reaches Area #1 on Level 11: THE GREATER CAVES. Beneath it there is a large pile of rubble, almost reaching the level of the ceiling. Approximately 20' up in the hole, there is a 5' tunnel that intersects it. This small tunnel, after many dark twists and turns, leads up and up and up until it links up with an entire network of dank passages, and finally emerges in a cave near the surface.
2. PURPLE WORM. This chamber has been taken over as the lair of a large purple worm (84 h.p.). It will often be found in the corridors searching for food, and is indiscriminant about dining on dragon men, rothé from above, or adventurers. It has accumulated some precious items over the years, which have been expelled willy-nilly about the place; 6,000 c.p., 1,000 s.p, and 8 gems.
3. RED DRAGON. Six of the red dragon men from Areas #4-7 will be on guard duty at the entrance to this chamber at any given time. They are very attentive to both of the corridors leading here, and thus will be

surprised only 1 chance in 10, and if possible one will rush off to alert the other dragon men and get reinforcements if hostile intruders appear. The walls of this chamber are clad in huge blocks of basalt without other adornment. Within dwells Skovilarch, an enormous and ancient red dragon (11 HD; 88 h.p.; spells memorized: *detect magic, sleep, ESP, mirror image, haste, hold person, confusion, polymorph self*), able to speak draconic, common, lizard man, and orcish. He sleeps (20% chance at any given time) on an enormous pile of treasure: 20,000 c.p., 50,000 s.p., 30,000 g.p., 45 gems, 20 pieces of jewelry, a *helm of brilliance*, a *mace of disruption, splint mail +4*, and a *rope of climbing*. In addition, there is a small box (unlocked, but with a poison needle trap on the latch, save vs. poison or die) containing *potions of climbing, extra healing, human control (human)*, and *treasure finding*. In addition, Skovilarch's butler, Svein Copperbeard, a fire giant (56 h.p.), bearing an enormous sword with a +2 enchantment (treat as a two-handed sword if wielded by a man-sized character) is also here. He keeps a supply of 10 rocks handy to throw at intruders if necessary.

4. RED DRAGON MEN QUARTERS (Areas #4-7). The passages leading to these rooms, as well as the rooms themselves, have 10' high ceilings. Note that some of the dragon men will be absent from their actual bunk-rooms, as some will be serving as guards in Area #3, some will be in this room, etc. This is the common room of the dragon men; there are tables, benches, meat and drink, and games (knucklebones, a dart board, etc.). Normally there will be 4-8 dragon men from the other areas in this room at any given time.
5. There are a dozen red dragon men quartered here (25,25,25,26,26,27,27,28,28,29,29,30 h.p.), armed with morning stars and longbows (each has a quiver with 20 arrows). Each has 20 g.p. Careful count will reveal sixteen bunks.
6. Nine red dragon men are here (25,25,26,26,27,28, 29,30,31 h.p.), armed with broadswords and javelins (3 each). Each has 20 g.p. There are twelve bunks.
7. Ten red dragon men are quartered here (25,26,27, 28,29,29,29,30,30,31 h.p.), armed with glaives and heavy crossbows (each with 20 bolts). Each has 20 g.p.
8. ONE-ARMED BANDITS. Note that the passage leading to this room has a ceiling only 10' high, as does the room itself. Within this room are nine large machines of some bright silver material, before each of which sits a high stool. The machines are covered with brightly blinking lights, and three tiny windows are in the middle of each. After depositing up to 100 coins (of whatever type), the single arm on the right of a given machine can be pulled, causing the figures within the three windows to begin spinning. If a winning combination comes up, the appropriate number of coins will spill out of a slot in the front of the machine. To determine the outcome, roll 3d6: 1=axe, 2=sword, 3=wand, 4=mace, 5=dagger, 6=dragon (see Appendix F in the AD&D Dungeon Master's Guide for payouts for any given roll). One of the stools is occupied by a wizened old woman, who sits upon it with an earthenware jug into which she puts her winnings, and from which she draws coins to feed the machine. She will largely ignore anyone else in the room, aside from complaining about the stingy machine, nevertheless single-mindedly putting coins into it, pulling the lever, and waiting for the outcome. She is, in fact, Grizelmot, a night hag (53 h.p.) in human form, who will only attack the player characters if she is herself attacked, or if her attempts to beat the machine are interrupted.
9. MOVING STATUE. Note that the passage leading to this room has a ceiling only 10' high, as does the room itself. This room is home to a large (9 ½' high) statue of a beautiful woman wearing a stola-like garment. However, each time the room is entered (10 minute minimum between visits), the statue will be in a different part of the room (roll 1d8; 1 = northeast, 2 = east-middle, 3 = southeast, 4 = southwest, 5 = west-middle, 6 = northwest, 7 = center, 8 = missing altogether), and in a different pose:

Die Roll	Pose
1	Hands behind head, alluringly
2	Hands extended before face, looking away
3	Arms spread wide, welcoming
4	Seated, legs crossed in yoga-like pose
5	Arms at sides, legs straight
6	Arms posed as if firing a bow
7	Head in hands, in grief
8	Hands held out, as if holding a bowl

The statue is, in fact, a stone golem (60 h.p.). It will be completely motionless unless attacked (any sort of spell casting directly upon it will set it off, including *detect magic*, as well as any sort of damage-inducing action, more general spells such as *augury*, however, are not cast upon the golem itself, and will therefore not activate it), or if the room is entered twice in any ten-minute period by the same person (the person must go a full 50' from the entrance of the room, and then return, in order to trigger the effect). It will never change position when there is anyone within 50' of the room. It will automatically follow the commands of any elf wearing predominantly yellow clothing.

10. BLUE DRAGON MEN (Areas #10-12). Note that the ceilings in these rooms and the adjoining hallways are only 10' in height, and some of the dragon men quartered in these areas will be elsewhere at any given time, for example Area #13. Nine blue dragon men lair here (20,20,21,22,23,23,24,24,24 h.p.), armed with two-handed swords and throwing axes. Each has 15 g.p. There are twelve bunks.
11. Thirteen blue dragon men sleep in this chamber (20, 20,20,21,21,21,23,23,23,23,23,24,24 h.p.), armed with tridents and short bows (20 arrows each). Each has 15 g.p. There are fourteen bunks.

12. Eight blue dragon men are quartered here (20,20,20,21,21,22,22,22 h.p.), armed with footman's maces and light crossbows (20 bolts each). Each has 15 g.p. There are fourteen bunks here.
13. BLUE DRAGONS. Five blue dragon men from Areas #10-12 will be guarding the entrance to this chamber, and one will speed off for reinforcements if hostile intruders attack. Within the chamber is a mated pair of blue dragons. Vorgerimius is an average-sized ancient male (9 HD; 72 h.p.) who can speak draconic, common, elvish, halfling, and peryton. About his head whirls a pale lavender ellipsoid *ioun stone* which can absorb up to 25 spell levels (up to 4th level spells are affected) before burning out. His mate, Ynfiligret, is a small, very old female (8 HD; 56 h.p.) who can speak draconic, common, and orcish. They sleep (30% chance of either being asleep at any given time) on an enormous pile of treasure: 80,000 s.p., 20,000 e.p., 20,000 g.p., 5,000 p.p., a *staff of power* (20 charges), a *ring of swimming*, and a *brazier commanding fire elementals*. Note that the pair can never be subdued, as they will fear for the safety of their eggs in Area #14.
14. SECRET CHAMBER. (Note that the secret door to this chamber is 10' above the floor, and thus will not be detected in an ordinary check for secret doors.) Vorgermius and Ynfiligret have hidden their most valuable treasure here; a clutch of 6 blue dragon eggs, each nestled safely in a bed of warm sand. The eggs should hatch in a few years. In the meanwhile, they are guarded by a pair of blue abishai (scaley) devils (24,26 h.p.). The ceiling here is only 10' high.
15. WELL BOTTOM. This chamber is at the bottom of a 60' circular well that leads up to Area #38 on Level 11: THE GREATER CAVERNS. The albino apes from the level above will regularly toss down sacrifices of food (often from the rothé herd found on the level, amongst other sources) and occasionally valuables. This keeps the dragons on this level sated, which the apes find a perfectly adequate state of affairs.
16. WHITE DRAGON MEN (Areas #16-19; note that some will be in Area #20 as guards). These rooms and the short passage leading to them all sport 10' high ceilings. 2-7 white dragon men from Areas 17-19 will be here at any given time; there are tables, benches, food and drink, etc.
17. A dozen white dragon men are quartered here (15,15,16,16,17,17,17,17,18,18,19,19 h.p.), armed with maces and light crossbows (20 bolts each). Each has 12 g.p. There are fourteen bunks.
18. Ten white dragon men dwell here (15,15,15,16,16, 17,17,17,17,18 h.p.), armed with bardiches and daggers. Each has 12 g.p. There are fourteen bunks.
19. Nine white dragon men bunk here (15,15,15,16,16, 17,17,18,18 h.p.), armed with longswords and longbows (20 arrows each). Each has 12 g.p.
20. WHITE DRAGON. Six white dragon men from Areas #16-19 will be guarding the entrance to this chamber, and if possible, one will attempt to rouse reinforcements if hostile intruders attack. Within dwells Frostbite, a huge and ancient white dragon (7 HD, 56 h.p.), who neither speaks nor uses magic. He does, however, sleep upon an impressive pile of treasure (60% chance of being asleep, but the dragon men will awaken him if possible): 15,000 s.p., 12,000 e.p., and a *sword +3 frost brand*.
21. BROOM CLOSET. This room has a number of brooms, mops, buckets, bottles of soap, brushes, rags, etc. There is a single large metal can on wheels with a handle, allowing it to be pushed so trash may be collected more easily.
22. DISORIENTATING ROOM. Note that all the passages leading to this room and #23 have 10' high ceilings, as does this room itself. This room is lit by *continual light*, and has several large couches and tables upon which there is to be found a pitcher of wine and five goblets (worth 15 g.p. each), as well as two large wing-back chairs. Three rounds after the room is entered, all three doors will slam shut, the *light* will wink out for a few seconds, and then will return to show the furniture completely rearranged, and anyone inside left with no idea of their directional orientation (this applies to dwarves and the like as well, but not to magical means such as an *arrow of direction*). Roll 1d4 to establish an arbitrary "north". The (real) northern (false) door is a trap; anyone attempting to open it will be sprayed with *oil of monster attraction* (see APPENDIX II: New Magic Items for details).
23. CUBE. The door to this room bears the inscription "CUBE". The ceiling of this small room is 20' high (making the room most definitely not a cube, but don't point that out to the players). The door will automatically close 1 round after it is opened. Once this happens, or if it is closed manually beforehand, it will lock, and a trap door in the ceiling will open up, dropping a gelatinous cube into the room (20 h.p.). Anyone in the room when that happens must automatically save vs. paralyzation, and will suffer an automatic 2-8 h.p. of damage per round as the 'cube's digestive enzymes go to work. After an hour, the 'cube will be lifted back up into the space above by means of an elevator hidden in the floor, the trapdoor reset, and the door will automatically unlock. Can't say they weren't warned.
24. THE TREE OF KNOWLEDGE. Growing in a hole in the stone floor in the southeast portion of this room is a very broad tree of unknown type (even a druid would find it impossible to determine its exact species), with its limbs forming a canopy above, brushing up to the ceiling. Despite the fact that there is no natural or artificial light in the room, the tree seems to be flourishing. It bears no fruit or flowers, but every once in a while the leaves seem to flutter in a breeze that only the tree itself feels. It will radiate both magic and good if detected for. Anyone sleeping beneath the tree for a period of 6 consecutive hours or more will be affected, depending on their nature. Paladins and clerics of good alignment will have their wisdom score permanently increased by one point. Elves of non-

evil alignment will find their level limits raised by one. All others of non-evil alignment will find themselves the recipient of a dream, the equivalent of a *divination* spell, which can be applied to any situation in the next month (the player need merely say that the dream he or she received now will apply, and all of a sudden the dream will "make sense" in that context). Any evil creature will have nightmares that negate the healing effect of sleeping, but will themselves have the effect of an *augury* spell, at their discretion sometime in the next month, with no chance of failure of the spell (but they won't know that). The permanent effects can, of course, only be obtained once, but the dreams can be summoned once per month. If a good cleric/paladin or non-evil elf sleeps beneath the tree for a second time, they will receive a dream of appropriate type. While any creature is sleeping beneath the tree, there will be no wandering monster encounters in this area (but once again, the player characters won't know that).

25. HUGE VAULTED CHAMBER. The ceiling of this vast room soars some 40' above the floor, supported by buttressed arches. It is decorated with a dozen gargoyles at regular intervals, some halfway up the ceiling. If any of these is in any way attacked or damaged, the rest will come to life and attack those responsible (20,20,21,21,21,22,22,23,23,24,24,25 h.p.).
26. WATERWAY. The floor of the southern portion of this corridor is even with a fast-moving stream of water that comes in from a large pipe in the eastern end of the trough and disappears through a barred culvert in the west. The waterway itself is approximately 5 feet deep, and serves as a water source for the inhabitants of the level. Roll for random encounters at twice the normal frequency in this area.
27. GAS. From this point onward, the corridors and chambers are partially filled with bertholite gas. The gas is visible, filling the air with a faintly greenish-white vapor, which if breathed will cause 1d6 h.p. of damage per round. Anyone breathing in the gas for five consecutive rounds must make a saving throw vs. poison every round thereafter. Failure indicates the lungs have been damaged, resulting in a loss of 1 point of constitution for a period of 2-8 weeks; a loss of four points results in one of them being permanently lost. If a character's constitution score is reduced to 0, he or she dies immediately. The green dragon men and green dragons beyond are immune to the effects of the gas.
28. GREEN DRAGON MEN BARRACKS (Areas #28-31). The ceilings here are only 10' high. These chambers form the living quarters for the dragon men who serve the green dragons Anchil and Devonarch in Area #32. This is a "common room", with tables, benches, cooking apparatus, etc. 3-6 (1d4+2) of the dragon men from Areas #29-31 will be here at any given time.
29. Ten green dragon men are quartered here (20,20,21,22,23,24,24,25,25,26 h.p.), but there are bunks for fifteen (if the PCs bother to count, that is). Each has 20 g.p. on his person, and all are armed with halberds and longbows (each has 12 arrows).
30. Six green dragon men dwell here (20,22,23,23,24, 25 h.p.), armed with halberds and longbows (each has 12 arrows). Each has 20 g.p.
31. Eight green dragon men are here (20,20,21,21,21, 23,24,25 h.p.), armed with halberds and longbows (each has 12 arrows), each carrying 20 g.p.
32. GREEN DRAGONS. Four green dragon men from Areas #29-31 will be on guard duty outside the entrance to this enormous room, and will alert their masters if any intruders should approach. A pair of green dragons dwells here. Anchil is an old and average sized female mossback (8 HD; 48 h.p.; spells memorized: *charm person, shield, unseen servant, ventriloquism, invisibility, web*), able to speak not only the draconic tongue but those of elves, hobgoblins, and the common tongue. Devonarch is an ancient and average sized male (8 HD; 64 h.p.), also able to speak draconic and common. They sleep (40% chance for each) upon an enormous horde consisting of 45,000 s.p., 35,000 g.p., 66 gems, and 20 pieces of jewelry. The ceiling is arched, and some 30' high in the center. The walls are decorated with frescoes depicting a bleak and evilly oppressive sylvan scene; subtly distorted woodland creatures with malicious eyes scurry in and about black and twisted trees, thorny underbrush, and brambles.
33. DESERTERS. A half-dozen dragon men of various types are barracked here. They have all been *charmed* at various times by the beholder (see Area #36), who uses them as a first line of defense against intruders, and also to infiltrate the lairs of the various dragons. The exact composition of dragon men types will vary; when the player characters first encounter these guards, there will be one black (16 h.p.), two blues (22,23 h.p.), a green (25 h.p.), and two reds (26,26 h.p.) present. The ceilings in the corridors leading from the southern door are only 10' high.
34. BEHOLDER. There is a large gas spore here (1 h.p.), which Grengotha (see Area #36) uses as a decoy to fool intruders. The ceiling is 15' high.
35. PIT TRAP. There is a covered pit trap here, some 30' deep and covered with spikes on the bottom. Those falling into it will take 3d6 h.p. of damage and must make a saving throw vs. paralyzation or take an additional 1d10 h.p. of damage from the spikes. The trap door will reset automatically in 5 rounds.
36. EYE TYRANT. Note that there are double-doors leading to this room, whose ceiling is some 15' high, and which is the lair of Grengotha, a beholder of monstrous size (6' diameter, 75 h.p.). He maintains an uneasy truce with the dragons on the level, all of whom both fear and hate him, except for Skovilarch in Area #3, who figures he is far enough away that the beholder poses only a minor threat. His *charmed* slave, Joppash, is a half-orc cleric-assassin of exceptional ability who is totally loyal to his master (C4/A9; 40 h.p.; AC -2 (*chainmail +3*, *shield +2*);

spells memorized: *command, cause light wounds, cause fear, hold person, silence 15' radius;* DEX 15). Joppash is armed with a *sword +1/+4 vs. reptiles* and a *crossbow of accuracy* (he has 20 non-magical bolts as well). In a locked metal chest in the room is a bag filled with 25 gems, as well as potions of *invisibility, frost giant strength, extra healing*, and *good dragon control* (which Grengotha uses as an incentive when dealing with the dragons on this level; it has been promised to each of them at least once). There is also a scroll with the clerical spells *dispel magic* and *continual light*. The key is hidden on the lintel above the door. Both Grengotha and Joppash will be found as random encounters on this level, singularly and together, as the beholder seeks to use its *charm monster* ability to recruit more of the dragon men to its service.

37. BUZZING. Note that the passageway leading to this room, as well as the room itself, has a 10' high ceiling. A faintly audible buzzing can be heard coming from the other side of the door to this chamber. The door is locked, and there is no key readily apparent; it is, however, infested with 4 ear seekers, which will attack if anyone attempts to listen at the door without some sort of safeguard. The room contains a large rotating cylinder studded with small pipes, into which six bellows, worked by belts that disappear into the floor, pump air. The loud buzzing noise is coming from the air being forced through the pipes. Atop the cylinder is a large brass honeybee. If examined, there is a lid on the top of the bee, which reveals a "dose" of royal bee jelly (equivalent to 2-5 *potions of extra healing*, with each also functioning as a *cure disease* spell, also can be sold for some 500-1,000 g.p. to an alchemist).
38. FALSE DOOR TRAP. Note that the corridor leading to this door has a 10' ceiling. The door to the north is a false one; anyone unlocking and then opening it will simply see a brick wall beyond. Before that happens, however, anyone touching the door will trigger a barrage of poisoned darts in the walls that will cover the whole of the 10' section before the door. 3 darts will attack each person in the area (maximum of 18 darts per barrage), attacking as a 12 HD monster, doing 1d4 h.p. of damage and requiring a saving throw vs. poison. If the save is successful, the target takes an additional 15 h.p. of damage. If the save fails, the target takes 25 h.p. of damage and loses a point of strength for 25-36 (1d12+24) hours.
39. SKELETONS (Areas #39 - 42). Note that these rooms and the passages leading to them have ceilings that are 10' high. Some of the skeletons in these rooms will be elsewhere, particularly Area #43. This particular room holds 24 regular skeletons (4,4,4,4,4,5,5,5,5,5,6,6,6,6,6,7,7,7,7,7,8,8,8,8 h.p.).
40. Eight greater skeletons are here (3 HD; 12,13,13,13, 14,14,15,15 h.p.; turn as ghoul, otherwise as normal skeleton).
41. SKELETON LORD. The mightiest of Umagra's servants, a skeleton lord (9 HD; 57 h.p.; see APPENDIX III: New Monsters for details), will be here unless he is in Area #43 (40% chance).
42. Seven greater skeletons are here (3 HD; 13,13,14,14, 15,15,16 h.p.; turn as ghoul, otherwise as normal skeleton).
43. UNDEAD DRAGON. Six greater and four regular skeletons from Areas #39-42 will be on guard duty here. This is the lair of Umagra, a very special undead dragon, formerly a huge red, now an immense draconic skeleton (13 HD; 104 h.p.; see APPENDIX III: New Monsters for details). He has the following spells memorized: *friends, sleep, invisibility, stinking cloud, dispel magic, slow, fumble, wall of ice, hold monster, teleport*. Rather than resting on a pile of treasure as do most other dragons, Umagra rests on an enormous pile of bones, belonging to hundreds of different creatures of scores of different types. Mixed in with the various disassociated bones and skulls are a *wand of frost* (87 charges), *boots of levitation*, and a *phylactery of long years*. There is a 40% chance that the skeleton lord from Area #41 will be here. The tapestries along the walls of this room depict a very ordinary world; children play, farmers till their fields, clerics preach from pulpits, but each and every one of them is a skeleton, and in the background various forms of the Great Reaper can be seen, seemingly unseen by the figures in the tapestries. They would be worth 10,000 g.p. each if they could be removed and sold to a collector. They are, however, immense, weighing some 500 lbs. each.
44. STAIRS DOWN. Both these staircases lead to Level 13: THE MAZE.
45. DRACOLISK. Note that this chamber and the passage leading to it have 10' high ceilings. The spawn of the black dragon in Area #50 and one of the basilisks in the sub-level, the dracolisk (35 h.p.) is both resentful and spiteful of its mother's relative wealth and status, and yet knows that it cannot be bested in a fight. So it stews in this chamber when it is not huntng for prey. It has but a small pile of treasure, adding insult to its injury; only 1,000 p.p. and 5,000 s.p., plus a pouch with 6 gems.
46. TEMPLE OF THE DRAGON QUEEN. This enormous and high-ceilinged (50' high) chamber is lit by *continual light* spells and is dominated by an enormous statue of the five-headed queen of evil dragons at the far end (although the statue is still less than life-sized!), with five heads representing the different chromatic dragon types, each with a leering face and gaping jaws. A silver-chased altar lies before the statue, and there is a drum behind the altar on the floor; all radiate magic if detected for. Upon the altar are a chalice of gold (worth 200 g.p.) and a platter upon which are five delicately worked and decorated eggs, made of alabaster and precious metals, studded with gems, each using a different color as a motif: black, blue, green, red, and white. Any non-reptilian creature touching any of the eggs will get a jolt of 20 h.p. damage, of a type consistent with the color of the egg; the black one will shoot a jet of acid, the blue will deliver an electrical jolt, etc. The person touching is entitled to a saving throw vs. dragon breath for half damage. If an egg is placed

into the appropriately-colored mouth of the statue, all reptilian creatures in the temple will receive the benefits of a *bless* spell for the next 30 rounds (3 turns). If all five eggs are placed in the mouths, it will have the effect of a *commune* spell (with all the usual limitations attendant to it). Placing an egg in the wrong mouth will cause the statue to become animated, with the head corresponding to the color of the egg attacking the person who put it in the wrong head, with both bite and breath weapon, as if it were a dragon of 50 h.p. If the animated statue is destroyed, it will simply disappear, returning to its original place, but the head that was attacking will be missing, appearing to have been broken off. If the chalice is filled with the blood of a mammalian creature and placed on the altar, and then the drum is played for two rounds, the contents will be transformed into a *potion of extra healing*. If the silver decoration is pried off the altar, it will be found to be worth some 400 g.p. for the workmanship and metal, but anyone involved in the actual removal will become permanently blind after 1-6 turns. A *cure blindness* or *remove curse* spell will restore eyesight. Note that there is a 2% chance at any given time that a worship ceremony will be going on; there will be one or two of the dragons from the level here, each accompanied by 4-15 (1d12+3) dragon men, and Father Draco from Area #51 will be leading the services.

47. BLACK DRAGON MEN (Areas #47-49). Note that all of the corridors leading to these rooms, as well as the rooms themselves, have 10' high ceilings. Some of the dragon men herein will be elsewhere at any given time, particularly Area #50. This room is home to some thirteen black dragon men (16,16,16,17,17, 18,18,18,18,19,19,19,20 h.p.), armed with battle axes and javelins (3 javelins each). Each has 10 g.p. There are sixteen bunks.
48. Ten black dragon men are currently quartered here (16,16,16,17,17,17,17,18,19,20 h.p.), armed with awl pikes. Each has 10 g.p. There are fourteen bunks.
49. Fourteen black dragon men dwell here (16,16,16, 16,17,17,17,18,18,18,18,18,19,20 h.p.), armed with scimitars and slings (40 bullets each). Each has 10 g.p. There are fifteen bunks.
50. BLACK DRAGON. Eight black dragon men from Areas #47-49 will be on guard duty in the eastern half of this chamber at any given time. This immense room has a ceiling some 40' high, and is dominated by a huge chasm some 80' deep spanned by a single narrow stone bridge (A). At the far side of the chasm (location B) dwells Morgaya, a large and ancient black dragon (8 HD, 64 h.p.). She speaks draconic, common, elvish, and hobgoblin, and, while she does not herself cast spells, she does wear a *ring of spell storing* with the following spells within it: *cone of cold, hold person*, and *wall of iron*. The ring, although dragon-sized at the moment, will return to normal (human) size if removed from her claw. She sleeps (50% chance at any given time) on an enormous pile of treasure: 60,000 s.p., 30,000 g.p., 47 gems, a *large shield +3*, and a *spear +3*.
51. HEXAGONAL CHAMBER. The ceilings of this room and the passage leading to it are 10' high. This is the lair of Father Draco, a vampire and 10th level cleric of the Dragon Queen (60 h.p.; AC -1 (vampiric powers plus a *ring of protection +2*); spells memorized: *curse, command, cure light wounds, cause light wounds, protection from good, sanctuary, find traps, hold person* (x2), *know alignment, snake charm, speak with animals, animate dead, continual darkness, dispel magic, prayer, cure serious wounds, protection from good 10' radius, snakes to sticks, dispel good, flame strike*), armed with a *flail +3*, carrying a *staff of the dragon* (see APPENDIX II: New magic items for details) and a *medallion of ESP 30' range*. There are also three dragon men zombies (treat as monster zombies; 25,26,30 h.p.) who act as the vampire's guards and servants. In addition to the usual earth-filled coffin, there are 9,000 g.p. and 1,000 p.p. in a large locked chest in the bier under the coffin. Draco has the key on his person. Smaller, unlocked boxes on a table in the room also hold incense and there is a decanter of wine. He will sometimes be leading services in the temple of the Dragon Queen (see Area #46 for details), but may also be found as a random encounter in the hallways, on some mysterious errand of his own. If so, he will be accompanied by his zombies.

    Note that everything from here onward is considered to be part of the "sub-level". All ceilings are 10' high unless otherwise noted. The game master should point out to players that the sub-level seems to have a higher-than-normal amount of rats and mice, which scurry away at the approach of intruders.

52. DAMP CHAMBER. There is a thick coating of slime growing on the east and south walls of this chamber, where there is evidently some sort of water leak that slowly trickles down the wall. A pair of giant lizards dwells here (17,18 h.p.).
53. LIZARDS. Two subterranean lizards (30,34 h.p.) lair here.
54. ACID TRAP. Anyone entering the last 10' of this corridor will trigger a spray of acid from the ceiling. Anyone in the last 20' of the corridor when that happens will take 24 h.p. of damage (save vs. dragon breath for half damage).
55. NEST OF SERPENTS. Four giant spitting snakes have a lair of rotting debris at the end of this hallway (18,20,22,25 h.p.).
56. SNAKE. Right at the point where these four corridors intersect, a giant constrictor snake lies in wait amongst the pipes near the ceiling (31 h.p.). It will surprise on a 5 in 6 chance.
57. LARGE ALCOVE. Along the east wall of this 20' alcove are six brackets in the wall, obviously intended to hold some sort of object. On the floor there is a broken and useless animal snare (consisting of a pole with a length of cord terminating in a loop,

which would normally be used to close around the neck of some animal).

58. BASILISKS. A mated pair of basilisks lairs here (25,30 h.p.).
59. MORE SNAKES. Five poisonous (non-giant) snakes are here (9,9,10,11,12 h.p.). Their venom causes those who fail their saving throw to suffer sickness and incapacitation for 1-4 days, and saving throws are made with a -1 penalty.
60. LIZARDS. Four giant lizards dwell here (13,15,16,17 h.p.). They all have a poisonous bite, however; those hit by a bite attack save vs. poison or take an additional 2-12 h.p. of damage. They are otherwise normal.
61. CUSTODIAL STAFF. Three lizard men (9,11,12 h.p.) and two ophidians (4 HD; 16,18 h.p.) dwell here. All wear white coats and squarish white hats with black rims. There are a variety of mops, brooms, buckets, dust-bins, etc. here. They will not be hostile if encountered, unless attacked. They have no treasure.
62. CHIEF CUSTODIAN. The chief custodian, a lizard king (40 h.p) dwells here. He wears the same sort of clothing as the custodian staff in Area #61, except his is adorned with gold trim. This is also where the cleaning supplies are kept (jugs of neon blue cleaning solution, which if ingested will require a saving throw vs. poison or it will cause death). He has a small chest hidden beneath a flagstone, which contains 15 gems and 2 pieces of jewelry.
63. FOUR HEADS ARE BETTER THAN TWO. A pair of giant amphisbaena snakes dwell here (24,31 h.p.).
64. COILS. A pair of giant constrictor snakes lie in wait in and amongst the pipes near the ceiling of this chamber (29,33 h.p.). They strike with surprise 5 times in 6.
65. TOADS. Five giant poisonous toads (8,10,12,12,13 h.p.) dwell here.
66. LIZARD. A giant subterranean lizard lives in this dead-end corridor (30 h.p.). It is normal for its sort, except that its bite is poisonous; those struck by it must save vs. poison or lose 50% of constitution for 1-4 days.

Level Thirteen: The Maze

This is a very special level of the Castle. There is but one inhabitant, although the player characters will not know that, and once he is discovered, the dénouement of all of the trials and adventures the player characters have hitherto undergone within the Castle will take place. The place is very deliberately created to cause confusion; there are multiple opportunities for the PCs to be *teleported* without their knowledge, making mapping difficult (although characters following the "right hand rule" to solve the maze will find it to be a ticket straight to the main encounter on the level).

There is only one map to this level. There are direct connections to levels 8 and 12, and the far side of the world.

There are no random encounters on this level. The game master should still roll 1d6 every 6 turns, or more often if warranted (by PCs making excessive noise, etc.), just to keep the players nervous, but there will never actually be an encounter.

ENCOUNTER AREAS

1. STAIRS UP. Traveling up or down this staircase activates a subtle and undetectable teleportation effect. It will eventually lead up to Area #44B on Level 12: THE CATACOMBS.
2. STAIRS UP. Traveling up or down this staircase activates a subtle and undetectable teleportation effect. It will eventually lead up to Area #44A on Level 12: THE CATACOMBS.
3. SHORTCUT. Eventually this passage leads to Area #14 on Level 8: THE LESSER CAVES. Note that the slope is too subtle to be detected under normal circumstances; dwarves, etc. have their normal chance to detect. It will turn after quite some time, right, left, and so forth, leaving most explorers without any sense of orientation. Note that this is a one-way door; it can be used to enter this level, but not leave it (unless it has been spiked or otherwise held open).
4. TELEPORTER DOOR. When this door is opened, it will randomly lead to one of the other doors on this level. It is possible that each time it is opened, the door will lead to a different destination. Roll 1d6 to determine the destination: 1-2 = Area #5, 3-4 = Area #6, 5-6 = Area #7.
5. TELEPORTER DOOR. When this door is opened, it will randomly lead to one of the other doors on this level. It is possible that each time it is opened, the door will lead to a different destination. Roll 1d6 to determine the destination: 1-2 = Area #4, 3-4 = Area #6, 5-6 = Area #7.
6. TELEPORTER DOOR. When this door is opened, it will randomly lead to one of the other doors on this level. It is possible that each time it is opened, the door will lead to a different destination. Roll 1d6 to determine the destination: 1-2 = Area #4, 3-4 = Area #5, 5-6 = Area #7.
7. TELEPORTER DOOR. When this door is opened, it will randomly lead to one of the other doors on this level. It is possible that each time it is opened, the door will lead to a different destination. Roll 1d6 to determine the destination: 1-2 = Area #4, 3-4 = Area #5, 5-6 = Area #6.
8. TELEPORTER PASSAGE. If anyone enters the last 10' of this passage, everyone in the last 60' of the passage will be instantly and unknowingly teleported to Area #9. The effect will only work once per hour, either way.
9. TELEPORTER PASSAGE. If anyone enters the last 10' of this passage, everyone in the last 60' of the passage will be instantly and unknowingly teleported to Area #10. The effect will only work once per hour, either way.
10. THE MAD ARCHMAGE. The door to this room is fitted with a small brass sign that says (in English), "Please Knock" (a *comprehend languages* spell will be needed for most player characters to understand the sign). If the door is gently knocked, an *unseen servant* will open the door (it is otherwise *wizard locked* as if by an 18th level magic-user). Within is a warm and cozy room with a high ceiling, the walls lined with bookshelves and the floor covered iwith thick rugs. There are a few tables and overstuffed chairs (always enough for the player characters to comfortably seat themselves), and the whole lit by an enormous chandelier and various mirrored wall sconces. Facing the door is an enormous wooden desk cluttered with papers, scrolls, and open books stacked one upon the other until the entire structure seems ready to topple at the slightest breeze.

    Seated behind the desk is a jolly figure, somewhat portly and with wirey white hair shooting out from beneath his pointed hat in two great "swooshes" to either side of his round face. While he is wearing a nondescript robe of dark blue with silver moons, stars, and planets embroidered thereupon (matching his pointed hat), the feature that most dominates his visage is his great grin, turning his cheeks rosy and giving his eyes a delighted and delightful gleam. He is, of course, the Mad Archmage, a wizard who has ascended to demigodhood.

    As the player characters enter, the Mad Archmage stands, walks around the desk, and welcomes them warmly. He will clap them on the shoulder, congratulate them on so successfully facing the perils of the dungeons, good-naturedly scold them for forcing him to reset traps and restock creatures, and press them for details of their adventures and most especially for their thoughts on some of his favorite features (the game master should at this point recall portions of the exploration of the Castle that were particularly significant to the players). Wine will be offered. He will be very cryptic if asked direct questions, but will make veiled references to having observed the player characters over time (sometimes filling in details of the very stories he asks

them to relate about their adventures in the Castle!), and if asked why he would set all this up, his only answer will be, "How else would I have come to meet you, my good fellows?"

After this bit of bonhomie, the Mad Archmage will rise and announce that he has gifts to present to the player characters as a reward for their success in reaching him. He will produce, from a special *bag of holding*, the following items and present them to the appropriate characters:

- Bards will receive an *instrument of the bards* appropriate to their level
- Clerics will receive a magical staff (roll randomly to determine type, but it will be one normally usable by clerics)
- Fighters will receive either *plate mail +4* or a *sword +4*, depending on which would be of more use to the character (the sword will be of whatever type is most favored by that particular character)
- Magic users will receive a magical wand (roll to determine type)
- Thieves will receive either a *rod of beguiling*, *bracers of defense AC 2*, a *cloak of displacement*, or a *net of entrapment*, each with a 25% chance of being selected

Any henchmen with the player characters will receive a 5,000 g.p. gem as a "tip". All magical items with charges will have the maximum number for that type of item.

