

Mike's Dungeons

A 78-LEVEL DUNGEON
FOR CHARACTER LEVELS 1-10



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INTRODUCTION

The entrance to dungeon level 1 is the Cave of the Unknown on the outdoor area map in dungeon module **B2: THE KEEP ON THE BORDERLANDS**.

The boulder-filled passage leading southwest from the Caves of Chaos connects with dungeon level 18.

The Great Temple of Evil Chaos (of which the Shrine of Evil Chaos in module B2 is an outpost) snakes through the following twenty-two dungeon levels:

3
5
6
8
16
18
23
25
34
36
39
41
43 (entire level)
46
53
54
56
61
69
71
75
78 (entire level)

The five entrances to the labyrinth of the minotaurs are on the following dungeon levels:

49
57
61
68
73

The echoes of the PCs' footsteps in the ominous stillness of the Great Temple of Evil Chaos gives them a +2 chance of being surprised unless the PCs somehow muffle the noise.

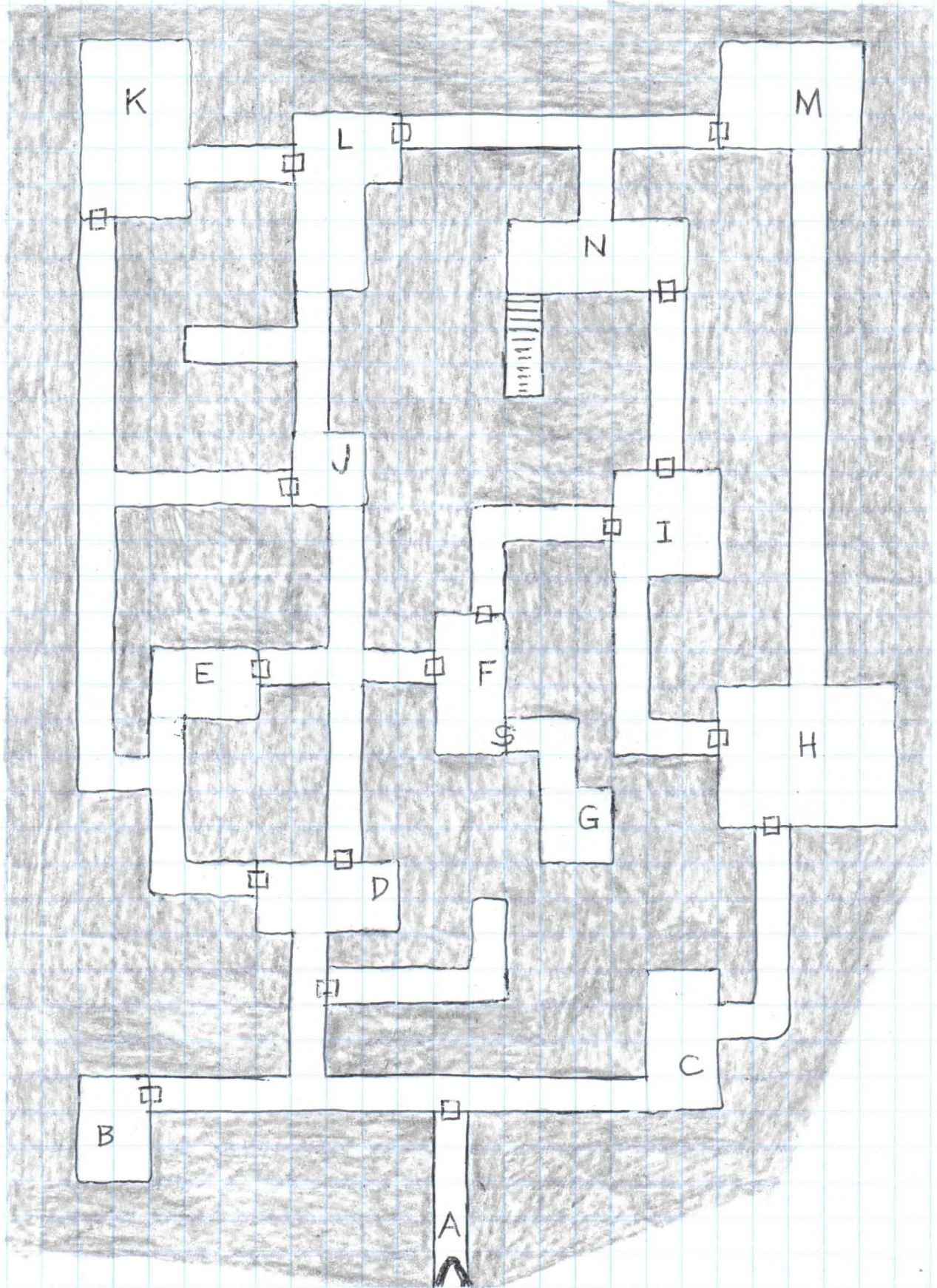
Because of the evil radiations of the Temple, undead in the Temple are turned as 2 steps harder as follows:

Skeletons are turned as ghouls.
Zombies are turned as wights.
Ghouls are turned as wraiths.
Mummies are turned as vampires.

All chaotic beings in the Temple have an AC bonus of -1 when attacked by lawful opponents.

The **amulets of protection from good** in the Shrine of Evil Chaos in module B2 were imbued with the dark radiations of the Temple.

DUNGEON LEVEL 1



One square = 10 feet

DUNGEON LEVEL 1

The Fiery Tree in room G makes the level dry and hot.

A. The entrance is a cavern mouth (the Cave of the Unknown) into a 25' elevation. A magical illusion sometimes hides the cave. (1.5 miles northeast of the Keep on the Borderlands)

B. 2 chaotic warriors in plate mail with shields and swords. 241 cp and 689 sp in sacks

C. 2 pale white (tinged with orange) cave locusts

D. 3 giant orange centipedes crawl in and out of a worthless red glass urn, and they will not attack unless disturbed.

E. 3 orcs with hand axes. 820 cp and 150 gp in a locked chest (key in pocket of the largest orc).

F. 1 giant yellow scorpion cannot move unless the 319 gp scattered on the floor near the scorpion is touched. The secret door is hot to the touch.

G. A tree of orange-yellow fire stands in the chamber's center. Anyone can once per day bathe himself in the flames to restore all his lost hit points.

H. 3 chaotic robbers in leather armor with short swords, daggers, and crossbows. 1,530 cp and 636 sp in backpacks. They will try to avoid melee, preferring sneak attacks and crossbows.

I. 2 giant fiery red toads. The stone of this chamber is orange-red in color.

J. 3 berserkers with battle axes and 498 sp in packs.

K. 1 chaotic hero in **chain mail +1**, shield (emblazoned with flames), spear, and 87 pp in belt pouch

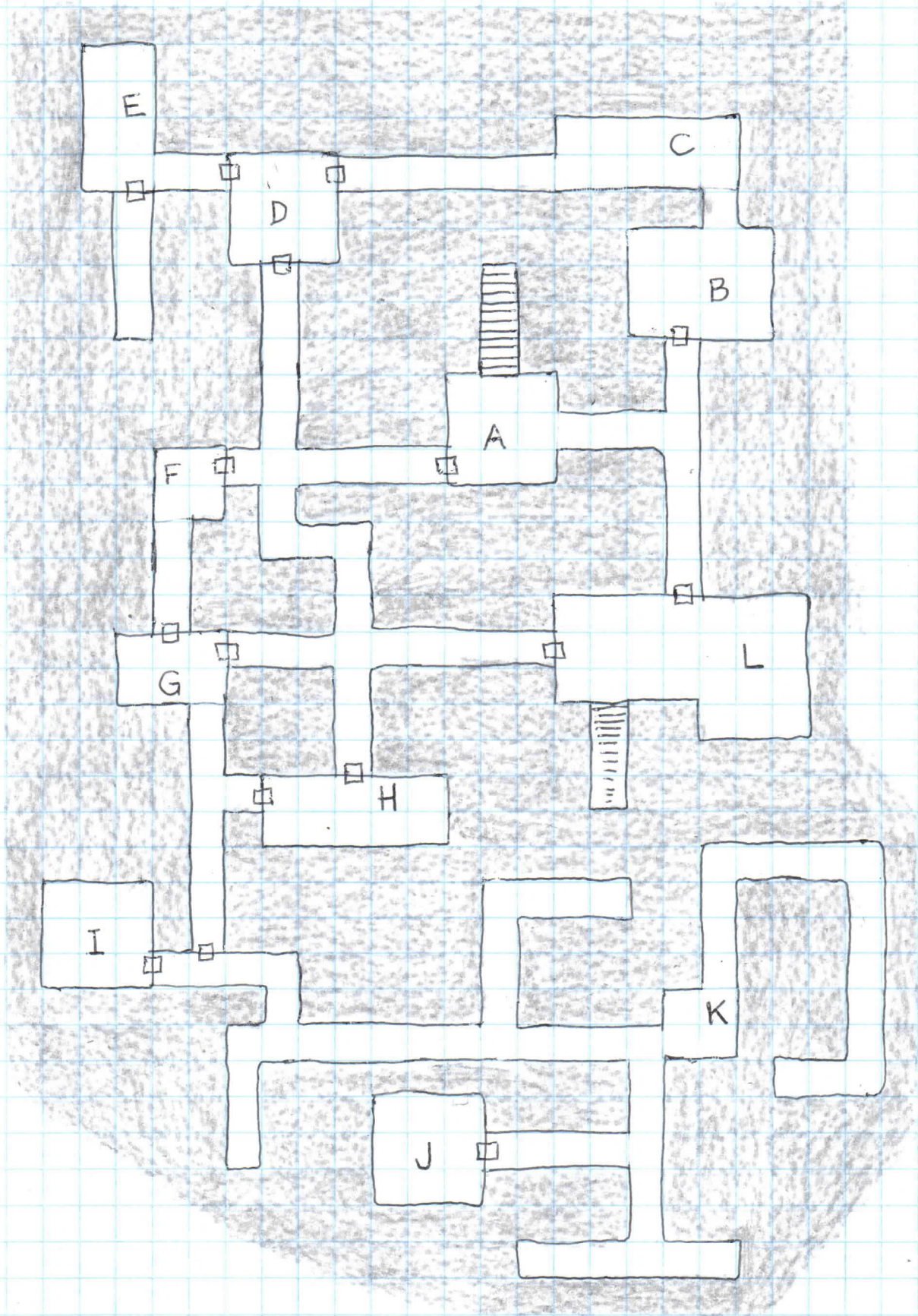
L. The walls are covered with mosaics of orange and yellow flames against a red background shot through with jagged bolts of green.

M. 2 bandits with swords and short bows and 476 gp in jars.

N. 2 bugbears with maces and 3 fiery orange gems (worth 100 gp each) in the pouch of the bigger bugbear. They have singed and blackened hair. The bugbears are afraid of dwarves and gnomes, so they have a 70% chance of fleeing when faced by such foes.

The stairs descend to dungeon level 2.

DUNGEON LEVEL 2



One square = 10 feet

DUNGEON LEVEL 2

An inch of water covers the floor of this dungeon level.

A. 1 gray ooze is practically invisible in the water on the floor. It surprises 3 in 6 and is surprised only 1 in 6. The stairs lead up to the 1st dungeon level.

B. 6 giant ferrets like to hunt the giant rats in room C.

C. 7 giant rats are harmless unless attacked. The water is not deep enough for them to swim. They fear the giant ferrets in room B.

D. 2 harpies, one armed with a short sword and the other with a **dagger +1**, will not be pleased with visitors.

E. In this otherwise empty room is what appears to be a gold-plated goblet, but it is only worthless pyrite.

F. 5 goblins with war hammers and 357 ep in belt pouches might not attack the PCs if they do not include any dwarves.

G. 10 kobolds dwell here, half armed with spears, half with maces. They have 587 ep concealed in the blankets on their cots.

H. 1 doppelganger has changed itself into the appearance of a man, and it will claim to be a lawful hero exploring the dungeons. It wears chain mail and carries a two-handed sword. The creature will ask to join the party and share in its adventures, but it will attack the PCs the first time that they fight chaotic foes. It carries 258 gp in its belt pouches.

I. 6 troglodytes guard 114 pp piled in the northwest corner of the chamber.

J. 1 berserker armed with a two-handed sword has 2,161 cp and 163 sp scattered about. This berserker is crazier than most, having gone mad from being trapped here by the gelatinous cube in room K.

K. A gelatinous cube glides down all the corridors in the general area of rooms I, J, and K. Suspended in the cube's body is a finely-wrought chalice of azurite worth 700 gp.

L. The loud buzzing of 4 killer bees can be heard outside the doors. The bees will attack anyone who does not make a beeline between a door and the stairs which lead down to dungeon level 3. A two-inch-high ridge keeps the water on the floor from flowing down the stairs.

DUNGEON LEVEL 3

A. 1 giant draco lizard guards 802 sp scattered across the floor. The stair lead up to dungeon level 2.

B. 2 giant tiger beetles guard sacks holding 904 cp and a **spell scroll: fireball**.

C. 2 chaotic footpads in leather armor (one in **leather armor +1**) are armed with swords and have a total of 437 cp in their pouches.

D. 4 gnolls armed with swords have small boxes holding 736 cp and 306 gp. The gnolls are deathly afraid of the white dragon in room E.

E. 1 white dragon (HD 3) does not talk and is not asleep. The door to this room has a thin coat of ice, and the chamber itself is coated with thick ice. 61 loose pp are frozen in the ice.

F. A green slime will drip on anyone opening the door.

G. 1 insect (ant) swarm will attack anyone bearing light.

H. Weird convex and concave mirrors, along with paintings of clown faces, cover the walls. It is all worthless. The stairs descend to dungeon level 4.

The Great Temple of Evil Chaos (I-O)

I. Carvings of hideous demonic figures cover the double brazen doors. They swing silently into the Temple.

J. 5 black skeletons (turned as ghouls) armed with spears stand motionless upon 5' high pedestals, animating and attacking if anyone dares speak.

K. An immovable sword floats in the air. Anyone grasping it must re-roll one of his 6 ability scores. (Determine randomly.) The alteration lasts 3-18 days. Any given person can be affected only once per month.

L. 1 zombie (turned as a wight) armed with a two-handed sword wears a uniform of red and black stripes. It will attack those not clothed in the robes of the clerics of evil chaos.

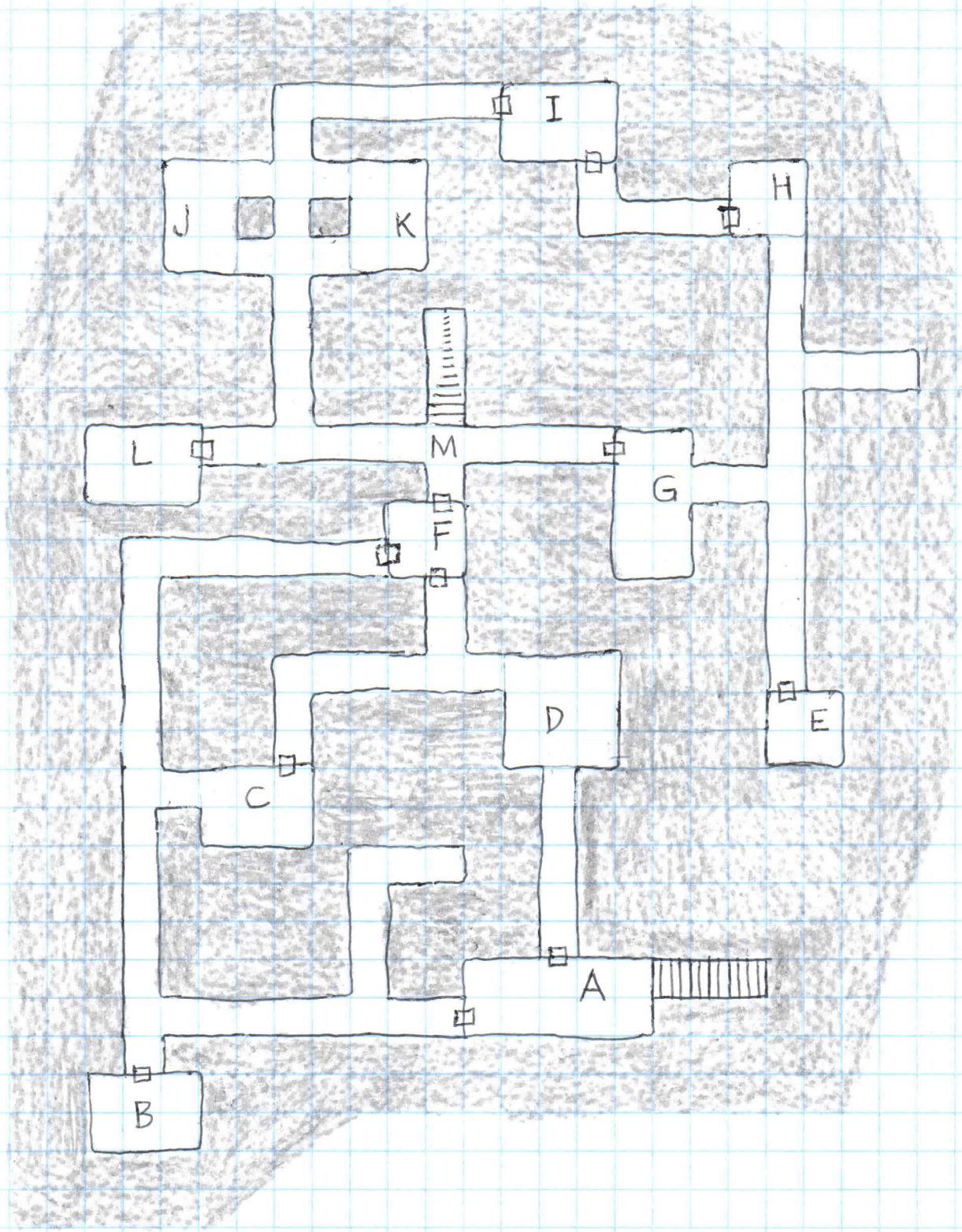
M. 2 black skeletons (turned as ghouls) armed with swords rest in black sarcophagi, but they will rise and attack those not garbed in the robes of the clerics of evil chaos.

N. Hung on the south wall are six black stone disks, each engraved with a red sigil of pure evil. They are worthless. Anyone removing a disk will have a -1 penalty to one of his saving throw categories (determined randomly). This penalty lasts until the disk is returned to its place.

O. 4 chaotic acolytes in rusty-red robes with black cowls. Plate mail, shields, maces. 755 cp and a **potion of invisibility**. The acolytes meditate before a huge burning brazier in the center of this chamber of black-flecked red rock. They will attack anyone whom they suspect of not being a fellow cultist.

P. The stairs descend to the Temple area on dungeon level 5.

DUNGEON LEVEL 4



One square = 10 feet

DUNGEON LEVEL 4

A. 5 rock baboons dwell here. Branches and bones litter the floor, and mixed therein are 628 cp and 2 gems worth 50 gp each. The stairs lead up to dungeon level 3.

B. Bas-reliefs of cobras are carved into the walls. The 4 spitting cobras crawling here will not attack unless threatened or the bas-reliefs are damaged.

C. 3 berserkers armed with battle axes guard 600 sp in bags.

D. The ceiling is painted to look like a daytime sky with clouds, two crescent moons, and three suns. A gleaming sword lies in the chamber's center.

E. The half-eaten corpse of a berserker lies outside the door. The carrion crawler inside has somehow managed to swallow 552 sp.