Once the gifts have been bestowed, the Mad Archmage will wrap things up, telling the player characters to be sure to visit again sometime soon, and finishes by saying "let me see you out." At that point, once everyone is once more standing and in theory moving towards the door, the floor of the room will disappear entirely, with all the tables, chairs, desk, etc. floating in mid-air, as well as the Mad Archmage himself. If any of the characters have any magic such as *boots of levitation* or other ways to keep from falling through the now-missing floor, a rope will appear aroud their ankle, tied to the end of which is a large anvil, which will serve to pull the character down. The characters will fall down a bottomless chute for several hours, clear through to the other side of the world, as they hear the maniacal laughter of the Mad Archmage fading away in the distance.

THIS ENDS THE CASTLE OF THE MAD ARCHMAGE…
FOR NOW

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APPENDIX I: Recommended Reading

Game masters who will be actively using this module will find the following of immediate use. Most of these titles are unfortunately out of print but can often be found in the after-market such as eBay, or as pdf files for nominal fees on the Internet.

Baum, L. Frank. "Oz" series. Various publishers, 1900-1920 (plus many others, written by other authors)
Gygax, Gary. Dungeon Module G3 Hall of the Fire Giant King, TSR, Inc., 1978
Ibid, Dungeonland. TSR Inc., 1983.
Ibid. The Land Beyond the Magic Mirror. TSR Inc., 1984.
Ibid. Isle of the Ape. TSR Inc., 1985.
Gygax, Gary, and Talanian, Jeff. Gary Gygax's Castle Zagyg: The Upper Works. Troll Lord Games, 2008.
Kuntz, Rob. Bottle City. Pied Piper Publishing, 2007.
Ibid. The Garden of the Plant Master. Creations Unlimited, 1987 and Goodman Games 2007.
Ibid. The Living Room. Pied Piper Publishing, 2007.
Wall, F. Douglas. Adventures in Oz. 2010.

APPENDIX II: New Magic Items

Altairian Battle Armor: The Altairian Battle Armor is an artifact of an alien world. It is a large (8' tall and 5' wide) suit of armor with a large crystal dome where the helmet should be. It can be powered by either a broadcast power source or an implanted battery; without such a source of power it is useless. The Armor grants its wearer an effective armor class of -3, an invulnerability to any gas-, fire-, or cold-related attack, and can allow its wearer to breathe underwater for an unlimited period. Once every turn, it can unleash a *fireball* as if cast by a 10th level magic-user, and anyone striking it with metal weapons (or by a hand/claw/etc. attack) will automatically receive 3-18 h.p. of electrical damage. It also allows its wearer to strike with an effective strength of 23 (+5 to hit, +11 damage). (60,000 g.p. with a power source, 5,000 g.p. without.)

Bigby's Rod: This is a short (2' long) and very thick (3") rod with a four-finger claw atop it. It allows the bearer to cast each of the following once per day: *Bigby's Interposing Hand* (1 charge), *Bigby's Forceful Hand* (2 charges), *Bigby's Grasping Hand* (3 charges), *Bigby's Clenched Fist* (4 charges), and *Bigby's Crushing Hand* (5 charges). The rod can be recharged. (5,000 x.p.; 20,000 g.p.). It is usable only by magic-users.

Bowl of Seeing: This magical device is usable only by clerics. It consists of a metal bowl, which, when filled with (un)holy water, functions as a *crystal ball* (c.f.). The material of the bowl of seeing determines its additional features (if any); an iron bowl has no additional features. A copper bowl enables the user to use *clairaudience*. A silver bowl enables the user to employ *ESP*. A gold bowl enables the user to use *telepathy* (communication only). (iron: 1,000 x.p., 5,000 g.p.; copper: 2,000 x.p., 10,000 g.p.; silver: 3,000 x.p., 15,000 g.p.; gold: 4,000 x.p.; 20,000 g.p.).

Dart +1. These enchanted weapons are usually found in lots of 3-12. They grant a +1 bonus to hit and to damage, and are thus able to hit creatures normally only hit by magical weapons. However, once they hit an opponent, they lose their enchantment. If they are thrown and miss, they can be retrieved and will retain their dweomer until they actually hit a target. (15 x.p., 70 g.p. each).

Eternal Candle: This appears as an ordinary wax candle, approximately 6" tall. However, as long as it burns, it will not consume its wick or wax. The light emitted is the same as that by a normal candle. If extinguished, they can be re-lit and retain their magical properties. 10 x.p., 50 g.p. each).

Heward's Fantastical Forks: Legend has it that more than one complete set of these enchanted tuning forks exist, and certain banned texts sometimes make mention of sets existing which are tuned in different scales with completely bizarre powers. What is known is that each of the forks is tuned to a different pitch. When one is sounded, it has the power to disrupt or protect against a particular sound-based effect (such as that of a banshee). When certain forks are used in tandem to produce certain harmonics, more active and destructive effects can be created (such as replicating the effects of a *horn of blasting*), not all of which are to the benefit of the user. Unless otherwise specified, the effects last 1 round, but the fork can be re-activated immediately thereafter. (5,000 g.p. each, 90,000 g.p. for a complete set.)

C: All speech in a 20' radius comes out backwards (this also spoils spells with a verbal component).
C#: _____
E: _____
D#: _____
F: Completely cancels out the sound of a shrieker.
F#: _____
G: _____
G#: _____
A: Negates the effect of a banshee's wail.
B: _____
A#: _____
C##: Acts as a *charm animal* spell on any canine within 3".

Horns of the Shalm: This one-of-a-kind relic is said to have been given to one of Obad-hai's most devoted servants in ages past. It appears as a pair of deer antlers on a circlet. Once the circlet is put on one's head, it provides the following benefits: *infravision*, heightened smell (as a bloodhound), heightened vision (as an eagle), *plant door* 1/day, *hold animal* 1/day, and *commune with nature* 3/day. (20,000 g.p.)

Murkstone: Originating on the demi-plane of Shadow, a murkstone is a powerful magical item that allows its wielder to command the very stuff of Shadow itself. At will, the holder can hide in shadows as if he or she was a 10th level thief (if the holder is already a thief, then they can hide in shadows as if he or she was a thief ten levels higher than they are). At all times the wielder has magic resistance as if they were a shade (q.v.). Three times per day the holder can create a *cloud of darkness* 40'x30'x20' that has the same effects as the breath weapon of a shadow dragon. Once per day the wielder can *shadow walk* (as per the 7th level Illusionist spell). All effects are created by concentrating for 1 segment; no command word is required. (5,000 x.p., 22,000 g.p.)

Nolzur's Fabulous Brushes: This set of four ordinary-looking (1' long) paintbrushes are actually potent magical items. Anyone taking them up and using them will produce a work of at least passable quality, regardless of actual skill. An artist of any skill will produce a masterpiece. If used in conjunction with *Nolzur's Marvelous Pigments*, the area of effect of the pigments will be doubled, and the painting time will be cut in half. (1,000 x.p., 5,000 g.p.)

Oil of Monster Attraction: This viscous fluid will, once applied to an individual, double the chances of a random encounter or wandering monster. It cannot be

wiped off by conventional means; it will, however, wear off in 13-24 hours (1d12+12). (0 x.p., 0 g.p.)

Puzzle Door. The puzzle door consists of two parts. The first is an empty door frame set into a wall; it will often be mistaken for a sealed-up doorway. The second is a series of wooden pieces which fit together like the pieces of a jigsaw puzzle. Once all the pieces are together and set into the door-frame, it acts as a normal door. This could lead into a 10'x10'x10' extra-dimensional room, or activate a gate, or simply lead to whatever lies on the other side of the wall. Once the door is closed, it will fall apart into its constituent pieces, sealing the doorway once more. In the Castle of the Mad Archmage, these pieces can be found in Area #108 on Level 2, Area #22 on Level 3, Area #48 on Level 4, Area #133 on Level 5, Area #29 on Level 6, and Area #43 on Level 7. (100 x.p., 250 g.p. per piece.) *(Originally created by Michael Curtis, used with permission.)*

Ring of Friendship: This magical ring affords the wearer with an aura of affability, based on the personality and history of the wearer. Any intelligent creature encountering the wearer must make a saving throw vs. spells or be favorably disposed towards him or her. If the wearer is of evil alignment, others get a +1 bonus to their saving throws as a matter of course. If the wearer intends to deceive—even slightly—those encountered, they get a +3 bonus to their save. Any overtly hostile act towards those influenced by the ring will automatically dispel the dweomer. (1,000 x.p., 5,000 g.p.)

Ring of Strength: Anyone wearing a *ring of strength* has an effective strength of 21 (+4 'to hit', +9 damage). (1,200 x.p., 12,500 g.p., usable by clerics, fighters, and thieves only.)

Shovel of Digging: This digging tool is like the *spade of colossal excavation*, except it is only 6' long, has a blade like that of an ordinary shovel, and can be used by fighters of strength 16 and above to move 1 cubic yard of normal earth in 1 round. Every 5 rounds, the user must rest for 3 further rounds. (500 x.p., 3,000 g.p., usable by fighters only.)

Staff of the Demonurgist: This potent weapon can only be wielded by an evil cleric of at least the 12th level. Anyone of non-evil alignment who touches it must make a saving throw vs. magic or suffer all of its effects instantly. Anyone of less than 12th level touching it will take 8d4 h.p. of magical force damage. The staff itself combines the functions of a *staff of withering*, a *staff of the serpent (adder)*, and a *staff of command*. It automatically recharges one charge per day it is kept out of sunlight. (20,000 x.p., 100,000 g.p., usable by clerics only.)

Staff of the Dragon: This item is a variation on the *staff of the serpent*. It strkes as a +3 weapon and does 4-11 (1d8+3) h.p. of damage. On command, the head of the staff will transform into a dragon's head, and will disgorge a breath weapon of flame in a cone 30" long by 5" wide at its termination. Anyone within that area must save vs. dragon breath or take 20 h.p. of damage. A successful save indicates only half damage. The staff can produce this breath weapon attack three times per day. (7,000 x.p., 35,000 g.p., usable by clerics only)

APPENDIX III: New Monsters

APE, CARNIVOROUS ALBINO

FREQUENCY: *Very Rare*
NO. APPEARING: *2-8*
ARMOR CLASS: *4*
MOVE: *12"*
HIT DICE: *6*
% IN LAIR: *35%*
TREASURE TYPE: *O,Q*
NO. OF ATTACKS: *5*
DAMAGE/ATTACK: *1-4/1-4/1-4/1-4/1-8*
SPECIAL ATTACKS: *Rending*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful Evil*
SIZE: *L (8' tall, very broad)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Said to have been imported from some other world by some wizard or other traveler in the distant past, these distant cousins of the ordinary carnivorous ape are not only taller and more intelligent, but they sport two pairs of arms, in addition to their muscular legs. Their senses of smell, hearing, and sight are all quite exceptional, and the beasts are only surprised on a 1 in 6. They are able to attack a different opponent with each pair of arms; if two arms strike the same opponent, the creature will automatically inflict rending damage of 1-8 h.p. They have been known to use tools and at times even wear ragged garments, but are generally accepted to be animals rather than true humanoids. Their fur is a milky white shock atop their head and shoulders, and their heads sport particularly prominent brow-ridges above their baleful red eyes. They have a rudimentary, gibbering language of their own.

APHID, GIANT

FREQUENCY: *Uncommon*
NO. APPEARING: *13-24*
ARMOR CLASS: *8*
MOVE: *9"*
HIT DICE: *1*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4*
SPECIAL ATTACKS: *Corrosive wax*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S (2' long)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The giant aphid is a pest even more feared than its common diminutive cousin. A single swarm can devastate an acre of farmland in a single afternoon. They are not normally aggressive creatures, but their sharp mouth-sheathes can deliver a nasty wound. In addition, they can secrete a corrosive wax which is sprayed onto attackers. The wax causes 1-4 h.p. of damage for 1d6 rounds; a full round must be spent removing the wax (during which time no other activity, including combat or spell-casting, can take place), or the damage will continue for the full duration.

Giant aphids can be green, black, brown, or pink. It is not unknown for giant ants to keep aphids in their own nests in order to "milk" them of the sweet honeydew the aphids produce after feeding on plants. They can climb walls and other structures with great agility, incurring no loss in speed when doing so.

ARMOR, ANIMATED

FREQUENCY: *Very Rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *3, 2, or 1*
MOVE: *6"*
HIT DICE: *3, 5, or 7*
% IN LAIR: *80%*
TREASURE TYPE: *C (in lair)*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-8/1-8*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

These magical constructs are often set as watchful guardians over treasures. They will follow simple instructions faithfully, and can never lose morale in combat. They are quite simply suits of armor upon which special enchantments have been laid. The armor itself is not magical, and once it is brought to zero hit points, the whole thing will collapse with a clatter, revealing just an empty suit.

The animated armor will always strike with its heavy gauntlets. It does not use weapons or shields.

The full effectiveness of the animated armor depends on the type of armor from which it was made. Those made of plate mail will be AC 3, have 3 hit dice, and receive a +1 bonus to hit. Those made from field plate armor will be AC 2, have 5 hit dice, and receive a +2 bonus to hit. Those made from full plate are most feared, having AC 1, 7 hit dice, and a +3 bonus to hit. They are immune to *sleep*, *charm*, *hold*, and similar spells which act upon a conscious mind.

These items/creatures are constructed by means similar to those which are used to build golems. Tomes relating to their construction can sometimes be found.

BAT, VAMPIRE

FREQUENCY: *Common*
NO. APPEARING: *2-40 (100-1000)*
ARMOR CLASS: *8 (4 in flight)*
MOVE: *6"/24" (MC: B)*
HIT DICE: *1-2 hit points*
% IN LAIR: *20%*
TREASURE TYPE: *nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The vampire bat is not a magical creature, despite its folkloric association with the undead. They are more aggressive than ordinary bats, however, and will attack to feed. If they do successfully hit a target, the anticoagulant properties of their saliva will cause it to bleed for 1d6 rounds, with the target losing 1 h.p. per round until the bleeding is halted. If a swarm of bats is startled, they will become frightened as do regular bats, swarming and flying into things and people (see ordinary bats). They are able to run on the ground at great speed for brief periods of time, and will often approach sleeping livestock or other victims on the ground rather than by the air. 1% of those bitten by vampire bats will contract rabies.

BEETLE, GIANT

	Blister	Dung	Lady
FREQUENCY:	*Uncommon*	*Uncommon*	*Uncommon*
NO. APPEARING:	*2-8*	*1-6*	*3-12*
ARMOR CLASS:	*2*	*3*	*2*
MOVE:	*9"*	*12"*	*9" / 24"*
HIT DICE:	*3*	*4*	*4*
% IN LAIR:	*55%*	*40%*	*35%*
TREASURE TYPE:	*Nil*	*K*	*Nil*
NO. OF ATTACKS:	*1*	*1*	*1*
DAMAGE/ATTACK:	*1-8*	*1-6*	*2-12*
SPECIAL ATTACKS:	*Secretion*	*Nil*	*Nil*
SPECIAL DEFENSES:	*Nil*	*Nil*	*Nil*
MAGIC RESISTANCE:	*Standard*	*Standard*	*Standard*
INTELLIGENCE:	*Animal*	*Animal*	*Animal*
ALIGNMENT:	*Neutral*	*Neutral*	*Neutral*
SIZE:	*M (5' long)*	*S (3' long)*	*S (4' long)*
PSIONIC ABILITY:	*Nil*	*Nil*	*Nil*
Attack/Defense Modes:	*Nil*	*Nil*	*Nil*

	Longhorn	Rain
FREQUENCY:	*Uncommon*	*Rare*
NO. APPEARING:	*3-12*	*1-6*
ARMOR CLASS:	*3*	*0*
MOVE:	*9"*	*12"/24"*
HIT DICE:	*4*	*5*
% IN LAIR:	*30%*	*25%*
TREASURE TYPE:	*Nil*	*Nil*
NO. OF ATTACKS:	*1*	*1*
DAMAGE/ATTACK:	*2-8*	*2-12*
SPECIAL ATTACKS:	*Nil*	*Nil*
SPECIAL DEFENSES:	*Nil*	*Nil*
MAGIC RESISTANCE:	*Standard*	*Standard*
INTELLIGENCE:	*Animal*	*Animal*
ALIGNMENT:	*Neutral*	*Neutral*
SIZE:	*S (4' long)*	*M (6' long)*
PSIONIC ABILITY:	*Nil*	*Nil*
Attack/Defense Modes:	*Nil*	*Nil*

Blister beetle: The giant blister beetle is a bright red, and has a somewhat elongated body (compared to, say, the bombardier beetle, which is rather rounded). The blister beetle can be found in either woodland or underground environments, where the larvae feed on the eggs of giant bees or anhkhegs, and the adults feed on plant leaves. They are relatively harmless unless threatened or startled, in which case they can deliver both a nasty bite with their mandibles and have a strong defense mechanism. If they suffer more than 4 h.p. of damage in a single round with a sharp or pointed weapon, anyone within 1" (including those in melee with the creature) must make a saving throw vs. poison or be spattered with the beetle's highly poisonous blood, which causes blistering of the skin (hence the name) and 1-6 h.p. of damage if the saving throw is failed. The creature can also be made to bleed spontaneously if startled or gently pressed, and blister beetle blood is sometimes used as a weapon. Vials of blood will cause 1-6 h.p. of blistering damage.

Dung beetle: Dung beetles, also known as scarab beetles, serve as both scavengers and clean-up creatures in the agricultural and underground environments in which they dwell. As the name implies, they collect dung by rolling it into balls with their hind legs, which serves as both food and drink for the creatures, incidentally cleaning up the areas in which they dwell. This activity serves such a useful purpose that some farmers are known to keep the creatures to reduce the manure on their fields and thus keep down the fly population. They have relatively weak mandibles, and their treasure is incidental; sometimes stray coins will get picked up as they roll their balls of dung down dungeon corridors or across fields.

Lady beetle: The giant lady beetle (also known as the giant ladybug or giant ladybird) has a black head and legs, with wing-covers that can range from bright red to

pale yellow, with large black spots. Their mandibles can deliver a painful bite if threatened. They can fly, and are especially fond of giant aphids and other giant insects as food. They are thus not entirely unwelcome in some agricultural communities.

Longhorn beetle: The giant longhorn beetle is so named for its enormous curved antennae, which allow them to detect any *invisible*, hidden, or otherwise concealed creature. They typically dwell in woodlands, where they bore into large trees and cause widespread devastation through their activities, although it is not unknown for them to be found in underground environments if there is some sort of cellulose or similar substance in abundance. They generally attack only if disturbed or startled.

Rain beetle: The rain beetle spends most of its life underground. It only emerges on the surface in response to torrential rain storms, and then only to mate and then return to its underground burrow. The body of the beetle is black with a myriad of fine hairs of yellow, orange, or red color on its underside. The beetles are attracted to bright light (such as that cast by a *continual light* spell), and can be quite aggressive if encountered during their mating flight.

CHILD SPIRIT

FREQUENCY: *Rare*
NO. APPEARING: *3-18*
ARMOR CLASS: *7*
MOVE: *9"*
HIT DICE: *1*
% IN LAIR: *90%*
TREASURE TYPE: *nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral (evil)*
SIZE: *S*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Child spirits are the disembodied spirits of those who have died before their growth into adulthood, and who have been kept on this plane of existence through foul necromantic arts. They are of non-corporeal nature, although their touch can cause the loss of a point of Wisdom if the victim fails a saving throw vs. magic. If a victim is drained to wisdom of 2 or below, he or she is reduced to a state of gibbering childishness for 2-9 days. Child spirits, existing as they do partially on the Material and Negative planes, can only be hit by weapons enchanted to +1 or greater. They don't mean to be evil and do harm; it is their way of "playing". As with all undead, they are immune to *sleep*, *charm*, and similar mind-affecting spells. They are turned as zombies.

DEMON, SHABRIRI (Prince of the Many Eyes)

FREQUENCY: *Unique*
NO. APPEARING: *1*
ARMOR CLASS: *-7*
MOVE: *12"*
HIT DICE: *166 hit points*
% IN LAIR: *20%*
TREASURE TYPE: *S, T, U, V, W, X, Z*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-12/2-12 +7 (for strength)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *90%*
INTELLIGENCE: Supra-g*enius*
ALIGNMENT: *Chaotic Evil*
SIZE: *L (9' tall)*
PSIONIC ABILITY: *266*
Attack/Defense Modes: *All / all*

Shabriri is a proto-demon, a being of immense and eldritch power who, it is said, ruled a portion of the Abyss before the current race of demons came to exist.

Shabriri is capable of invoking the following spell-like powers at will, once per round, as if he were a spell-caster of the 20th level: *command, continual darkness, curse, dispel magic, lightning bolt, power word: blind, shape change, telekinesis* (5,000 g.p. weight), *teleport, tongues, wall of force* (3 times per day). He can also *gate* in 1-4 Bar-lgura (90% chance of success). In addition, once every four rounds he can spit forth a withering globe of force that causes those it touches to age 10-40 years (a saving throw vs. breath weapon applies, but if the first person in its path makes their saving throw, the next person in line must also save, and so forth). The ball itself is some 3' in diameter, and travels in a meandering path some 1" wide and 12" long until it either hits a target or dissipates.

Shabriri is an immense bulk whose speed belies his side. He has plated knees and immense hands with razor-sharp talons. His misshapen head is covered in a myriad of eyes, lending his already fierce countenance an aspect of dread.

DEVIL, CAPRAN (Greater Devil)

FREQUENCY: *Uncommon*
NO. APPEARING: *1-2*
ARMOR CLASS: *-3*
MOVE: *9"*
HIT DICE: *9*
% IN LAIR: *40%*
TREASURE TYPE: *G*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *2-7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful Evil*

SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The Capran, or goat-devil, is often found as the "front man" for the infernal regions. Suave, well-spoken, and amiable, they are masters of verbal obfuscation, and persuasion, as well as being lawyers of the highest order. They are the ones sent in to seal a deal for a particular soul. They are very cognizant of the fact, however, that souls must be given freely; any sort of coercion (such as a *charm* spell) will render a contract invalid.

If pressed, they can savagely kick with their cloven hooves, but they far prefer to rely on their powers of persuasion and magical abilities. They are, as a rule, unarmed. In addition to the normal abilities common to all devils, they can, once per round or turn (as applicable), do any one of the following: *know alignment, pyrotechnics, produce flame, ESP, clairaudience, charm person or mammal, detect charm, detect magic, polymorph self*, or *gate* in a barbed (60%) or bone (40%) devil.

Description: The capran devil appears as a portly human, prototypically jolly and amiable, from the waist up, only his tiny horns distinguishing him from other mortals. They always wear a goatee, and from the waist down, have the legs of a goat.

DRAUGAR

FREQUENCY: *Rare*
NO. APPEARING: *1*
ARMOR CLASS: *3*
MOVE: *12"*
HIT DICE: *5*
% IN LAIR: *10%*
TREASURE TYPE: *L, M*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *by weapon type or 2-8*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Neutral Evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The draugar is the roaming spirit of a person who was, frankly, ornery and unloved in life and continues to be so in death. Most of the time, such a being will be buried only to return to their community to plague it with unpleasantness and sorrow.

The touch of the draugar is noisome in the extreme; there is a 15% chance that it will result in a disease per the DMG. Once per week, the draugar can blight a given field or herd, so that it will produce 50% less efficiently for the week.

As all undead, the draugar are immune to spells affecting the mind, such as *sleep, charm*, etc. Clerics turn them as if they were ghasts.

DRAGON, UNDEAD

FREQUENCY: *Very Rare*
NO. APPEARING: *1*
ARMOR CLASS: *0*
MOVE: *9"*
HIT DICE: *7-13*
% IN LAIR: *90%*
TREASURE TYPE: *V*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *20%*
INTELLIGENCE: *Average - Exceptional*
ALIGNMENT: *Any Evil*
SIZE: *L (24' - 48' long)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The undead dragon is a truly terrifying creature, created by some arcane procedure as yet unknown to most wizards and sages, but assumed to be akin to the process by which liches are created. Only ancient evil dragons are candidates for the process, but they may originally have been of any color. They appear as enormous dragon skeletons with baleful green points glowing in their eye sockets.

The undead dragon possess a number of hit dice equal to two more than it had in life; thus a huge red dragon would have 13 hit dice, a medium green would have 11, etc. They all have 8 hit points per die, and all are able to speak and cast spells, and have no chance of being caught asleep. Undead dragons have two magic-user spells of each level one through five. An undead dragon is, as are all undead, immune to mind-based attacks and *sleep*. It regenerates 2 h.p. per round, and can only be hit by weapons with a +1 or better enchantment. Because their wings no longer have any flesh upon them, undead dragons cannot fly without magical aid.

The claw/claw/bite attacks of the undead dragon cause as much damage as is normal for its type in life. Thus, an undead dragon that was formerly a red dragon would cause 1-8/1-8/3-30 h.p. of damage. The touch of an undead dragon carries with it a numbing chill. Anyone hit by a claw or bite attack must make a saving throw vs. spells or take an additional 1d12 h.p. of damage and suffer a -1 penalty on all "to hit" rolls for 3-8 turns. The penalty is cumulative, so someone hit three times would suffer a -3 penalty.

The breath weapon of the undead dragon is a cloud of energy from the negative material plane. It billows forth in an ovoid stream some 9" long and 6" wide at its widest, tapering to ½" wide at the farthest point. The cloud has the same effect as a *continual darkness* spell

in the area of effect, but lasts for only 6 rounds after it is created.

Undead dragons cannot be subdued, and are turned as *special* creatures on the clerical turning table. The fear aura possessed by dragons is always in effect in regards to the undead dragon; it need not be flying or charging to induce a fear check. The fear check otherwise functions as normal.

Once uplifted (or, depending on your point of view, reduced) to undead status, undead dragons lose their luster for the accumulation of gold. They begin to collect immense piles of bones and skulls upon which to brood, and only retain select magical items as part of their treasure.

DRAGON MAN

	Black	Blue	Green
FREQUENCY:	*Very Rare*	*Very Rare*	*Very Rare*
NO. APPEARING:	*3-18*	*3-18*	*3-18*
ARMOR CLASS:	*5*	*4*	*4*
MOVE:	*9"/18"*	*9"/18"*	*9"/18"*
HIT DICE:	*4*	*5*	*4+4*
% IN LAIR:	*30%*	*50%*	*40%*
TREASURE TYPE:	*M(x3)*	*M(x3)*	*M(x3)*
NO. OF ATTACKS:	*3*	*3*	*3*
DAMAGE/ATTACK:	*1-4/1-4/ 1-6 or by weapon*	*1-4/1-4/ 1-8 or by weapon*	*1-4/1-4/ 1-6 or by weapon*
SPECIAL ATTACKS:	*Breath weapon*	*Charged bite*	*Breath weapon*
SPECIAL DEFENSES:	*Nil*	*Nil*	*Nil*
MAGIC RESISTANCE:	*Standard*	*Standard*	*Standard*
INTELLIGENCE:	*Average*	*Very*	*Average*
ALIGNMENT:	*CE*	*LE*	*LE*
SIZE:	*L*	*L*	*L*
PSIONIC ABILITY:	*Nil*	*Nil*	*Nil*
Attack/Defense Modes:	*Nil*	*Nil*	*Nil*

	Red	White
FREQUENCY:	*Very Rare*	*Very Rare*
NO. APPEARING:	*3-18*	*3-18*
ARMOR CLASS:	*1*	*5*
MOVE:	*9"/18"*	*9"/18"*
HIT DICE:	*5+5*	*3+3*
% IN LAIR:	*60%*	*20%*
TREASURE TYPE:	*M(x4)*	*M(x3)*
NO. OF ATTACKS:	*3*	*3*
DAMAGE/ATTACK:	*1-6/1-6/1-8 or by weapon*	*1-4/1-4/ 1-6 or by weapon*
SPECIAL ATTACKS:	*Breath weapon*	*Breath weapon*
SPECIAL DEFENSES:	*Nil*	*Nil*
MAGIC RESISTANCE:	*Standard*	*Standard*
INTELLIGENCE:	*Exceptional*	*Low*
ALIGNMENT:	*CE*	*CE*
SIZE:	*L*	*L*
PSIONIC ABILITY:	*Nil*	*Nil*
Attack/Defense Modes:	*Nil*	*Nil*

Dragon men are not a natural race; they are created by applying certain rare processes to dragon's blood, similar to the process that creates the homonculous. Good-aligned dragon men have never been encountered, leading some to speculate that the process is effective only when applied to the evil chromatic dragons. They are most often found as the companions, servants, and guards of dragons of the same type that spawned them; it is most likely that they serve those whose blood gave them life.

All dragon men are capable of attacking with a claw/claw/bite attack, or by weapon (if any), or by using their breath weapon (except for the blue variety; see below). All dragon men may use their breath weapon attack up to 3 times per day, much as a normal dragon. In some cases, dragon men are known to wear armor such as plate mail or field plate, and doing so naturally improves their armor class. They will often use either pole arms (30% chance) or hand weapons (70% chance) and will usually (65% chance) have a missile weapon of some sort in addition.

Dragon men are treated as dragons when applying the effects of *arrows of dragon slaying*, *potions of dragon control*, etc.

Black: The breath weapon of the black dragon man is a stream of acid that can be sprayed at any one person in front of the creature within a 5' range. It is often used during melee. The stream causes 2-12 h.p. of damage, or half that if a saving throw vs. breath weapon is made.

Blue: The blue dragon man does not have an actual breath weapon. However, on a successful bite attack, the creature may, at its discretion, release a charge of electricity into the victim, which does an additional 3-10 h.p. of electrical damage, with no saving throw. This charge can only be released three times per day.

Green: Green dragon men are able to breath a cloud of poison gas 1"x1"x1" in front of them. Anyone caught in the area of effect will take 3-12 h.p. of damage (save vs. breath weapon for half damage). They are immune to poison of all sorts.

Red: The red dragon man is the toughest of the breed, and they know it. Their breath weapon is a fireball with a range of 20', which does 2-8 h.p. of damage to anyone within a 10' radius of the blast, unless they save vs. breath weapon, in which case they only take half damage.

White: White dragon men have a breath weapon of hoarfrost, which does 2-8 h.p. of damage to anyone caught in its 1" range (maximum 3 people), with the usual saving throw vs. breath weapon for half damage.

Description: Dragon men appear as 7' tall humanoids with scaly exteriors of the appropriate color, albeit somewhat muted. Their skulls usually sport horns or a "sail", in a rough approximation of their base dragon type's configuration (i.e., a black dragon man has two horns protruding forward from his temples, a green one would have a membrane sail on his forehead reaching down his neck, etc.). They have heavy protruding jaws and razor-sharp teeth. If they wear armor of some type, it will be specially modified to accommodate their wings. They are heavily muscled.

DVERG

FREQUENCY: *Very Rare*
NO. APPEARING: *2-20*
ARMOR CLASS: *4*
MOVE: *6"*
HIT DICE: *5*
% IN LAIR: *50%*
TREASURE TYPE: *Individuals M (X 5), Q (X 5); R (in lair)*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *by weapon type or 1-6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful Evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The dverg is rarely seen nowadays; the risen corpse of an evil mountain dwarf (a rare enough thing in its own right). It is said that the evil dwarven God of greed infects those whom he "favors" with an invisible worm that eats at the heart of its victim, slowly turning its thoughts to nothing but the acquisition of more and more wealth. Once that process is complete (something which takes many years), the worm devours the final piece of the heart, and 48 hours later the corpse arises as a dverg.

They appear as dwarves with bone showing through torn patches in their taut grey skin, and red glowing eyes. As they are undead, they have the usual immunities to *sleep*, *charm*, and other mind-affecting spells. As they retain their intelligence and cunning through the process of undeath, their natural racial instincts are magnified many times, and they will attack elves and goblinoid races in preference to all other foes, with a +1 "to hit" and +1 to damage due to the ferocity of their hate. Clerics turn them as if they were mummies.

All those struck by a dverg's weapon must make a saving throw vs. magic or be struck with crippling pain. The game master should immediately note the victim's true hit point total. Each crippling pain strike will, in addition to the "real" damage it inflicts, inflict another 2-12 h.p. of crippling pain. If the victim is reduced to 0 or fewer hit points through the pain, he or she will fall to the ground, incapable of movement, attack, active defense, or spell-casting, as well as losing the ability to use a shield or apply any dexterity bonus to armor class. This effect will last for a number of rounds equal to the number of failed saving throws (the effect is cumulative). The effect wears off 6-12 rounds after the last failed saving throw.

EXAMPLE: Hans the fighter has 20 h.p. He is struck by a dverg for 5 points of ordinary damage, and fails his saving throw vs. magic, taking 7 points of crippling pain damage. On the next round, he takes 4 more points of ordinary damage, fails again, and takes 8 points of pain damage. He falls to the ground in searing pain for 2 rounds (2 failed saves), with 11 h.p. remaining to him. If he is struck while on the ground, not only does he take ordinary damage, but he must make yet another save vs. pain. As long as he keeps failing, he stays down for another round, unable to act.

Dvergs are usually armed with ornate and expensive weaponry (usually 25-100 g.p. in value), as well as being overly fond of jewelry. In addition to the treasure listed above, each dverg is 100% likely to possess 1 piece of jewelry, and 25% likely to possess a second.

EARWIG

FREQUENCY: *Rare*
NO. APPEARING: *1-6*
ARMOR CLASS: *10*
MOVE: *1*
HIT DICE: *1 hit point*
% IN LAIR: *90%*
TREASURE TYPE: *nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *nil*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S (1/2" long)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The earwig is a particularly insidious creature; although it is often thought to be intelligent, it is in actuality operating purely on instinct. It attacks sleeping individuals, entering in the ear canal and settling in. There, warm and safe, it begins to babble incessantly, exercising its remarkable gift for mimicry. Snippets of song, poetry, conversation, mindless giggling, half-told riddles—everything the earwig has ever heard will be slowly and deliberately and continuously recited. While it doesn't cause any actual damage by doing so, the person so infected will be completely incapable of sleep or concentration. In practical terms, magic-users and clerics will be unable to get the necessary rest to memorize spells; after the first day spell casting will prove impossible; and after the third day of lack of sleep, all those infested will lose a point of wisdom, dexterity, and constitution per day. If any one of those abilities is lowered to zero, the character dies of sheer exhaustion. The earwig cannot be killed by conventional surgery or

healing spells, and cannot be drowned; a *cure disease* spell will kill it, however.

GORIC

FREQUENCY: *Rare*
NO. APPEARING: *6-25*
ARMOR CLASS: *6*
MOVE: *9"*
HIT DICE: *1-6*
% IN LAIR: *25%*
TREASURE TYPE: *individuals Q, in lair Qx10*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very*
ALIGNMENT: *Neutral good*
SIZE: *S (2' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The goric is a generally benign creature of the underground world, a distant cousin of the sprite, at home in caves and caverns and seeing beauty in the forms of stones and minerals. They are as a rule shy and reclusive, but if approached with offerings of gems they can be made allies. They are slight and willowy in appearance, but can blend in with stone (worked and natural) with a 90% chance of remaining undetected. When striking from such protection, they automatically gain surprise and a +2 bonus "to hit". Once per day all can *detect metal and minerals* (as per the wand of the same name). Once per day, those with three or more hit dice can cast *stone shape*, per the fifth level magic-user spell. Once per day, those with five or more hit dice are able to cast *passwall* (as per the fifth-level magic-user spell) through dirt, metal, or stone only. All have infravision.

They are accomplished tunnelers and miners, greatly prizing gems and not recognizing the value of anything else. The value of the gems they carry will be determined by their hit dice:

1-2 HD: Maximum 10 g.p. base value per gem
3-4 HD: Maximum 50 g.p. base value per gem
5 HD: Maximum 100 g.p. base value per gem
6 HD: Maximum 500 g.p. base value per gem

Gorics speak their own language as well as those of sprites and dwarves.

LYCANTHROPE, WEREBADGER

FREQUENCY: *Rare*
NO. APPEARING: *1 or 2-15*
ARMOR CLASS: *6*
MOVE: *12" (3")*
HIT DICE: *4*
% IN LAIR: *35%*
TREASURE TYPE: *Individuals M, Q; clan D in lair*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *1-6 / 1-6 / 1-4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The werebadger shares all of the common traits common to other lycanthropes (magical or silver weapons to hit, affected by the full moon, etc.).

Werebadgers are either solitary (25% chance) or form close-knit clans (75%). All are somewhat ill-tempered, but once a friendly bond is established with another being, it is held fiercely. Werebadgers are occasionally (15%) known to associate with gnomes, and frequently (60%) will be found with 2-5 regular (50%) or giant (50%) badgers. They are able to assume the form of a regular human, a giant badger, or a badger-human hybrid. While in the latter form, they can employ the claw-claw-bite attack listed above, as well as using their powerful claws to burrow through the soil. They can and do use normal weapons while in badger-man form.

In combat, werebadgers are intensely fierce and will fight to the death. They speak the language of burrowing mammals and the gnomish tongue. They are on friendly terms with coyotes but are known to kill dachshunds on sight.

MOLD, BLACK

FREQUENCY: *Rare*
NO. APPEARING: *1 patch*
ARMOR CLASS: *9*
MOVE: *0"*
HIT DICE: -
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *0*
DAMAGE/ATTACK: *0*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *S to L*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Black mold is a scourge found in many subterranean locales with high levels of moisture. It is black to very dark green in color, and always with a moist, slick appearance. Black mold colonies can grow as large as 500 square feet, and cover floors, ceilings, and walls.

Due to its color, black mold is difficult to spot when on conventional cave or dungeon walls. In such conditions, there is a 50% chance that it will go unnoticed.

Anyone coming within 2" of the black mold patch will trigger a release of its spores in a 2" by 2" by 2" cloud. Anyone in the area must make two separate saving throws; one vs. breath weapon and another vs. poison. If the first throw fails, the victim is covered in the spores of the black mold. Unless immediate steps are taken to thoroughly clean all the exposed surfaces (clothing, skin, hair, backpacks, pack animals, etc.), the mold will begin growing on the victim at a rate of 1 square inch per round. If ignored, the victim will become completely covered in the stuff in less than a day. Once that happens, the victim dies, covered in mold. (Note that after an hour, anyone approaching the victim will suffer an attack of spores themselves, requiring additional saving throws.)

Those who fail the saving throw vs. poison will contract a severe respiratory infection within 12 hours (roll 1d12 to determine onset time). Those suffering from the disease will lose one point each of strength and constitution for the duration, and will suffer hacking coughing attacks at random intervals (25% chance of one occurring when silence is desired, such as when hiding or sneaking up on an enemy).

A *cure disease* spell will cure either affliction, but two separate spells are required to heal both, if needed.

Black mold itself is immune to fire or electricity-based attacks. It can be killed with a *cure disease* spell or by cold, such as a *wand of frost*, etc.

PYRE WRAITH

FREQUENCY: *Rare*
NO. APPEARING: *1 (or 11-20)*
ARMOR CLASS: *2*
MOVE: *9"*
HIT DICE: *3+1*
% IN LAIR: *100%*
TREASURE TYPE: *U*
NO. OF ATTACKS: *4*
DAMAGE/ATTACK: *2-7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very*
ALIGNMENT: *Neutral*
SIZE: *S*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Pyre wraiths are a unique combination of undead and elemental formed from a specially constructed funeral pyre or cremation fire. They are usually imprisoned in a funeral urn, whence they are incapable of escaping. However, if freed, they will lash out at any living beings in the vicinity, in a blind rage at their undead status.

Pyre wraiths are able to cast *fireball* and *fire charm* once per round. Although they appear as some sort of fire-based elemental, they are, in fact, undead creatures and thus are immune to the usual mind-affecting magics as other such creatures. They are immune to fire-based attacks, although cold and water based spells do double damage. Only weapons of +1 or greater enchantment can harm them. They appear as pillars of fire, lashing out with tentacles of flame. Clerics turn them as if they were shadows.

RAT, GIANT WHITE

FREQUENCY: *Very Rare*
NO. APPEARING: *1-20*
ARMOR CLASS: *7 (2)*
MOVE: *12"*
HIT DICE: *3*
% IN LAIR: *45%*
TREASURE TYPE: *Individuals N, R; E (in lair)*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-3 or by weapon*
SPECIAL ATTACKS: *None*
SPECIAL DEFENSES: *None*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Neutral Evil*
SIZE: *S*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The giant white rat, while a cousin of the more common Sumatran variety, is actually an intelligent creature, and will almost certainly be found dressed in clothing befitting a nobleman or dandy (at least, one of some 3' in height). Though they typically eschew the company of wererats and their less intelligent cousins, thinking themselves belonging to a wholly superior class of personage, they will occasionally lower themselves to consort with such creatures, as long as their superior status is acknowledged and their demands for plush and luxurious quarters are met. For their part, they are excellent swordsmen (swordsrats?), and are most often found wielding a very slender rapier that does damage equivalent to a dagger. Their prowess is such that if they are facing an opponent with a one-handed weapon, on any round where their opponent misses and they hit, there is a 25% chance that they have, in fact, disarmed their opponent, sending their weapon flying 3-8 (1d6+2) feet away in a random direction. This will only happen to opponents who are in front of the white rat, and who are using a single-handed weapon in melee.

One in ten giant white rats is a cavalier, and will be found with a war dog (q.v.) as a mount. They use scaled-down spears (that do 2-5/2-4 h.p. damage) and charge at opponents. Such cavaliers will wear rat-shaped plate mail armor, complete with plumed helmet and shield. Their mount will have studded leather armor as per a normal war dog.

All pride themselves on their literacy, and are able to speak not only their own squeaking language but the Common tongue and the language of xvarts. True to their nature, if pressed they will flee, able to squeeze their body into any aperture large enough to accommodate their head (approx. 6"). They also consider themselves excellent card players and have been known to while away hours in contests of plaques and the like with enemies, as they consider such to be a more "gentlemanly" way to deal with their foes. They are not above turning instantly hostile and treacherous, however, should the opportunity arise. They despise jermlaine, whom they consider to be no more than savages. They are found in any clime other than desert or arctic.

RAT, MONSTROUS

FREQUENCY: *Rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *5*
MOVE: *12"//6"*
HIT DICE: *5*
% IN LAIR: *20%*
TREASURE TYPE: *O, R*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *1-12/1-6/1-6*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The monstrous rat is a truly terrifying creature, being the embodiment of one of mankind's primal fears; a rodent brought to the size of a man by some unnatural means, which is capable of standing up on its hind legs in some horrific parody of human stature, allowing it to attack with both of its forepaws as well as its vicious bite. It appears much like an ordinary rat, although of enormous (5'-6') size, and often with enormous warts and deformities distorting its face, hands, and body. Monstrous rats are often found in the company of both giant rats and wererats, and are used as fierce guardians by the latter. They are aggressive, and once they have scored a successful bite attack, there is a 40% chance they will cling to the victim, inflicting an automatic 1-4 additional points of damage per round, as well as attacking further with their claws. Like their smaller cousins they are strong swimmers, although their bite does not, as a rule, carry disease.

RESTLESS SPIRIT

FREQUENCY: *Rare*
NO. APPEARING: *1-6*
ARMOR CLASS: *3*
MOVE: *9"*
HIT DICE: *8*
% IN LAIR: *25%*
TREASURE TYPE: *E*
NO. OF ATTACKS: *0*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Neutral evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The restless spirit is a form of non-corporeal undead who died with some great task left unfinished. They are thus doomed to wander the mortal plane for all eternity. As with all undead, they are immune to all mind-affecting magic and cold, and can only be harmed by weapons bearing an enchantment of +2 or better. Holy water causes them 2-7 points of damage per full vial that hits them. The restless spirit does not attack in the conventional sense; each possesses a special attack, often somehow related to either their mode of death or the unfinished task that prevented them from moving on to the afterlife.

These special attacks can take many forms, and the specifics are left up to the individual game master to decide. They can influence the mind (causing insanity, for instance), the body (paralysis, aging, loss of attribute score), or their environment (animating objects, causing heat or cold, etc.). Clerics can turn them as special undead creatures.

Restless spirits appear as translucent images of their living selves. Contrary to folklore, completing the unfinished task of a restless spirit will <u>not</u> put it to rest, and may even enrage it, reminding it of what it was unable to do in life.

SKELETON LORD

FREQUENCY: *Rare*
NO. APPEARING: *1-10*
ARMOR CLASS: *0-2*
MOVE: *0"*
HIT DICE: *7-9*
% IN LAIR: *60%*
TREASURE TYPE: *B*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-10/1-10 or by weapon type*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Neutral (evil)*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The skeleton lord is a special type of undead, created using a process similar to that of the lich, although it is usually bestowed upon loyal followers of a powerful cleric or magic-user as a "reward" to their followers. The

unstated price of that reward is service throughout eternity.

The armor class and hit dice of the skeleton lord are related. A skeleton lord with 7 HD will have an AC of 2, one with 8 HD has an AC of 1, and one with 9 HD has an AC of 0. They are usually armed with the weapons they favored in life, but can strike with each bony fist in melee if necessary. They instill *fear* in any creature with less than 5 HD, causing such creatures to make a saving throw or flee in blind panic for 2d6 rounds. Any creature struck (by weapon or by the creature's fists), regardless of hit dice, must make a saving throw vs. spells or similarly be overcome by fear, and lose one hit point permanently.

Skeleton lords are usually placed in command of other skeletons, whether of the ordinary variety or greater skeletons. As such, they can communicate with animated skeletons and other skeletal creatures (including animal skeletons, liches, wights, etc.) through a sort of telepathy, with a range of 12". Mindless undead will obey its commands unless they are under the direct control of their creator. Intelligent undead (those with average or greater intelligence) will hear the skeleton lord, but may or may not obey, according to their will. The skeleton lord may, at its option, attempt to co-opt mindless undead, in which case each gets a save vs. spells. The skeleton lord may use this power to attempt to counter-turn undead in its range, as if it were an evil cleric of 12th level.

As with all undead, they are immune to *sleep* and *charm* spells. They appear as normal skeletons, but wearing some sort of plate armor and with a baleful green glow in their eye sockets. They are turned by clerics as if they were liches.

SLIME, SCARLET

FREQUENCY: *Rare*
NO. APPEARING: *1*
ARMOR CLASS: *9*
MOVE: *0"*
HIT DICE: *3*
% IN LAIR: *100%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *0*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *S*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Scarlet slimes are bizarre fungi-like amoeboid life-forms found in deep subterranean locales. Immobile, they do grow along walls and ceilings, feeding on ferrous metals. Much like the green slime (q.v.) they can sense when metals pass beneath them and will drop on such and immediately consume them. The effect is almost immediate, with non-magical armor and weapons being reduced to a damp clump of rust in under a round. Magical metals are given a saving throw with a bonus equal to its magical "plus".

Scarlet slime will not affect flesh, stone, or wood. Conventional weapons do no harm to the slime, but fire or cold-based attacks do full damage.

They are sometimes found in the vicinities of other types of slime.

SPOGEL

FREQUENCY: *Rare*
NO. APPEARING: *1-3*
ARMOR CLASS: *2*
MOVE: *9"*
HIT DICE: *4*
% IN LAIR: *100%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *N/A*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very*
ALIGNMENT: *Lawful Evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The spogel is a non-corporeal undead creature that is drawn to the place not where it died or was laid to rest, but where it spent most of its days in life. Often those who were creatures of slavish habit will find themselves condemned to roam the Prime Material Plane as spogels. It lashes out at any living beings interrupting its routine or disrupting its solitude; it is most often encountered in the place where it used to work, study, or live. The spogel is able to hit foes with its numbing cold limbs, inflicting a loss of 1 point of both strength and dexterity which lasts for 2d6 days. Any character who is reduced to zero in either attribute dies automatically. A *restoration* or *heal* spell will reverse the effect, but doing so will not return life to one who has been slain through the attribute-draining effect of the creature.

The spogel appears as a spectral version of its form in life, a transparent figure glowing with an eerie blue-green light. Clerics turn them as if they were ghasts.

WORRY-HAG (Least daemon)

FREQUENCY: *Very Rare*
NO. APPEARING: *1*
ARMOR CLASS: *9*
MOVE: *9"*
HIT DICE: *2*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*

NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-3/1-3*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *35% against first-level spells*
INTELLIGENCE: *Average*
ALIGNMENT: *Neutral evil*
SIZE: *S (3' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

The worry-hag is a denizen of the lower planes, specifically the glooms of Hades, where they act as minor servitors to the various forms of greater hags and daemons that rule those planes. They are also not unknown on the adjoining planes of Gehenna and Tarterus. It pleases the rulers of these planes to sometimes send their minions to the Prime Material Plane to either serve wicked spell-casters as familiars, to act as spies or advance scouts for their masters, or simply to wreak havoc on their own. Worry-hags are created from larvae in a process similar to that by which imps and quasits are created (q.v.). If a special familiar is indicated when casting a *find familiar* spell, and the caster is of neutral evil alignment, a worry-hag will be the result.

In their natural state, they appear as miniature and very ugly women, with black faces which are at once withered and bulbous. They are fond of dressing in many layers of gloomy clothing, with various shades of black, brown, and grey. Their eyes are deep pits of glossy black. The worry-hag can assume two of the following forms, at will: owl, black fawn, hare, or constrictor snake.

When in its natural form, the worry-hag's attack is by its tiny horny fists. In addition, the worry-hag is able to spit forth venomous bile once every 2 rounds. If it hits its target (range 2", save vs. breath weapon or be hit), it will cause *blindness* (per the spell) for 2d6 turns. They also regenerate 1 h.p. per round. When in their fawn or hare forms, they have no physical attacks.

Regardless of its form, the worry-hag has at its command the following magical powers: *ultravision*, *detect good*, *detect magic*, and *invisibility*, all at will. Once per day it can cause *confusion* (as per the 7th level druid spell). They are immune to poison, paralysis, *charm*, *suggestion*, and normal weapons. Acid, fire, and cold-based attacks do half damage. For purposes of spell attacks against them, worry-hags are considered 7 hit dice creatures. They can also draw on the awesome intellects of the daemon-lords who create them. The worry-hag's magic resistance functions as does that of all daemons; it is 35% vs. first-level spells, then subtracts 5% per spell level. It is still as if the caster were 11th level.

When in the role of a familiar, the worry-hag gives to its "master" the following benefits and powers: a telepathic link allowing the "master" to share the worry-hag's senses (including ultravision) up to a mile away. Within 1" of its "master", the worry-hag imparts its magic resistance of 35% against first-level spells and allows him or her to regenerate 1 h.p. per round. When within a mile of its "master", the worry-hag adds one level of experience to him or her; when more than a mile away, one level is subtracted. If the familiar is slain, the "master" will lose 4 levels. Lastly, in addition to the normal course of its advice, it is able to open contact to the pits of Hades once per week, in order to help its "master" decide on a course of action. This contact functions as a *commune* spell, but 6 questions are allowed.

ZOMBIE, PLAGUE

FREQUENCY: *Rare*
NO. APPEARING: *3-18*
ARMOR CLASS: *8*
MOVE: *12"*
HIT DICE: *2*
% IN LAIR: *0%*
TREASURE TYPE: *M (X 5)*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *2-8*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Plague zombies are a variety of zombie that is not reliant on the spells of magic-users or clerics for their animation; as such, they are not usually under the thrall of any mortal. They are not slow and lumbering as are ordinary zombies; they will run when necessary with great speed and display a savage cunning. They travel in packs.

While the origins of the first plague zombies are lost in the mists of time, their current means of reproduction is well understood. When they have slain an opponent, they will immediately rip the top of the skull open and devour the brains. Once this happens, the victim is turned into a plague zombie him- or herself, and joins the pack in search of more victims. There is a 40% chance that a plague zombie who deals the killing blow to an opponent will stop fighting, even in the midst of a prolonged battle, to devour the brains. Doing so takes 1-6 rounds. Victims whose brains have been eaten rise within 1-6 rounds as a new plague zombie, and cannot be either *raised* or *resurrected*; hence death at the hands of these creatures is particularly feared.

As plague zombies are undead creatures, they are immune to *charm* and *sleep*-type spells. Clerics may turn them as if they were zombies of regular sort.

APPENDIX IV: Special Random Encounters

As noted in the random encounter keys for each level, on average, one out of every 144 random encounters (first a roll of 12 on the encounter table, and then a roll of 12 on the dungeon dressing table) will result in a "special" encounter. These encounters can take place on any level of the dungeon (except as noted below), and the game master is encouraged to make the most of them as special events. In such a circumstance, simply roll on the table below to select the appropriate encounter. Full details on each are given below.

Roll	Encounter
1-10	The Golden Man
2-18	Rival Adventuring Party
19	Old Friends
20	The Mad Archmage

1. THE GOLDEN MAN. The legendary Golden Man will never be initially encountered at any range shorter than 30 yards. It appears as a human-sized and shaped being of pure gold, whose entire surface is studded with gems of incredible size and inestimable value, although if taken intact its value would surely exceed a million gold pieces merely for the raw value of its materials alone. It is featureless and sports no apparent indicator of gender. It cannot be surprised under any circumstances, and is completely immune to any sort of magic that affects the mind (such as *hold, command*, etc.) or time (such as *time stop*). It otherwise has a magic resistance of 75%. It is capable of travelling in excess of 24" per round, and seems to be able to draw upon inner reserves of speed if pursued (it possesses a magical power that effectively adds its base speed of 24" to the speed of anything or anyone pursuing it). The game master is encouraged to use the Golden Man to frustrate his greedy players to no end. It has no lair.
2. RIVAL ADVENTURING PARTY. If the game master has had the forethought to provide his players with a recurring foil in the form of a party of NPC adventurers who compete with the player characters for gold and glory, this is the place to have them show up, seemingly out of nowhere. If not, then the exact size and composition of the rival adventuring party will change depending on the size and composition of the player characters' party. As a rule of thumb, the rival party will be composed of exactly the same classes as the PCs, with levels 1 or 2 greater than each PC. Races will be random (as allowable by class and level), and gender will be 80% male, 20% female. Alignment will generally be the opposite of that of the party members, again within the limits of class (evil analogues of paladins will be ordinary cavaliers or fighters, rangers will be fighters, etc.).
3. OLD FRIENDS. The party encounters a group of three humans at a range of 20-120'. One is a balding man with a goatee and ruddy cheeks, wearing faded piebald clothing at least a hundred years out of date and bearing nothing more than a flute. The next is dressed in some sort of outlandish, tight-fitting clothing, with a wide-brimmed hat and curious accoutrements. The third is a smallish man dressed in various shades of green, bearing a bow and short sword. These three are "quasi-deities"; a step between heroes and demigods, and of enormous power but unpresuming appearance. If confronted, they will be polite but firm; they will describe themselves as being on a "sight-seeing tour", but will firmly refuse company. *(DESIGNER'S NOTE: These three have been previously detailed in Dragon magazine #71 and the Glossography included in the original 1983 World of Greyhawk™ boxed set, both published by TSR. Game masters desiring to know more about the venerable Heward, Keoghtom, and Murlynd are advised to refer to that volume, or create their own quasi-deities. Such would be of multiple levels in multiple classes (such personages are naturally immune to the rules that limit mere mortals), with between 36 and 56 combined levels and a suitable array of magical items (some unique to them) and innate powers gleaned from many scores of years of adventuring and being close to the councils of the Gods.)*
4. THE MAD ARCHMAGE. A single figure, rotund with wiry hair, rosy cheeks, and an irrepressible grin on his face, will be seen. Roll on the following table to determine his reaction, which is based on the attitude of the player characters.

	PC Reaction		
Roll	Friendly	Neutral / Cautious	Hostile
1-6	Archmage is Friendly	Archmage is Neutral	Archmage is Hostile
7-9	Archmage is Neutral	Archmage is Friendly	Archmage is Neutral
10	Archmage is Hostile	Archmage is Hostile	Archmage is Friendly

The Archmage is Friendly. The figure is most accommodating and pleasant. He asks questions such as "So, how do you like my little playground?" and "I hope you haven't killed too many of the monsters today; it is such a nuisance to restock them, you know!" If the PCs play along, there is a 50% chance he will give them a *Talisman of Zagy*, with the encounter result automatically "friendly". He will then disappear.

The Archmage is Neutral. The figure is somewhat distant and distracted. He asks questions such as "You haven't seen a golden man anywhere about, have you?" and "I don't suppose you know how many other adventurers are wandering around here, eh?" If the PCs answer his questions with at least a semblance of honesty, there is a 50% chance that he will give them a *Talisman of Zagy*, with the encounter result automatically "neutral". He will then disappear.

The Archmage is Hostile. The figure will let loose with a barrage of spells, blasts from his *wand of wonder*, and strikes with his *vorpal blade*, for 3-12 rounds. Thereafter, he will let out a joyful laugh, declare the player characters "quite a bit of all right", and leave them with a *Talisman of Zagy*, with the encounter result automatically "hostile". He will then disappear.

Under no circumstances should the player characters be able to best the Archmage in combat.

(DESIGNER'S NOTE: For those who must have game statistics for him, the Mad Archmage was previously detailed in Dragon magazine #70 and the Glossography included in the original 1983 World of Greyhawk™ boxed set, both published by TSR.)

APPENDIX V: New Spells

Cleric Spells

Hellsblades (*Evocation*)

Level: *6*
Range: *3"*
Duration: *3 rounds/level*
Area of Effect: *9' diameter sphere*
Components: *V,S*
Casting time: *9 segments*
Saving throw: *None*

This spell conjures forth nine red-hot blades from the very furnaces of Hell. The curved knives will whirl about in a 9' diameter sphere, the center of which can be moved by the mental command of the caster at a rate of 9" per round. The blades attack as if they were fighters of a level equal to the caster, with each doing 1d8 h.p. of damage plus an additional 1d6 of heat damage. The blades can collectively attack up to three separate opponents per round, as long as they are in the area of effect.

Doompit (*Conjuration/Summoning*)

Level: *7*
Range: *6"*
Duration: *6 rounds*
Area of Effect: *9' diameter circle*
Components: *V,S,M*
Casting time: *3 segments*
Saving throw: *None*

This spell opens up a special sort of *gate,* usually directly beneath an enemy, which transports them 30' above the floor of the lowest pit of Hades itself, thence to be devoured by daemons and hags. If the spell is successfully cast, it can only be avoided by those with an ability to either *levitate*, *fly*, or some similar means to avoid falling into the pit which forms beneath them (thief-acrobats and barbarians, for instance, might be given a chance to leap away by the game master, should circumstances dictate). For all intents and purposes, falling into the pit means the death of the victim(s), unless they have some extraordinary means of escape. Creatures from Hades will not, however, enter into the caster's vicinity through the '*pit*. The spell requires the cleric's (un)holy symbol.

Druid Spells

Notes Regarding Myconic Druid Spells:

Whereas the religious symbol of most druids is the mistletoe, followed by the leaves of holly and oak, the special connection of the myconic druid with the fungus and mushroom growths of the underworld (and surface world, for that matter) have given them cause to employ different substances as the material components of their spells. In lieu of the ordinary druidical holy symbols, myconic druids employ the following:

MUSHROOM TYPE	USED IN LIEU OF…
Fly agaric	Mistletoe*
Scotch bonnet	Holly
St. George's Mushroom	Oak leaves

* = the classifications of *greater, lesser, and borrowed* still apply; the fly agaric is at its most potent when harvested by the druid himself on Walpurgis eve (as opposed to Midsummer in the case of normal druids).

Monstrous slimes and molds such as green slime and yellow mold are affected by the various spells of the myconic druid, but deadly puddings, such as the black pudding, are not.

Fungus Friendship (*Enchantment/Charm*)

Level: *1*
Range: *1"*
Duration: *Permanent*
Area of Effect: *One fungus creature*
Components: *V,S,M*
Casting time: *6 turns*
Saving throw: *None*

This spell is normally only available to myconic druids, but they may teach the secret of receiving it to any normal druid they wish. It is essentially the same as the first-level druid spell *animal friendship*, but affects only fungus and mushroom-based creatures such as violet fungi and ustilagors. Intelligent fungus creatures such as myconids are not affected.

Locate Fungus (*Divination*)

Level: *1*
Range: *0*
Duration: *1 round/level*
Area of Effect: *2" path 2" long/level*
Components: *V,S,M*
Casting time: *1 round*
Saving throw: *n/a*

This spell is normally only available to myconic druids, but they may teach the secret of receiving it to any normal druid they wish. Except as noted above, this spell is identical to the first-level druid spell *locate animals*, except it will only function in relation to fungus-based creatures.

Charm Fungus (*Enchantment/Charm*)

Level: *2*
Range: *8"*
Duration: *special*
Area of Effect: *One fungus creature*
Components: *V,S*
Casting time: *4 segments*
Saving throw: *Neg.*

This spell is normally only available to myconic druids, but they may teach the secret of receiving it to any normal druid they wish. Except as noted above, this spell is identical to the second-level druid spell *charm person or mammal*, except that it only affects fungus and mushroom-based creatures such as shriekers and myconids. If a creature's intelligence is given as "unrateable", the game master should roll to determine how often to conduct a saving throw check:

Roll (d10)	Period Between Checks
1	3 months
2	2 months
3	1 month
4	3 weeks
5	2 weeks
6	1 week
7	3 days
8	2 days
9	1 day
10	1 hour

Fungus Growth (*Alteration*)

Level: *3*
Range: *12"*
Duration: *Permanent*
Area of Effect: *2" X 2" square area/level*
Components: *V,S,M*
Casting time: *1 round*
Saving throw: *None*

This spell is normally only available to myconic druids, but they may teach the secret of receiving it to any normal druid they wish. Except as noted above, this spell is identical to the third-level druid spell *plant growth*.

Mushroom (*Alteration*)

Level: *3*
Range: *0*
Duration: *8 turns + 1 turn/level*
Area of Effect: *Personal*
Components: *V,S,M*
Casting time: *5 segments*
Saving throw: *None*

This spell is normally only available to myconic druids, but they may teach the secret of receiving it to any normal druid they wish. Except as noted above, it is identical to the third-level druid spell *Tree*, except that the druid turns himself into a mushroom of two to six feet in height, or a fairy-ring of ordinary-sized mushrooms some 6' in diameter.

Mushroom Door (*Alteration*)

Level: *4*
Range: *Touch*
Duration: *1 turn/level*
Area of Effect: *Special*
Components: *V,S,M*
Casting time: *6 segments*
Saving throw: *None*

This spell is normally only available to myconic druids, but they may teach the secret of receiving it to any normal druid they wish. Except as noted above, this spell is identical to the fourth-level druid spell *plant door*, except that it only applies to giant-sized mushrooms and fungus, such as is not uncommon in underground settings. The duration of the spell is increased by a factor of twelve if the druid opts to stay within a fairy ring.

Speak With Fungus (*Alteration*)

Level: *4*
Range: *0*
Duration: *2 rounds/level*
Area of Effect: *6" diameter circle*
Components: *V,S,M*
Casting time: *8 rounds*
Saving throw: *None*

This spell is normally only available to myconic druids, but they may teach the secret of receiving it to any normal druid they wish. Except as noted above, and in regards to the material components (which are of typical myconic druid sort) it is identical to the fourth-level clerical spell *speak with plants*, except it only applies to mushrooms and fungus of various sorts.

Magic-User Spells

Hellsfire (*Conjuration/Summoning*)

Level: *8*
Range: *6"*
Duration: *2 rounds/level*
Area of Effect: *10' X 10' area per level*
Components: *V,S*
Casting time: *4 segments*
Saving throw: *Special*

This spell summons an inferno of flames, searing volcanic gasses, and lava to inundate the area of effect. All non-living items within the area of effect must make an immediate saving throw vs. fire or be destroyed. Any living creatures within the area will suffer 10d6 h.p. of fire damage from the torrent of molten rock raining down upon them (those with magical resistance to fire get a saving throw vs. breath weapon for half damage), as well as needing to make a saving throw vs. poison or die from the poisonous gasses that billow forth inside the area of effect. Beings of an extra-planar nature who are composed of fire (such as efreeti or fire elementals) are immune to the flame effects, but will still take 2d6 h.p. per round from the physical pummeling, and may or may not be immune to the effects of the poison gas, as the description of the being in question dictates.

Netherbeast (*Evocation, Conjuration/Summoning*)

Level: *9*
Range: *0*
Duration: *1 turn/level*
Area of Effect: *Special*
Components: *V*
Casting time: *6 segments*
Saving throw: *None*

A potent variant of the *prismatic sphere*, this spell creates a creature of concentric layers of energy drawn from the very lower planes themselves. The magic-user is encased within the various shimmering layers of baleful energy, which both protect him and allow him to cast spells through the creature's layers at enemies (or otherwise). It is also possible for the caster to cast spells that require touch to be effective through the creature. Note that the caster can set the creature to react automatically to attacks and standard defenses for up to one round per point of intelligence of the caster; during that time it will attack, defend, move, etc. according to either a pre-

programmed plan or in response to "simple" stimuli. During such times, the magic-user within the beast is able to cast other spells and otherwise concentrate on other things, leaving the beast to function solo. The magic-user is immune to all physical attacks, and the netherbeast will absorb as many points or other effects of magical damage as is can before they would affect the caster. If the circumstance should suddenly and drastically change, however (such as, a new enemy coming into a combat situation), the netherbeast will continue its previous pattern as best it is able; it cannot react to radical change.

Anyone with fewer than 8 hit dice viewing the creature will flee in panic for 3-18 rounds.

Each layer of the netherbeast is drawn directly from the baleful energies of one of the lower planes, and has the following powers and/or effects:

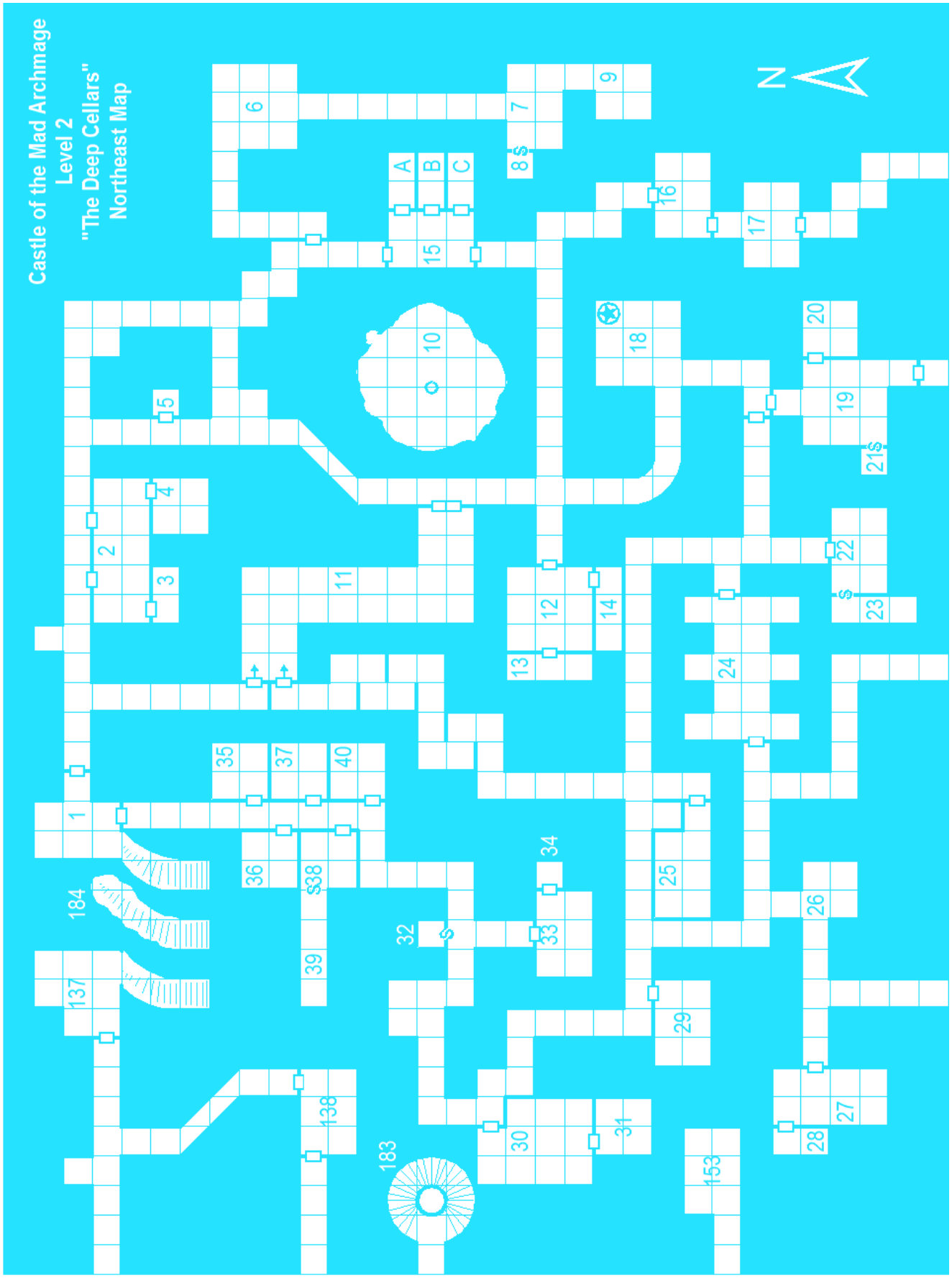
Layer Color	Order	Effects	Associated Plane
Orange	1st	Scorches flesh for 10 h.p. damage per hit.	Acheron
Gray	2nd	Burns flesh for 20 h.p. damage per hit.	Pandemonium
Red	3rd	Melts flesh and bone for 40 h.p. damage per hit.	Hell
Black	4th	Withers and rots with a touch - save vs. poison or die.	The Abyss
Maroon	5th	If both arms hit the same opponent (25 h.p. each), they will do a crushing embrace of negative energy that drains 2 levels per round automatically as long as the embrace lasts.	Gehenna
Purple	6th	A hit requires a save vs. petrification or the target is turned to stone.	Tarterus
Violet	7th	A hit requires a save vs. spells; failure means the target is instantly transported to the lowest floor of Hades.	Hades

Note that the hellfire effects of the orange, grey, and red layers will affect anything short of a being of pure flame such as an efreet or fire elemental; ordinary protections against flame are useless.

Each layer of the beast is AC 0 and has 66 h.p., but can only be damaged by a weapon of +1 or greater enchantment. It can make two attacks per round with its great arms, attacking as a fighter of a level equal to that of the caster. Once it takes damage equal to its total hit points, it will disappear, leaving the next-inner layer behind. Note that damage that destroys one layer will not spill over to the next, even if the attack does more h.p. worth of damage than the layer has left.