F. 2 driver ants guard a chunk of pure silver worth 25 gp.

G. 2 thouls wear electrum rings worth 190 gp each. They regard themselves as the masters of this dungeon level, and they will allow intruders to go on their way if the latter intend to kill the neutral monsters on the level.

H. An iron living statue stands atop a pedestal in the northeast corner of the room. The following is inscribed in the common tongue on the pedestal: "LINGER NOT IF YOU WOULD LIVE." The statue will attack any who stay in the room for longer than 2 minutes.

I. 4 orcs armed with short swords will attack any except those whom the thouls in room G have allowed to live. The orcs will send the weakest of their number to confirm with the thouls. The orcs have 257 gp in their pouches.

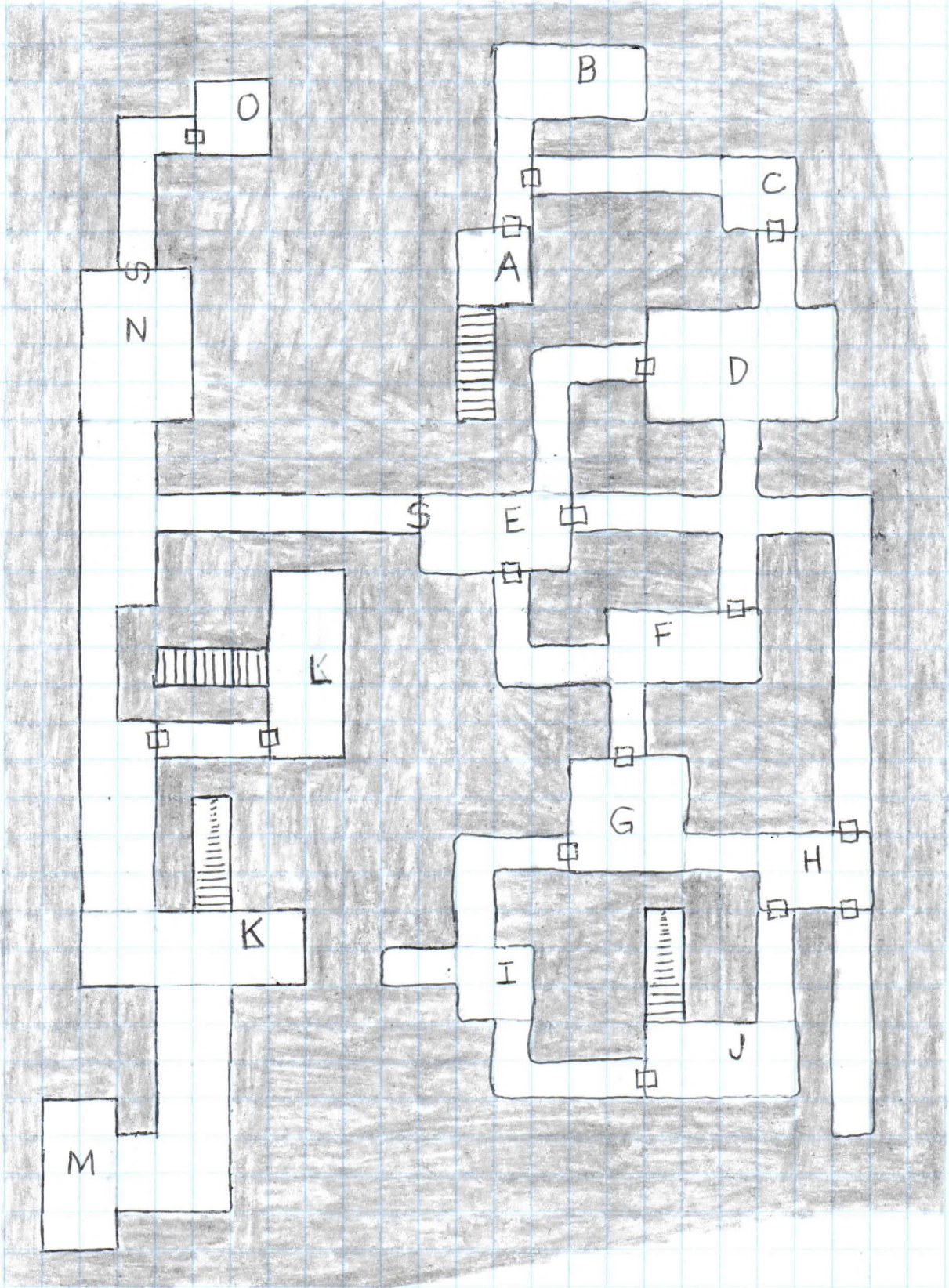
J. Sparse spider webs in hall between rooms J and K. A giant black widow crawls in the heavy webs in this room. A long-dead elf with 118 gp in his pack hangs in the webs.

K. 2 crab spiders guard 1,180 sp in pale pink vases.

L. 3 giant bats flitter and squeak here. Bat guano covers 4 old ogre skeletons lying on the floor.

M. The stairs descend to dungeon level 5.

DUNGEON LEVEL 5



One square = 10 feet

DUNGEON LEVEL 5

A. A damp room. The 6 giant centipedes here will attack only if accosted. The stairs go up to dungeon level 4.

B. A dire wolf lies alert at the foot of a statue of a dog-headed ape. On the statue is inscribed in the common tongue: "LEAVE 10 GOLD COINS FOR ME." The wolf will attack any who try to leave without leaving at least 10 gp worth of treasure.

C. 2 stirges guard 1,208 cp in a locked chest. (The kobolds in room D have the key.) A jeweled bracelet (worth 1,400 gp) is hidden in the stirges' filthy nest.

D. 5 kobolds with war hammers guard 786 sp in bags. A large kobold has the key to the treasure chest in room C.

E. 3 goblins with spears lair here. They have a total of 33 pp in their belt pouches. They are unaware of the secret door.

F. 3 giant centipedes crawl amongst the skeleton of a dog-headed ape.

G. 2 nasty boars will attack anything that moves.

H. A dozen skeletons of dog-headed apes litter the floor. One wears a worthless brass necklace with a medallion bearing the image of a dog-headed ape.

I. 2 giant gecko lizards guard 2,070 cp scattered about. Three **arrows +1** are buried in a pile of logs and rubble.

J. This is the lair of 2 lizard men armed with swords. A chopped-up man boils in their cooking pot. A backpack holds 414 sp. The stairs go down to dungeon level 6.

The Great Temple of Evil Chaos (K-O)

K. A chaotic adept in black robe with a maroon cowl. Plate mail, shield, mace, **potion of levitation**. Spell memorized: **cause light wounds**. The ominous adept will allow anyone to descend the stairs to the Temple area on level 6, seemingly eager for others to do so.

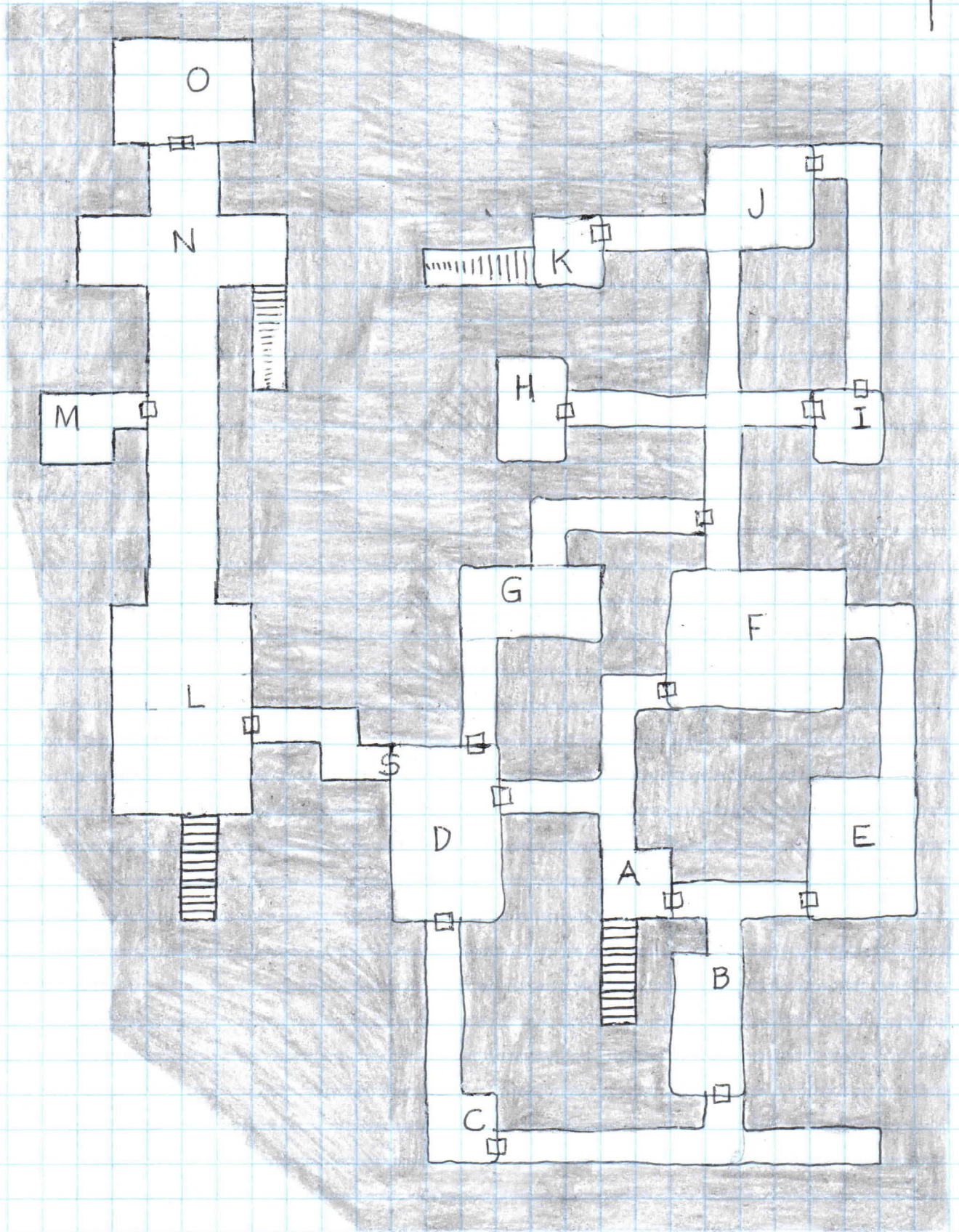
L. The walls, ceiling, and floor will start to glow a dim red whenever anyone enters the room. An odor of blood fills the chamber. The stairs go up to the Temple area on dungeon level 3.

M. 5 black skeletons (turned as ghouls) bearing spears will attack anyone not garbed as clerics of evil chaos.

N. 3 zombies (turned as wights) armed with battle axes wear uniforms of black and red stripes. They stand motionless, attacking only those who attack them or who open the secret door.

O. Here stands a gleaming brass statue of a young, mercurial mage smiling and juggling seven brass wands. Any magic-user catching a wand will have all his spells restored to memory, and the next spell he casts will have maximum effect (duration, damage, etc.). The statue and wands will then disappear, reappearing 21-28 days later.

DUNGEON LEVEL 6



One square = 10 feet

DUNGEON LEVEL 6

A. 9 giant rats attack only those disturbing the wood and bones littering the floor. Searching for 1 turn will reveal a **magic-user spell scroll: protection from evil**. The stairs go up to dungeon level 5.

B. A panther contentedly eats a dead camel (dromedary). It will not attack unless approached. A pack on the camel holds 108 sp.

C. 7 kobolds armed with hand axes lair here. They have a total of 79 pp in their pockets. There is a 50% chance that goblins (from room D) will arrive in 3 rounds to help the kobolds in combat.

D. 7 goblins armed with short swords dwell here. 3 of the goblins each have a 100 gp gem in its pocket. There is a 50% chance that the kobolds in room C will arrive in 2 rounds to help goblins in combat.

E. In the northwestern corner hangs a long bow and a quiver with 19 arrows.

F. 4 pit vipers will attack only fools who antagonize them.

G. 4 stirges lair here. Murals of painted fruits decorate the walls. An oak box contains 790 cp and 199 sp.

H. A nasty giant weasel attacks on general principles. A bag on the floor holds 325 sp.

I. 4 bandits with swords attack anyone who refuses their demand to hand over all their treasure. They have a total of 359 gp in their backpacks.

J. 1 chaotic seer with a dagger. Memorized spells: **sleep, ventriloquism**. He has 227 cp and 800 ep in a locked chest. The key is hidden in his boot.

K. 1 chaotic warrior in plate mail with shield and **sword +1, +3 against undead**. He keeps 915 sp in a sack. The stairs do down to dungeon level 7.

The Great Temple of Evil Chaos (L-O)

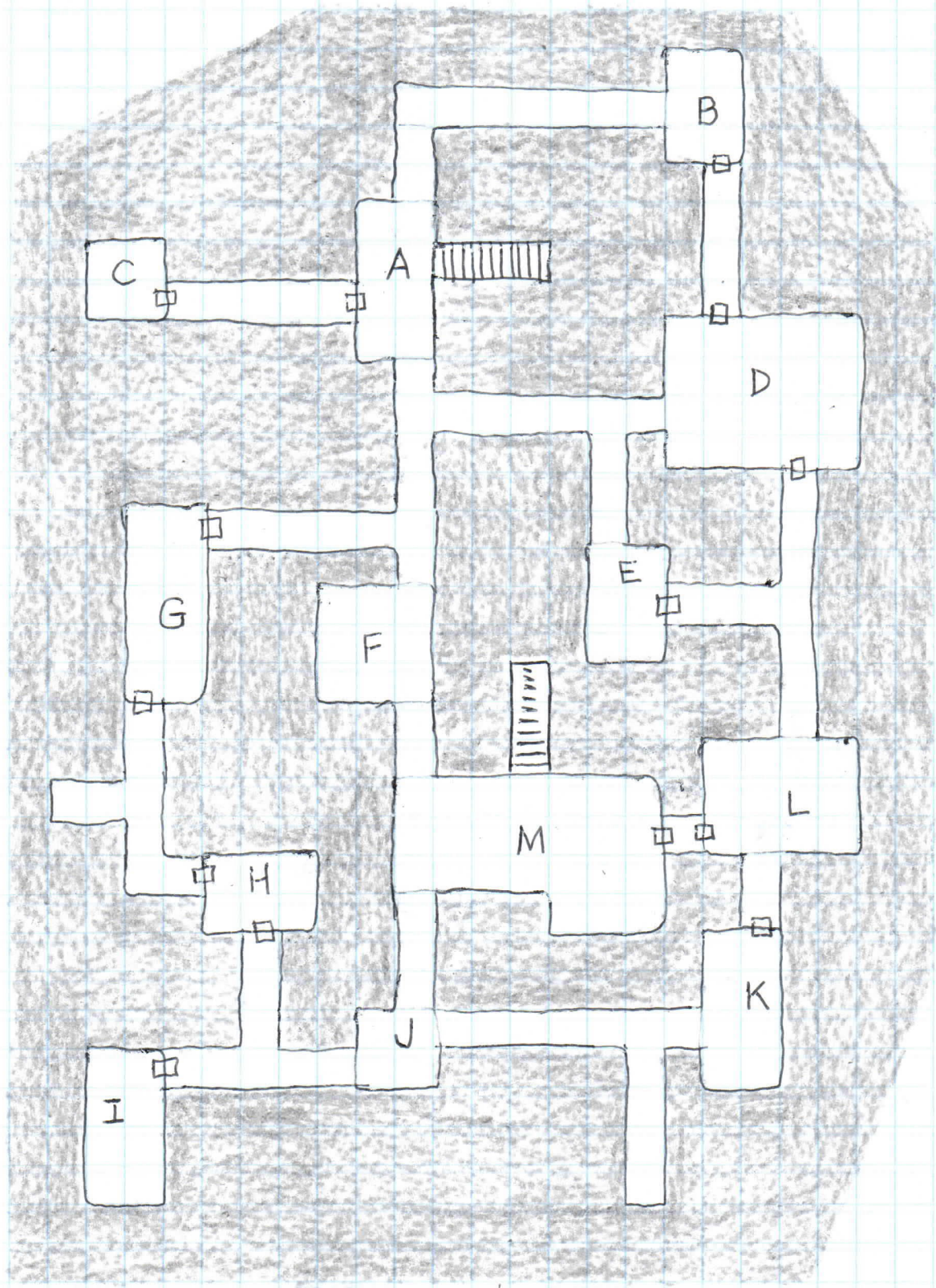
L. In the chamber's center a 12' high pale green marble statue sits upon a plain throne. The statue depicts an evil priestess, and a sickly magenta light veils it. Chaotic clerics venerating it will be **blessed** (as the spell) for 6 hours. Lawful or neutral clerics touching the statue will be **blighted** (as the spell) for 12 hours, as will anyone attempting to damage the statue.

M. An indestructible crystal dodecahedron (the shape of a 12-sided die) encases an albino camel (dromedary) with an arrow piercing its heart.

N. A zombie (turned as a wight) armed with a pole arm wears a uniform of red and black stripes. It attacks anyone who is not a cleric of evil chaos who tries to descend the stairs to the Temple area on dungeon level 8.

O. 1 chaotic priest garbed in a red robe with a black cape and cowl. Plate mail, shield, war hammer. Memorized spells: **cause light wounds, cause fear**. He wears an electrum ring shaped like a serpent worth 100 gp. The priest meditates here amongst evil icons that cause a deep unease (-1 to hit, to damage, and to saving throws) to those outside the cult. These penalties vanish when the room is left. He will attack intruders first with **cause fear**, then **cause light wounds**, and finally with his hammer.

DUNGEON LEVEL 7



One square = 10 feet

DUNGEON LEVEL 7

A. A giant rattler rattles its tail loudly. Its body is coiled around an urn holding 710 sp. The snake will attack only those who approach within striking distance. The stairs ascend to dungeon level 6.

B. A dead orc lies near a patch of yellow mold.

C. An ogre wears a gold bracelet (worth 100 gp) as a ring.

D. 3 robber flies attack anyone touching their treasure: 570 cp and 176 sp scattered on the floor.

E. Mounds of fresh, loose soil fill the room.

F. A supper of strange fungus has left 5 orcs (armed with spears) with a lime green glow that negates any chance of the orcs surprising foes. They keep 1,914 cp and 771 sp in unlocked chests beneath their cots.

G. A black bear wears an electrum collar worth 179 gp. It attacks only in defense of itself or of the berserkers from room H.

H. If attacked, the 2 berserkers here will make their stand in room G alongside their bear ally. They are armed with battle axes, and they keep 558 ep in sacks.

I. Shelves line the walls filled with 3' tall wooden manlike figures. The wood golem here will attack only those trying to take any of the figures from the room, having a 4 in 6 chance of surprising victims since it hides amongst the figures.