APPENDIX VI: Maps

The following key applies to all of the maps in this appendix: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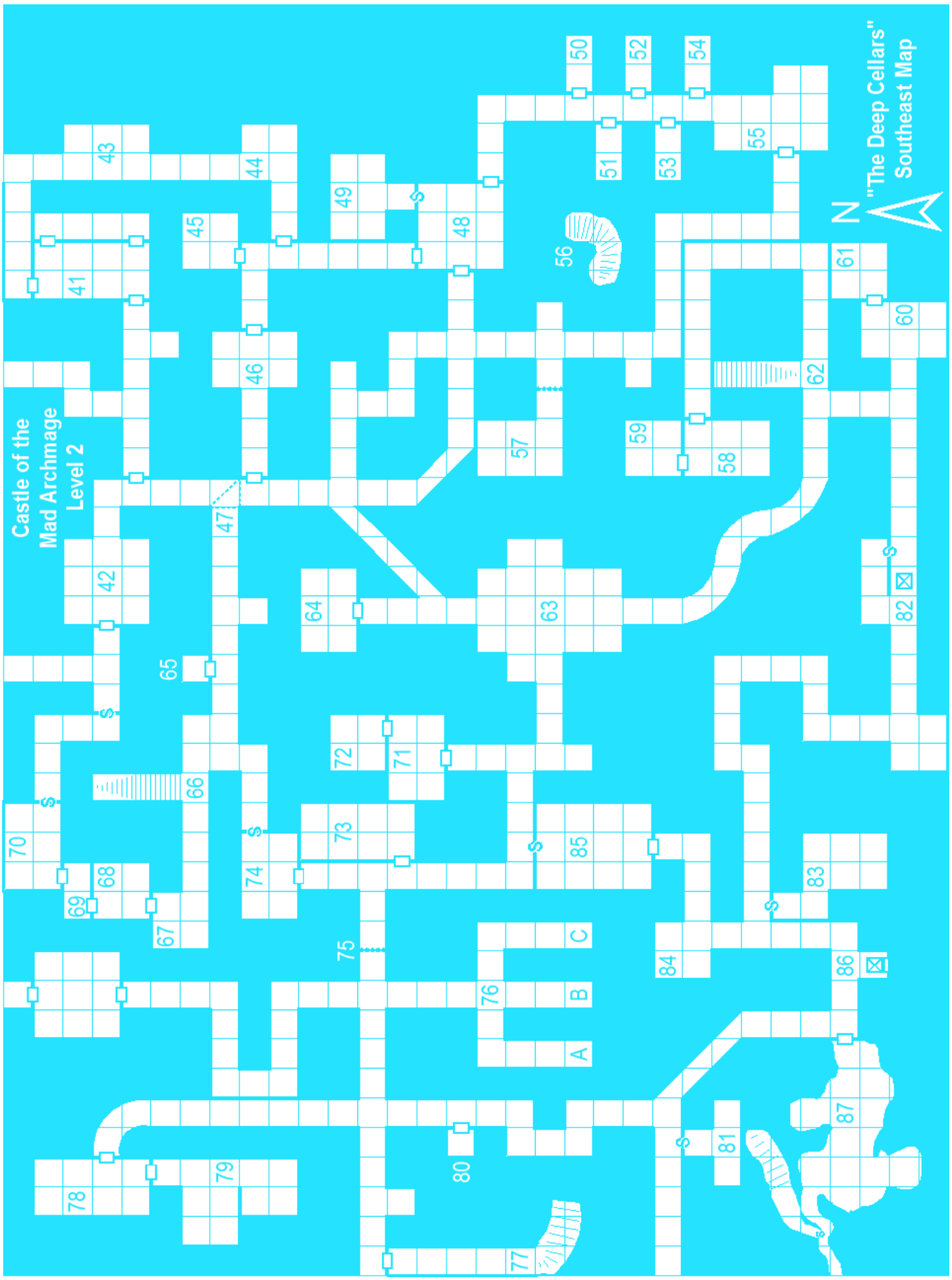
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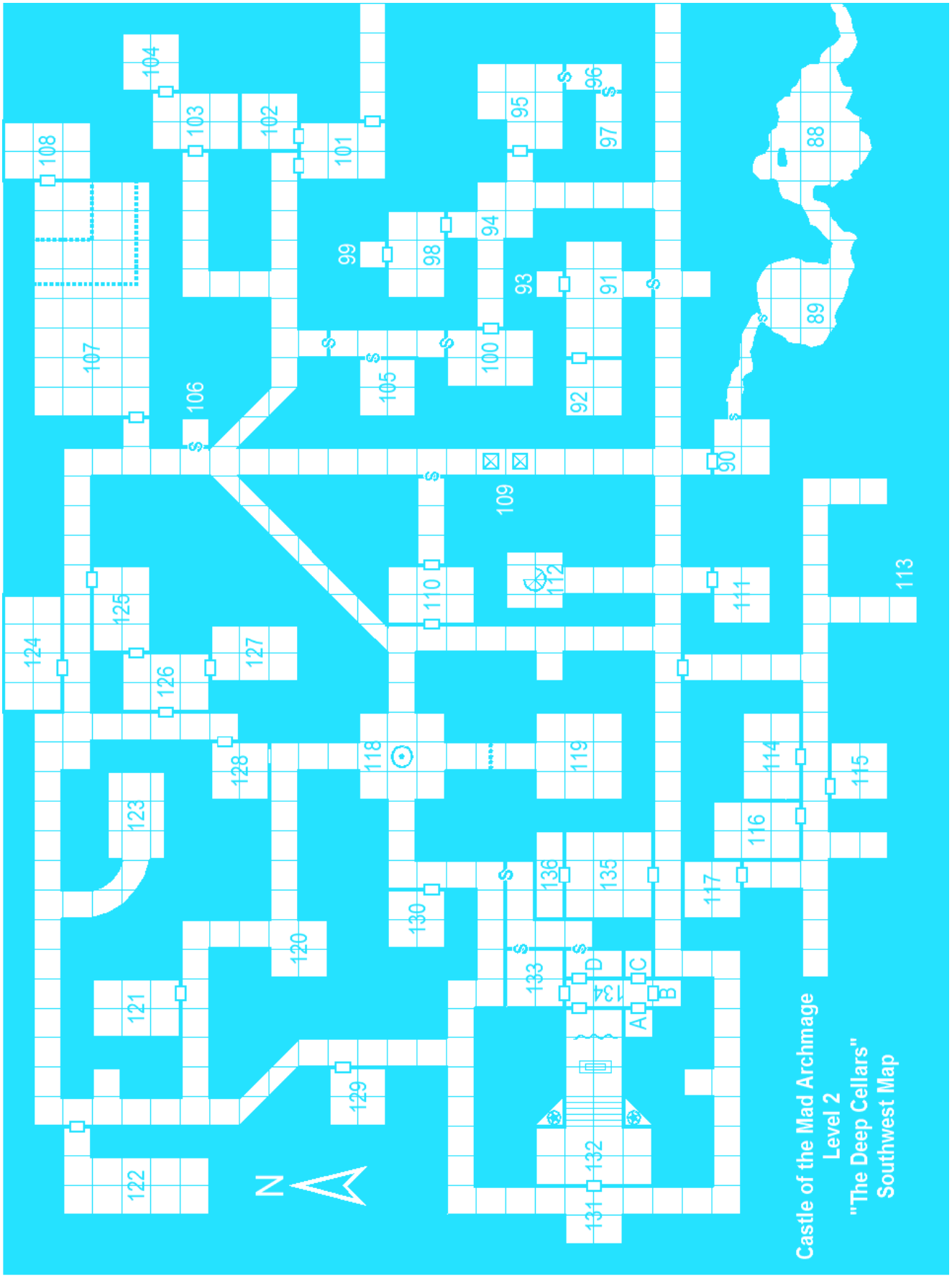
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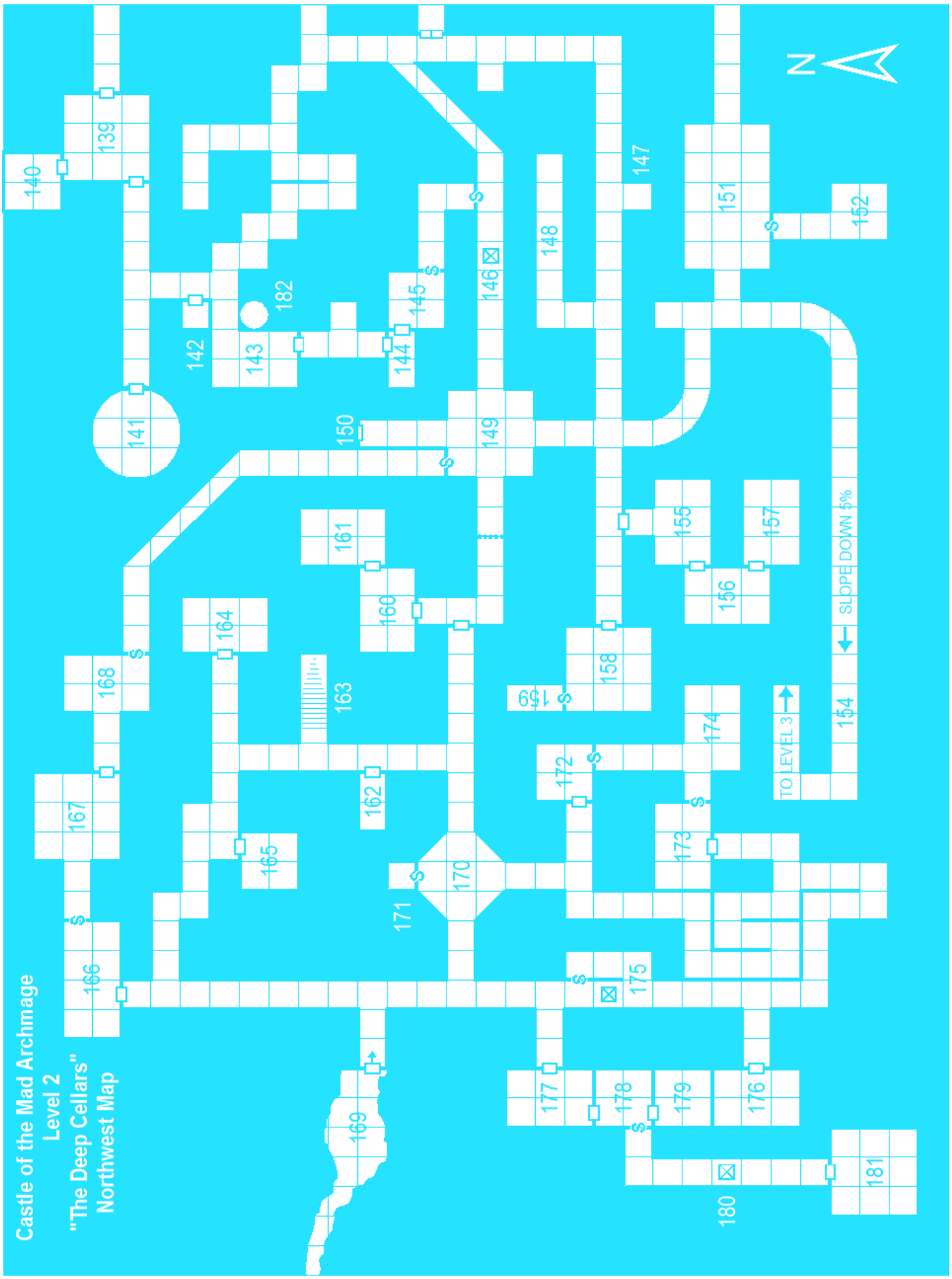
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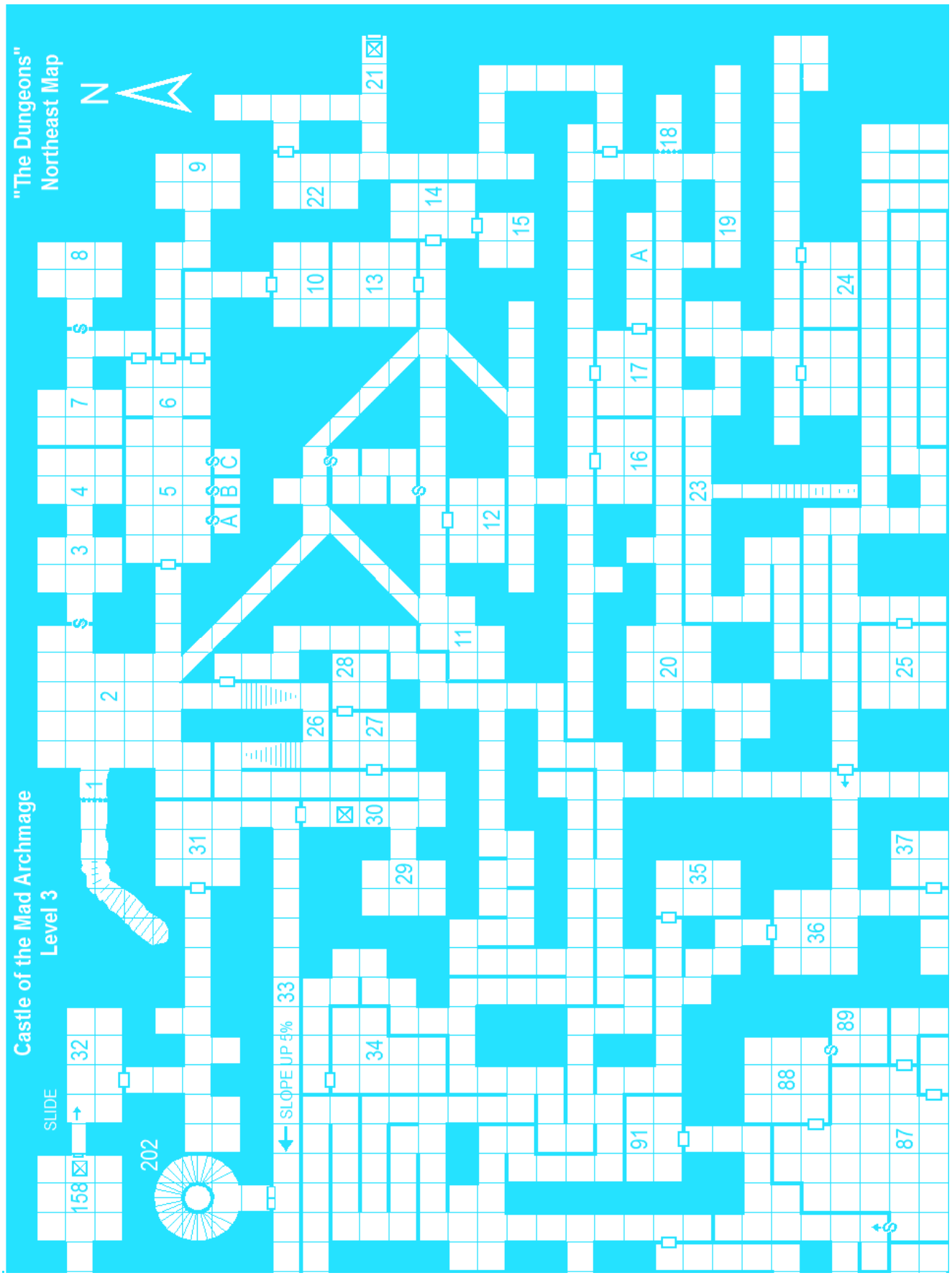
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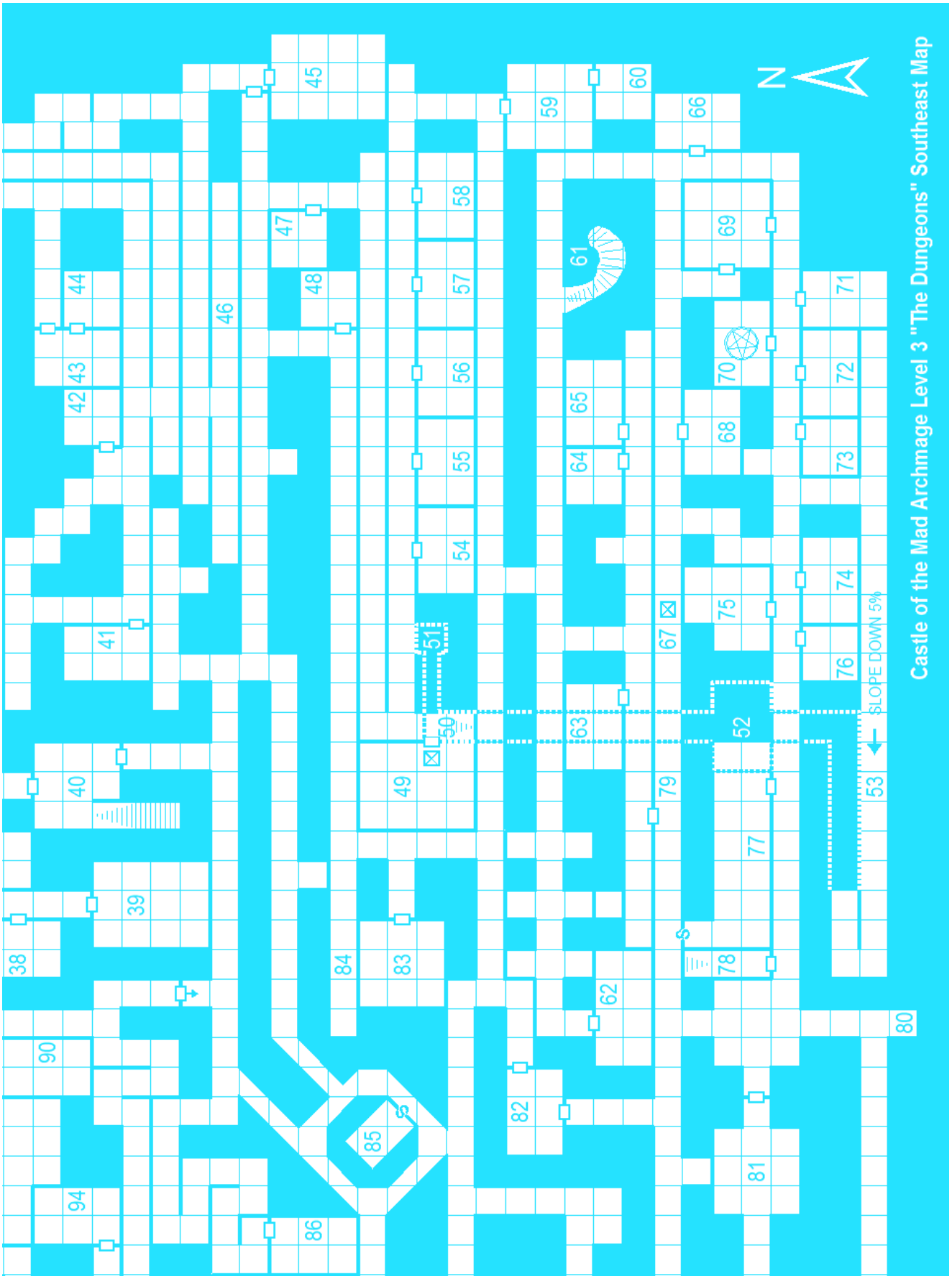
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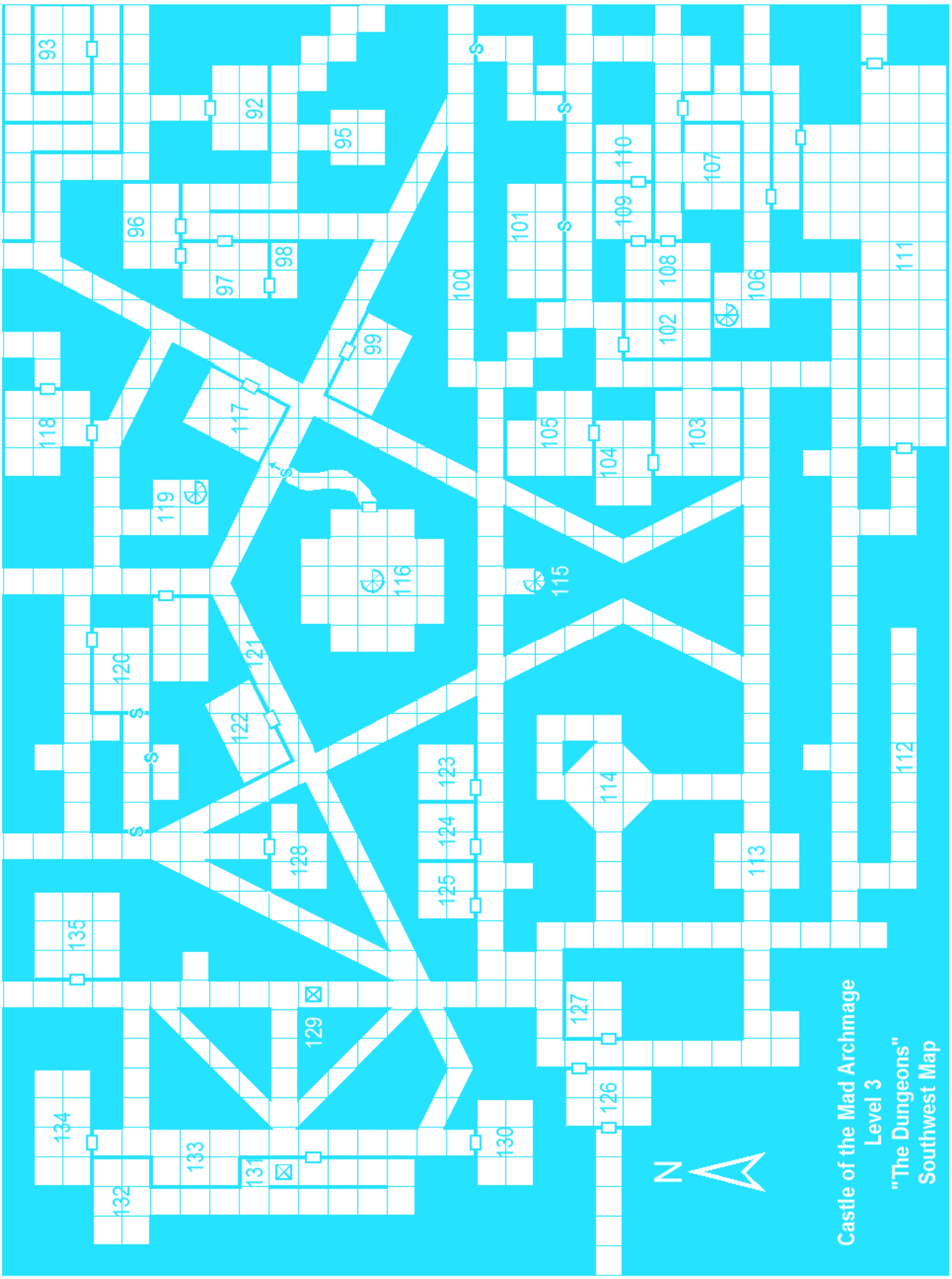
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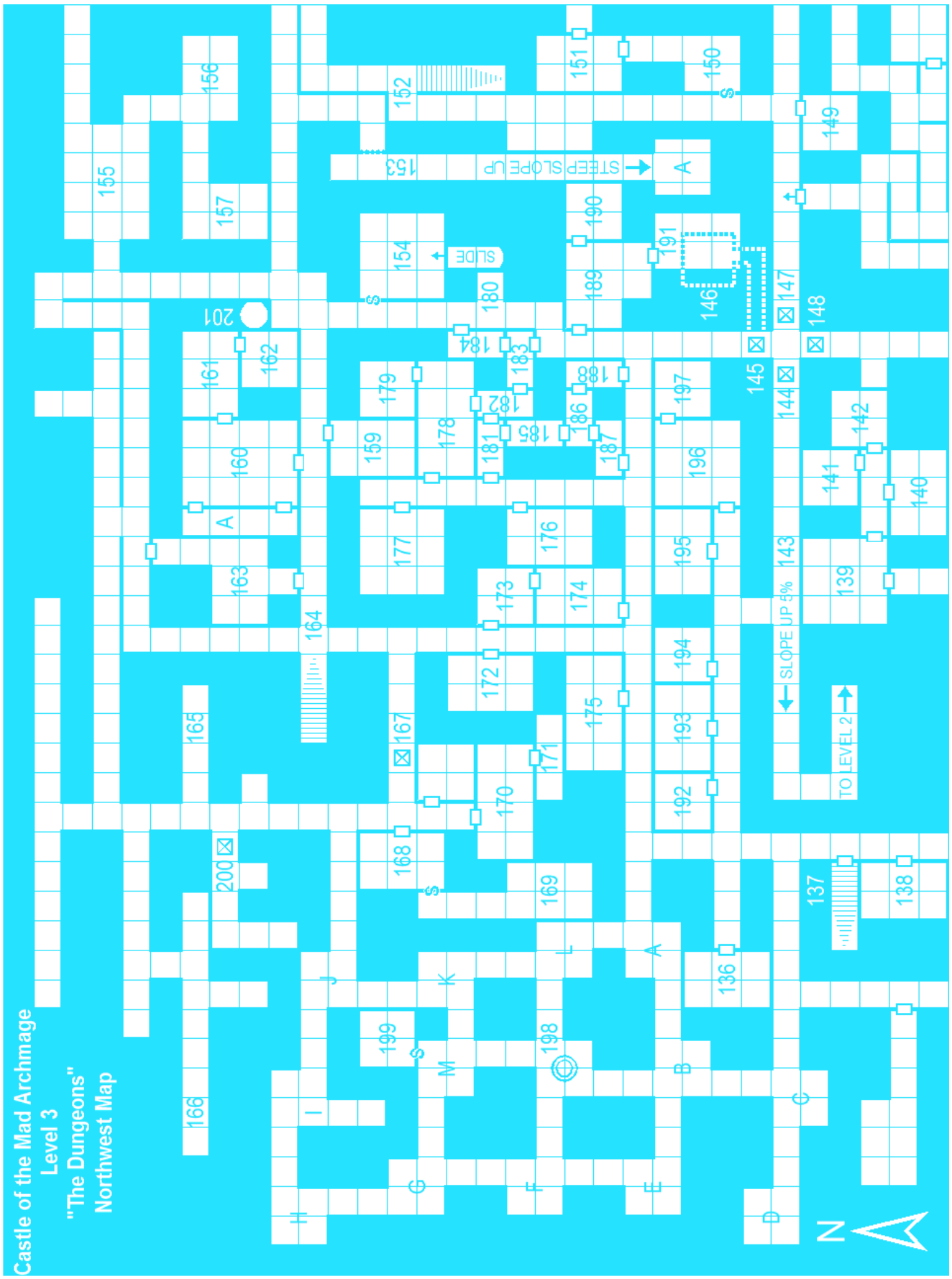
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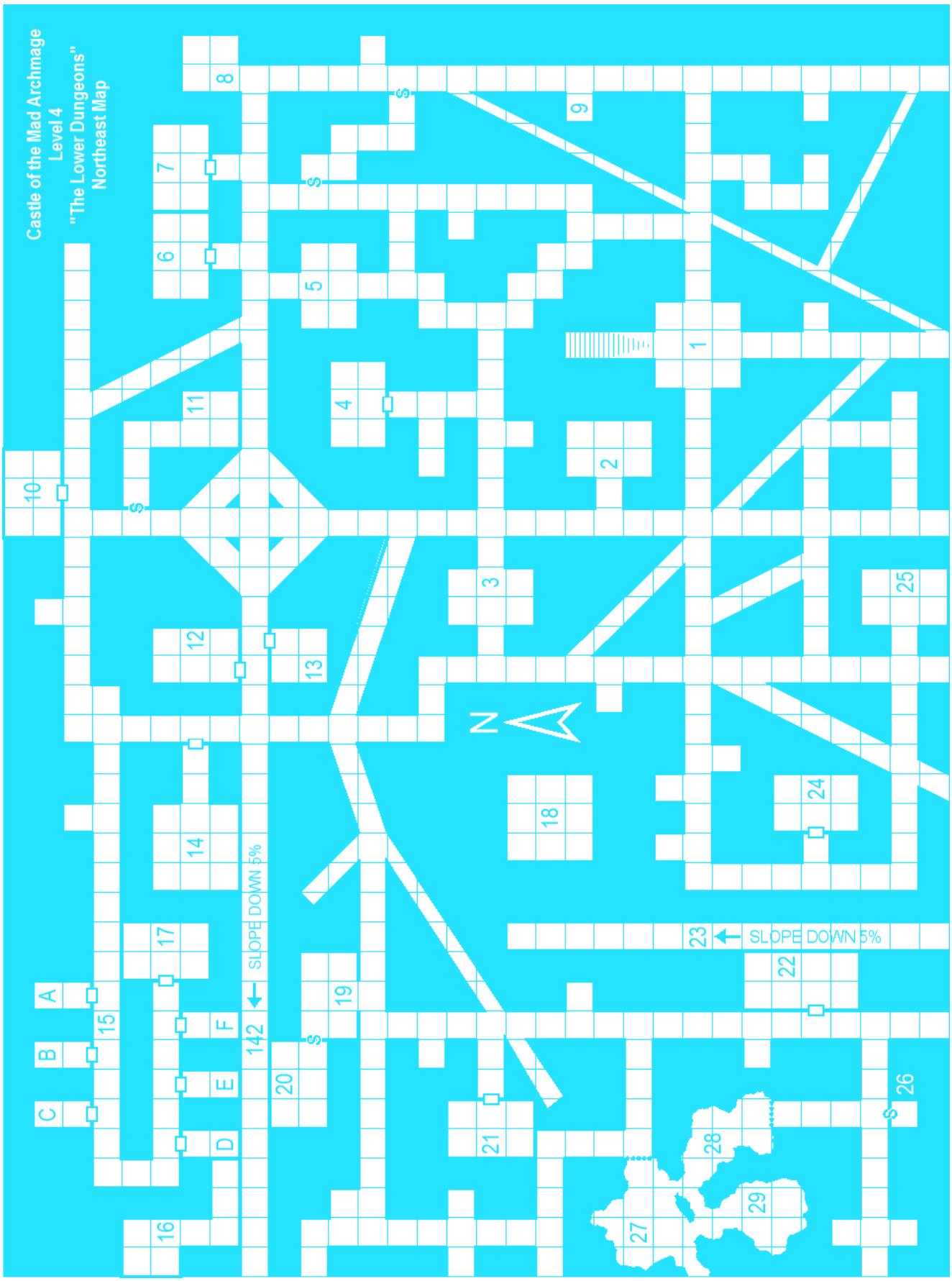
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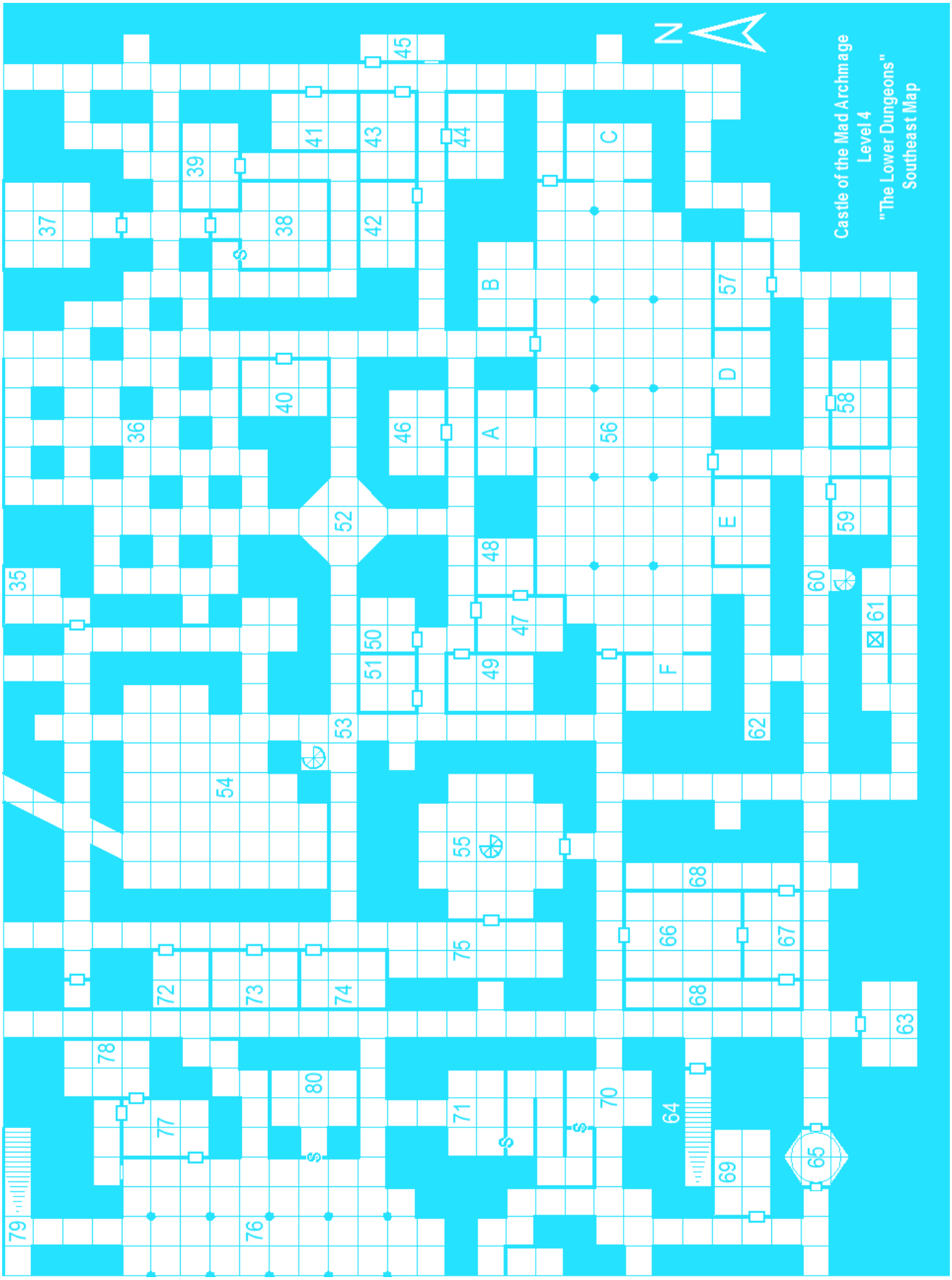
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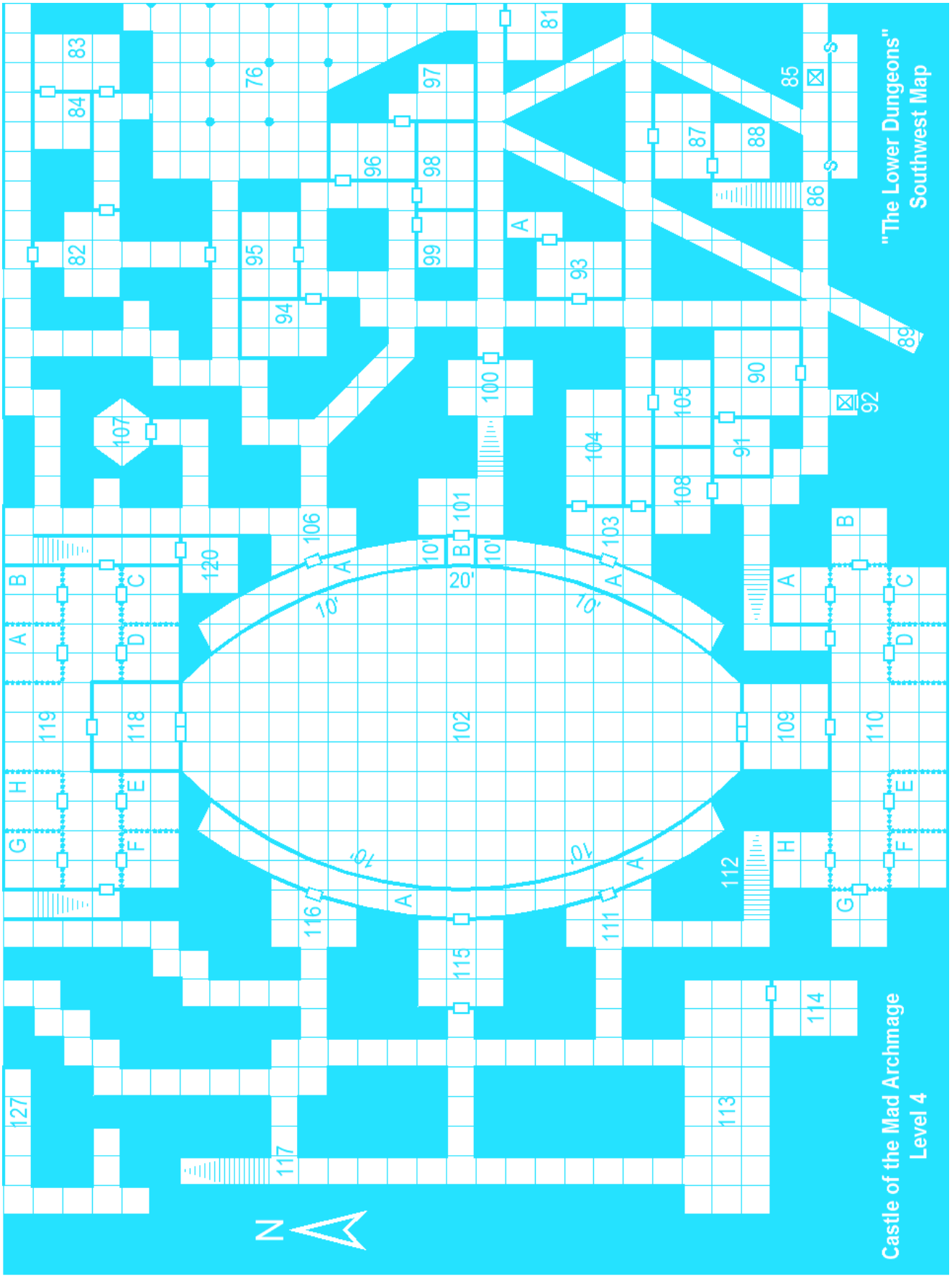
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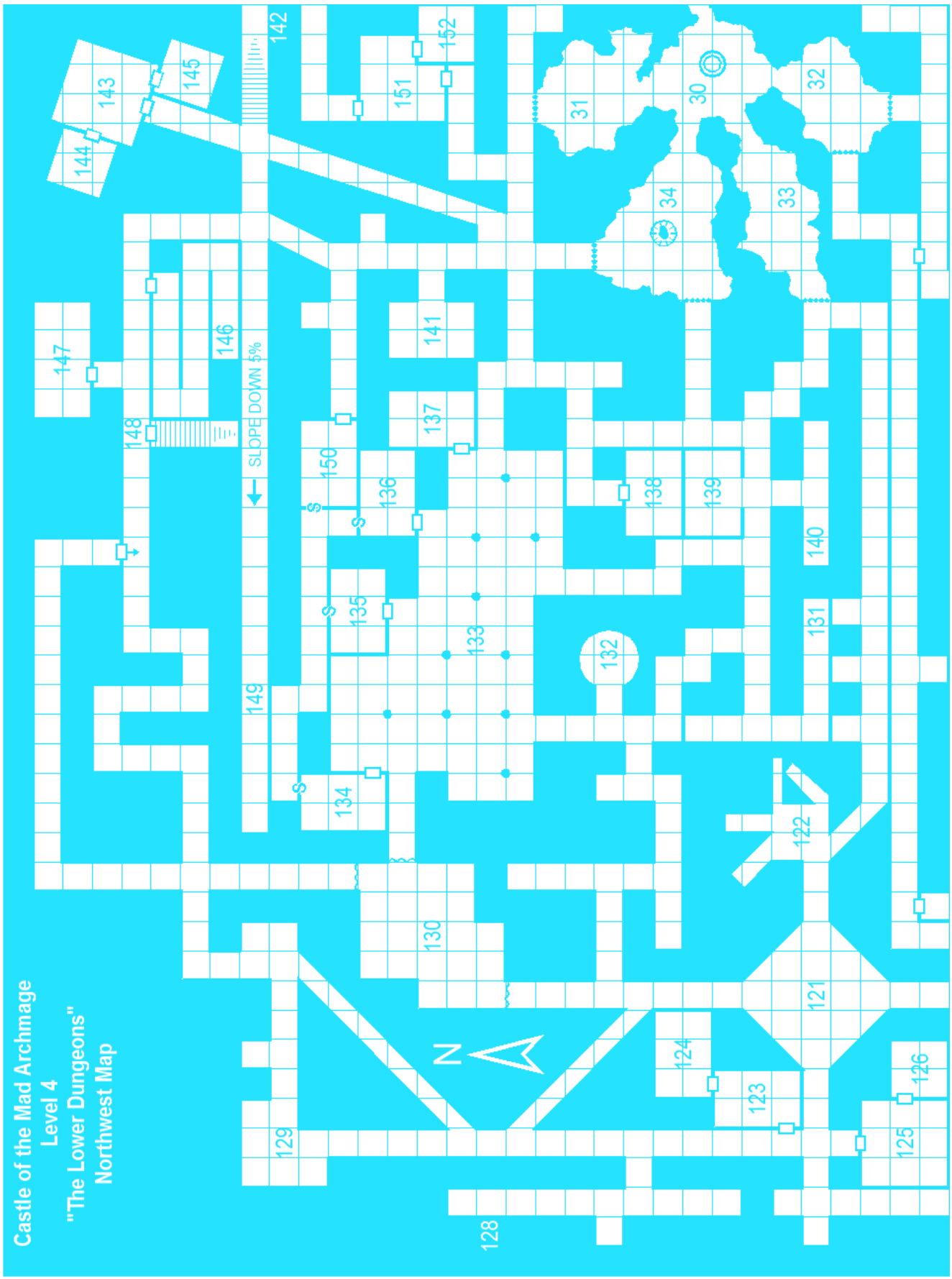
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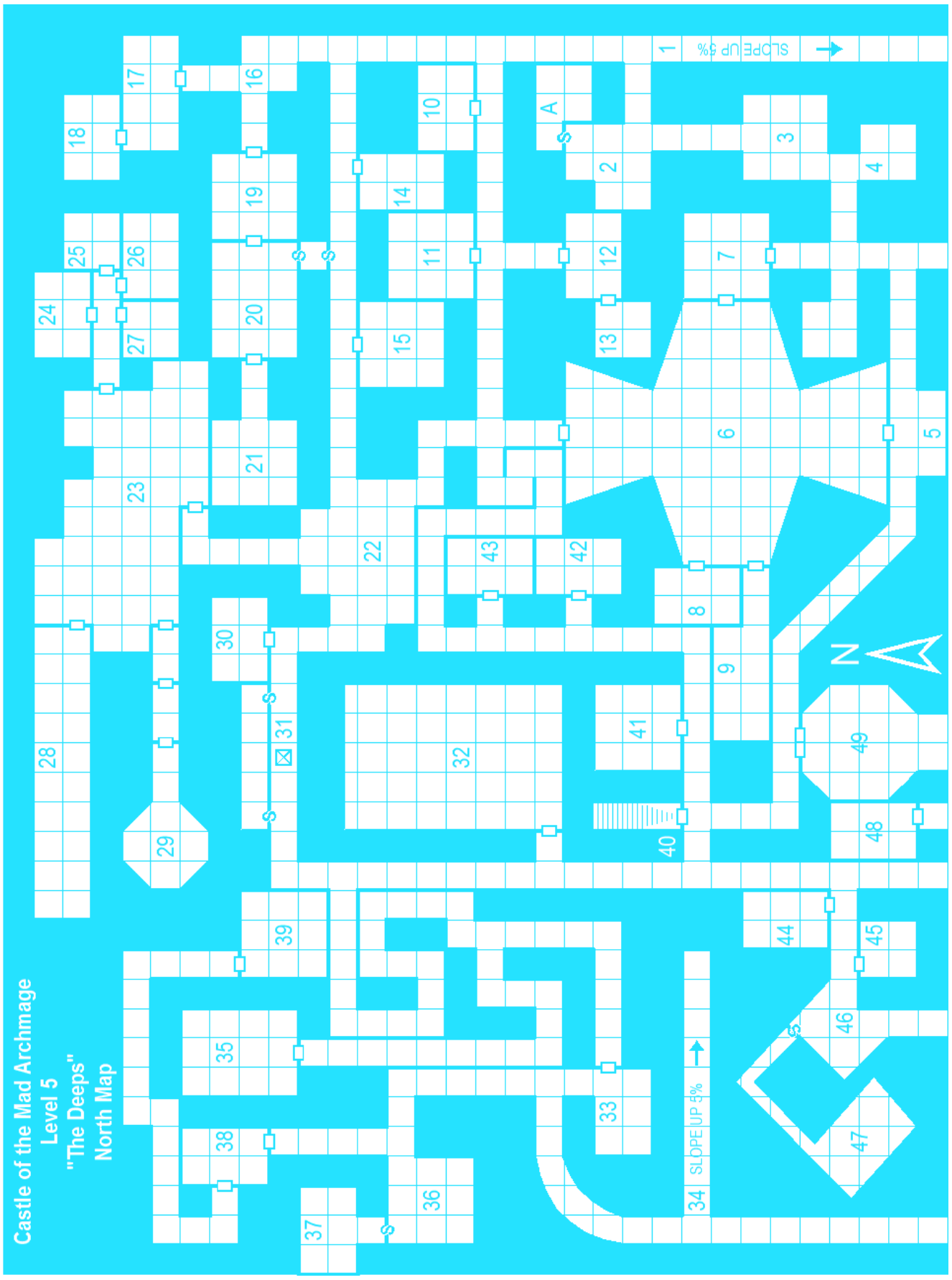
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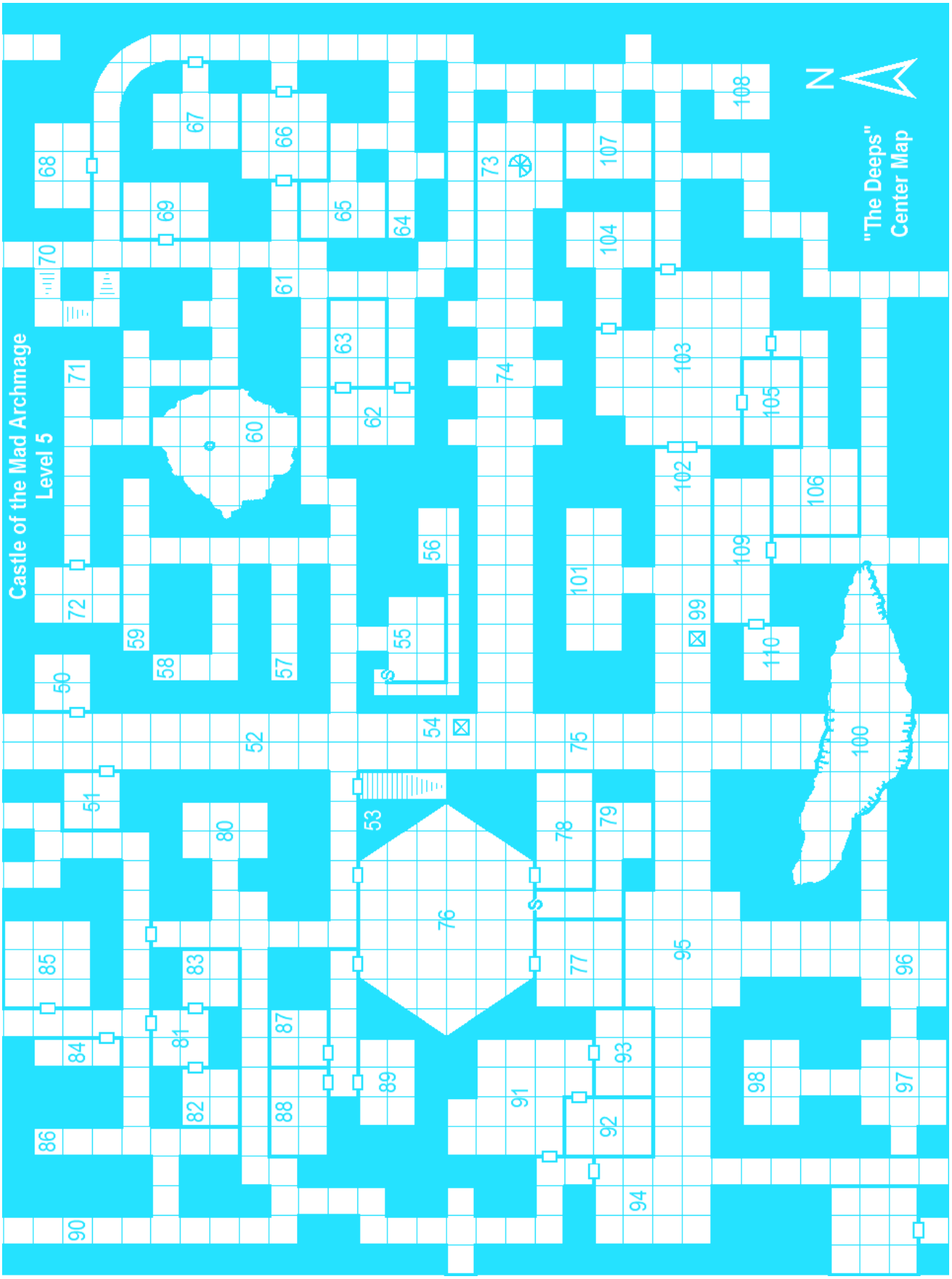
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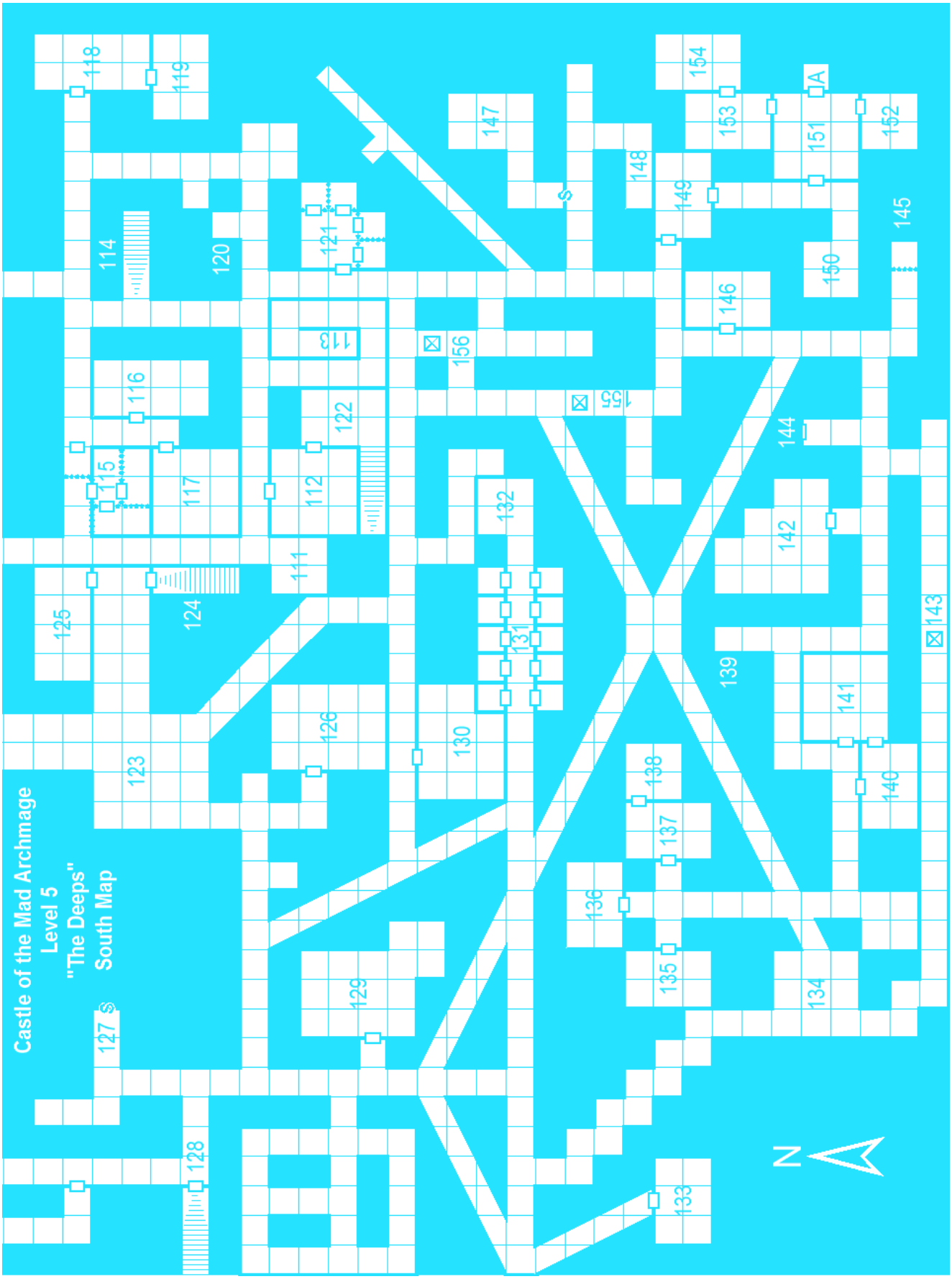
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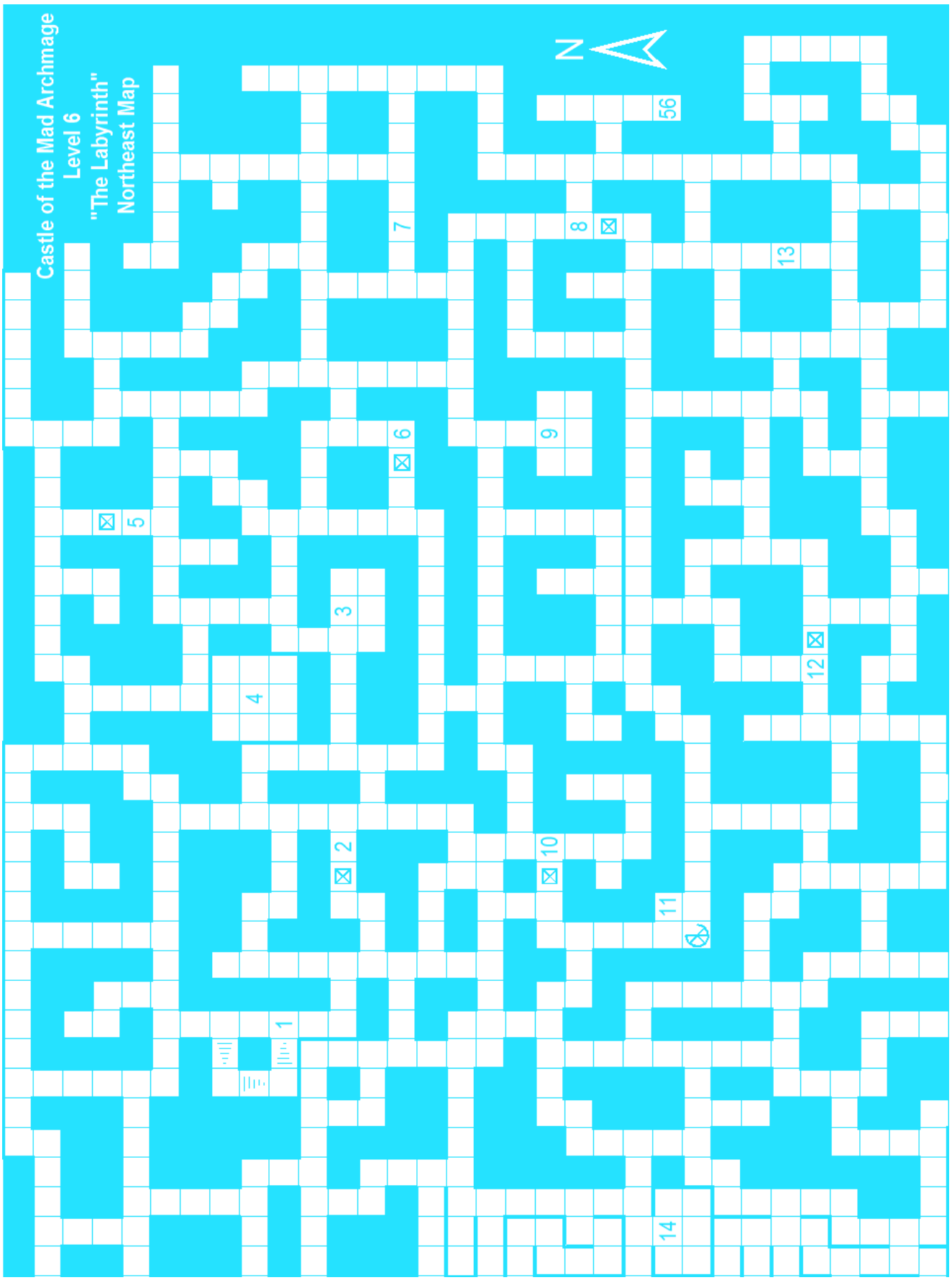
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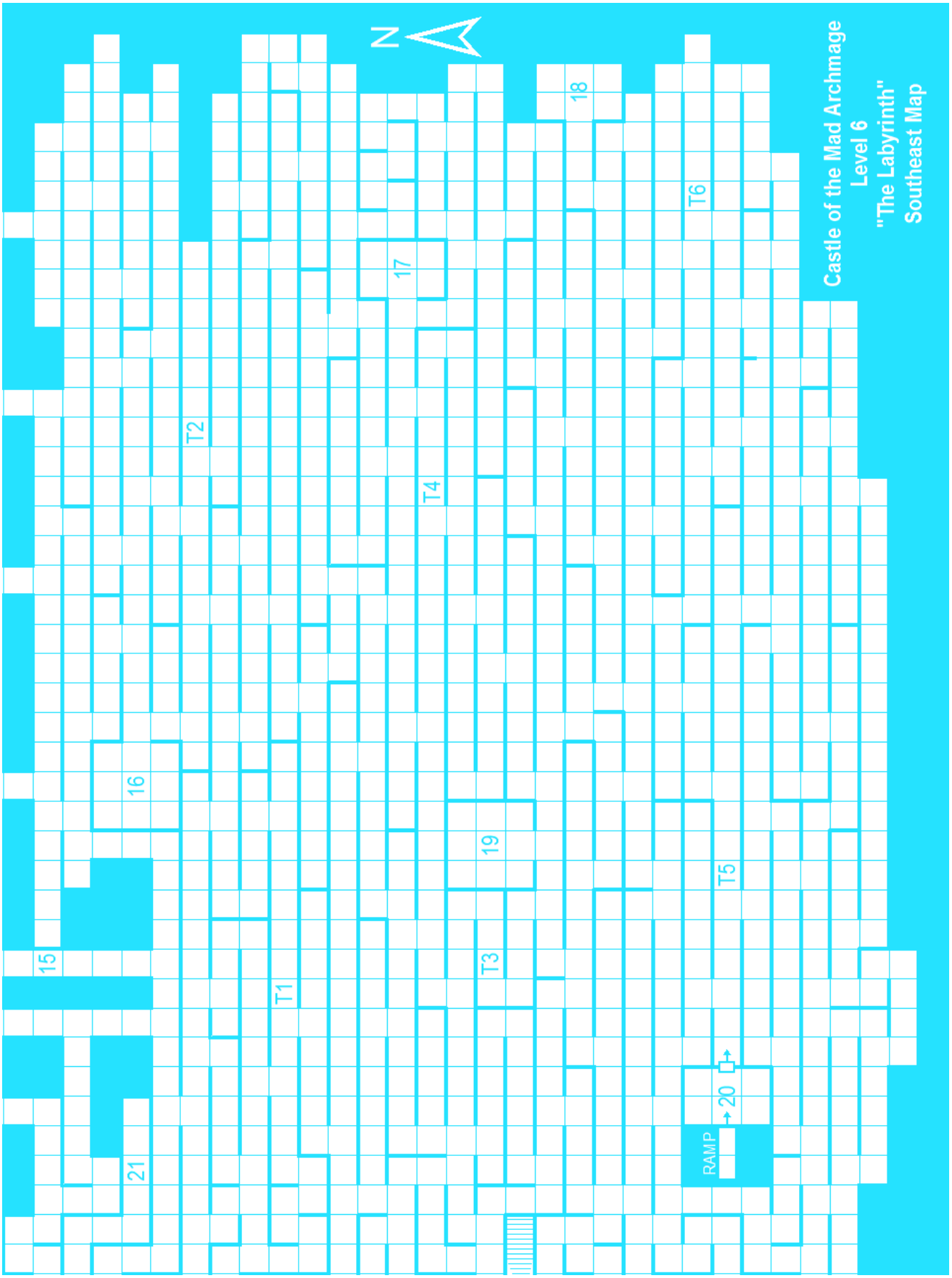
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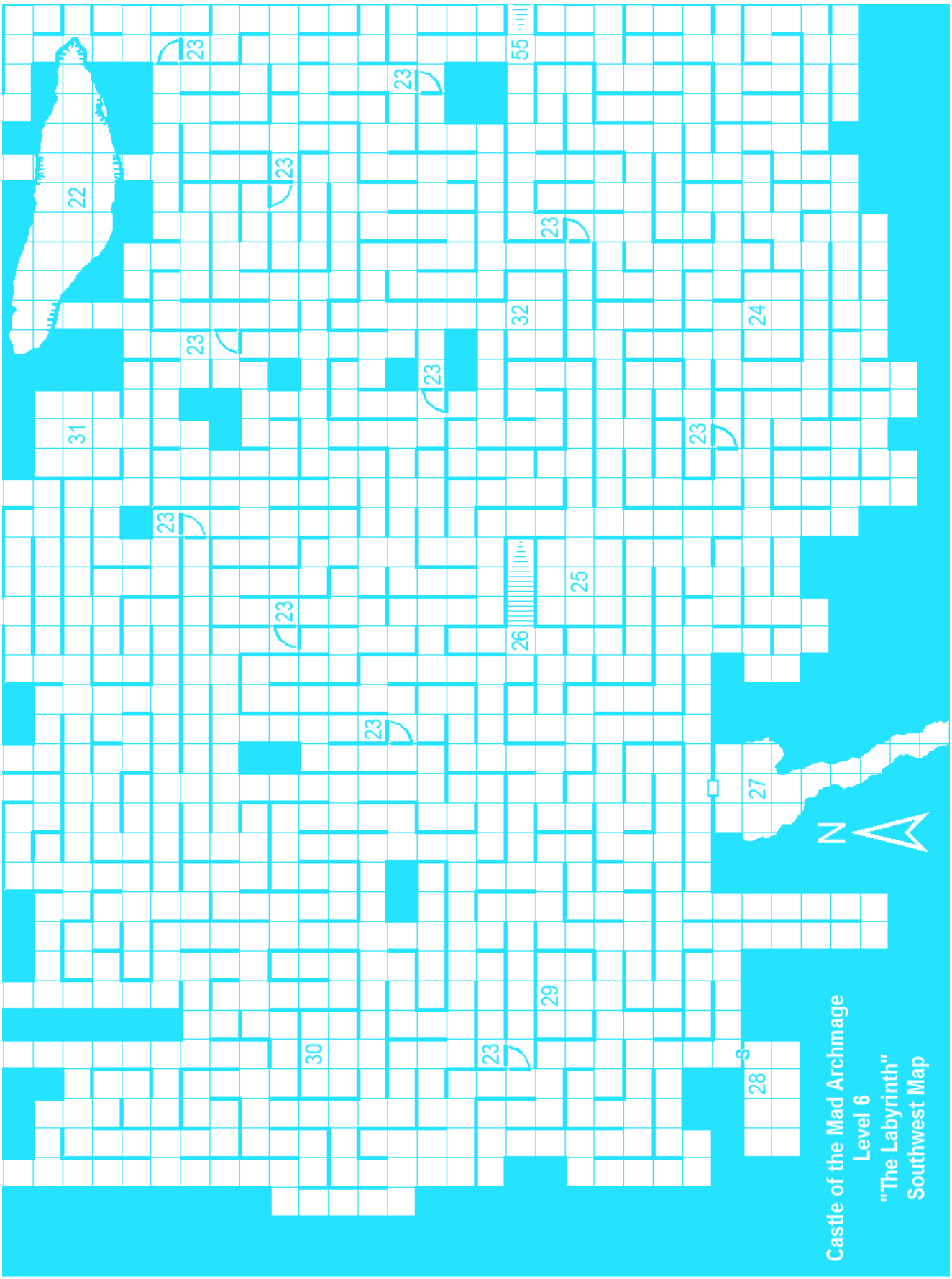
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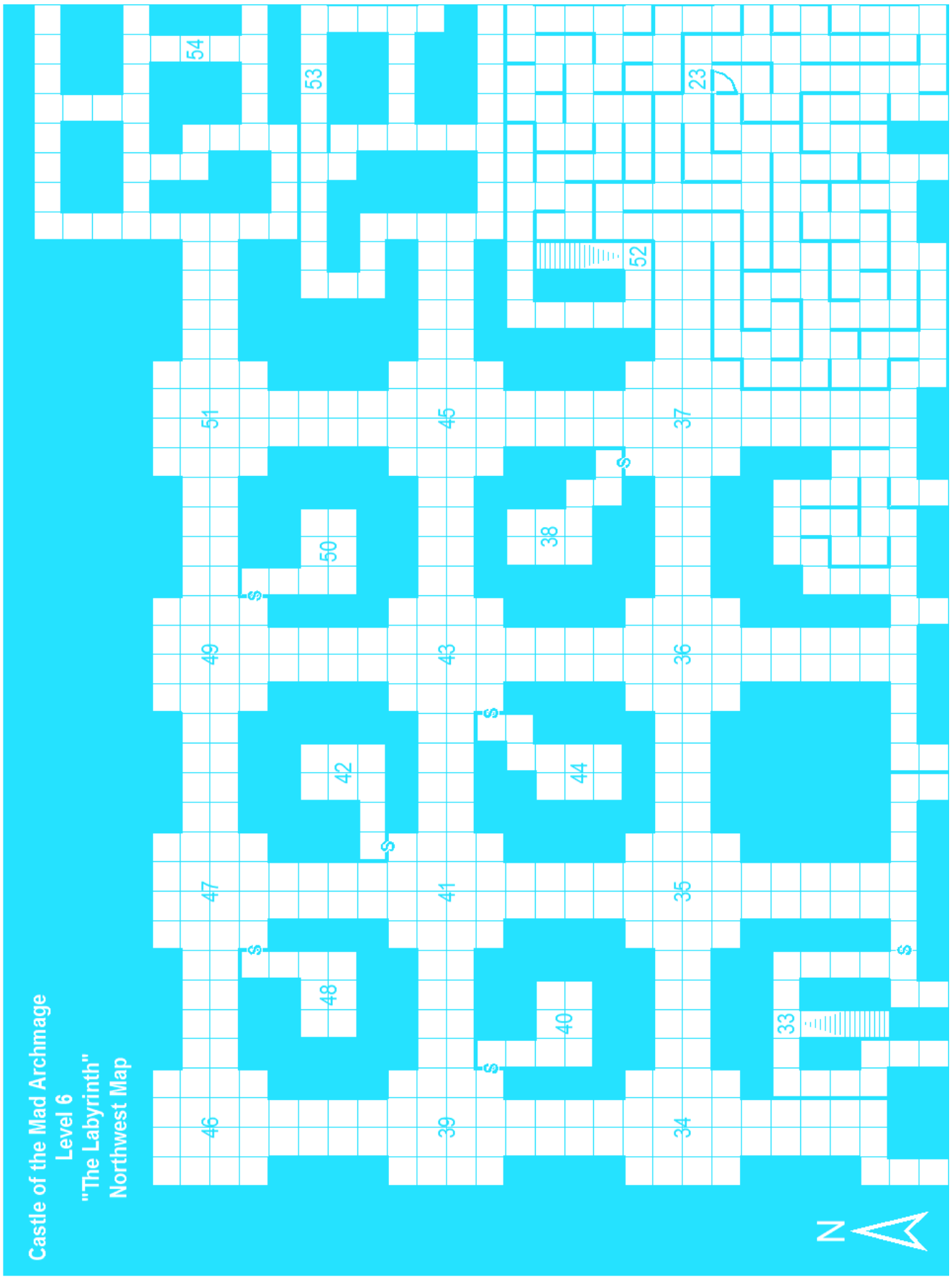
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44
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48
49
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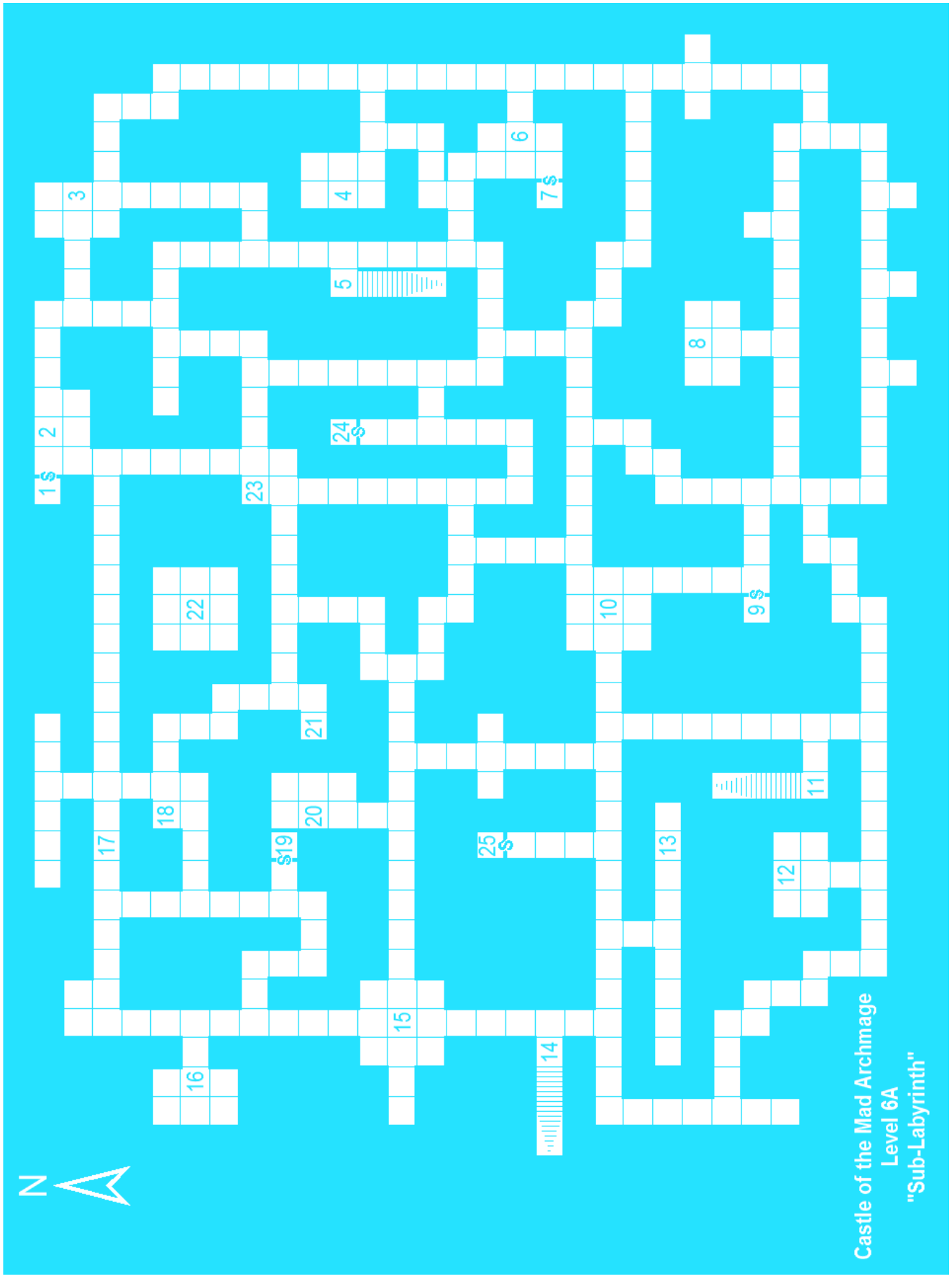
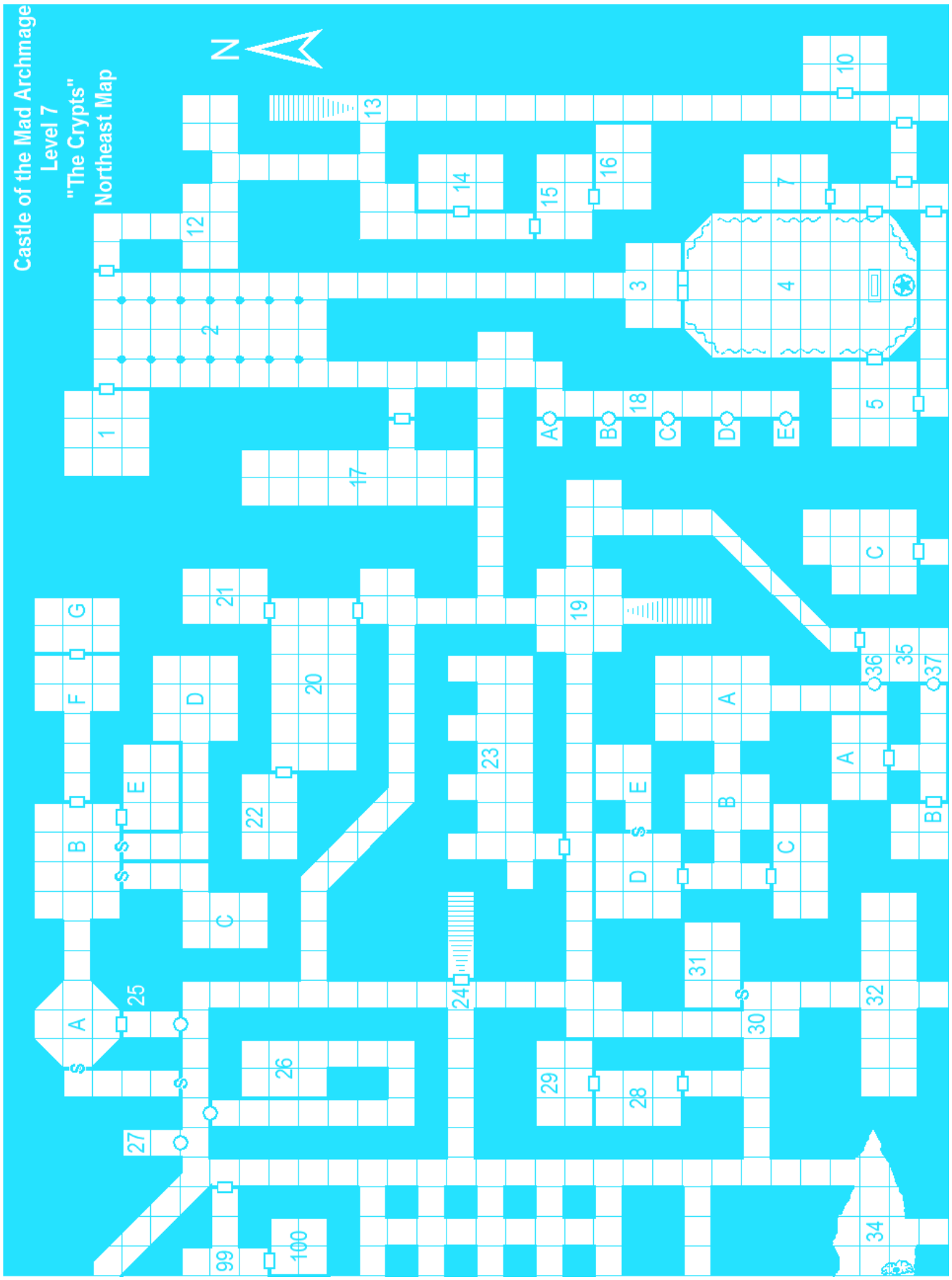
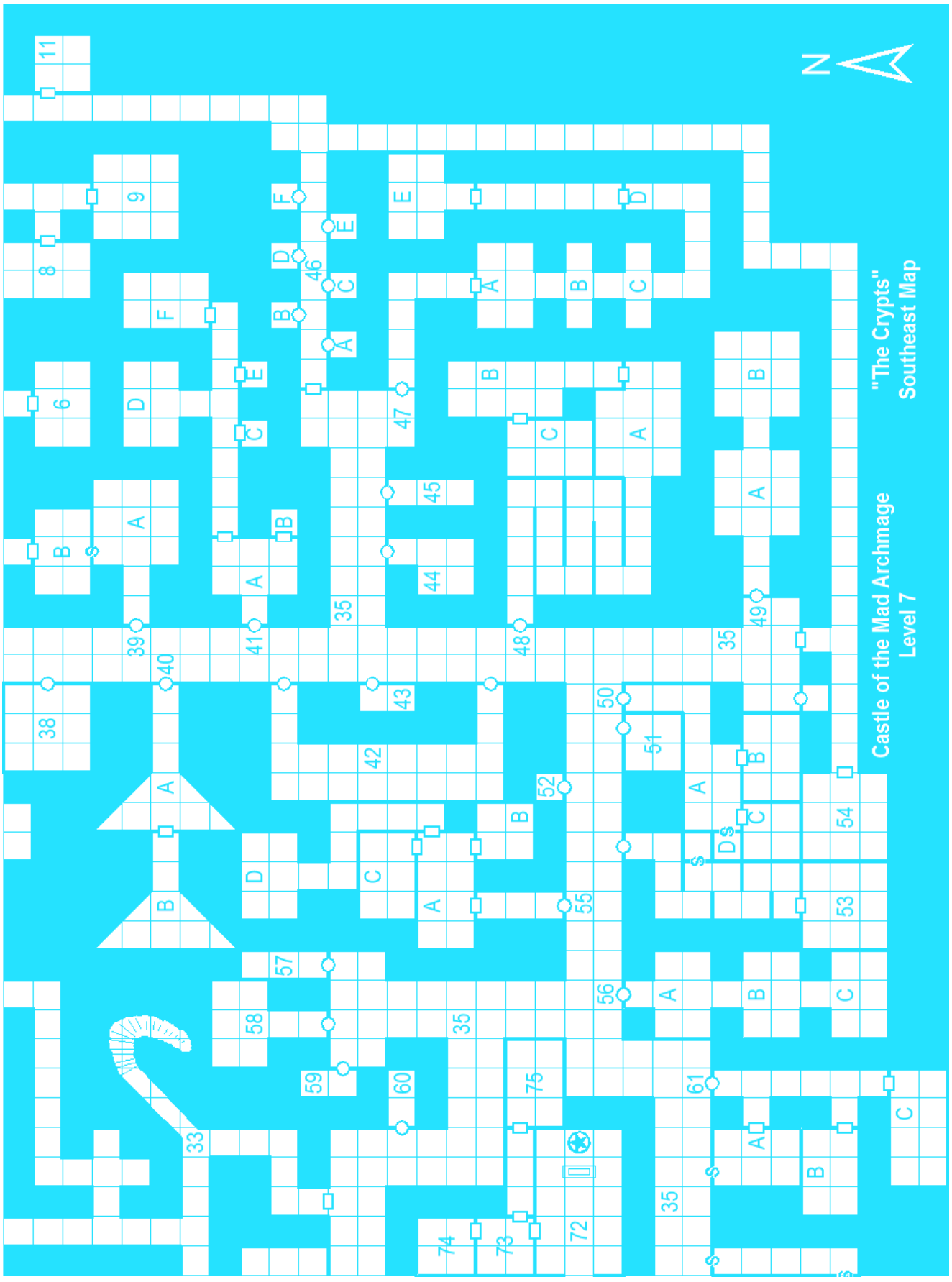
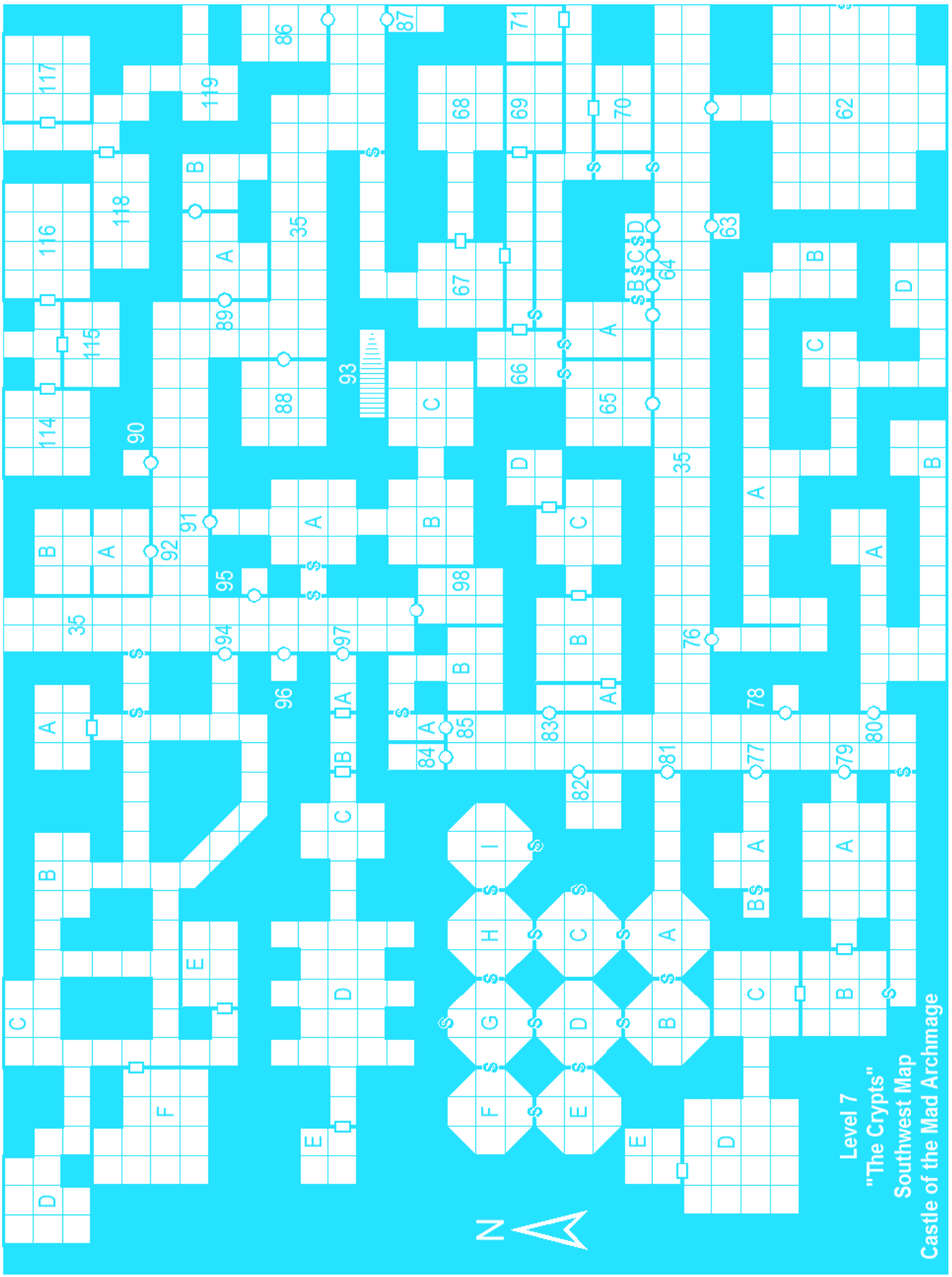
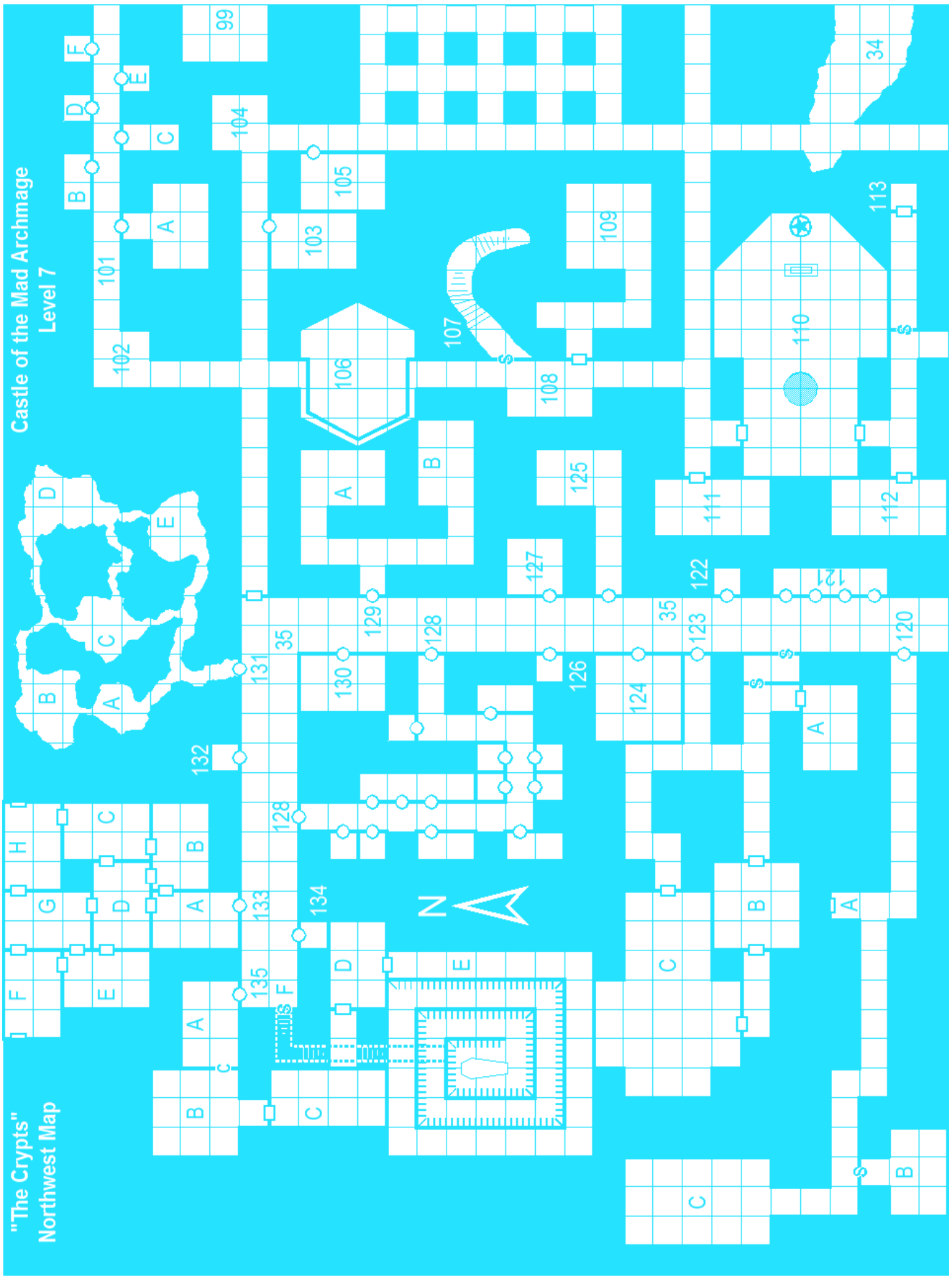
51
52
53
54