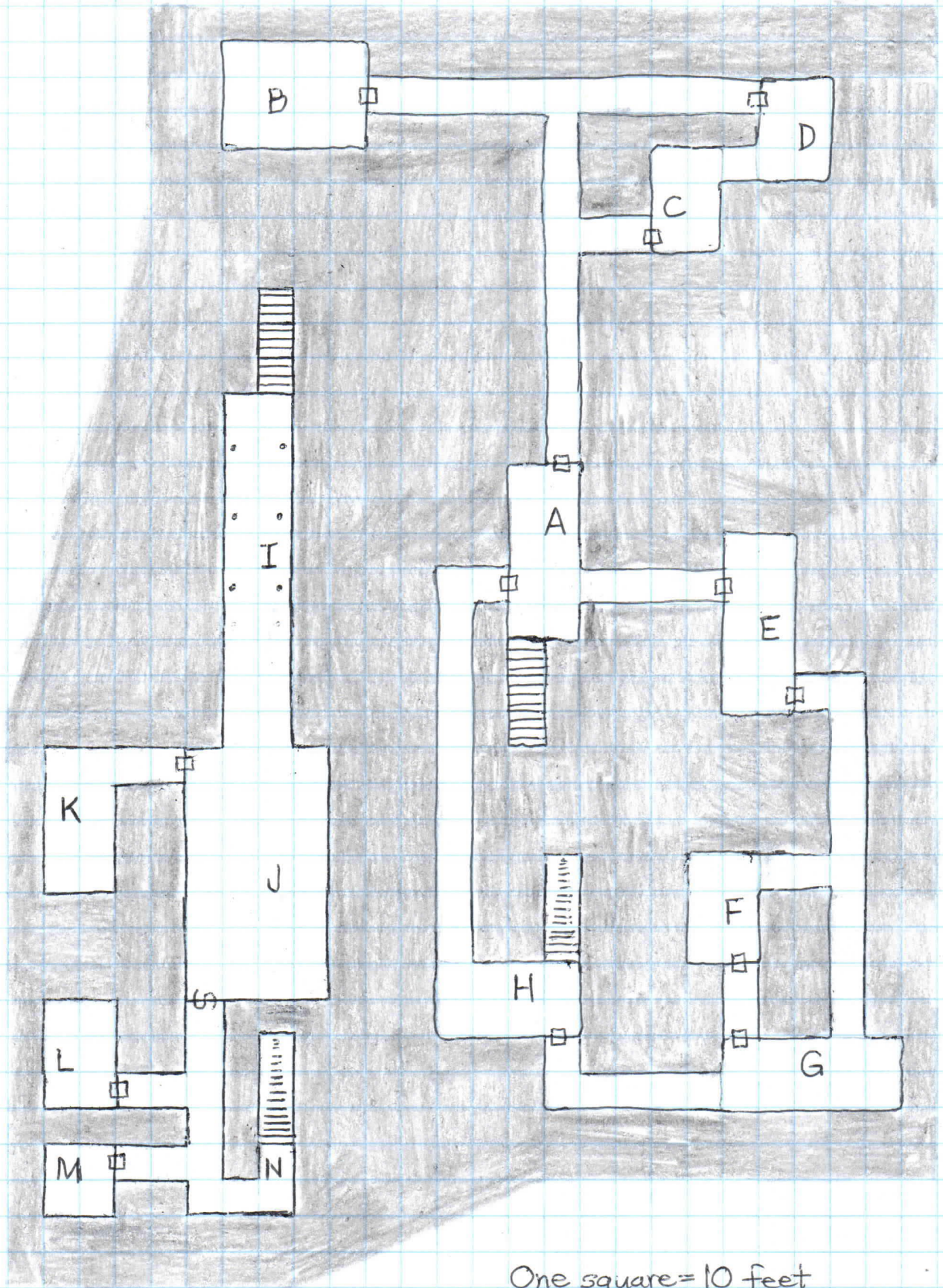
J. 2 giant centipedes crawl on the ceiling.

K. A chaotic warrior in plate mail with shield, sword, short bow, and 18 arrows. A grinning demonic face is painted on his shield. He keeps 313 ep in his backpack.

L. An aggressive giant tarantella lairs here. It has multi-faceted eyes made of sky blue crystal worth a total of 80 gp. A worthless, dented helmet lies on the floor.

M. Swirling clouds of dirt fill the room. Anyone entering must save vs. spells or be turned into a cloud of blue gas (as though he quaffed a **potion of gaseous form**) for 12 turns. The stairs go down to dungeon level 8.

DUNGEON LEVEL 8



One square = 10 feet

DUNGEON LEVEL 8

A. A giant toad sits here. The stairs lead up to dungeon level 7.

B. 6 hobgoblins with battle axes keep 259 gp in their pouches.

C. A chaotic conjurer with a dagger dwells here. His memorized spells:

1st level: **charm person, floating disk**

2nd level: **web**

The conjurer's table is filled with experimental tubes, flasks, bottles, etc. (including a tube filled with silver dust worth 75 gp). If troubled, the conjurer calls for the ape in room D which arrives after 1 round.

D. A white ape lairing here is an ally of the conjurer in room C.

E. The ogre living here has scarlet skin with violet blotches. He keeps his treasure of 1,000 sp in 100 stacks of 10 coins each.

F. Here lurk 3 chaotic bandits in leather armor armed with short swords. They have a total of 359 ep in their packs.

G. 2 chaotic seers with daggers live here. Their memorized spells:

seer #1: **charm person, protection from good**

seer #2: **magic missile, shield**

The seers have 303 cp and 193 sp in locked boxes. They keep the keys in their pockets.

H. The half-decomposed corpse of a 30' long orange and green snake is stretched across the floor. The stairs descend to dungeon level 9.

The Great Temple of Evil Chaos (I-N)

I. 6 black skeletons (turned as ghouls) holding spears stand at attention where the dots on the map are. They will animate and attack any intruder coming down the stairs (from the Temple area of dungeon level 6) who takes a single step past the southernmost pair of skeletons.

J. The walls, floor, and ceiling (25' high) are tiled in 18" red and black tiles like a chessboard. Braziers along the walls glow dimly. A ghoul (turned as a wraith) wearing a silver ring worth 30 gp will attack anyone not wearing the garb of clerics of evil chaos.

K. In the southern end of the room stands a statue of an empress carved from pale red marble. Anyone entering not garbed as a cleric of evil chaos will cause the adepts in room M and the priests in room L to know that intruders are near. They cannot then be surprised for the next 6 hours.

L. 2 chaotic priests in red robes with black capes and cowls. Plate mail, shield, maces. Their memorized spells:

priest #1: **cause light wounds, darkness**

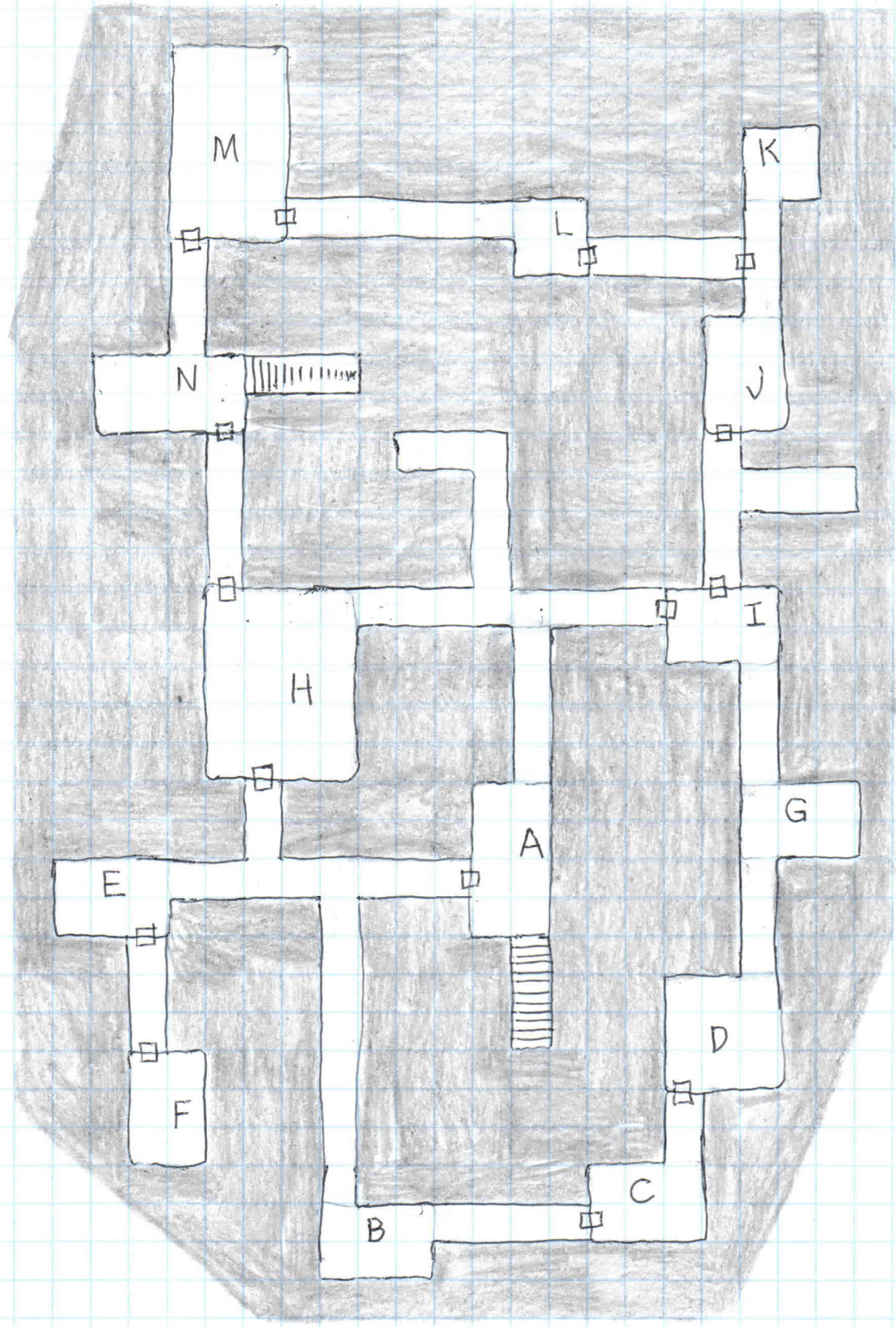
priest #2: **cause light wounds, detect good**

They bow before a small golden demonic idol worth 400 gp.

M. 2 chaotic adepts in black robes with maroon cowls. Plate mail, shield, war hammers. One has memorized **darkness**, the other has memorized **cause fear**. They keep a total of 329 gp in bags beneath their black-sheeted beds.

N. The stairs descend all the way to the Temple area of dungeon level 16.

DUNGEON LEVEL 9



One square = 10 feet

DUNGEON LEVEL 9

A. A chaotic warrior is completely encased in black plate mail and bears a sword and a black shield. He will order intruders to go back up the stairs to dungeon level 8, attacking those who disobey. He has 247 cp and 95 pp in his backpack.

B. A gelatinous cube regularly glides down the corridors leading to rooms C, A, H, and E, though it leaves the carrion crawler (in room E) alone. 948 sp are suspended in the cube's body.

C. 3 goblins with hand axes wear bright red garb. They have a total of 55 pp in their pockets.

D. An eerie red glow from 6 giant fire beetles fills the chamber. The beetles attack only idiots who attack them first.

E. A carrion crawler lairing here leaves the gelatinous cube (in room B) alone. 1,045 cp and 458 gp lie on the floor.

F. A locked iron box holds two wooden wands which are warm to the touch and softly glow red, orange, and yellow. Though the wands detect as magic, they have no powers besides the soft glow (2' range), just enough to read by.

G. A giant black widow lurks in the thick webs filling the room. It attacks only those entering the room, and it will not leave. A pack hanging in the webs holds 932 sp.

H. Fragrant wood chips cover the floor, and a mountain lion rests upon a mound of chips. It will attack only in self-defense or if someone tries to take its electrum collar (worth 375 gp). The great cat will join adventurers who treat it well and who ensure that it has plenty of fresh meat to eat.

I. A statue of a magic-user pointing a wand stands in the southwest corner. Anyone trying to leave the room through a door will be paralyzed for 5-8 turns unless he makes a saving throw vs. paralysis.

J. Two streams of orange fire crisscross the room. They are easily avoided. Immersing oneself in the heatless flames has one of the following results:

If a saving throw vs. wands is made, strength and constitution are raised to 18 for 24 hours.

If a saving throw vs. wands is failed, all metal in one's person possession is melted to nothing. Magic items made of metal have a 50% chance of not melting.

The flames can affect any given person only once.

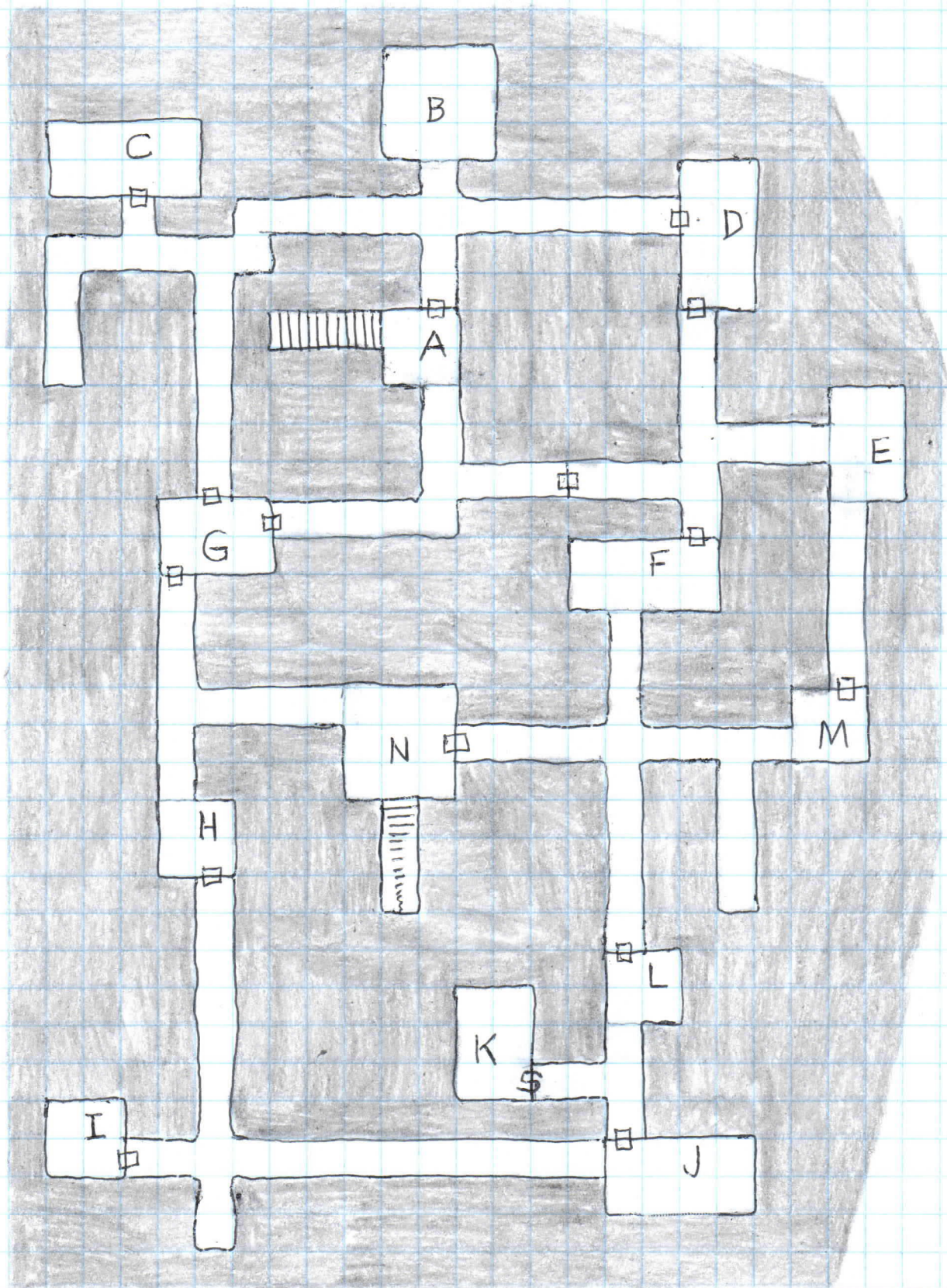
K. A chaotic swordmaster in plate mail with a two-handed sword resides here. He wears a jeweled medallion worth 1,300 gp.

L. 4 stirges fly about, guarding 854 cp in bags.

M. 2 chaotic footpads in leather armor with short swords and short bows (20 arrows each). Their pouches hold 211 sp and a **scroll of protection from undead**.

N. 2 shriekers are by the western wall. If they shriek shortly before the party descends the stairs to dungeon level 10, the orcs in room A of level 10 will be alerted and therefore immune to surprise.

DUNGEON LEVEL 10



One square = 10 feet

DUNGEON LEVEL 10

A. 9 orcs with hand axes cannot be surprised if the shriekers at the top of the stairs in dungeon level 9 have recently shrieked. The orcs have a flaming eye painted on their shields, and they keep a total of 452 gp in their bags.

B. In the room's center stands a statue carved from pale crimson marble of two lovers kissing. 22 cp have been tossed around the base of the statue.

C. A giant rattlesnake is inside a large ceramic pot with an inscription in the common tongue: "DO NOT BREAK." If moved, clinking and rattling can be heard within. The rattler will attack if freed. 1,694 cp and 255 pp are inside.

D. 2 gelatinous cubes are here. 263 sp are inside one of the cubes.

E. 15 giant centipedes crawl about here. They attack only in self-defense.

F. An oil beetle will click its mandibles at intruders, but it will attack only if attacked or if intruders stay longer than 3 rounds.

G. 2 very hungry white apes will attack and eat adventurers.

H. 4 bandits (armed with spears and with a total of 646 gp in their backpacks) will offer an alliance to kill the robbers in room I.

I. 4 chaotic robbers with swords reside here. Each carries a gem worth 125 gp in his pocket.

J. Here stands a fountain with the water splashing out of a carved dolphin's mouth. Those drinking the water must save vs. poison or have a -1 penalty to weapon damage rolls for the next 24 hours.

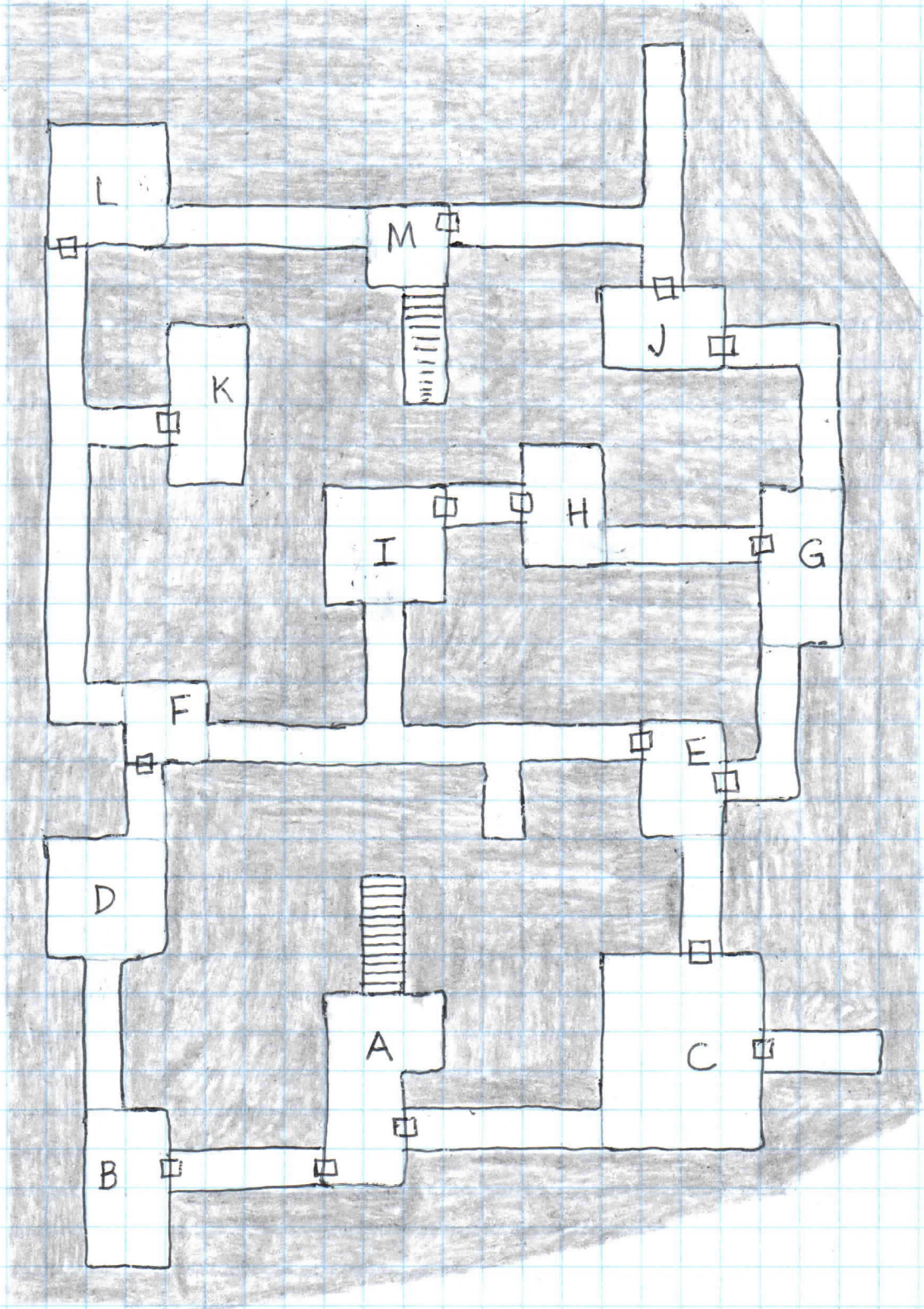
K. Here is found a beautiful, salmon-colored marble fountain, the water spilling from a delicately-carved lotus into twin basins that hold 8 cp, 5 sp, 3 ep, and 1 pp. If the party takes any of the coins, they cannot receive a **wish** from the fountain. If they instead throw in even a single coin, they get a **wish** (which they can save for later). This works only once.

L. Here stands a chaotic warrior in plate mail with shield and sword. He has 5,844 cp and 955 ep in an unlocked chest.

M. 9 cave locusts will jump haphazardly if anyone brings light into the chamber.

N. 2 bugbears lair here, armed with battle axes. They have a total of 154 pp in their pouches. The bugbears are afraid of dwarves and gnomes, so they have a 70% chance of immediately fleeing when faced by such foes. The stairs go down to dungeon level 11.

DUNGEON LEVEL II



One square = 10 feet

DUNGEON LEVEL 11

The goblins (room K), hobgoblins (rooms A and I), and orcs (room B) are all united under hobgoblin leadership and wish to clear the dungeon level of other monsters. If the PCs say that they want to kill the other monsters and promise to leave the humanoids alone, the hobgoblins will ensure that the orcs and goblins honor the agreement.

A. 5 hobgoblins armed with maces reside here. Their armor is a glossy reddish violet. They keep 1,855 cp and 1,057 ep in a locked chest. One hobgoblin keeps the key in his pocket. The stairs go up to dungeon level 10.

B. 8 orcs armed with spears live here. One of the orcs wears a gold ring set with a ruby (worth 1,300 gp) on his toe under his boot. His life would be forfeit if his hobgoblin masters knew he was holding back on them.

C. Here are 3 berserkers wearing wolf pelts and armed with battle axes. They have 459 gp in stinking bags. While they hate the hobgoblins and their allies, the berserkers are too bloodthirsty to consider an alliance.

D. Two high-quality swords with a blue sheen float near each other. If anyone tries to touch the swords, or if anyone stays in the room longer than a minute, the swords will attack as swordmasters.

E. 2 gelatinous cubes are here. One has a silver candle-holder (worth 200 gp) suspended in its bulk.

F. Six skeletons lie amongst 519 cp and 227 pp. A crab spider hides on the ceiling 20' above, dropping down on anyone gathering coins.

G. 4 giant draco lizards lair here. They attack only in self-defense or if hungry (50% chance). Otherwise they do not even care if anyone loots the dwarven corpse of its 551 cp and 150 pp.

H. 2 giant black scorpions attack on sight. Urns contain 1,054 ep.

I. This is the lair of 5 hobgoblins armed with swords. Their armor is a glossy reddish violet. They keep a total of 156 sp and 279 pp in their belt pouches.

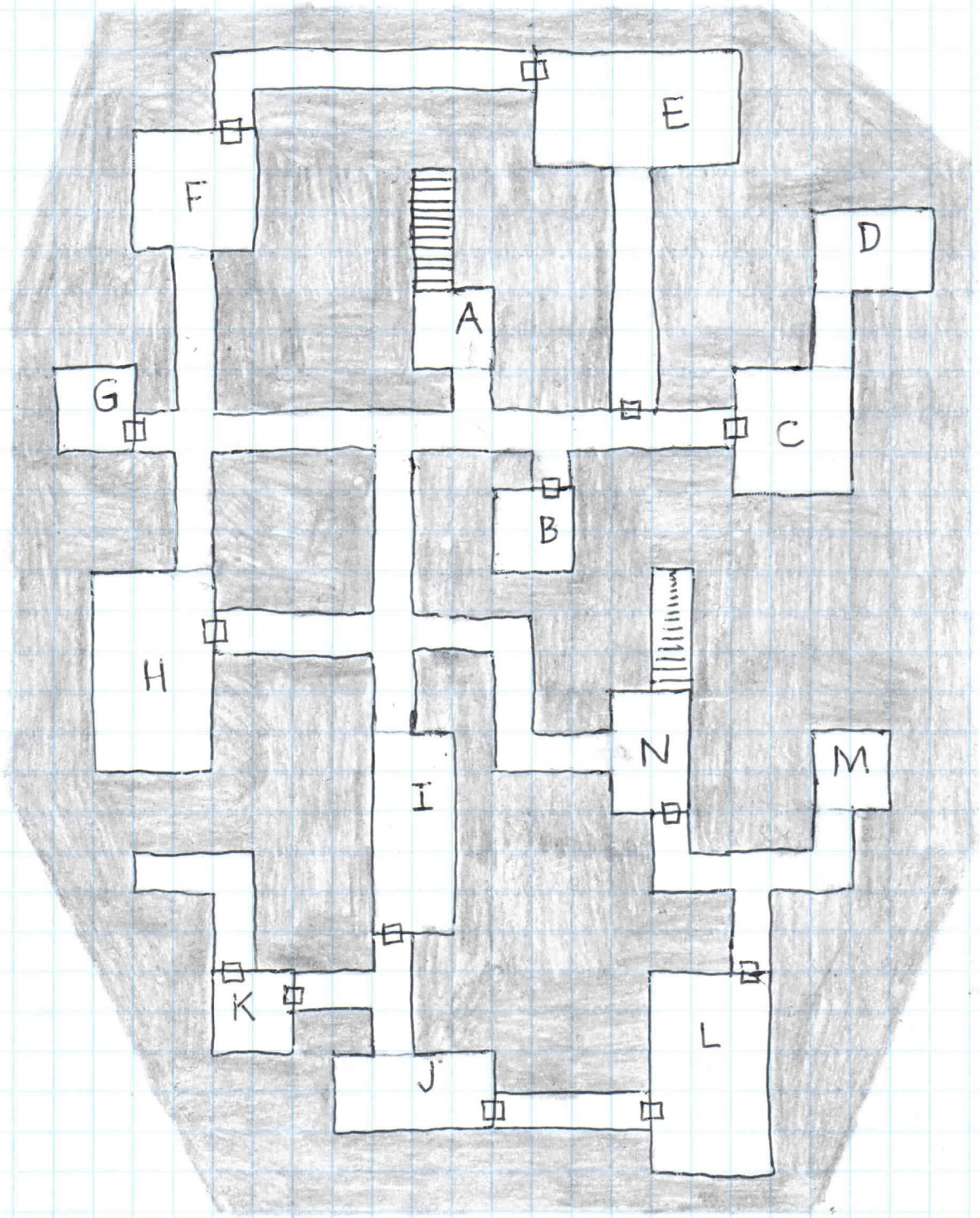
J. For some weird reason, someone stuck a **ring of fire resistance** on one of the legs of a robber fly. A worn sack holds 266 cp.

K. Here reside 12 goblins armed with war hammers. One keeps a gold and ruby ring (worth 1,300 gp) hidden from his hobgoblin masters sewn inside his pillow. The ring is the mate of the one in room B.

L. This is the lair of a highly aggressive owl bear. On the floor are the skeleton of a giant toad, a halfling skeleton, and a pouch holding 148 pp.

M. Though the room is empty, scores of blue roses with five petals each grow on a bush entwined along a handrail going down the stairs to dungeon level 12. The flowers are useful in dealing with the wyvern in room N of level 12.

DUNGEON LEVEL 12



One square = 10 feet

DUNGEON LEVEL 12

A. Rotten wooden benches are along the walls. The stairs go up to dungeon level 11. See room M of level 11 for blue roses in the stairway.

B. Here live 8 goblins with glossy black skin and glowing crimson eyes. They are armed with curved short swords. An unlocked chest holds 2,177 cp and 1,882 sp.

C. Here lurk 3 chaotic footpads in leather armor, armed with spears. A barrel holds 658 gp. One footpad has a **potion of gaseous form**. They hate the footpads in room I more than anything.

D. This is the lair of a 30' long giant mottled snake, its tail in its mouth and a golden crown upon its head. If anyone enters, it will strike as a 5 HD monster, poison dripping from its fangs. It is all only an illusion, so anyone "killed" by the poison will merely faint for 1-4 turns.

E. 2 thouls lurk here, eager to attack. They have 51 pp in a small bag.

F. 11 giant rats scurry amongst pieces of wood, stone, bone, cloth, and other trash. 1,596 sp are scattered about. The rats attack only those picking through the trash.

G. Here are 4 hobgoblins with spears. One wears an eyepatch and has a **spear +3** and will fight to the death.

H. This is the bedroom of a chaotic warlock armed with a dagger. The room is opulently furnished, the scarlet and purple silk bedding worth 300 gp. Memorized spells:

1st: **hold portal, shield**

2nd: **knock, web**

3rd: **hold person, lightning bolt**

I. 5 chaotic footpads in leather armor are here, armed with daggers and short bows (20 arrows each). The thieves have a total of 159 pp in their

pockets. They return the hatred of the footpads in room C.

J. A shelf in the southwest corner holds 22 sealed glass jars, all full of clear liquid. In 4 of the jars are entranced humans, shrunk to fit the 6" jars. Anyone touching one of the other 18 jars must save vs. paralysis or magically be transported into the jar along with all his equipment, where he will be in a trance. The jars cannot be broken or opened. A **remove curse** or **dispel magic** spell will free someone trapped.

K. 2 chaotic conjurers (armed with daggers) wish only to be left to their eldritch studies, and they will demand that intruders leave to the east. ("And shut the door!") They will blast those not taking the hint. Their memorized spells:

conjurer #1: 1st: **detect magic, magic missile**

2nd: **mirror image**

conjurer #2: 1st: **light, protection from good**

2nd: **phantasmal force**

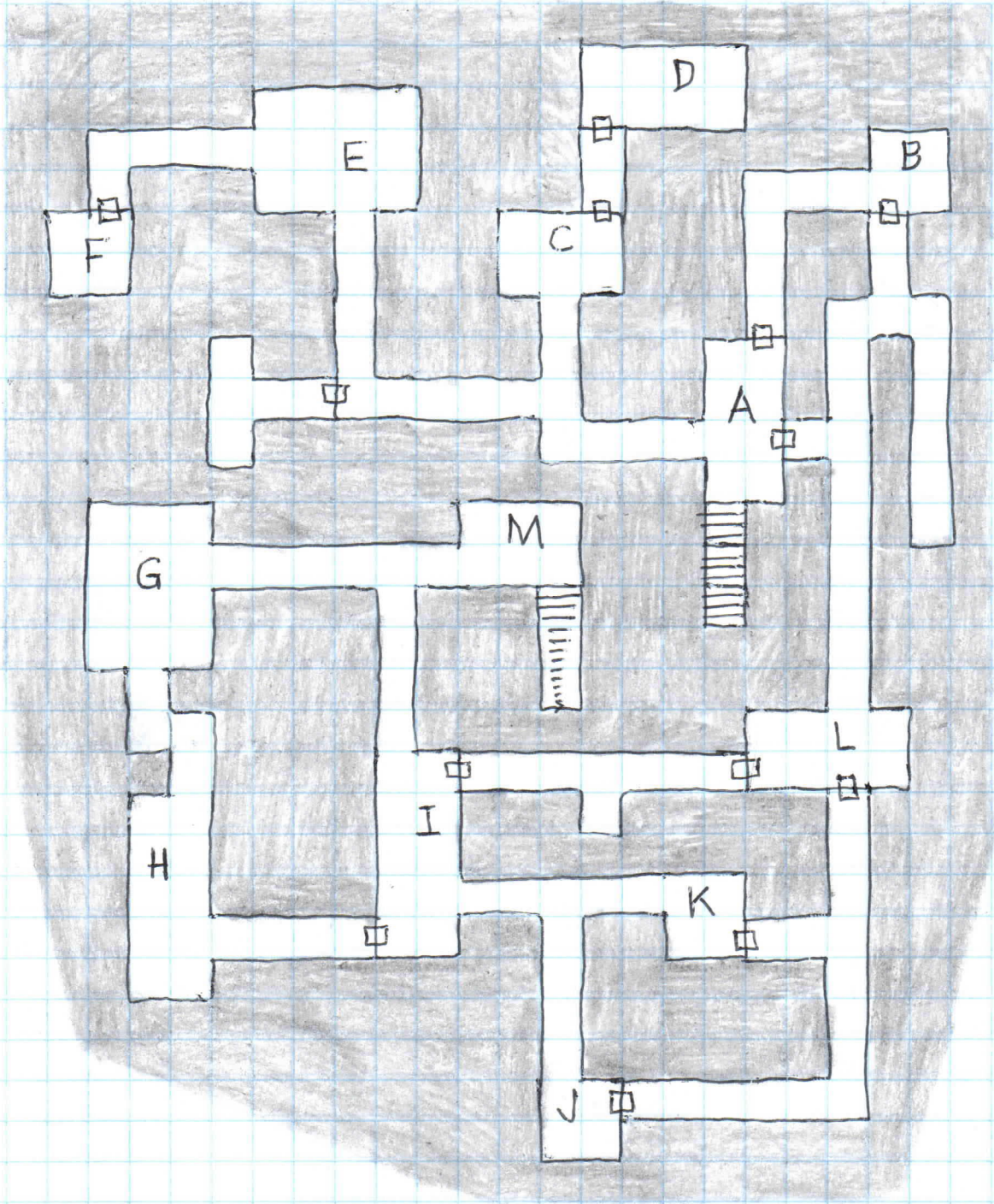
The conjurers possess alchemical equipment worth 590 gp.

L. Here is a giant tiger beetle, its mandibles made of electrum (worth 480 gp).

M. A gelatinous cube glides here and in the passages to rooms L and N. It has 1,132 sp glittering inside it.

N. A wyvern guards 802 ep in a pile, and it attacks anyone trying to use the stairs down to dungeon level 13. A blue rose (see room M of dungeon level 11) brought into the chamber will put the wyvern to sleep for 2-7 turns. Some have discovered this, so half a dozen wilted blue roses are on the floor.

DUNGEON LEVEL 13



One square = 10 feet

DUNGEON LEVEL 13

A. 7 berserkers with two-handed swords will attack because they have nothing better to do. They keep 2,039 sp in an unlocked iron box. The stairs ascend to dungeon level 12.

B. The squeaking of an animal can be heard from the corridor (and even through the door if it is carefully listened at). Inside is a foul-tempered giant shrew.

C. Six cream-white vases sit on the floor. Inside each one is a spitting cobra, dangerous only if its vase is knocked over or if a hand is put in it.

D. 6 armed hobgoblins armed with pole arms will charge anything coming through that door. They have 1,200 cp in a large bucket and 455 gp hidden away in the bedding.

E. 6 gnolls lair here. Five are armed with spears, and their leader wields a **sword +1, +3 vs. regenerating creatures**. They will allow PCs to leave unharmed if the PCs give them all their treasure.

F. Scrawled in the common tongue on the north side of the door is a single word: "BEWARE". Inside this unnaturally still and quiet room is a stone statue of a sinuous dragon, its claws and teeth gleaming with shiny false silver. Its visage is malevolent. Anyone who touches the worthless teeth or claws must save vs. dragon breath or fall under a curse for 2-5 days: When hit by a monster's melee attack, the damage rolls are at +1 for each

die rolled. A **remove curse** spell will lift the curse.

G. A carrion crawler on the western wall guards 3 gems (each worth 100 gp). It attacks anyone approaching the gems, but it will not pursue outside this chamber.

H. 3 hungry giant toads live here. They have no treasure, so the sane will leave them alone.

I. 15 giant rats squeak and rise up on their hind legs to bow to a copper idol of a rat-god near the southern wall. They will ignore PCs unless they interrupt their worship or so much as touch their idol (worth 145 gp, weighs 140 pounds).