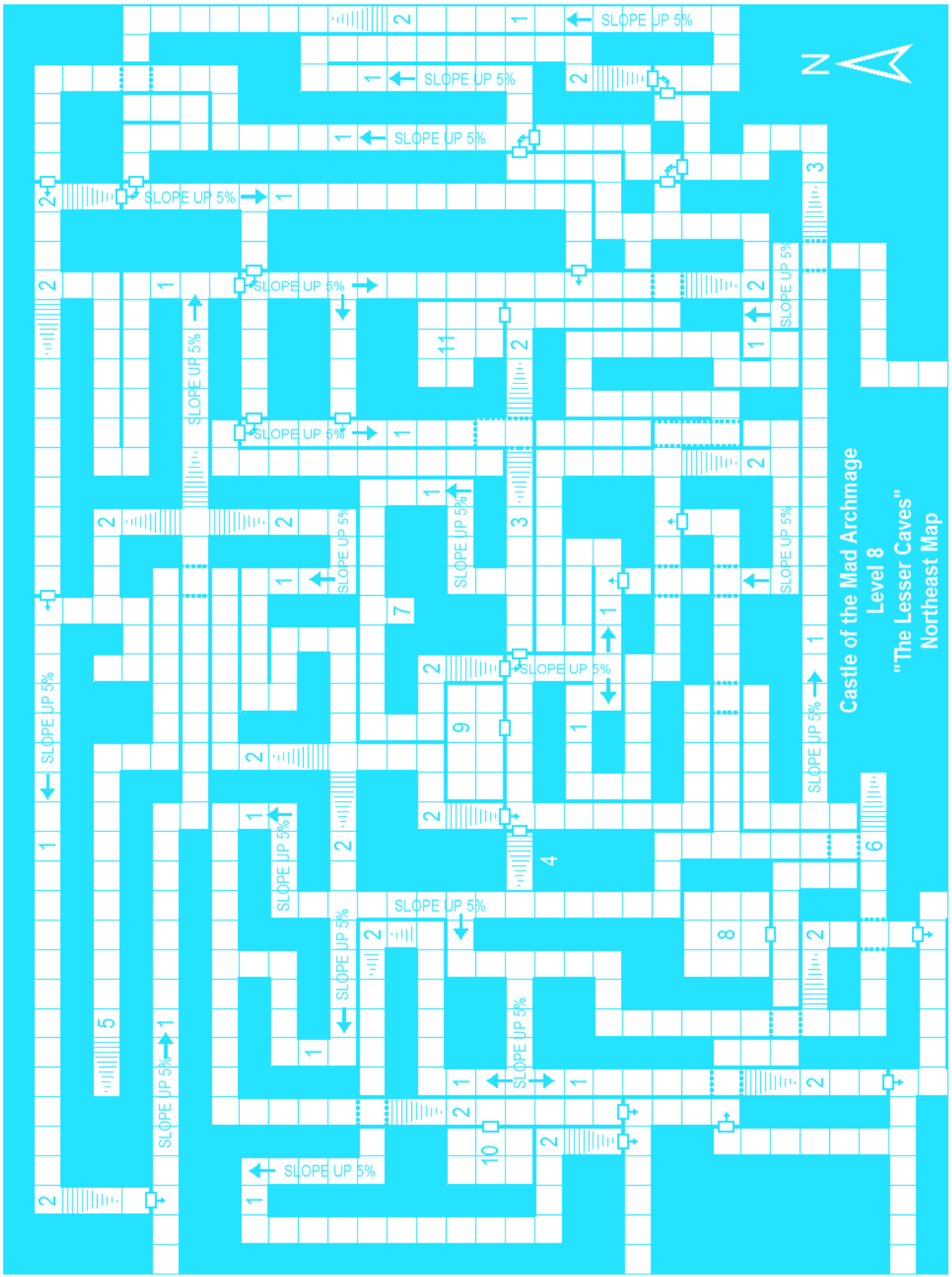

N
Castle of the Mad Archmage
Level 6A
"Sub-Labyrinth"

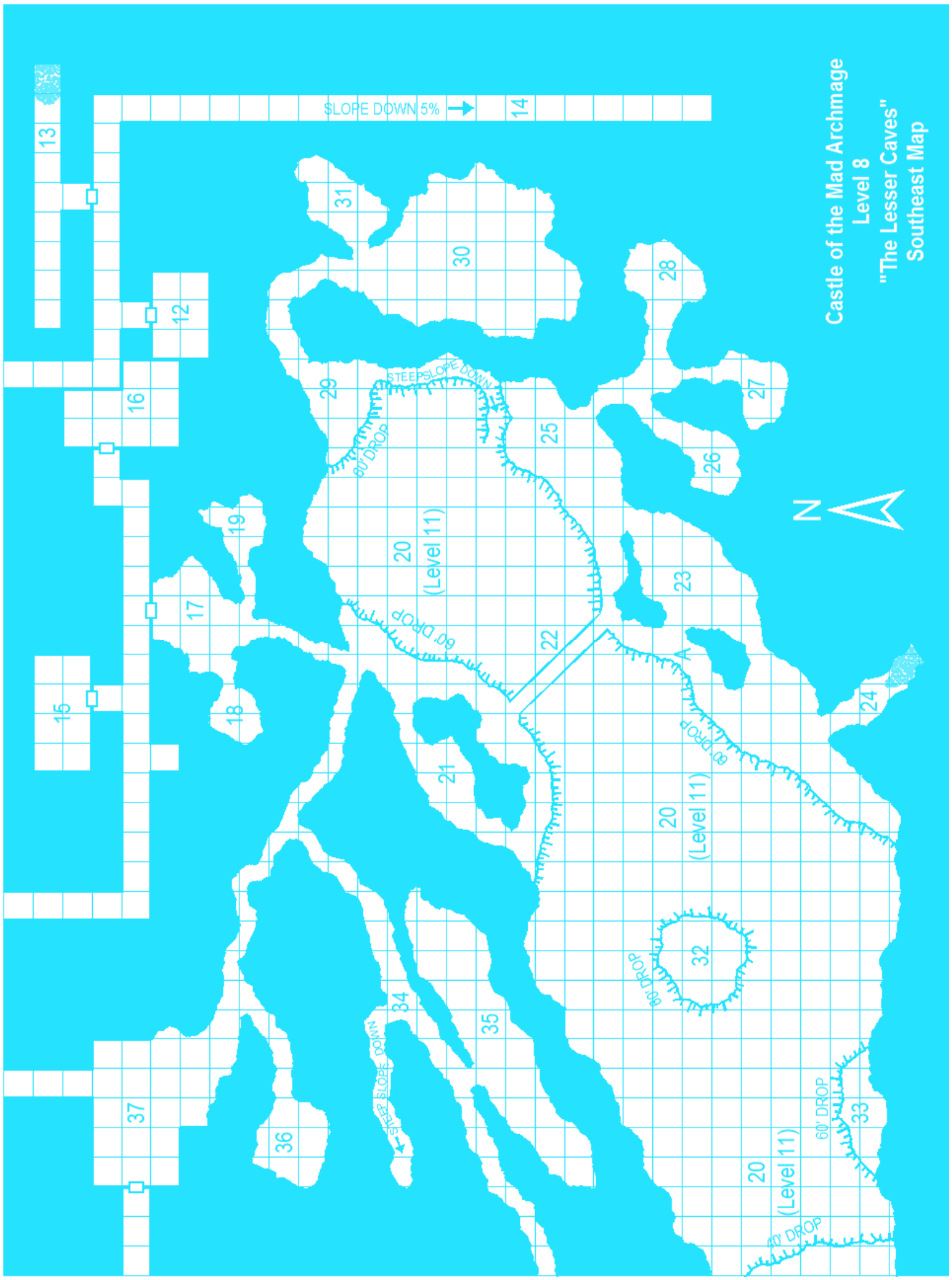

Castle of the Mad Archmage
Level 7
"The Crypts"
Northeast Map
N

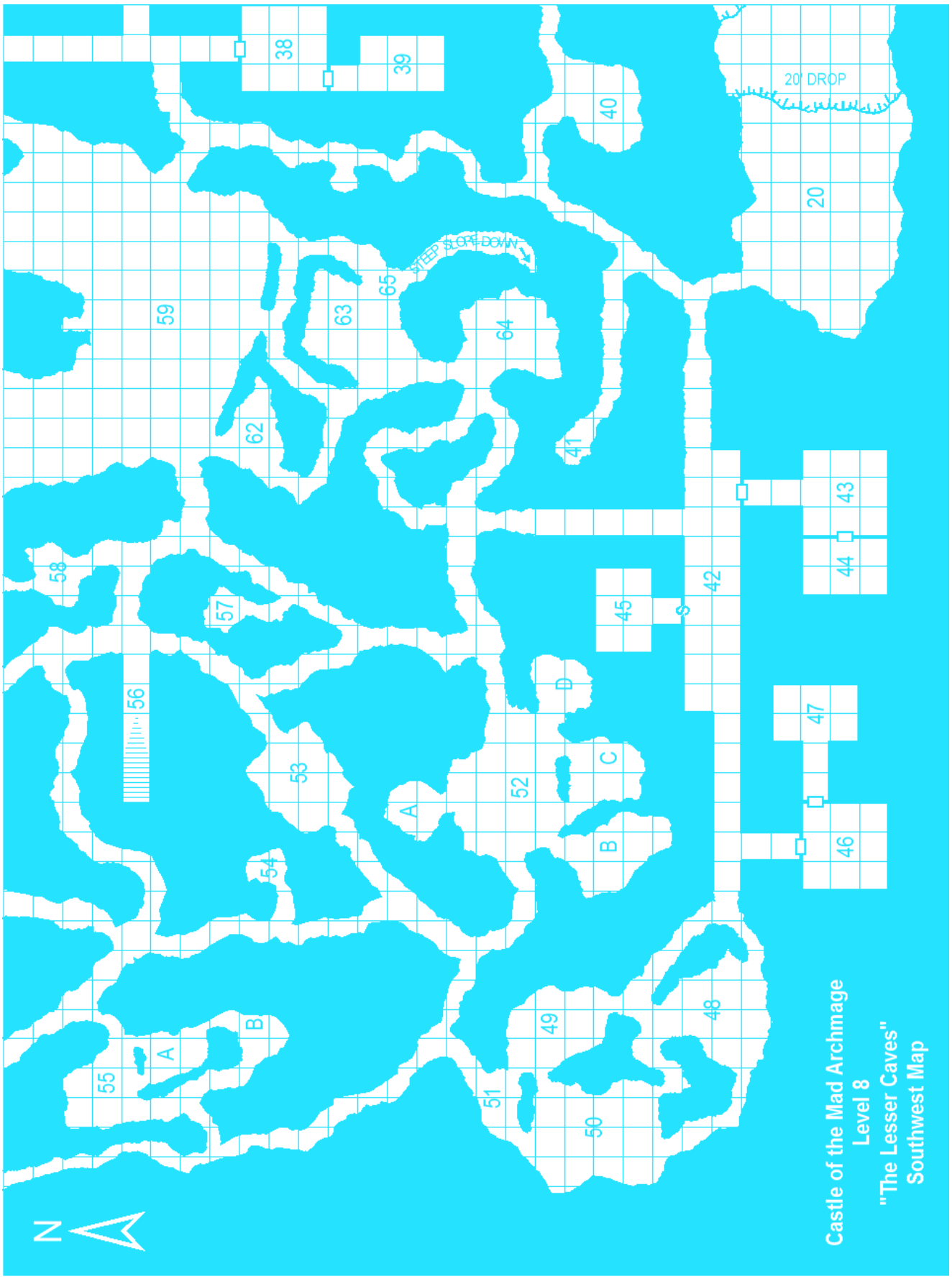

N
"The Crypts"
Southeast Map
Castle of the Mad Archmage
Level 7

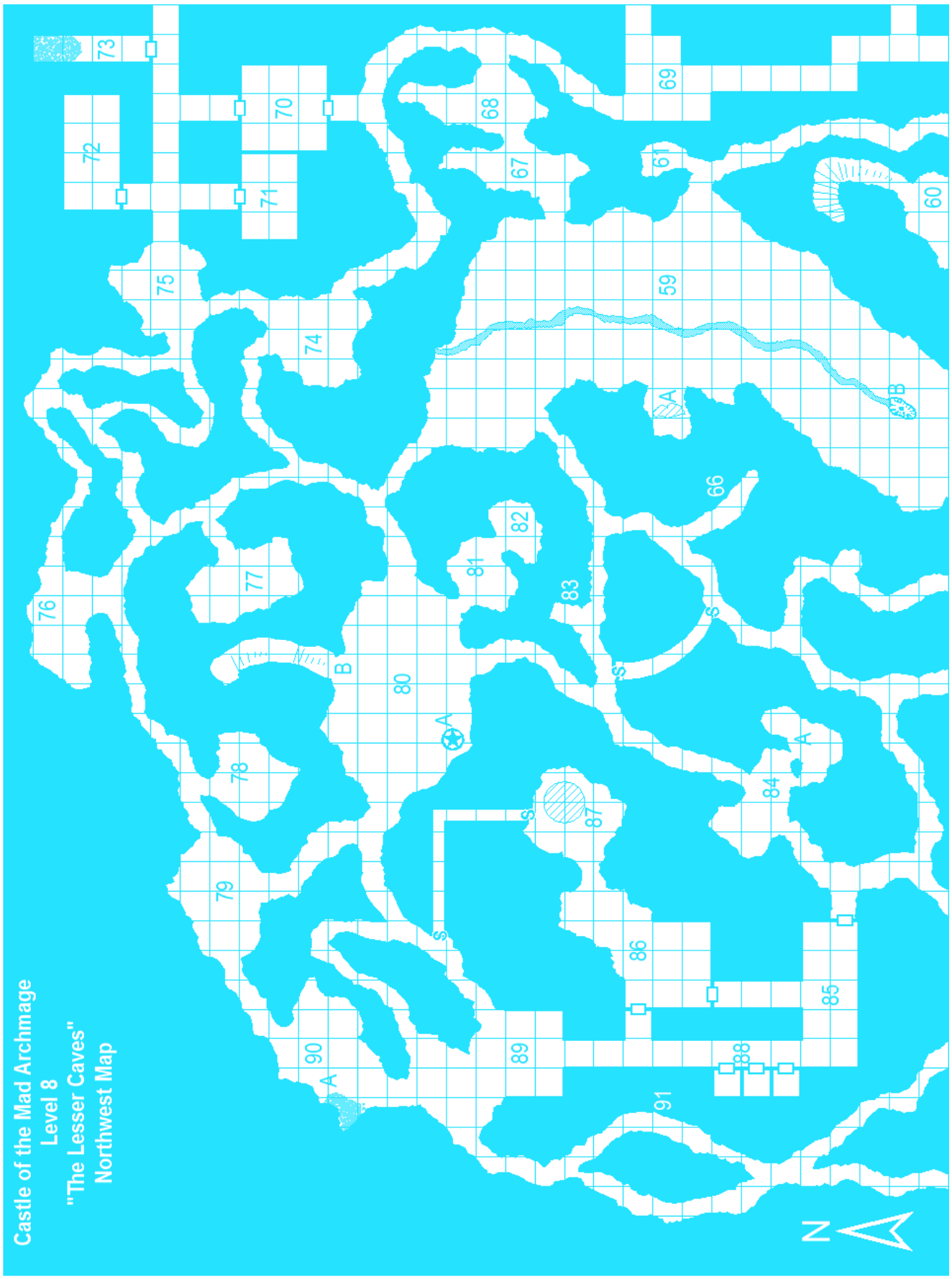

Level 7
"The Crypts"
Southwest Map
Castle of the Mad Archmage
N

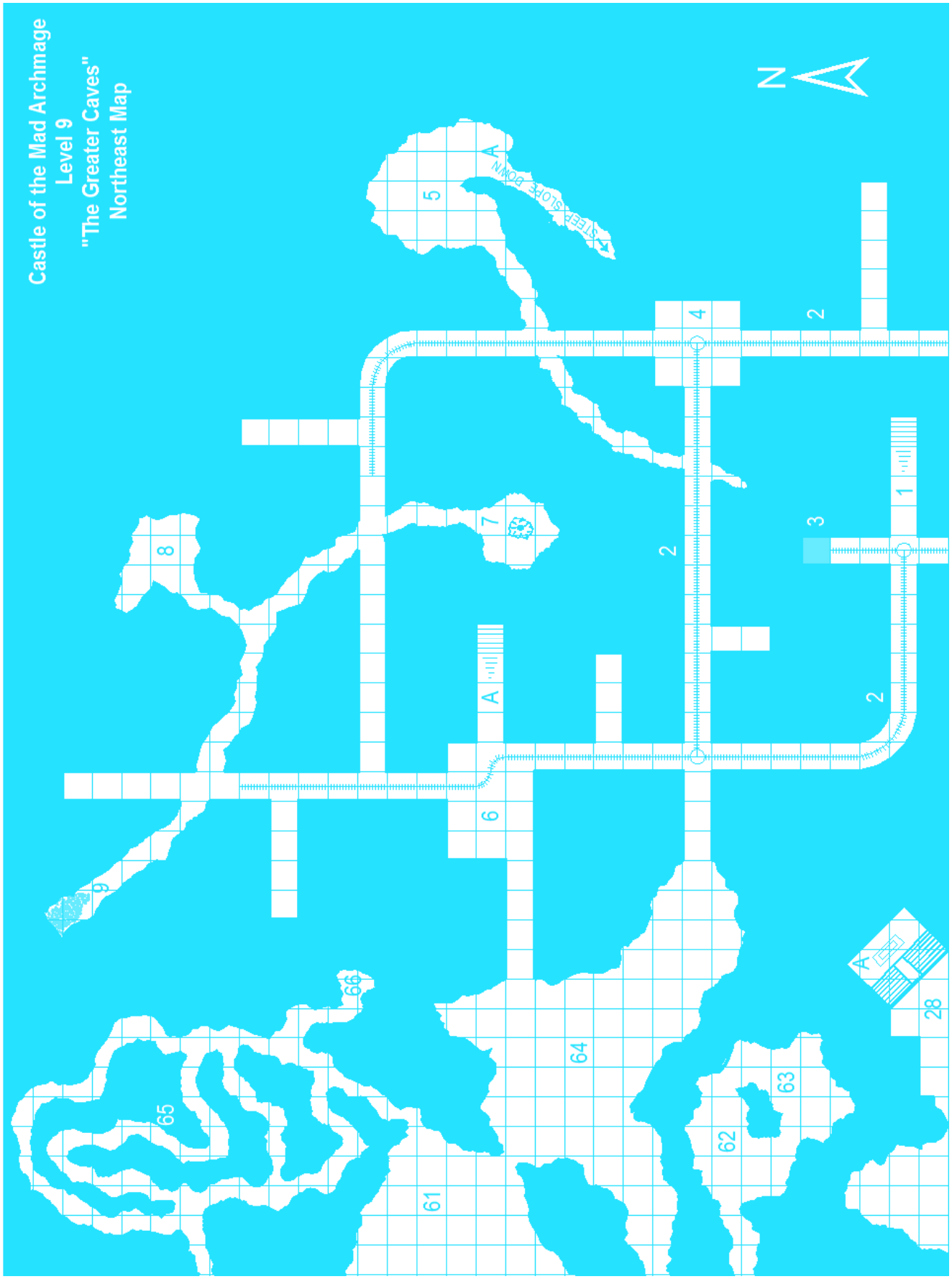

"The Crypts"
Northwest Map
Castle of the Mad Archmage
Level 7
N

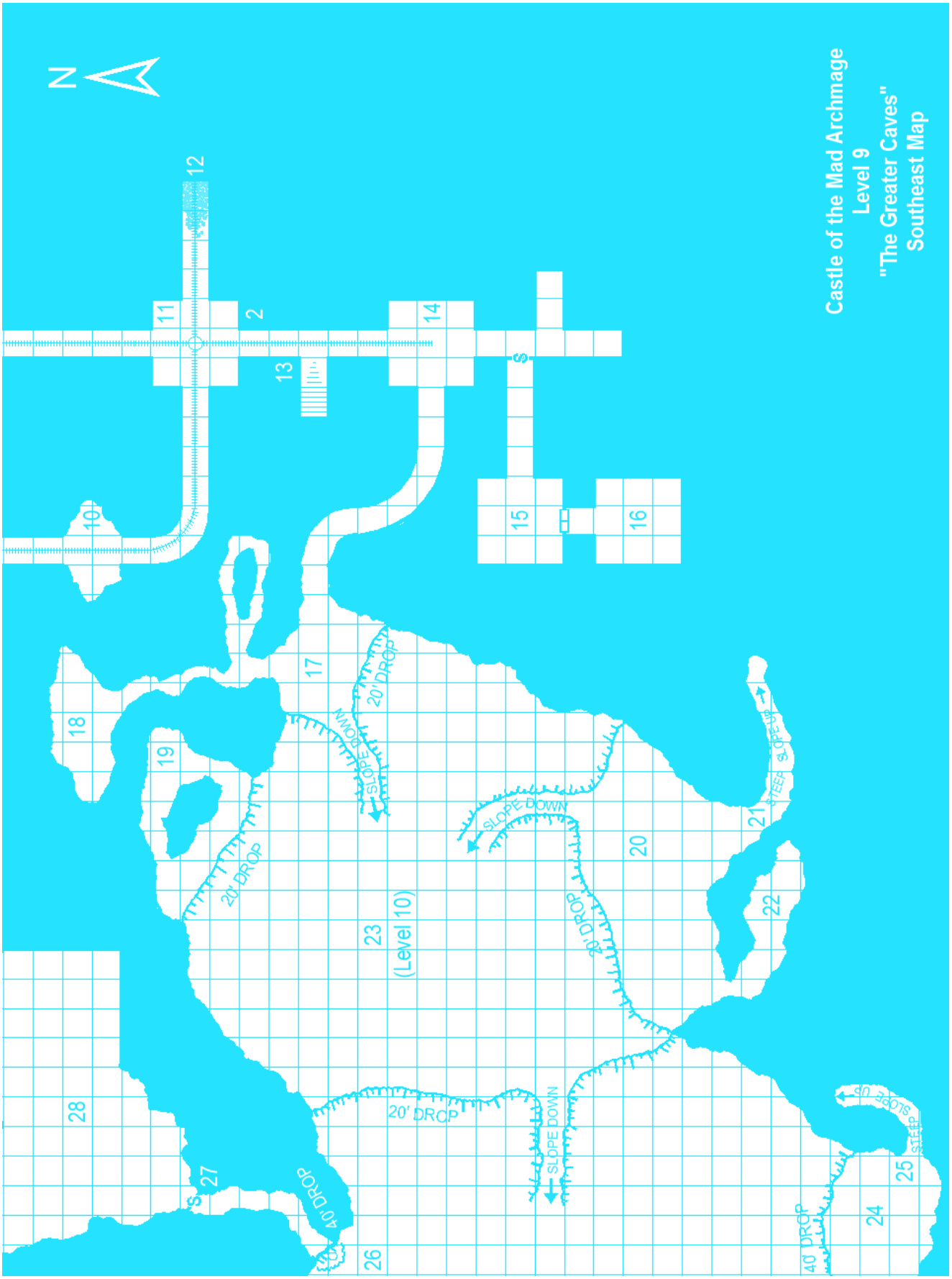

Castle of the Mad Archmage
Level 8
"The Lesser Caves"
Northeast Map
N
SLOPE UP 5%