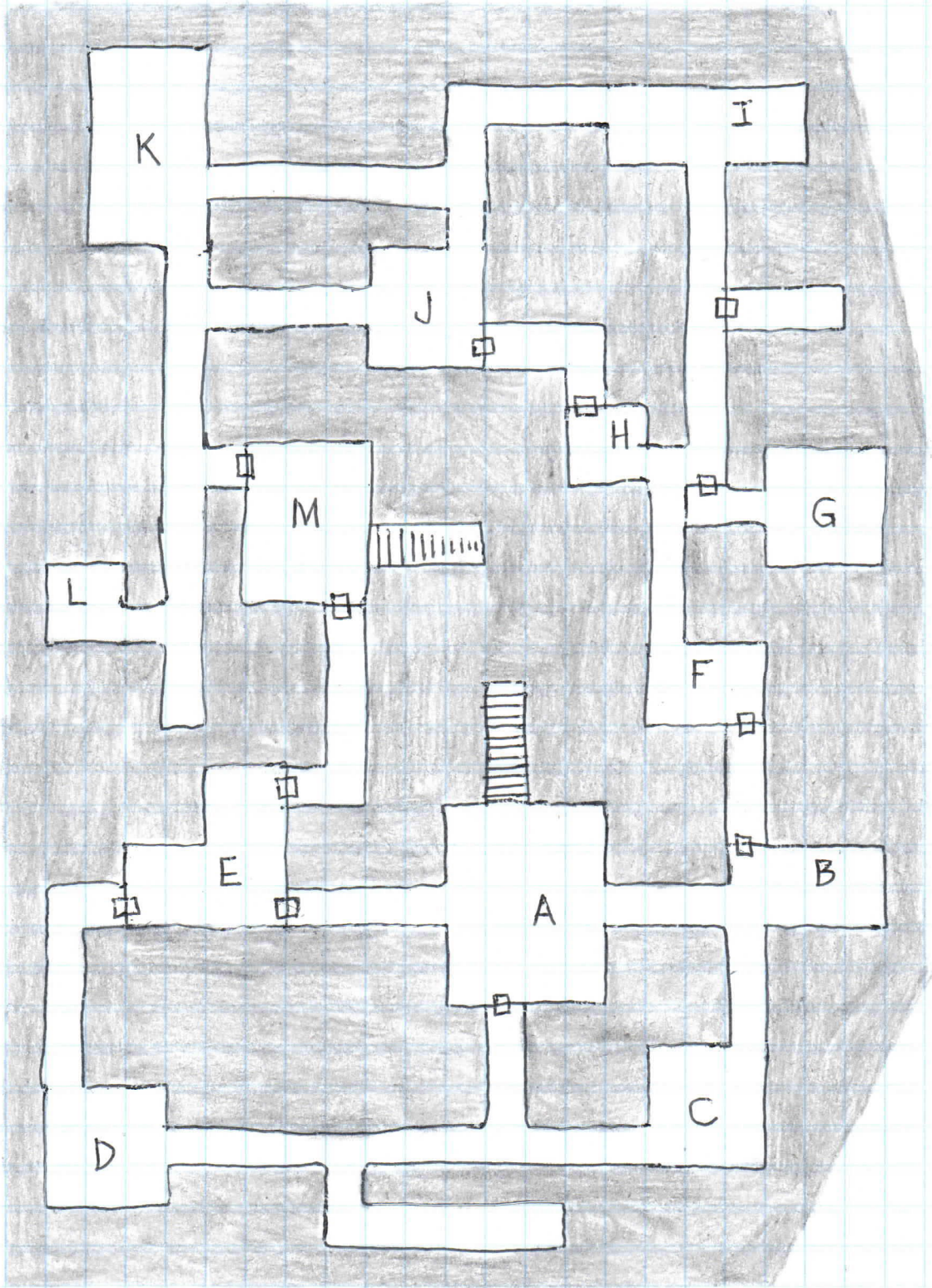
J. 7 giant centipedes crawl amongst some smashed wooden crates. They attack only if the crates are disturbed.

K. This empty room is completely covered in orange tile. It is 85° Fahrenheit and has a metallic smell.

L. 7 killer bees buzz around, attacking anything that moves. They will not leave this room or the corridors leading to rooms A and B.

M. A horrid stench comes from this room, the lair of 7 hateful troglodytes. They have a **potion of flying** hidden in one of their disgusting nests. The stairs descend to dungeon level 14.

DUNGEON LEVEL 14



One square = 10 feet

DUNGEON LEVEL 14

A. 6 lazy orcs with spears lounge around in their filthy bedrolls. They can't be bothered to attack except in self-defense. They keep 4,093 cp and 851 ep in three chests with broken locks. The stairs go up to dungeon level 13.

B. Three yellow chalices full of pomegranite juice sit on a table. Partaking breaks any curse the drinker is under. Anyone greedy enough to drain one or more chalice will become so sick that he can do nothing but stagger about at half speed for 1 day.

C. Here lurk 6 bandits in leather armor, armed with swords. They keep 715 sp in sacks hung from hooks in the northwest corner.

D. 2 chaotic seers with daggers gaze into the fumes of smoldering incense to descry arcane mysteries. They have a 40% chance of ignoring PCs ("Far too busy to waste time on the likes of you."), and a 60% chance of attacking ("You fools have ruined my visions!"). Memorized spells:

Seer #1: **charm person, shield**

Seer #2: **magic missile, sleep**

They have 1,054 ep hidden in a worthless hollow statue of a woman with two faces looking in opposite directions. It breaks easily.

E. 17 kobolds with clubs and daggers, emboldened by their numbers, attack anything opening a door. They have a total of 745 gp in their belt pouches.

F. 10 giant rats wear collars of electrum, each worth 30 gp. You leave them alone, they'll leave you alone. Trying to touch a collar will get you a nasty bite.

G. 2 berserkers in bear pelts reside here, wielding war hammers. They are allies with the berserkers in room H and the owl bear in room J. 1,290 cp and 1,037 sp are in a big pile in the northeast corner.

H. Here are 7 berserkers in bear pelts, armed with maces. They are allied to the berserkers in room G and the owl bear in room J. The leader has a pouch of 8 blood red garnets (worth 50 gp each) tied to his belt.

I. This is the lair of 10 goblins armed with short swords. They wear forest green cone-shaped caps. They will certainly attack any party that includes a dwarf or an elf. Otherwise, roll reaction dice. They have a total of 113 pp in their pockets.

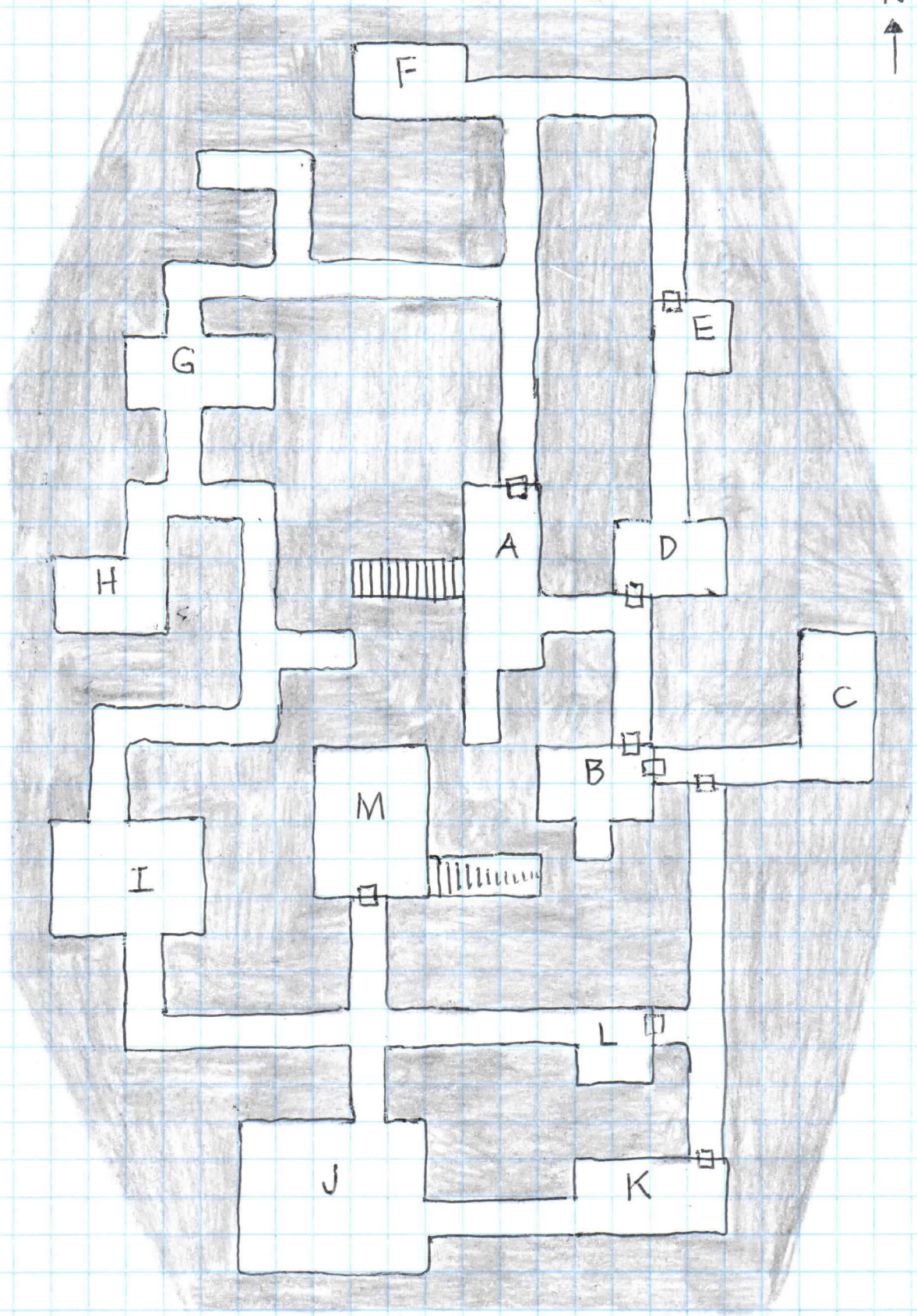
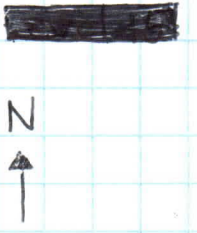
J. Any owl bear lairs here amongst bones and offal. It is an ally of the berserkers in rooms G and H. Each turn spent searching the room gives a 50% chance of finding a **scroll of protection from undead** in a bone scroll case.

K. 3 crab spiders rush intruders to attack. On the floor is a leather belt, its pouches holding 257 pp.

L. A desiccated corpse in a red shirt and black pants and boots holds a phaser in its outstretched right hand. If anyone tries to operate the phaser, it will spark and melt into a glob of unidentifiable metal. The unfortunate one who tried to pull the trigger will have to save vs. death ray or have a -2 penalty to saving throws vs. death ray for the next week. Most magic cannot change this, but the pomegranite juice in room B can.

M. 5 gnolls bearing pole arms have 307 sp in their pouches. The stairs descend to dungeon level 15.

DUNGEON LEVEL 15



One square = 10 feet

DUNGEON LEVEL 15

A. 5 orcs with pole arms will attack anyone trying to use the stairs leading up to dungeon level 14. One orc has a gem-crusted silver pin worth 800 gp, and another wears a gold necklace worth 1,100 gp.

B. A black dragon (4 HD) lies curled up on its hoard of 1,284 ep. It will roar a warning to intruders, allowing them a chance to immediately leave by the door they just opened. Otherwise it will spit acid at them.

C. Empty chains and manacles are bolted to the walls.

D. 14 blood-thirsty stirges fly over half a dozen of their slain victims (4 humans and 2 dwarves) that have a total of 814 cp and 654 gp in their pockets.

E. 2 living iron statues stand motionless, animating only if those approaching from the south attempt to open the door. Unless the PCs take precautions, the statues have a 50% chance of surprising them.

F. 8 orcs armed with hand axes guard a locked chest of 1,936 sp. One orc keeps the key in the bottom of his stinking boot.

G. This room smells of roses. A phantasmal magic-user appears, cloaked in a gray robe and holding a sword. A cream-yellow rose is pinned to his breast. He attacks with automatic surprise as a 10th-level lord. The magic-user vanishes after 3 rounds. Those struck by his sword will feel a pang of sorrow, and their constitution scores will

drop by 2-12 points (but not below a score of 3) unless a save vs. death ray is made. Lost constitution points return at a rate of 1 per day.

H. 1 chaotic robber in leather armor lurks here, armed with sword and sling (10 stones). He keeps a tiny pouch holding 5 gems (each worth 100 gp) in an inner pocket of his shirt.

I. A grumpy werebear will attack only those who refuse to leave him alone. He has 304 gp in a loose pile.

J. The noise and stench of 5 aggressive rock baboons will make the wise steer clear of this chamber. They regularly throw human bones and coins at each other. 1,599 cp and 1,052 ep litter the floor.

K. A malevolent thoul lairs here, eagerly attacking. It guards several sacks containing 2,218 sp.

L. A human corpse lies near the western opening. It has a pouch on its belt holding 297 sp. A carrion crawler will attack anyone checking the corpse.

M. This is the lair of 12 bandits armed with short swords. They keep a total of 135 cp in their pockets, and three of them wear jewelry (worth 600 gp, 1,200 gp, and 1,500 gp). The bandits will not attack those who surrender all of their treasure. The stairs descend to dungeon level 16.

DUNGEON LEVEL 16

A. Green slime hangs on the ceiling and drips down in front of the western door. The stairs ascend to dungeon level 15.

B. Edible mushrooms and fungus grow from the floors and walls in a riot of colors. 14 kobolds arms with hand axes munch contentedly. They attack only in self-defense. 1,191 sp are kept in pine boxes.

C. 10 stirges and 1,383 sp fly around in this room. Each time a stirge is killed, approximately 138 sp fall to the ground.

D. 2 black bears have turned this into a comfortable den. Easily seen on the floor near the eastern wall is a scroll case covered with magical symbols. It contains a **scroll of protection from lycanthropes**. The bears will not easily give up their favorite toy.

E. 3 hungry driver ants will gladly devour any adventurers who come to visit them. Their eyes (6 total) are actually pale green crystals worth 120 gp each.

F. 4 giant toads shoot their tongues at a giant fly buzzing around, but the toads always miss. They will ignore PCs unless the PCs strike the fly (AC 6), which causes the illusionary fly to vanish. The toads will then try for a two-legged dinner instead...

G. A 5-headed hydra viciously guards its treasure of 616 gp spilled across the floor. The stone here faintly glows aqua. The hydra will not leave this room.

H. Here reside 2 chaotic warriors in plate mail with shields and swords. Their armor is a bright reddish orange. They keep 1,154 sp in yellow-orange urns. The warriors are warlike

and will fight to the death.

I. The secret door appears to be nothing but a mural of a harrowing demon face. The room is otherwise empty. The stairs go down to dungeon level 17.

The Great Temple of Evil Chaos (J-N)

J. The southern stairs go up to the Temple area of dungeon level 8. The northern stairs go down to the Temple area of dungeon level 18. Bas-reliefs of rams fill the northern wall, and bas-reliefs of sheep fill the southern wall. A double-headed fiery red eagle is figured upon the great double doors. Anyone not cloaked as a cleric of evil chaos who opens the doors will animate the skeletons in room M and the zombies in room N.

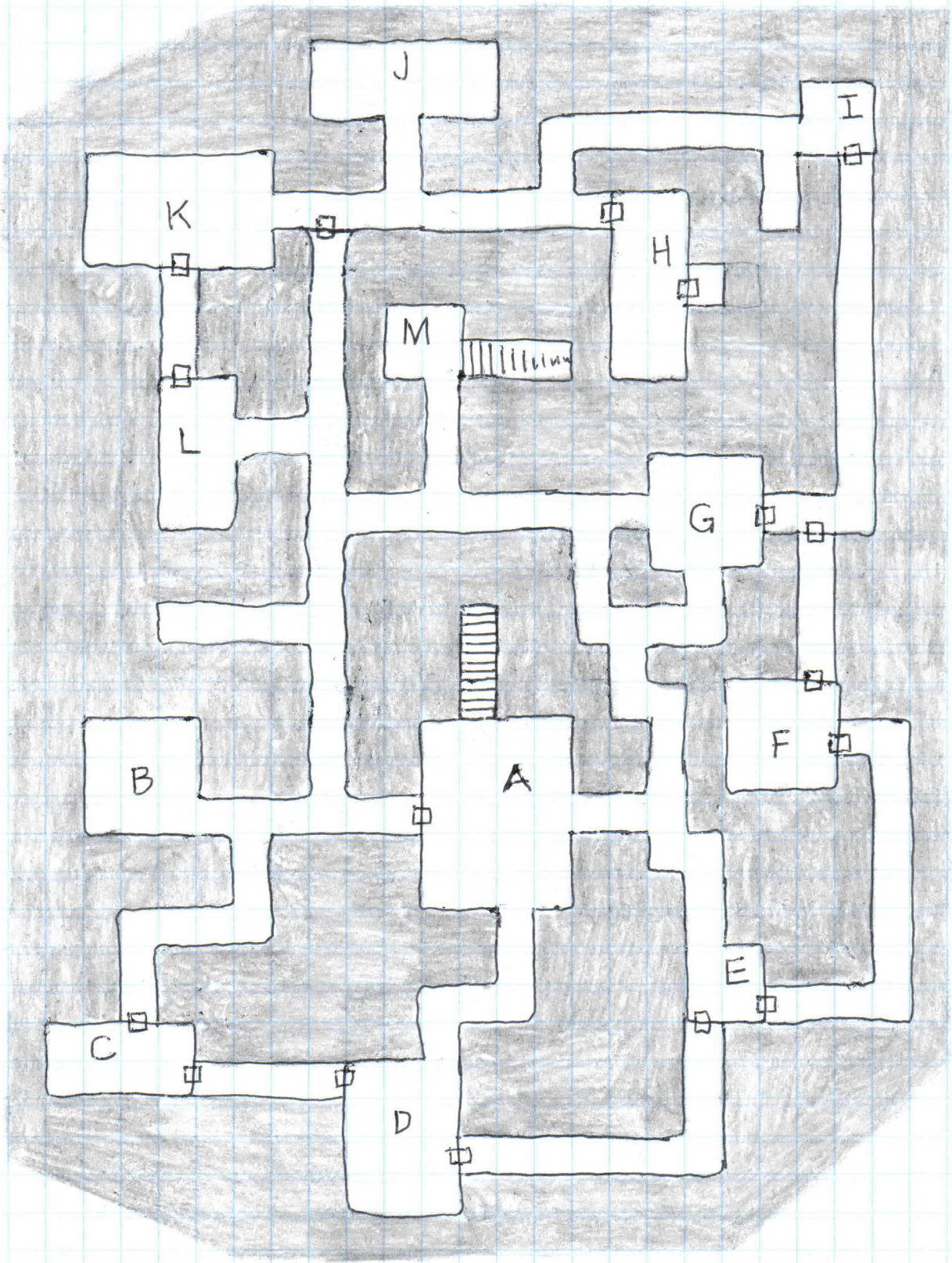
K. The entire chamber is of glossy black stone. It is magically soundless, so no spell casting is possible. A ghoul (turned as a wraith) attacks with a 4 in 6 chance of surprise. Its teeth and claws are of black gemstone (worth a total of 700 gp).

L. A swarm of bees made of red light will sting those not garbed as clerics of evil chaos, then vanish. Those stung must save vs. poison or fall asleep for 3 turns. Black skeletons (turned as ghouls) from room M will arrive 3 rounds later and slay everyone.

M. 5 black skeletons (turned as ghouls) armed with spears will not be animated without the conditions specified in room J.

N. 4 unarmed zombies (turned as wights) in red and black striped uniforms stand motionless. They will not be animated without the conditions detailed in room J.

DUNGEON LEVEL 17



One square = 10 feet

DUNGEON LEVEL 17

A. Here dwell 8 bandits armed with short swords and short bows (20 arrows each). They have 761 cp and 1,713 sp in large sacks. They are allies with the bandits in room E. If necessary, one bandit will run to room E to get help. The stairs go up to dungeon level 16.

B. 11 rowdy goblins armed with war hammers are so loud and boisterous (too much dwarven ale) that they cannot possibly surprise anyone. Their leader wears a jeweled belt buckle worth 1,300 gp.

C. 7 lizard men armed with spears like to eat the giant rats in room D. They have a pouch of 158 pp hidden under some refuse (40% chance per turn searched of finding).

D. 17 giant rats scurry about. They are not aggressive.

E. 5 bandits with hand axes keep 450 gp in a locked chest. The key is in one of the bandit's hollow belt buckle. They are allied with the bandits in room A. If necessary, one bandit will run to room A to get help.

F. 13 giant centipedes crawl on a pile of what looks like 2,000 gp (but which are only worthless iron slugs). The centipedes attack only if disturbed. Handling the coins will easily rub the gold veneer off of them.

G. Dozens of broken sword blades and cloven helmets are scattered on the floor.

H. 2 giant oil beetles make this their lair. A dragon skeleton lies on the floor.

I. A rust monster lairs here. It will eagerly attack adventurers who have metal arms or armor. The monster prefers the tasty ones in plate mail.

J. In this room are 2 chaotic warriors in leather armor, armed with clubs and slings (20 stones each). They have bolts of green and purple silks worth 440 gp. The warriors are on friendly terms with the heroes in room K. The precautions taken by the warriors make them of no interest to the rust monster in room I. There is a 25% chance per round of the rust monster arriving to eat the PCs' metal arms and armor.

K. 3 chaotic heroes in leather armor dwell here. They are armed with clubs and short bows (20 arrows each with flint arrowheads). Each has a black pearl worth 100 gp. The heroes are on good terms with the warriors in room J. The heroes have no metal items, so the rust monster in room I leaves them alone. There is a 20% chance per round of the rust monster arriving to eat the PCs' metal arms and armor.

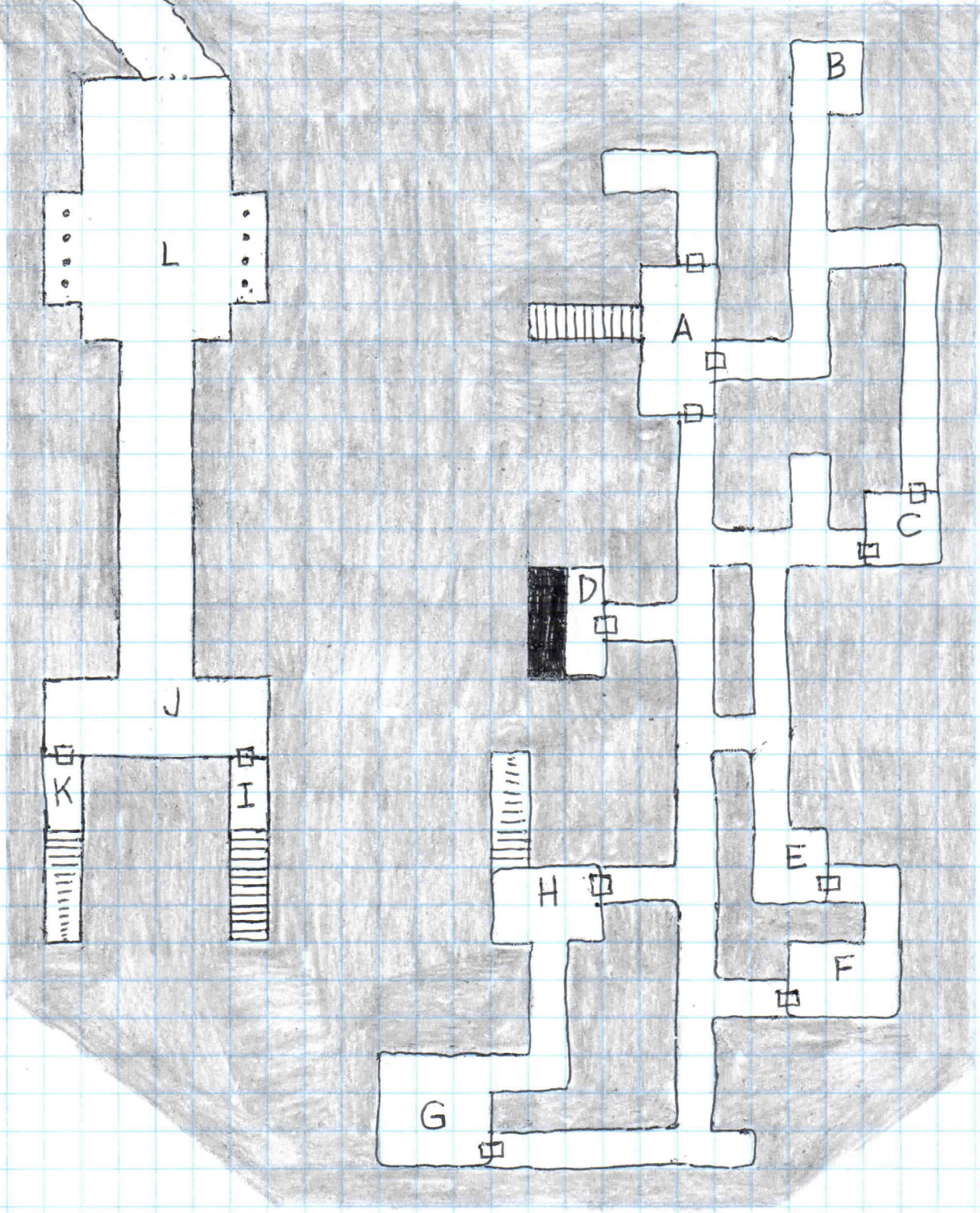
L. This is the lair of 2 bugbears armed with two-handed swords. They keep 973 cp and 258 pp in casks. The bugbears are afraid of dwarves and gnomes, so their morale score is only 5 if confronted by the little chaps.

M. Here are massive heaps of thousands upon thousands of mixed coins: electrum, gold, and platinum. Anyone possessing them outside of this room will be cursed (no saving throw): Monsters will always attack and fight to the death. The coins will vanish if taken out of the dungeons. The stairs descend to dungeon level 18.

DUNGEON LEVEL 18



M



One square = 10 feet

DUNGEON LEVEL 18

A. 2 gelatinous cubes glide about here. One has 36 gp inside it, and the other has 81 ep inside it. The stairs go up to dungeon level 17.

B. Here lair 13 kobolds in red caps, armed with maces. Their leader wears a gold crown (worth 1,500 gp) atop his cap.

C. 5 bugbears with battle axes dwell here. They have 2 wooded boxes that are nailed shut holding 1,152 cp and 1,861 sp. The bugbears are afraid of dwarves and gnomes, giving them a morale score of 5 when facing such foes.

D. The black squares on the map are sunk 1' and filled with black oil. Therein is a gray ooze, attacking with a 5 in 6 chance of surprise if anyone gets within 1' of the oil.

E. A crabby giant crab attacks anything coming into this humid room.

F. Here are 2 chaotic warriors wearing plate mail and carrying shields and spears. They have a total of 458 gp in their backpacks. Since they are hungry for seafood, they will offer an alliance to PCs to kill the giant crab in room E.

G. This is the lair of 2 harpies. Hidden in one of their foul nests is a leather scroll case holding a **spell scroll: fly, haste, hallucinatory terrain**. There is a 45% chance of finding it for every turn spent searching.

H. 2 giant black widows crawl in webs over the stair entry. They will attack only those walking under the webs. 1,249 sp are scattered on the floor. The stairs descend to dungeon level 19.

The Great Temple of Evil Chaos (I-M)

I. The stairs ascend to the Temple area of dungeon level 16.

J. Covering the walls are bas-reliefs of demonic men, eagles, lions, bulls, and elephants. Magic-users will feel great evil. If they spend more than a turn here, magic-users will seem to see the bas-reliefs bleeding, screaming, screeching, roaring, bellowing, and trumpeting.

K. The stairs descend to the Temple area of dungeon level 23.

L. Angry veins of red rock run through the black stone of this shrine. Weird incense burns on braziers before a huge demonic idol to the north. 8 zombies (dots on the map) in black and red striped uniforms stand motionless, holding pole arms. They are turned as wights. Performing black rites are 5 priests (6 if the priest from the Caves of Chaos escaped here). They wear red robes with black capes and cowls. Plate mail and shield. Maces. One bears a **shield +1**, and another has a **potion of animal control**. Memorized spells:

Priest #1: **cause fear, protection from good**

Priest #2: **detect good, darkness**

Priest #3: **cause light wounds, resist cold**

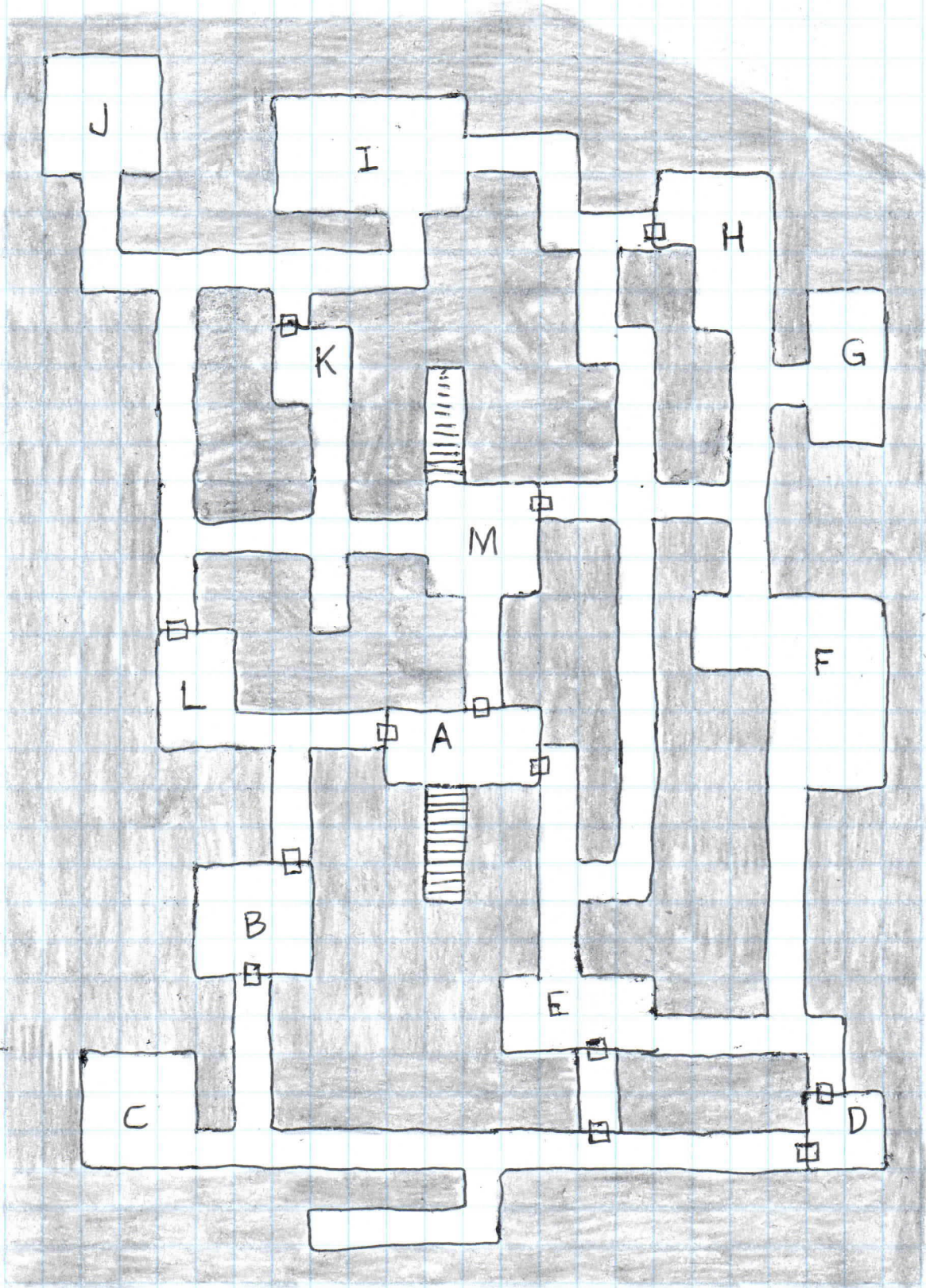
Priest #4: **cause light wounds, detect magic**

Priest #5: **darkness, cause fear**

The priests will attack any who do not join in their worship of demons. The zombies will not attack until the priests do.

M. This 20' wide rough passage is closed by a locked gate of black iron bars. Priest #5 in room L keeps the key to it in his robes. The tunnel goes all the way to the Shrine of Evil Chaos in the Caves of Chaos.

DUNGEON LEVEL 19



One square = 10 feet

DUNGEON LEVEL 19

A. 5 shriekers will summon the troll in room M in 2-5 rounds. The stairs lead up to dungeon level 18.

B. This room is 30° Fahrenheit, perfect for the polar bear making his lair here. Standing around the room are 888 blue crystal sculptures of bears (that will fit in one's palm). Each is worth 1 gp.

C. 3 crab spiders are feasting on the recently killed body of an ogre that has 982 gp in his giant bag. The spiders will ignore intruders unless disturbed.

D. A gargoyle stands on a low pedestal, looking to be nothing more than a hideous statue with 4 carnelian rods (worth 150 gp each) held in its outstretched hand. The gargoyle will attack anyone reaching for the rods.

E. 12 orcs armed with swords guard an unlocked chest holding 1,104 ep. These orcs were each born with only one eye.

F. Four ram heads composed of ruby red light and four doves made of white light float slowly around the chamber. Anyone coming into contact with a ram's head must save vs. magic wands or have a penalty of -1 to hit in combat until he makes a successful saving throw (attempted each sunrise). The first magic-user to touch a dove will have the one-time ability to cast **charm person** (in addition to his regular spells).

G. Four broken spears lie on the floor.

H. An ochre jelly ceaselessly oozes about this room. It will attack anything that moves, but it will not leave this chamber.

I. 3 blue bugbears guard 111 pp in a box made of ice that will never melt while it is inside this room. The bugbears fight with their bare hands. Unlike most of the bugbears in the dungeons, these visitors from the north do not fear dwarves and gnomes.

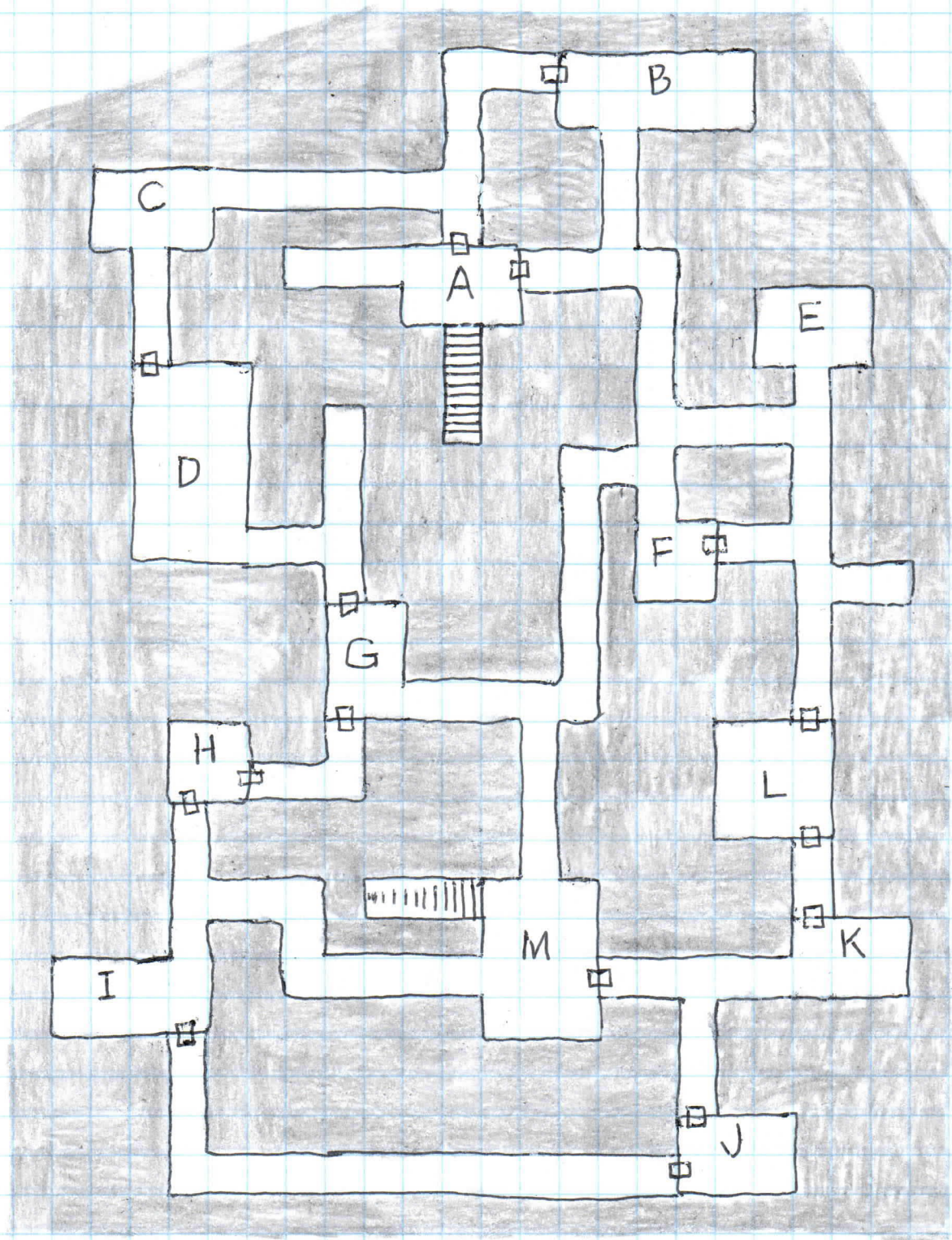
J. 4 driver ants make their lair here. They guard 4 elegant electrum jars of ambrosial honey. Each jar is worth 100 gp, and the nonesuch honey is worth a total of 225 gp.

K. 2 rhagodessae lurk on the western wall, attacking anyone entering through the door. Curiously, they will not attack those entering from the south. One has strapped to its body a **spell scroll: invisibility**.

L. 8 giant rats sleep soundly atop a heap of 936 gp. They will awake and attack if so much as a single gold piece is taken.

M. A foul stench fills this room, the dwelling of a loathsome troll. It always attacks out of sheer hatred and hunger, pursuing anywhere on this level. It wears a silver necklace set with an alien green gem of unknown type (worth 1,000 gp). The stairs go down to dungeon level 20.

DUNGEON LEVEL 20



One square = 10 feet

DUNGEON LEVEL 20

A. 3 wererats in man-sized rat form skulk here, armed with short swords. Hidden in a nest is a green peridot worth 950 gp. The wererats hate the cutpurses in room B for stealing their magic items. The stairs go up to dungeon level 19.

B. Here lurk 3 chaotic cutpurses in leather armor. Two are armed with normal swords, and the other with a **sword +1, +3 against dragons**. One cutpurse keeps a **potion of diminution** in his pocket.

C. A pale, silvery crescent moon is figured in tiles on the 15' high ceiling.

D. A swarm of bright yellow locusts will remain calm and quiet unless lit lanterns or torches are taken into the room, in which case the locusts will attack and pursue until the fires are doused.

E. 3 ogres live in this room filled with a truly nauseating odor. While here the PCs will be at -1 on initiative and to hit rolls, but the smell does not bother the ogres. Even the 880 gp loose on the floor have picked-up the stench. Until washed with alcohol, the coins will smell so bad that any group carrying them cannot surprise anyone. Truly vile.

F. 11 bloodthirsty stirges will dive-bomb anyone coming into their lair. A barrel holds 1,352 ep.

G. Here stands a 3' diameter, 2' deep basin full of black water. Submerged are 4 copper cups, each worth 30 gp.

H. 10 very warlike hobgoblins like nothing so much as braining foes with their war hammers that are painted dark red. The leader has hidden in his bedding a couple of bottles that he looted from a magic-user he brained: a **potion of clairaudience** and a **potion of clairvoyance**.

I. 10 giant shrews will give warning squeaks to anyone about to enter their lair. They mercilessly attack those ignoring their warnings.