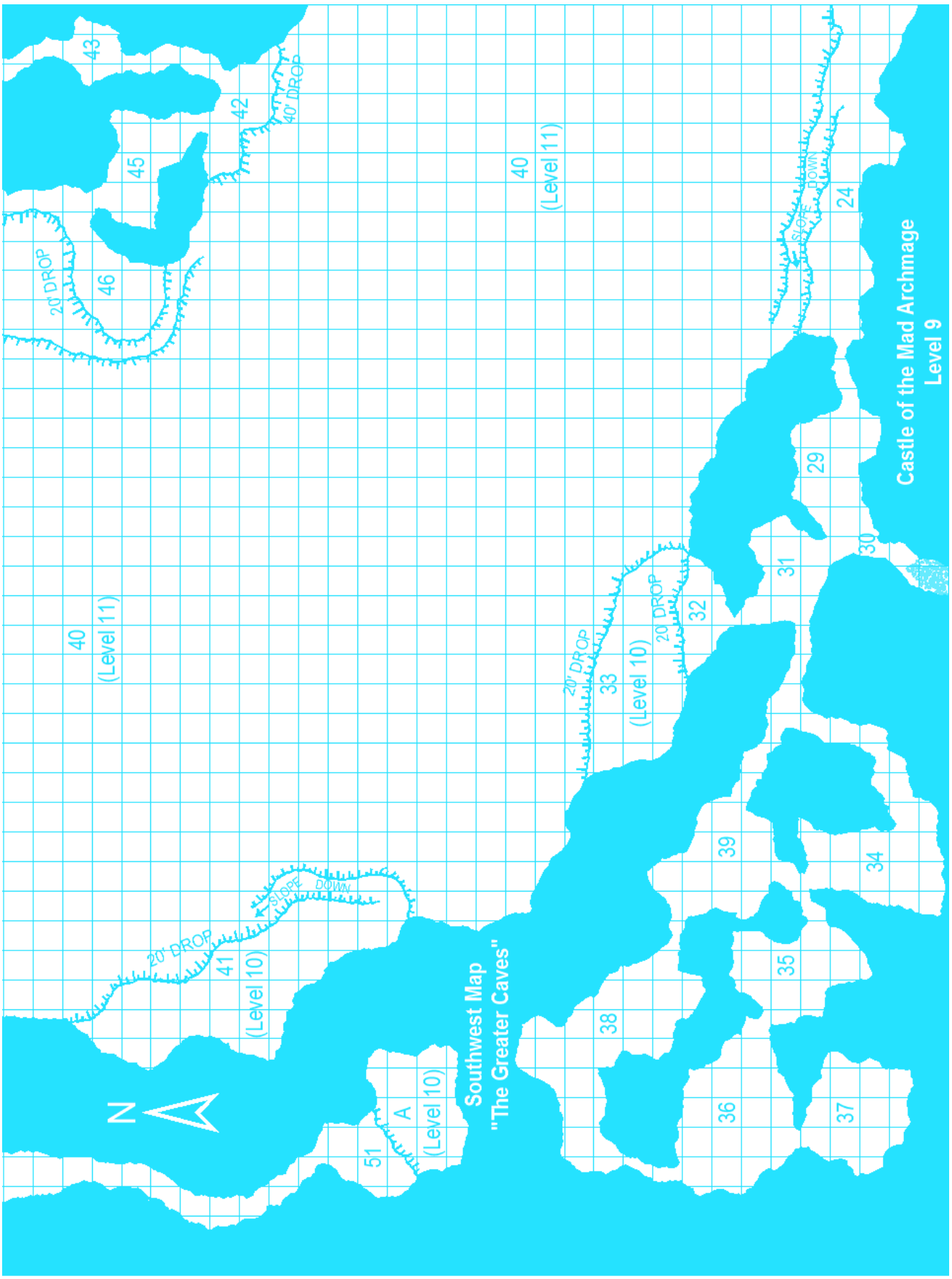

Castle of the Mad Archmage
Level 8
"The Lesser Caves"
Southeast Map
N
SLOPE DOWN 5%
STEEP SLOPE DOWN
60' DROP
(Level 11)
20
40' DROP

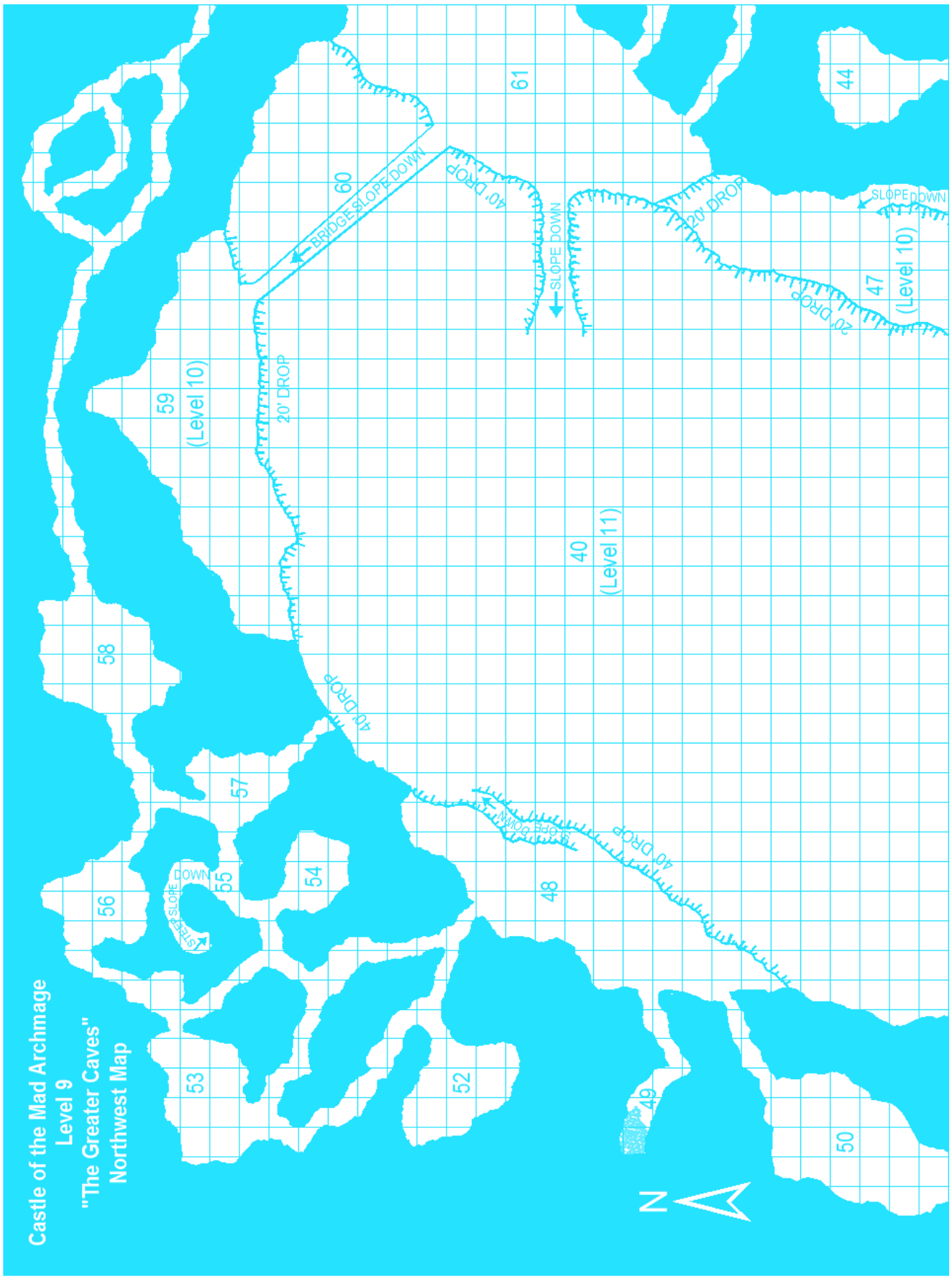

N
Castle of the Mad Archmage
Level 8
"The Lesser Caves"
Southwest Map
20' DROP
STEEP SLOPE DOWN
S

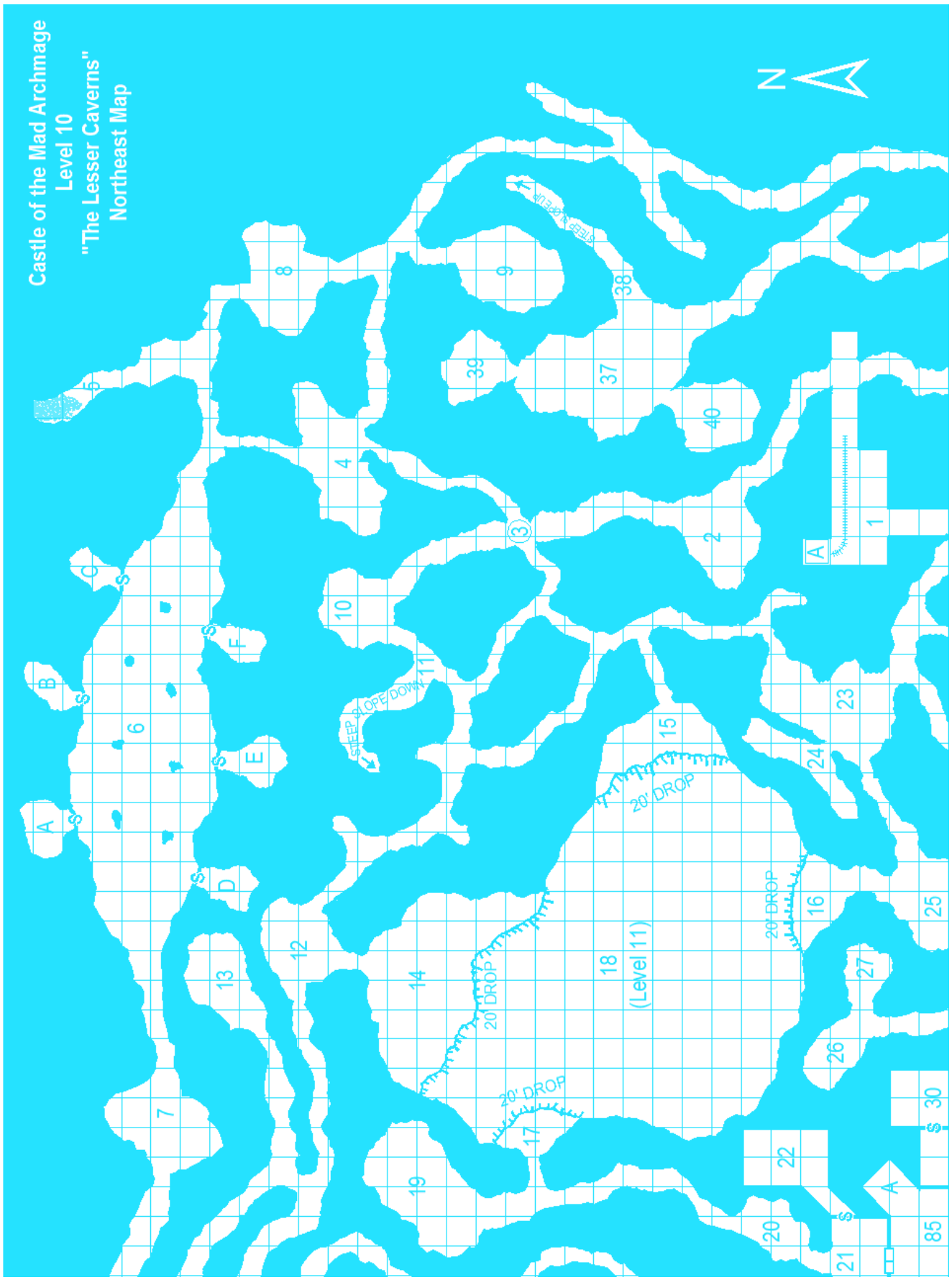

Castle of the Mad Archmage
Level 8
"The Lesser Caves"
Northwest Map
N


Castle of the Mad Archmage
Level 9
"The Greater Caves"
Northeast Map
N
STEEP SLOPE DOWN
A
1
2
3
4
5
6
7
8
9
28
61
62
63
64
65
66

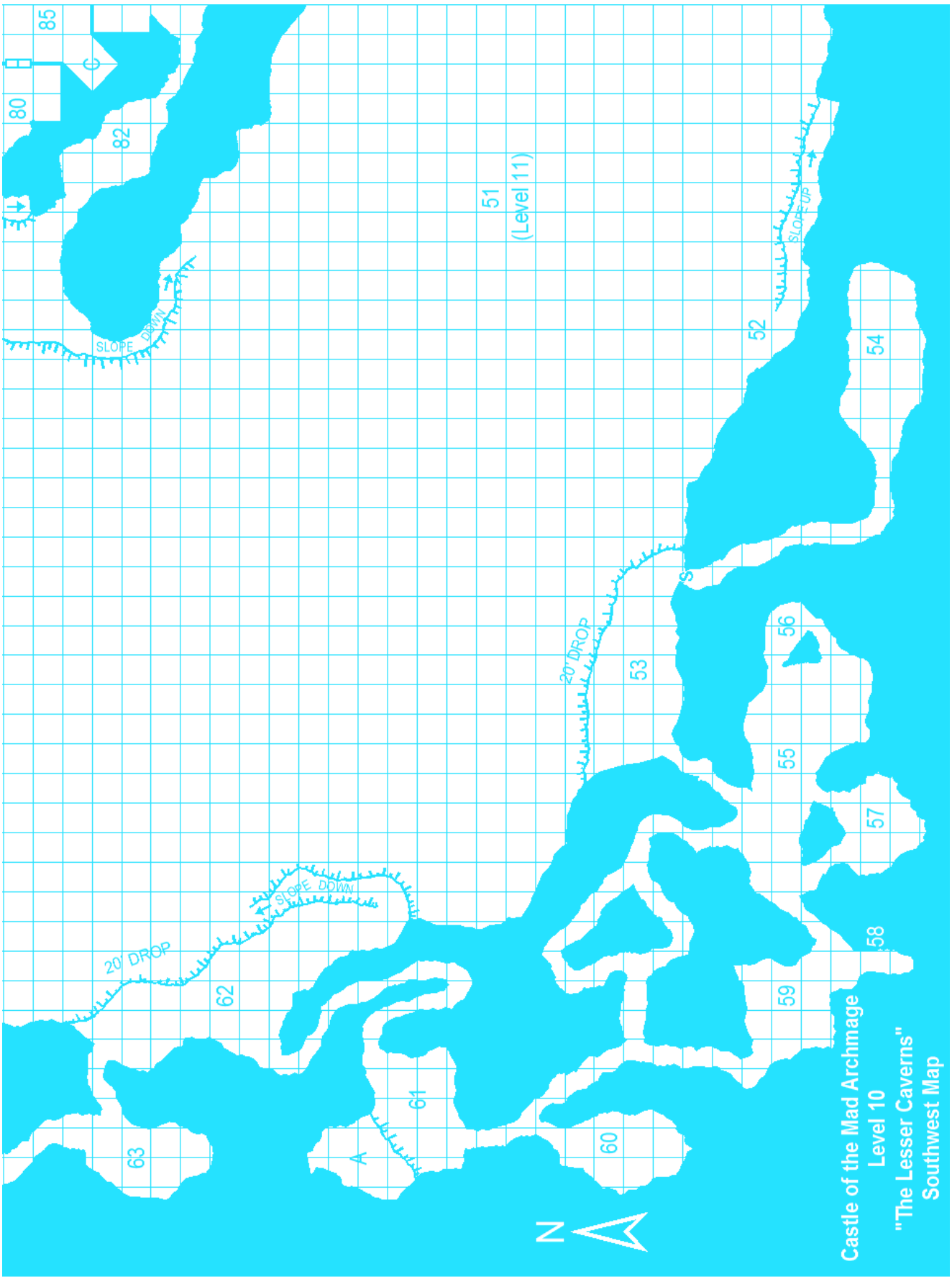

Castle of the Mad Archmage
Level 9
"The Greater Caves"
Southeast Map
N
(Level 10)
20' DROP
SLOPE DOWN
STEEP SLOPE UP
40' DROP

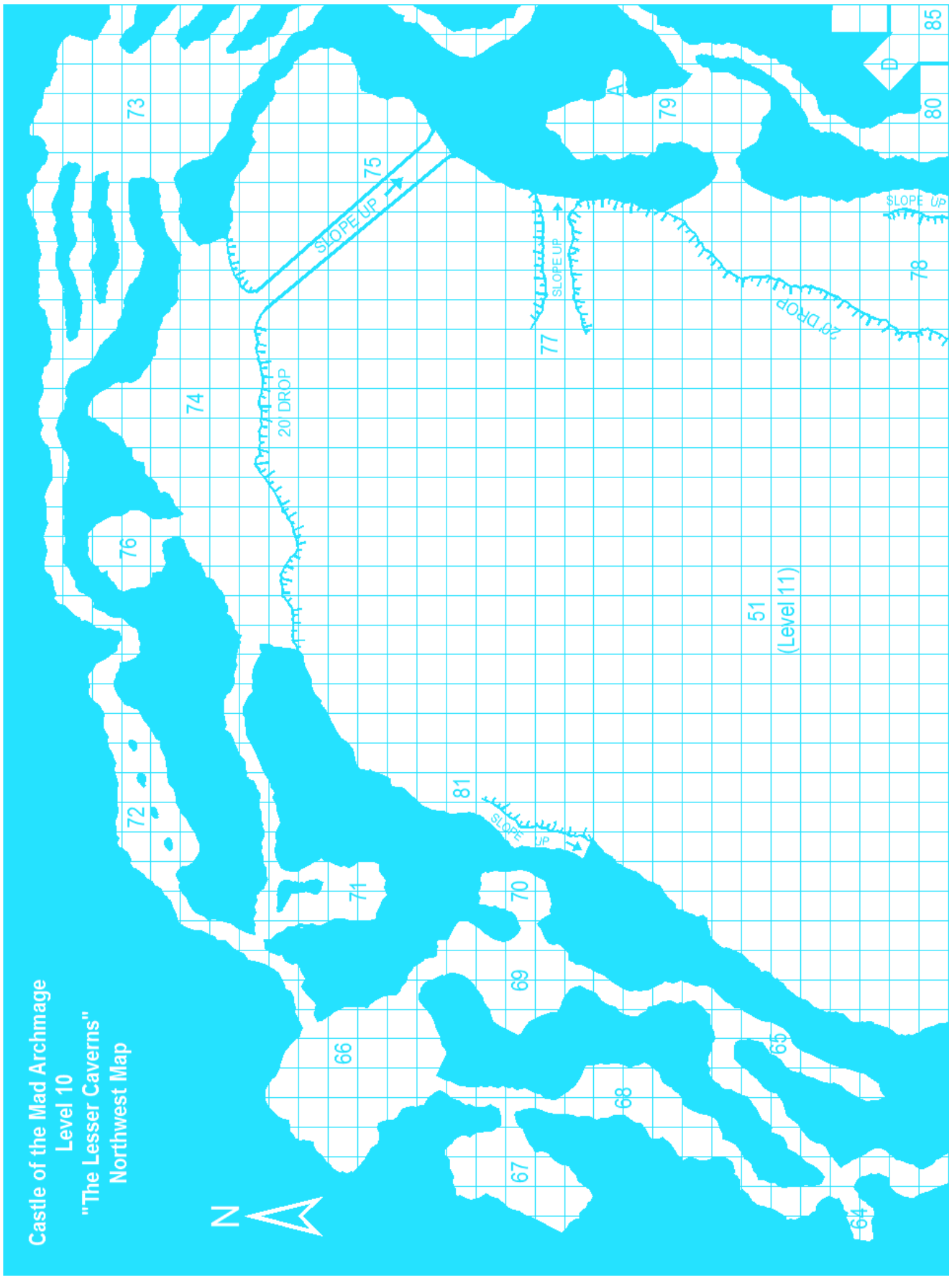

Castle of the Mad Archmage
Level 9
Southwest Map
"The Greater Caves"
N
20' DROP
40' DROP
20' DROP
20' DROP
SLOPE DOWN
SLOPE DOWN
(Level 10)
(Level 11)
(Level 10)
(Level 11)
(Level 10)
A
24
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
45
46
51

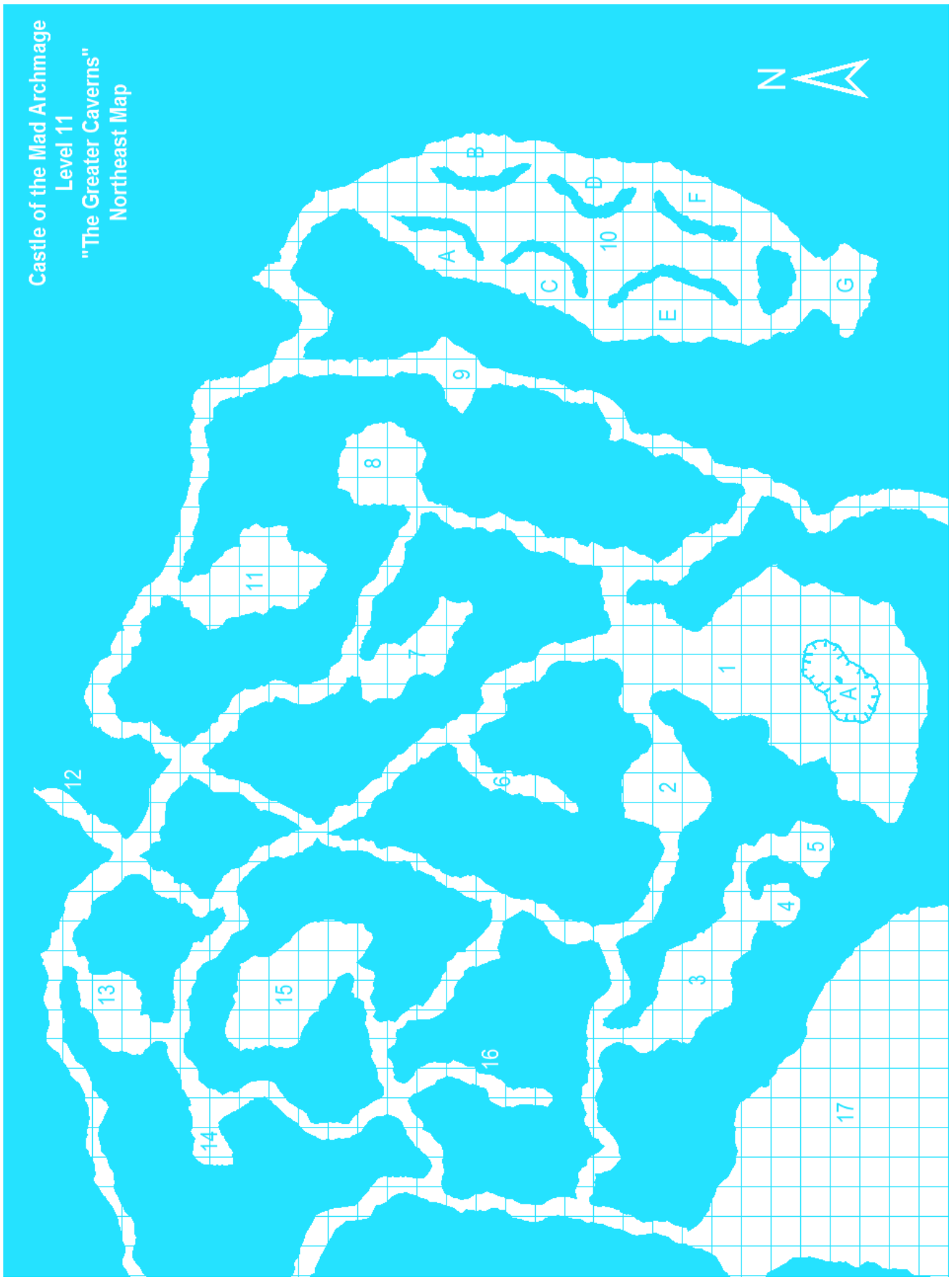

Castle of the Mad Archmage
Level 9
"The Greater Caves"
Northwest Map
N
(Level 10)
(Level 11)
(Level 10)
BRIDGE SLOPE DOWN
SLOPE DOWN
SLOPE DOWN
SLOPE DOWN
SLOPE DOWN
SLOPE DOWN
20' DROP
20' DROP
40' DROP
40' DROP
40' DROP
20' DROP
20' DROP
40' DROP
40' DROP
40

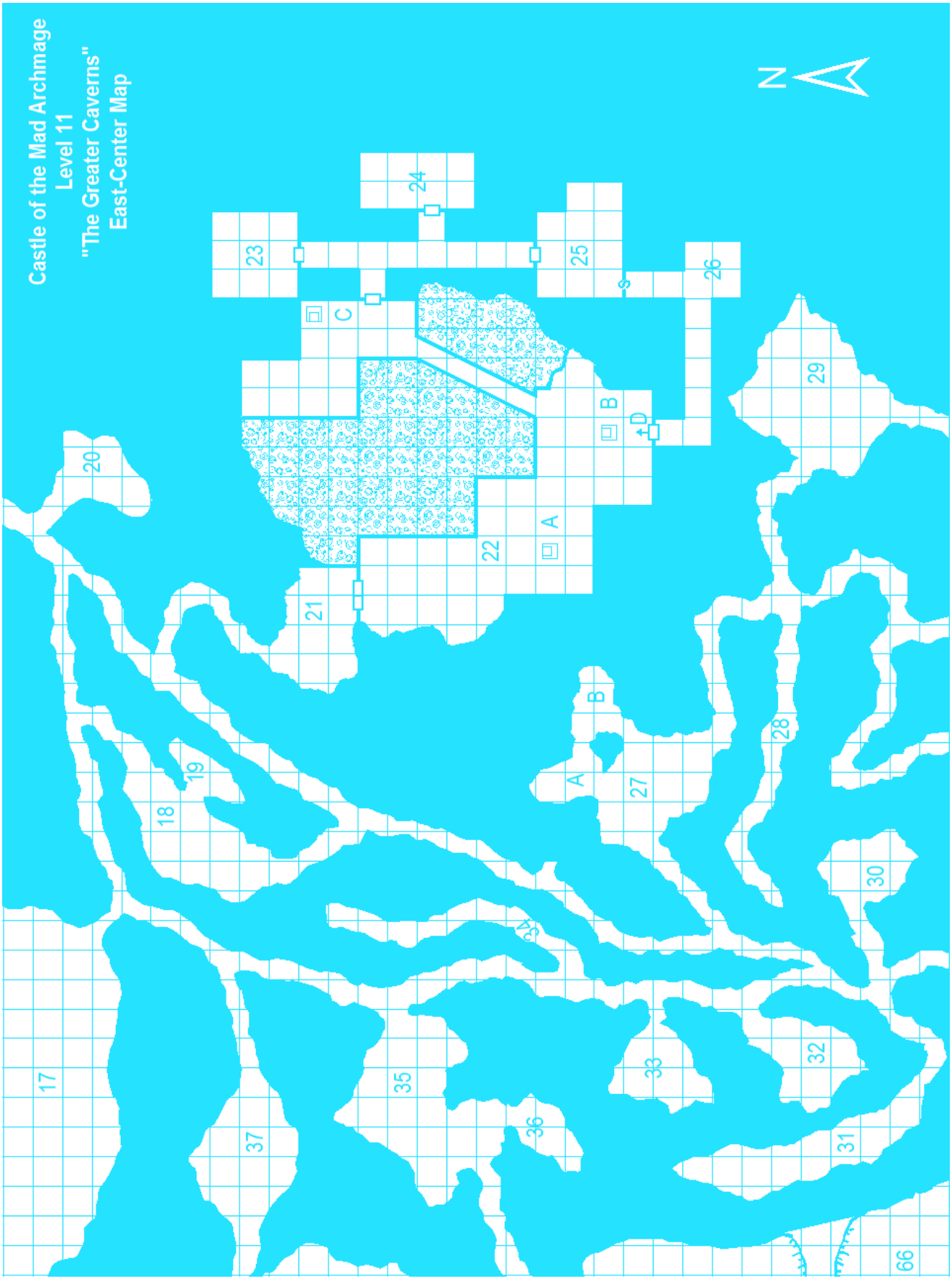

Castle of the Mad Archmage
Level 10
"The Lesser Caverns"
Northeast Map
N
(Level 11)
20' DROP
20' DROP
20' DROP
20' DROP
STEEP SLOPE DOWN
STEEP SLOPE UP
A
B
C
D
E
F
S
A

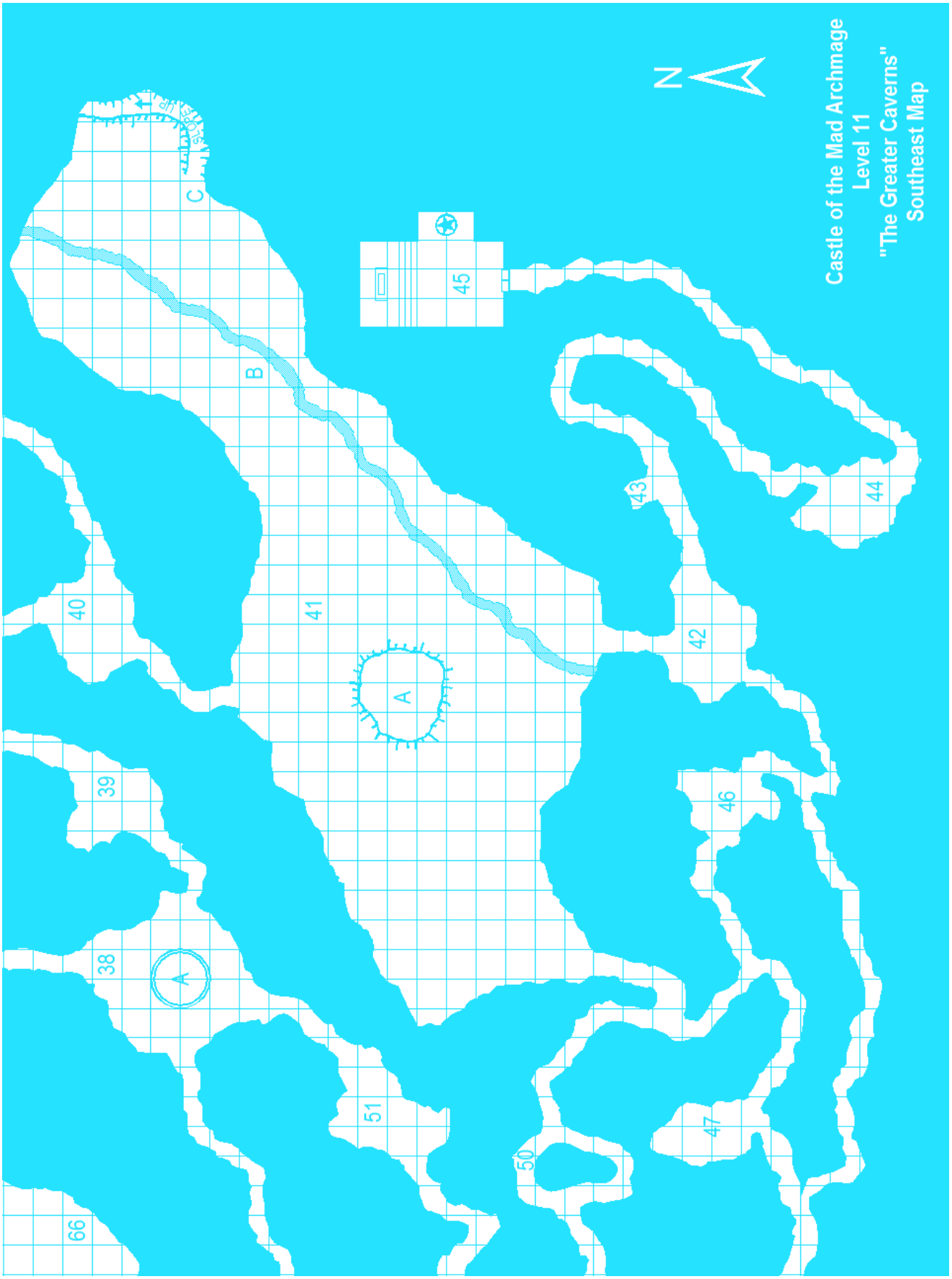
Castle of the Mad Archmage
Level 10
"The Lesser Caverns"
Southeast Map
N
20' DROP
SLOPE DOWN
SLOPE
SLOPE
25
28
29
31
32
33
34
35
36
41
42
43
44
45
46
47
48
49
50
83
84
85