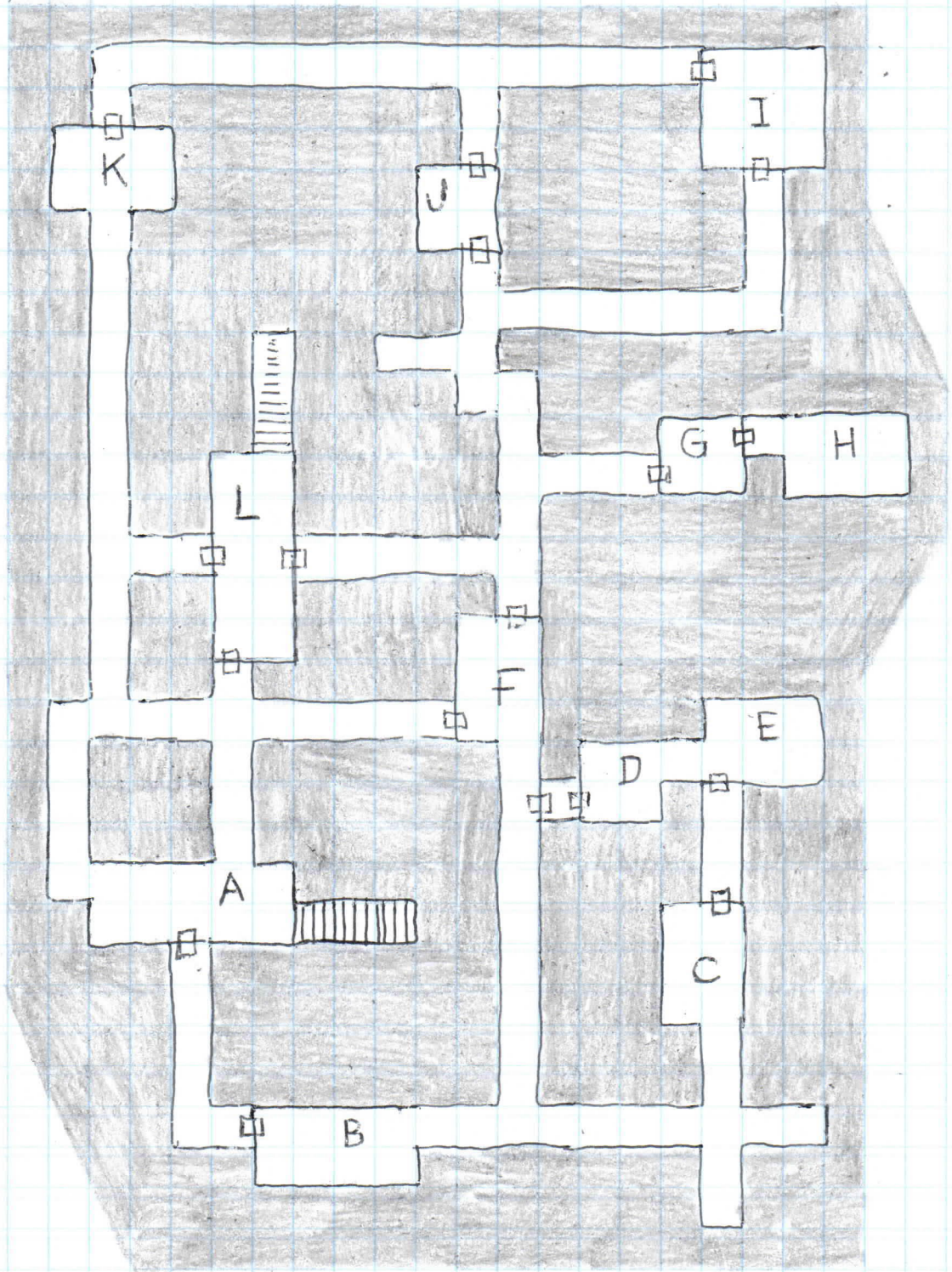
J. The white dragon (4 HD) lairing here does not talk and will not be sleeping. It savagely defends its treasure of 3,171 sp and a **sword +1**.

K. A giant tiger beetle guards a small silver idol of a beetle (worth 250 gp). It leaves alone those who leave it and its treasure alone.

L. 20 bandits armed with short swords spend their time arguing over and counting 2,965 cp and 2,816 sp. They will not hesitate to add the PCs' treasure to their own.

M. This is the lair of 14 gnolls armed with hand axes. They keep 1,122 ep in their belt pouches. The gnolls will not allow anyone to descend the stairs to dungeon level 21.

DUNGEON LEVEL 21



One square = 10 feet

DUNGEON LEVEL 21

A. 14 orcs are here, armed with hand axes. One keeps a **potion of flying** in his pocket, another a **potion of gaseous form**. The orcs will give adventurers coming down the stairs from level 20 a chance to go right back up (unless an elf is in the party). Otherwise they attack.

B. Here dwell 2 chaotic swordmasters in plate mail with two-handed swords. Their armor is blue-violet with yellow-green lightning designs. They have a total of 9 green gems (worth 500 gp each) in their pouches.

C. 18 cave locusts will panic if anyone enters.

D. Four swords hang upon the north wall, forming an X, points inward. The hobgoblins in room E have a 50% chance per minute of noticing intruders.

E. 15 hobgoblins with swords lair here. One wields a **sword +1, +3 vs. undead**. They will demand all the adventurers' swords. If refused, the hobgoblins will attack.

F. 2 mountain lions make this their lair. They guard an unlocked chest holding 1,064 ep. The lions will growl at anyone trying to enter, and they will attack those ignoring the warning.

G. 6 vicious hellhounds (3 HD) will attack on sight, though they will not pursue more than 30' west. They serve as guard dogs for the enchanters in room H. Bags holding

3,294 cp and 1,156 ep are piled in the southeast corner.

H. 3 chaotic enchanters make this their domicile. All have daggers, and one has a **dagger +1**. They keep 552 gp in a locked box. (The key is tucked in an enchanter's girdle.) They will attack anyone getting past the hellhounds. Memorized spells:

Enchanter #1: 1st: **hold portal, shield**
2nd: **invisibility, web**
3rd: **hold person**

Enchanter #2: 1st: **charm person, sleep**
2nd: **mirror image,**
phantasmal force
3rd: **dispel magic**

Enchanter #3: 1st: **magic missile (x2)**
2nd: **continual light,**
wizard lock
3rd: **lightning bolt**

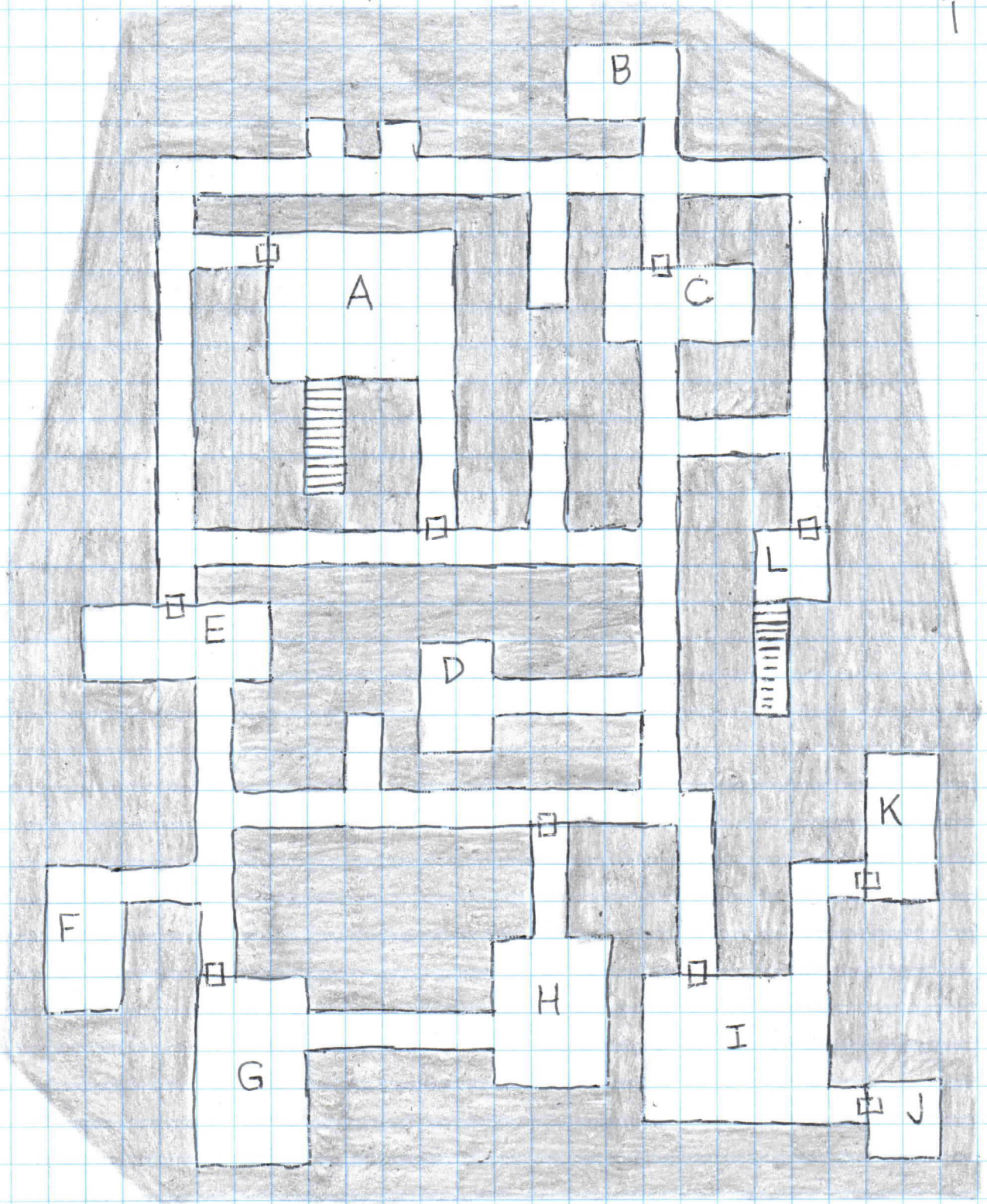
I. A troll lairs here. 2" of black water covers 2,127 sp strewn on the floor. One man could find them all in 2 hours.

J. The carrion crawler lairing here has 327 pp embedded (and easily visible) in its body. It attacks only in self-defense.

K. 2 giant weasels guard 254 pp in a stone urn. They will attack anything that moves.

L. Here reside 12 berserkers wearing giant weasel pelts and armed with battle axes. They have a total of 2,101 sp in their bedrolls. The berserkers will attack anything that breathes. The stairs descend to dungeon level 22.

DUNGEON LEVEL 22



One square = 10 feet

DUNGEON LEVEL 22

A. Here lairs a giant tuatara lizard, its claws made of copper (worth 24 gp total) and its teeth of platinum (worth 1,250 gp). The stairs ascend to dungeon level 21.

B. 2 giant black widows scurry about in thick webs. Six dead gnomes hang in the webs, each with 2 silver rods (worth 20 gp each) in a pouch or pocket.

C. 2 white apes climb among the logs (like telephone poles) leaning every which way. They give voice to strident roars of rage and threat. Several inches of rust red dirt and small stones cover the floor.

D. Here are 2 chaotic champions, one in plate mail and the other wearing **chain mail +1**. Both have shields and swords. Their armor is dark gray. One keeps a **potion of invisibility** in his belt pouch. They have 1,211 ep in oak boxes.

E. This is the dwelling of 13 albino orcs armed with bronze maces. They wear rude animal skins. They have copper ingots (worth a total of 30 gp) in a pile. One orc has a **rope of climbing** tied around his waist as a belt.

F. Here wait 5 gnolls bearing pole arms. On the floor are half a dozen elven corpses, one wearing a magical **elven cloak**.

G. Weird deciduous trees with variegated brown and green bark and deep blue leaves grow right out of the stone of the floor, making an impossible forest. If anyone does anything to harm the trees, 2 wood golems will magically emerge from the trees to defend them, surprising 50% of the time.

H. A gorgosaurus skeleton stands in the chamber, its bones moss green in color. 9 lizard men armed with clubs bow before it. Each wears a silver bracelet worth 30 gp. The lizard men will attack only if their worship is disturbed.

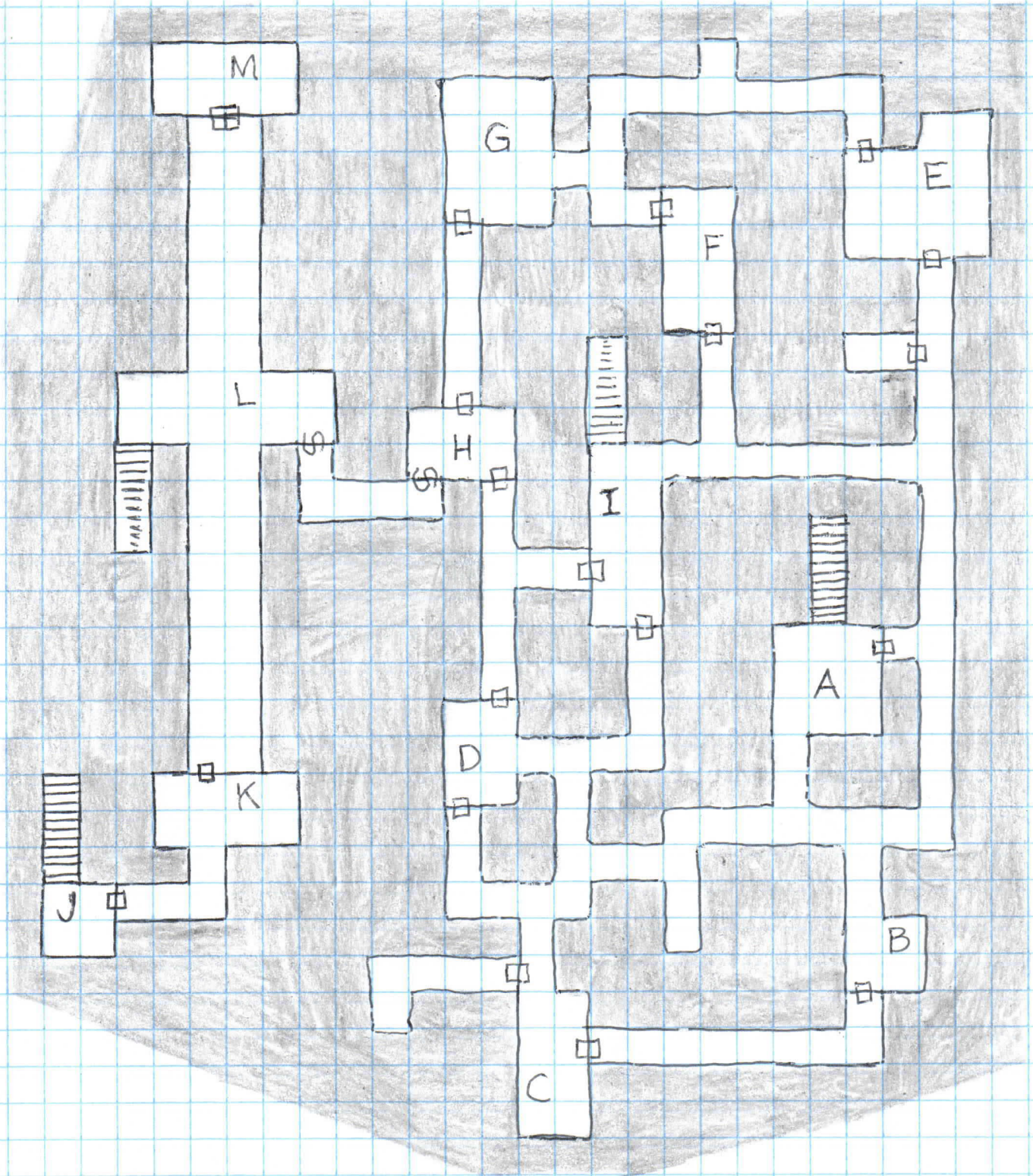
I. Perfectly lifelike statues of humans, demi-humans, animals, and various monsters fill the room. About half are of a smooth stone as black as night, and the others are of a smooth, snow-white stone. The black statues are victims of the medusa (room J), and the white one are the work of the cockatrice (room K).

J. This chamber is furnished as a luxurious bedroom, though everything is rotted and worthless. Herein lounges a medusa in a pale, silvery-gray silken robe and cowl, and she wears a medallion of four square gold coins, each marked with the symbol of one of the four elements (worth 555 gp). She will throw back her hood to petrify intruders. Such victims will turn to utterly black stone.

K. 2 cockatrices roost on a brazen stand worth 22 gp. They like nothing more than to turn living things into stone the color of snow. A **potion of longevity** is inside a cunning little compartment near the bottom of the brazen stand.

L. Here lurk 2 werewolves in human form, each wearing an electrum choker (worth 2,000 gp) around his neck. The monsters will turn into wolf form if they see any humans in order to infect them with lycanthropy. The stairs go down to dungeon level 23.

DUNGEON LEVEL 23



One square = 10 feet

DUNGEON LEVEL 23

A. An ungodly grizzly bear, ravenous with hunger, attacks anything edible. Wooden shelves on the south and east walls hold 750 brass figurines (1" tall) of various types of men worth 250 gp total. The stairs ascend to dungeon level 22.

B. The eerie red glow of 7 giant fire beetles can be seen from the end of the corridor.

C. 16 hobgoblins in glossy black armor stand at attention, holding black-tipped spears. Under no circumstances will they allow anyone to open the east door, and they will attack anyone opening it. They have a total of 757 gp in their pockets.

D. A giant rock python is coiled around a life-sized statue of a king and queen gazing at each other. They wear circlets of gold (worth 330 gp each) upon their brows. The snake attacks anyone trying to touch the gold.

E. 2 ogres reside here, spoiling for a fight. One has a false left hand made of silver worth 265 gp.

F. Here lie two freshly-slain animals that apparently killed each other: a giant red and black python and a sabre-tooth tiger.

G. This is the domain of 7 berserkers armed with short swords. One has blue skin and white hair. They have a total of 641 gp in their pouches.

H. 10 stirges fly about. The secret door is the gaping mouth of a bas-relief of a demon head. Opposite it is a bas-relief of a bull head. Pulling the bull's horns down opens a secret compartment in the bull head holding a chest full of 1,158 ep.

I. Here reside 6 chaotic warriors in plate mail who bear battle axes. They have pink hearts painted on their breastplates. The warriors will not speak. Their backpacks hold a total of 1,257 ep. The stairs go down to dungeon level 24.

The Great Temple of Evil Chaos (J-M)

J. 6 ghouls (turned as wraiths) will attack anyone not garbed as clerics of evil chaos. The ghouls wear copper bracers on each arm worth a total of 120 gp. A small font holds a blood red liquid: a **potion of diminution**. The stairs ascend to the Temple area of dungeon level 18.

K. Here stand two movable, life-size statues of obsidian. One is a prince, and the other is a princess. Each seems to hold and kiss an invisible lover. The door will not open from this side unless the statues are moved together to complete the kiss.

L. 8 ghouls (turned as wraiths) with a total of 333 gp in pouches guard the stairs down to the Temple area of dungeon level 25. They will not attack those in evil clerical garb, nor those who obey their command to go through the double doors into room M.