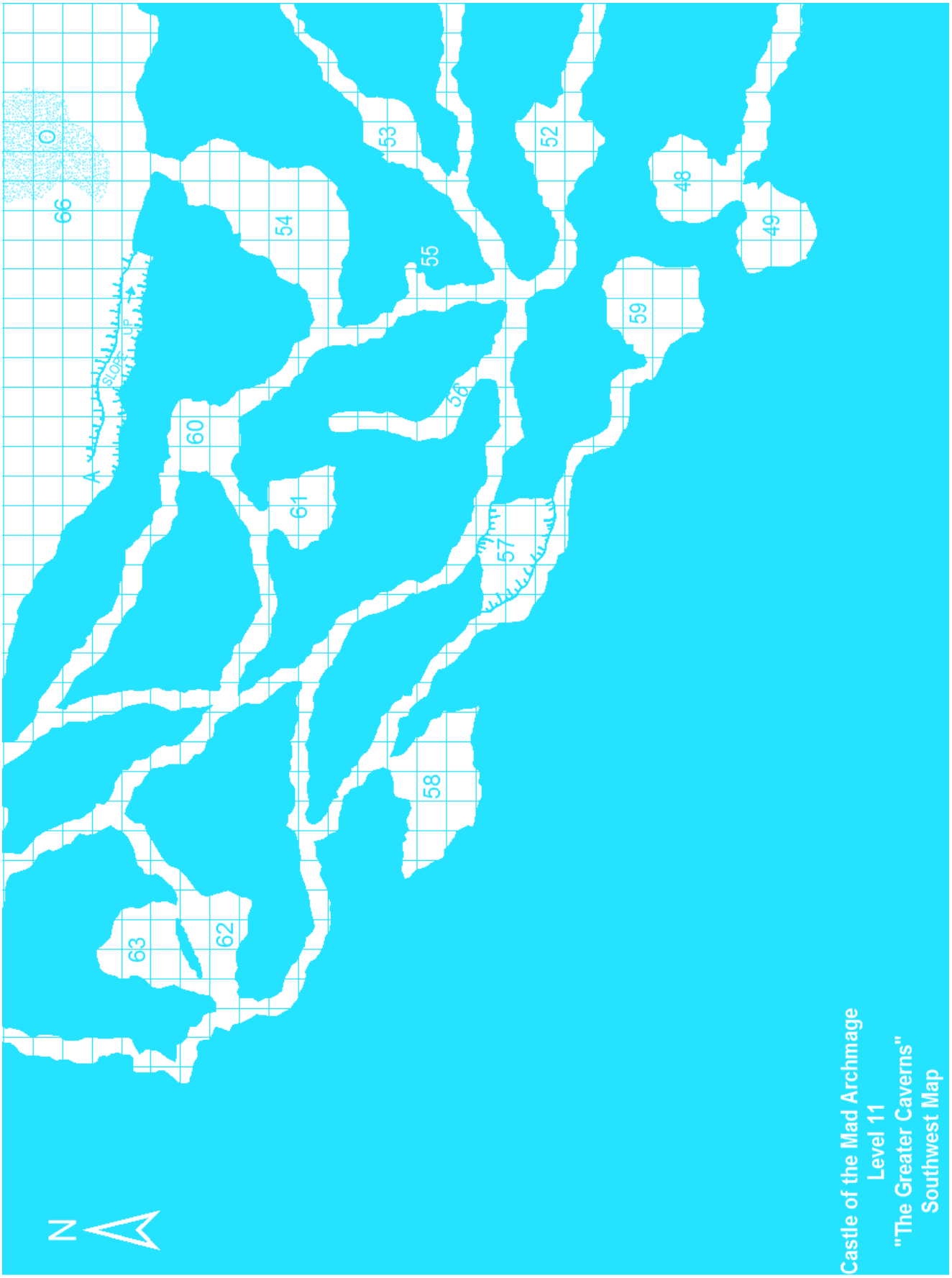

Castle of the Mad Archmage
Level 10
"The Lesser Caverns"
Southwest Map
N
51
(Level 11)
SLOPE DOWN
SLOPE UP
20' DROP
20' DROP
SLOPE DOWN
A
B
C
D
E
S

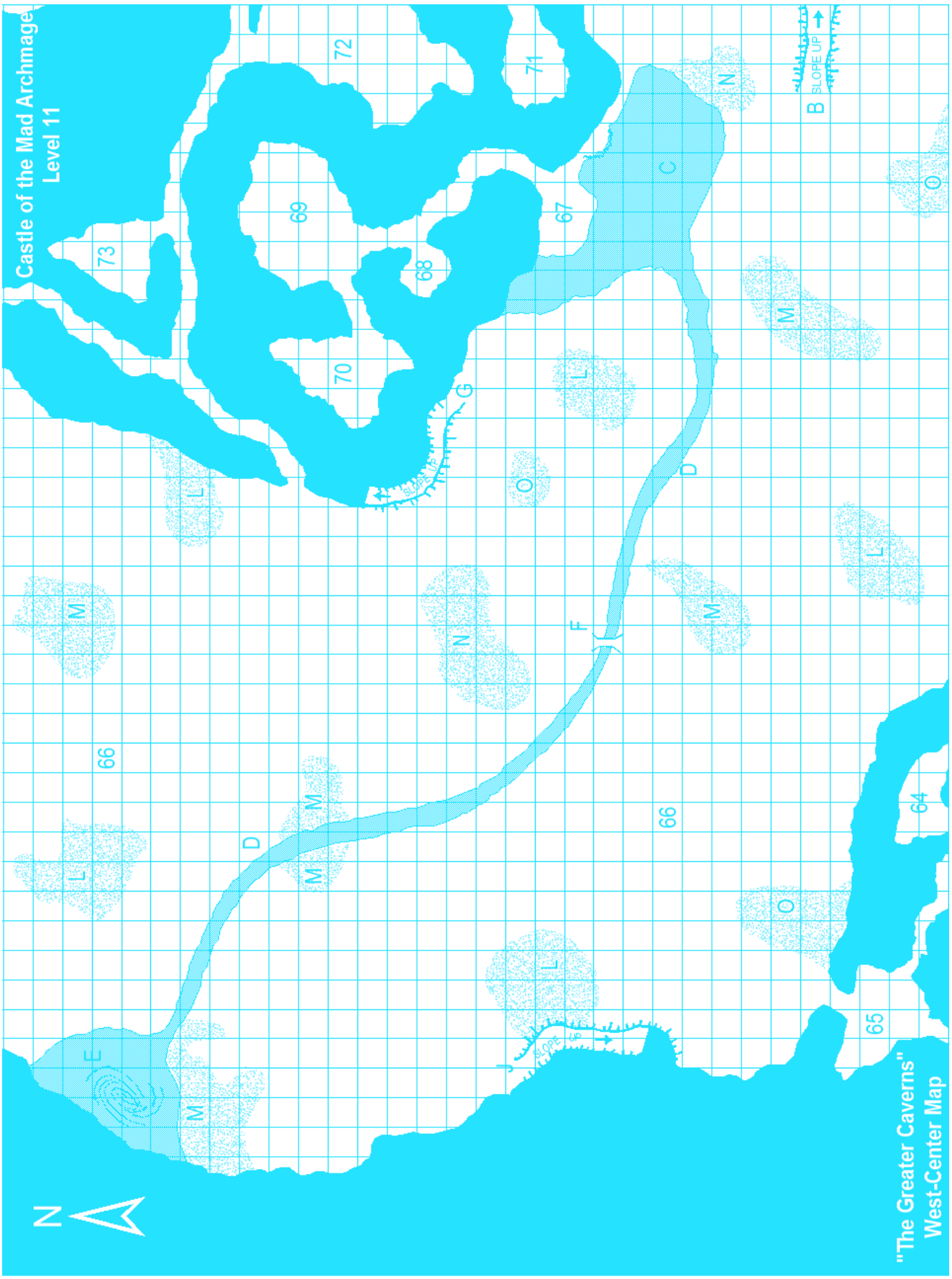

Castle of the Mad Archmage
Level 10
"The Lesser Caverns"
Northwest Map
N
A
B
SLOPE UP
20' DROP
SLOPE UP
20' DROP
SLOPE UP
SLOPE UP
51
(Level 11)
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
85

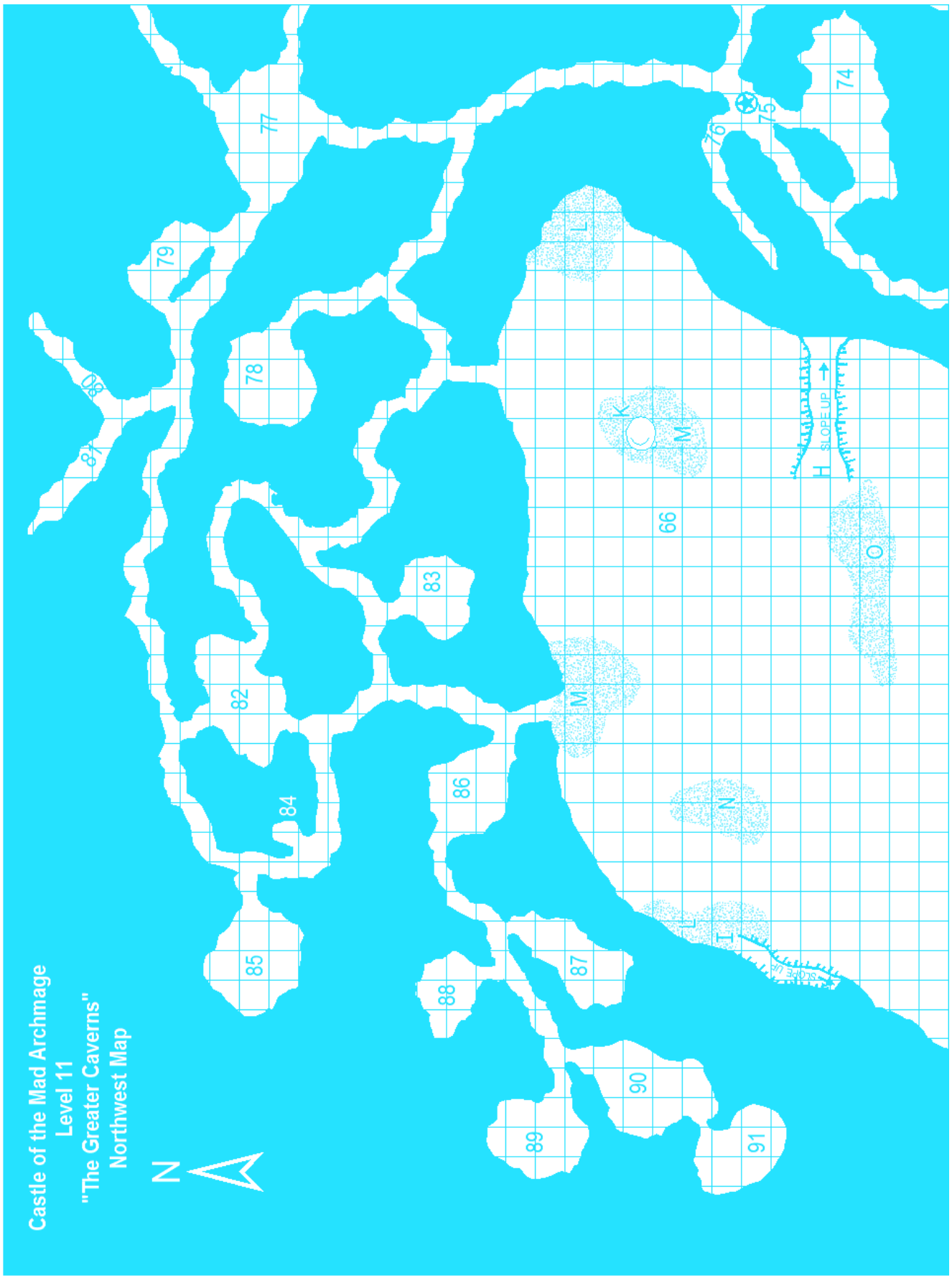

Castle of the Mad Archmage
Level 11
"The Greater Caverns"
Northeast Map
N
A
B
C
D
E
F
G
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17

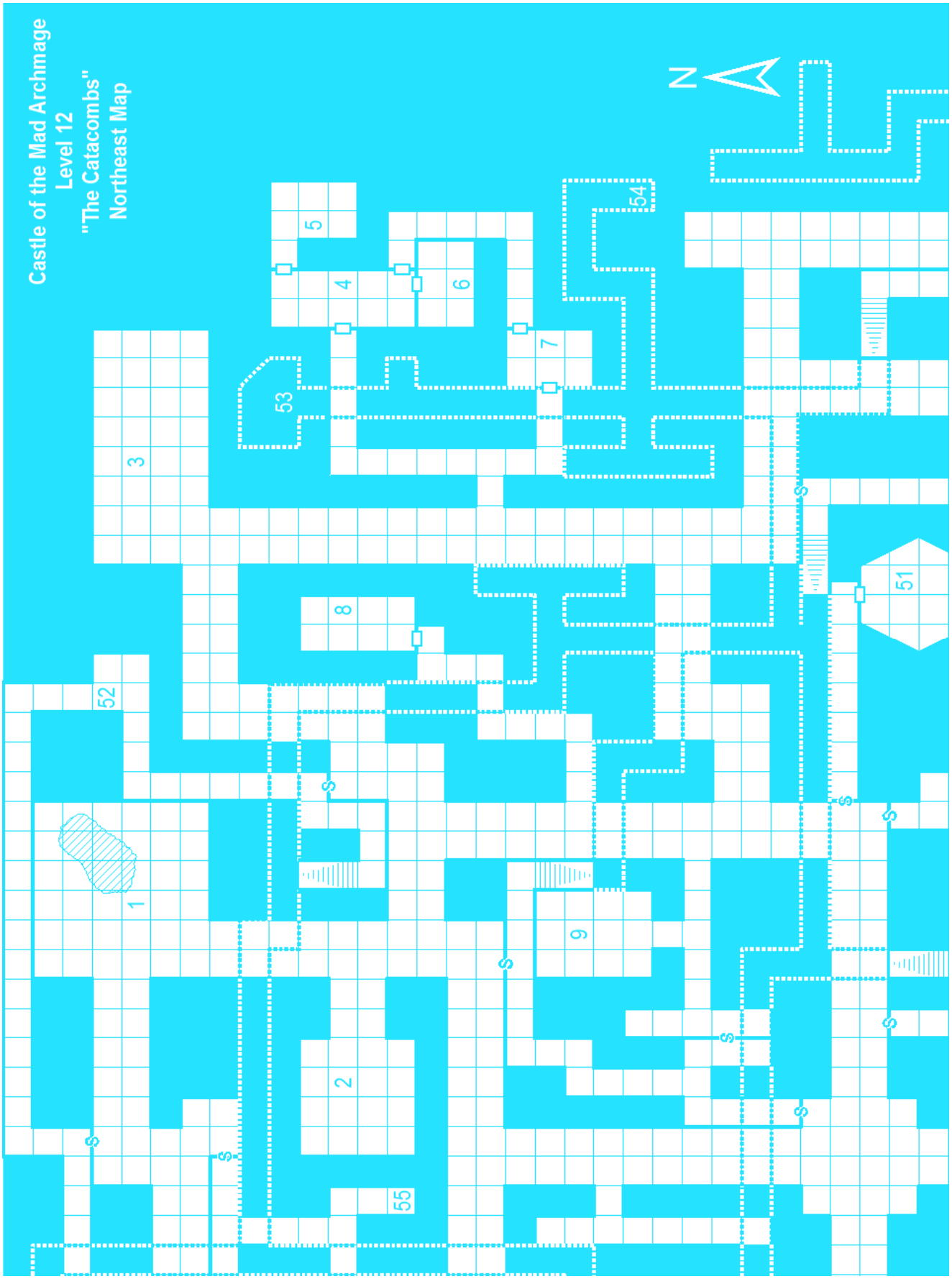

Castle of the Mad Archmage
Level 11
"The Greater Caverns"
East-Center Map
N
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
66
A
B
C
D
A
B
C
D

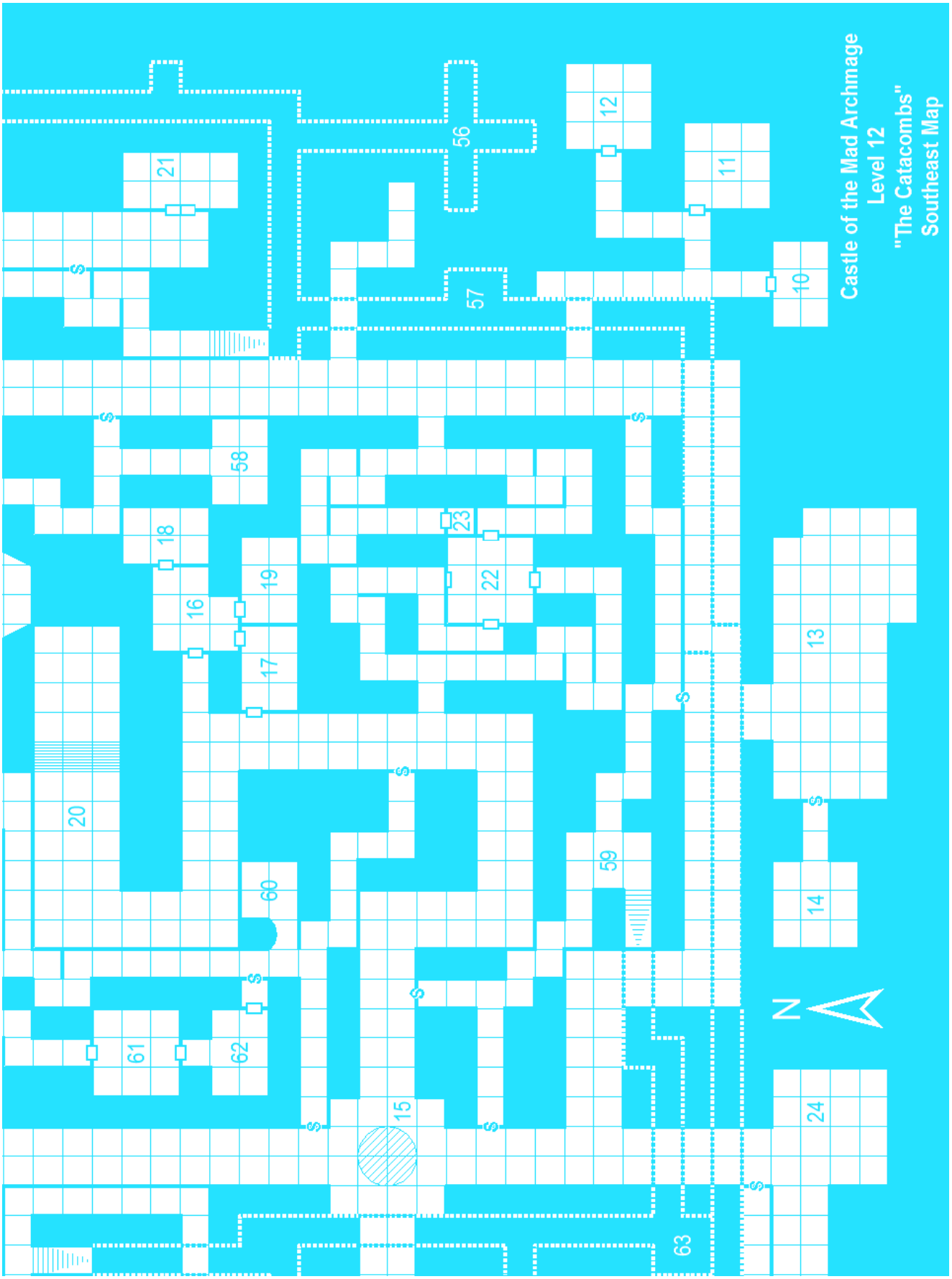

Castle of the Mad Archmage
Level 11
"The Greater Caverns"
Southeast Map
N
A
B
C
38
39
40
41
42
43
44
45
46
47
50
51
66

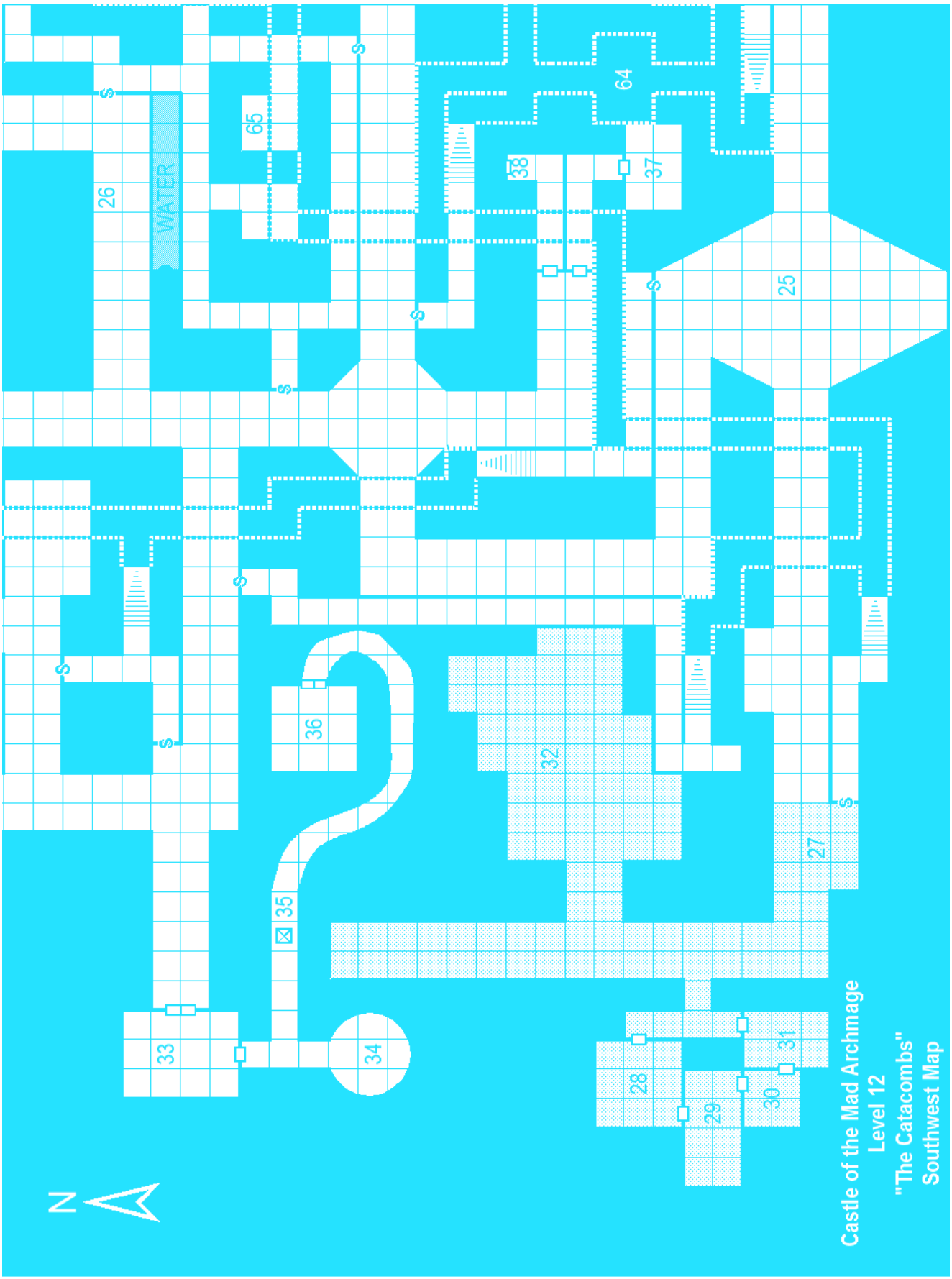

N
Castle of the Mad Archmage
Level 11
"The Greater Caverns"
Southwest Map
A
SLOPE UP
66
63
62
60
61
58
54
53
55
56
57
52
59
48
49

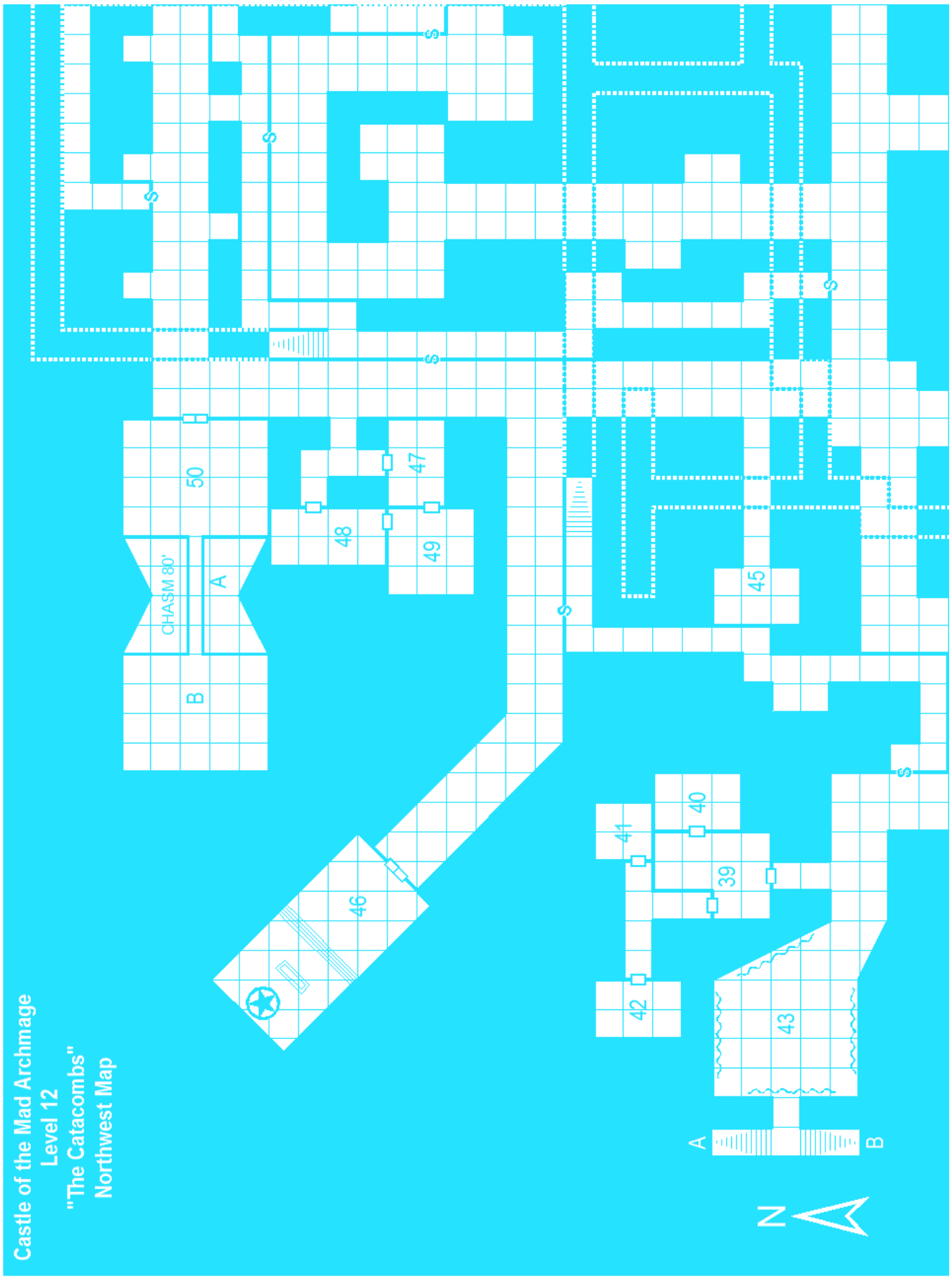

Castle of the Mad Archmage
Level 11
"The Greater Caverns"
West-Center Map
N
SLOPE UP
SLOPE UP
SLOPE UP
64
65
66
67
68
69
70
71
72
73

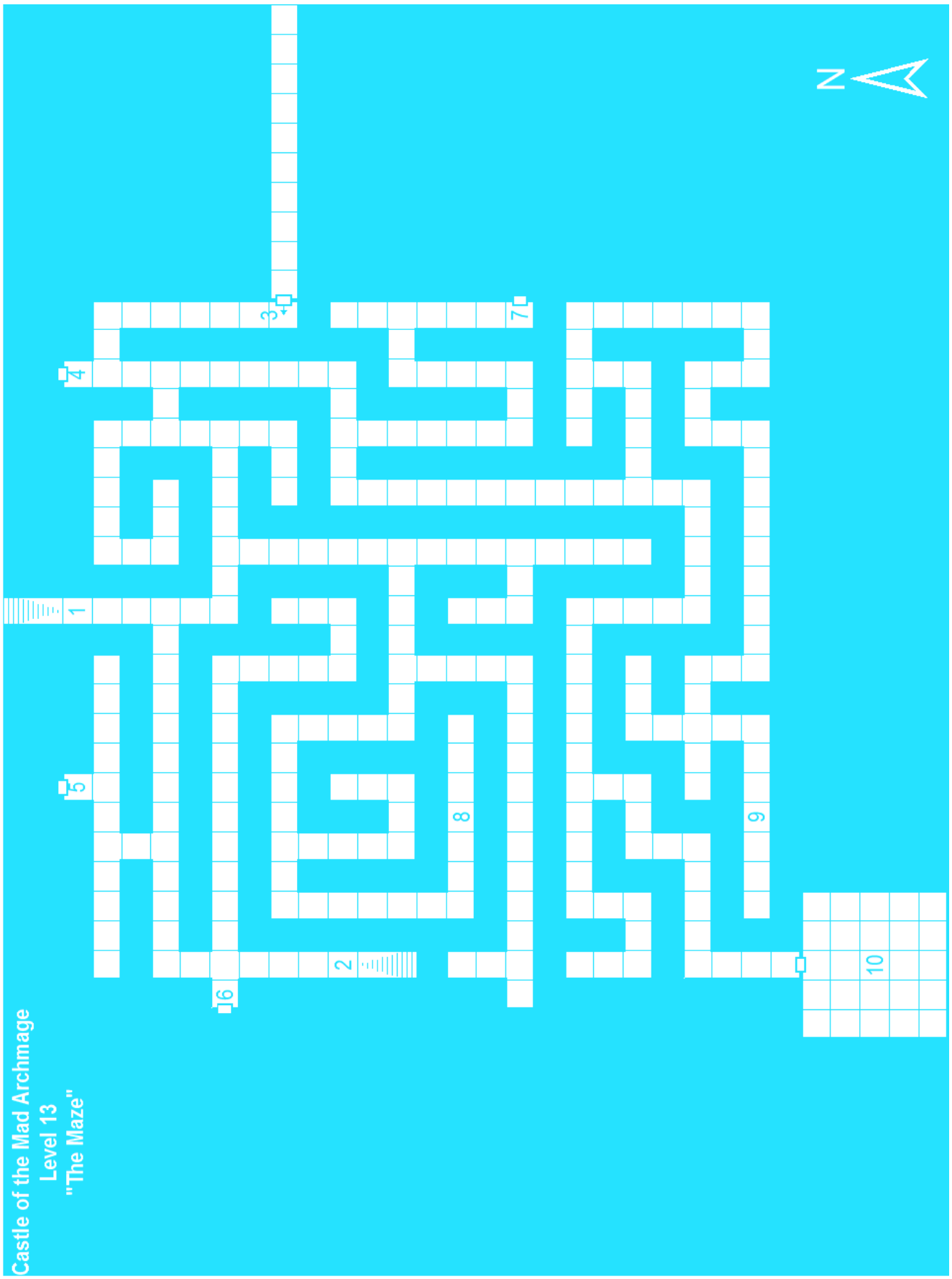

Castle of the Mad Archmage
Level 11
"The Greater Caverns"
Northwest Map
N
SLOPE UP
SLOPE UP


Castle of the Mad Archmage
Level 12
"The Catacombs"
Northeast Map
N
1
2
3
4
5
6
7
8
9
51
52
53
54
55
S


Castle of the Mad Archmage
Level 12
"The Catacombs"
Southeast Map
N
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
56
57
58
59
60
61
62
63


Castle of the Mad Archmage
Level 12
"The Catacombs"
Southwest Map
N
WATER
25
26
27
28
29
30
31
32
33
34
35
36
37
38
64
65


Castle of the Mad Archmage
Level 12
"The Catacombs"
Northwest Map
CHASM 80'
A
B
39
40
41
42
43
45
46
47
48
49
50
N


Castle of the Mad Archmage
Level 13
"The Maze"
N
1
2
3
4
5
6
7
8
9
10

"Joseph Bloch's *Castle of the Mad Archmage* is a fine compliment to *Castle Zagyg: The Upper Works*. The dungeon level Joseph presents, *The Deep Cellars*, is loaded with tricks, traps, monsters, treasure, magic, and no small amount of zaniness. Joseph is a long-time Greyhawk enthusiast, and his passion and dedication to the material is not only significant, but commensurate with his creative ability. Fellow fans and enthusiasts of Greyhawk Castle/Castle Zagyg would be remiss to ignore *Castle of the Mad Archmage*. In short, Joseph Bloch has, in my opinion, seized the creative torch of the mad archmage's dungeons."

-- Jeffrey Talanian, co-author of Gary Gygax's Castle Zagyg: The Upper Works

"You wanna talk about people producing new and exciting stuff? This is it. It's my opinion Joseph was uniquely situated to give us something of a continuation after the cessation of Castle Zagyg, and did he ever! … Joseph thanks me in the forward (though I cannot imagine whatever for), but those of us who loved old-school dungeons, Castle Greyhawk, and Castle Zagyg should be thanking **him**. A lot."

-- Zachary Houghton, creator of the *Irrin* FRP setting and former "ENnies" Award judge