M. 3 chaotic curates in cinnabar robes with black cowls. Plate mail, shields, maces. 1,256 ep, **potion of ESP**, and **potion of healing**. Memorized spells:

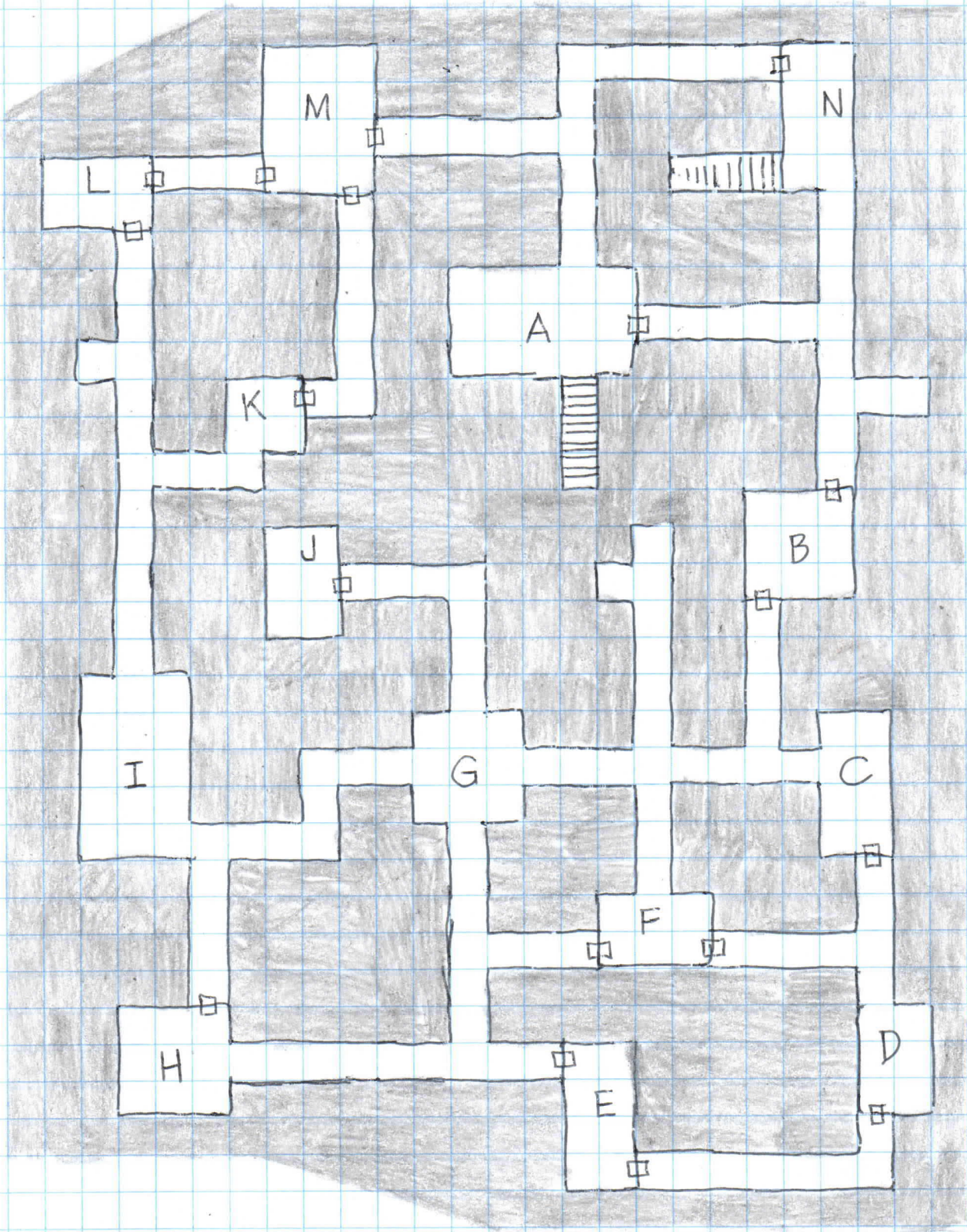
Curate #1: 1st: **cause light wounds, darkness**
2nd: **know alignment, hold person**

Curate #2: 1st: **detect good, protection from good**
2nd: **blight, silence 15' radius**

Curate #3: 1st: **cause fear, resist cold**
2nd: **hold person, resist fire**

Shelves on the walls are full of scrolls and tomes of chaos and evil, all too blasphemous to be worth anything.

DUNGEON LEVEL 24



One square = 10 feet

DUNGEON LEVEL 24

A. Green slime will drip on anyone stepping on the lowermost three steps. The stairs ascend to dungeon level 23.

B. A carrion crawler is trapped in this room. It will attempt to crawl out an open door at full speed, attacking any in its path. On the floor are several human and demi-human skeletons with a total of 2,682 cp and 447 pp in their packs.

C. Herein lair 10 crab spiders with faceted eyes made of bright yellow crystals worth 40 gp each (for a total of 800 gp). They attack but will not leave this room.

D. Fresh and dewy mauve lotus blossoms are strewn across the floor.

E. 9 rock baboons throw electrum ingots (577 of them, worth 1 gp each) at adventurers. Smart ones will scoop them up while standing in a doorway. Fooling ones will enter the room and be mauled by the baboons.

F. A displacer beast lairs here. A 1' long, Flash Gordon style model spaceship slowly flies about. The displacer beast will attack anyone touching the spaceship. It is made of an unknown metal. If touched, it will never fly again. It is worth 425 gp.

G. A living rock statue stands in the exact center of the room. If anyone enters, it says in the common tongue, "Choose your path wisely." One of the four exits (determined randomly) will be safe to use. The statue will attack those using a different exit. Re-roll to determine the safe exit each time the PCs enter this room.

H. Here reside 11 orcs, cut and bloody from self-inflicted wounds from a blood ritual. They bear pole arms and daggers, and they will attack and fight to the death. One has a **potion of healing** in his pouch.

I. 3 giant toads sleep around a worthless glass sculpture of a fly. It has a 60% chance of shattering each round it is touched. This will awaken the toads, which will then attack. As long as the fly is unbroken, the toads will stay in their enchanted slumber. Award no experience points for slaying the toads in their sleep.

J. 2 white apes stand in magical stasis. If even one of them is touched, both will be freed to viciously attack.

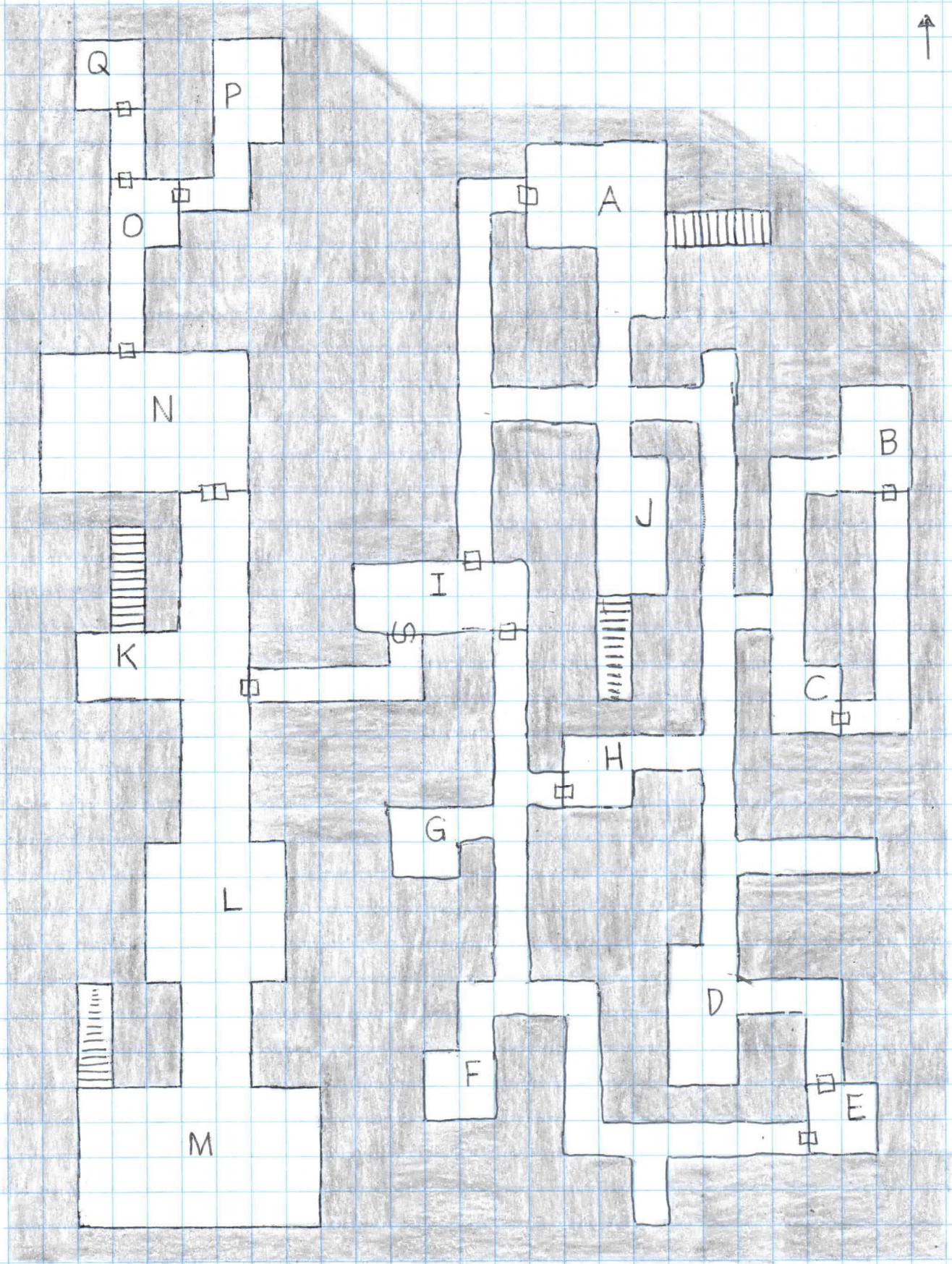
K. This is the lair of a werewolf in human form who wears two necklaces (worth 2,500 gp and 3,500 gp) hidden under his shirt. He will offer a silver ring (35 gp value) to PCs if they will leave his lair and not return. He otherwise turns into a wolf and attacks.

L. An owl bear feasts upon a dead magic-user, angry if its meal is interrupted. The magic-user has 2,322 cp and 641 gp in his bags, packs, and pouches.

M. The outer sides of all the doors into this room read in the common tongue: "DO NOT ENTER! EVERYTHING VANISHES! YOU'VE BEEN WARNED." In the room's center is an illusion of a fist-sized glowing ruby. Anyone entering will find himself naked, since everything he has on his person will permanently vanish into thin air. No saving throw.

N. A huge brass statue of a phoenix blocks the stairs (which descend to dungeon level 25). Touching the beak or saying (in any language) "phoenix" will make the statue vanish for 1 turn.

DUNGEON LEVEL 25



One square = 10 feet

DUNGEON LEVEL 25

A. The stench of 6 troglodytes can be smelled even on the stairs (that go up to dungeon level 24) and in the southern passage. Hidden in a filthy nest is a **potion of fire resistance**.

B. This is the dwelling of 16 orcs, transparent to the bone, armed with battle axes. Stout chests hold 2,547 cp and 2,867 sp.

C. An oil slick covers the floor, giving PCs a -1 penalty to hit. 3 giant oil beetles fight without penalty.

D. 2 doppelgangers that look like fighters will ask to join the party for a share of the loot. They will of course betray the PCs at the earliest opportunity. One doppelganger wields a two-handed sword, the other a **sword +1, +2 vs. lycanthropes**.

E. 12 very hungry giant bats will attack the poor fools who open either door.

F. On the floor is the carapace of a long-dead giant crab.

G. Here dwell 2 giant crabs with bright blue shells and orange claws.

H. 4 bright yellow giant toads wear strange saddles. They will not attack, but they will allow only halflings to use them as mounts.

I. 16 hobgoblins lie in an enchanted sleep, their spears beside them. They will awaken only if attacked or if their 2,146 sp in their belt pouches is touched.

J. An illusory woman in a gown like moonlight will glide to the PCs and set an opaline cup at their feet, saying in elvish, "Drink deep of the enchantment." She then vanishes. A pearlescent liquid fills the cup. Anyone drinking even a sip must save vs. poison or his wounds will not naturally heal for 2-24 days. The stairs descend to dungeon level 26.

The Great Temple of Evil Chaos (K-Q)

K. 8 ghouls (turned as wraiths) will attack any non-cult members coming down or trying to go up the stairs to the Temple area of dungeon level 23. They wear golden crowns worth 85 gp each.

L. A bull-like sphinx has a basin of red liquid on its head. Drinking it gives +3 to constitution (18 maximum) for 24 hours. Any one person can benefit only once.

M. 7 wretched ghouls (turned as wraiths) stack and re-stack their 1,111 ep. They immediately attack those without evil clerical garb. The stairs go down to the Temple area of dungeon level 34.

N. Here stands an unbreakable, golden statue of an armored warrior in a chariot drawn by a lion and a giant eagle. Its value is incalculable, but so is its immense weight.

O. 2 chaotic lamas in black robes with crimson cowls. Plate mail, shields, maces. Electrum rings set with moonstones, each worth 300 gp. One lama has a **potion of polymorph self**. Memorized spells:

Lama #1: 1st: **cause light wounds, darkness, protection from good**
2nd: **know alignment, hold person, resist fire**

3rd: **continual darkness, cause disease**
4th: **cause serious wounds, sticks to snakes** (He has the sticks.)

5th: **insect plague** (will work in Temple)

Lama #2: 1st: **darkness, cause fear, resist cold**
2nd: **blight, hold person, silence 15' radius**

3rd: **curse, striking**

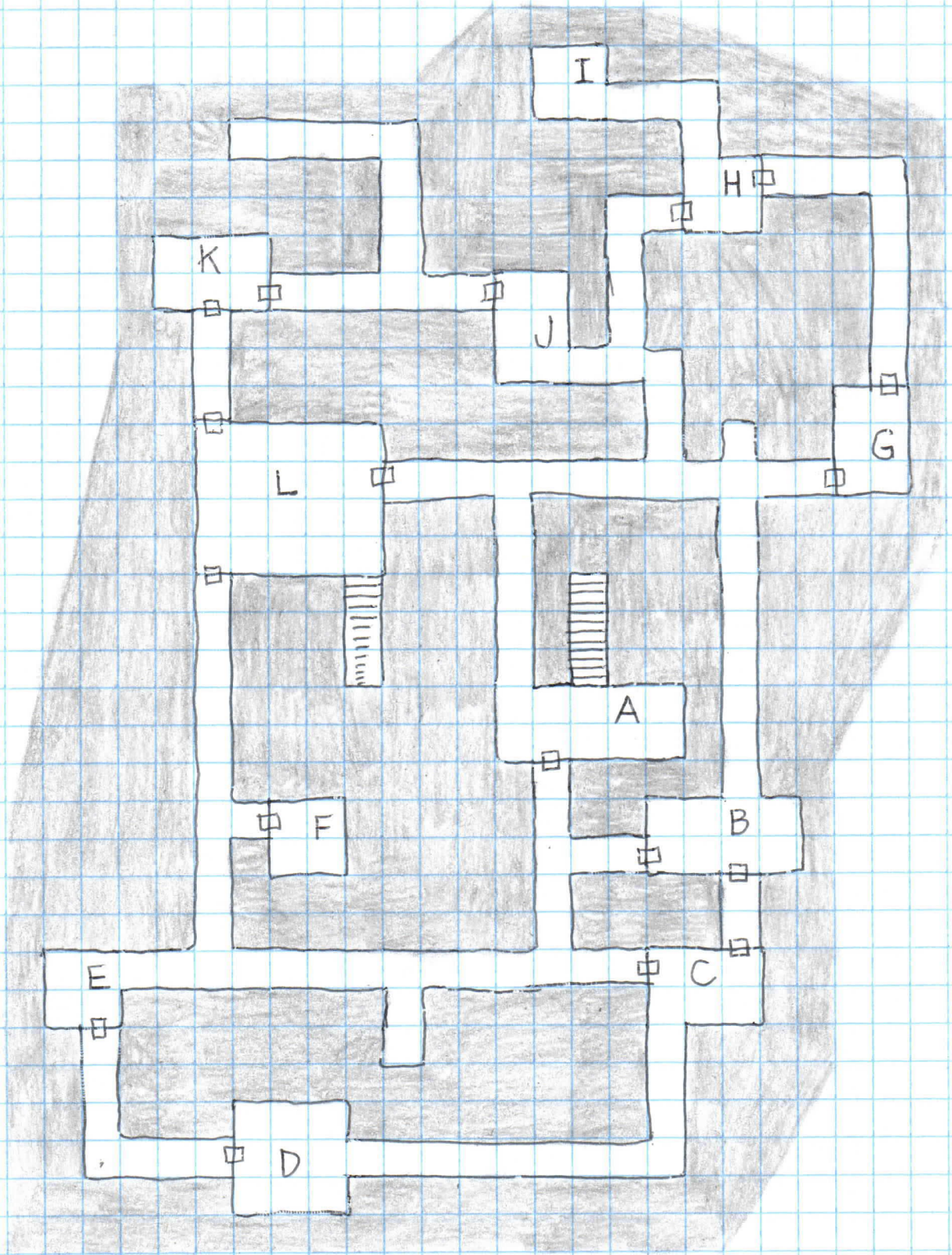
4th: **cause serious wounds (x2)**

5th: **finger of death**

P. Countless black human bones are in a jumble. They will assemble and animate as 1-6 black skeletons (turned as ghouls) every round that a non-cult member is present. The skeletons automatically attack.

Q. Here stands the statue of a sphinx with the face of a man. A basin upon its head holds glossy black liquid. Those drinking it gain 3 intelligence points (18 maximum) for 24 hours. Any one person can benefit only once. Magic-users drinking it must save vs. poison or lose all their memorized spells (which can be re-memorized normally).

DUNGEON LEVEL 26



One square = 10 feet

DUNGEON LEVEL 26

A. This is the dwelling of 3 chaotic sharpers in leather armor, armed with swords. They have a total of 659 gp in their packs and pouches. The sharpers will mind their own business if the PCs will mind theirs. The stairs ascend to dungeon level 25.

B. Shelves are on the east wall. 5 cups of clear blue glass are arranged on the shelves in an inverted pentagram. The lowest cup holds water. A perfectly life-like statue of a magic-user stands before the cups, as though he reaches for the water-filled one. Anyone who drinks must save vs. turn to stone or be petrified.

C. The stones of this room are painted in great slashes of garish colors. Within dwells a camouflaged giant horned chameleon waiting for its next meal to wander in. Its horns are golden and worth 750 gp total.

D. A 6-headed hydra guards 660 gp spilled across the floor. Also on the floor is the corpse of a recently slain fighter in leather armor with a spear. A brazier burns in each corner.

E. A giant rock python has 255 of its scales made of pure platinum (each worth 5 gp). The snake hangs from a dead, deep purple tree that once grew here.

F. Here dwell 16 hobgoblins armed with short swords. One bears a **shield +1**. They will welcome PCs in, then slam the door and stab them at close quarters.

G. 5 giant black widows have spun their webs of silver silk (worth 290 gp).

H. 19 giant rats run loose here, guardians of 851 ep in sacks. They are servants of the wererats in room I. The rats will attack anyone taking the treasure or trying to go to room I. If their morale fails, they will flee to room I.

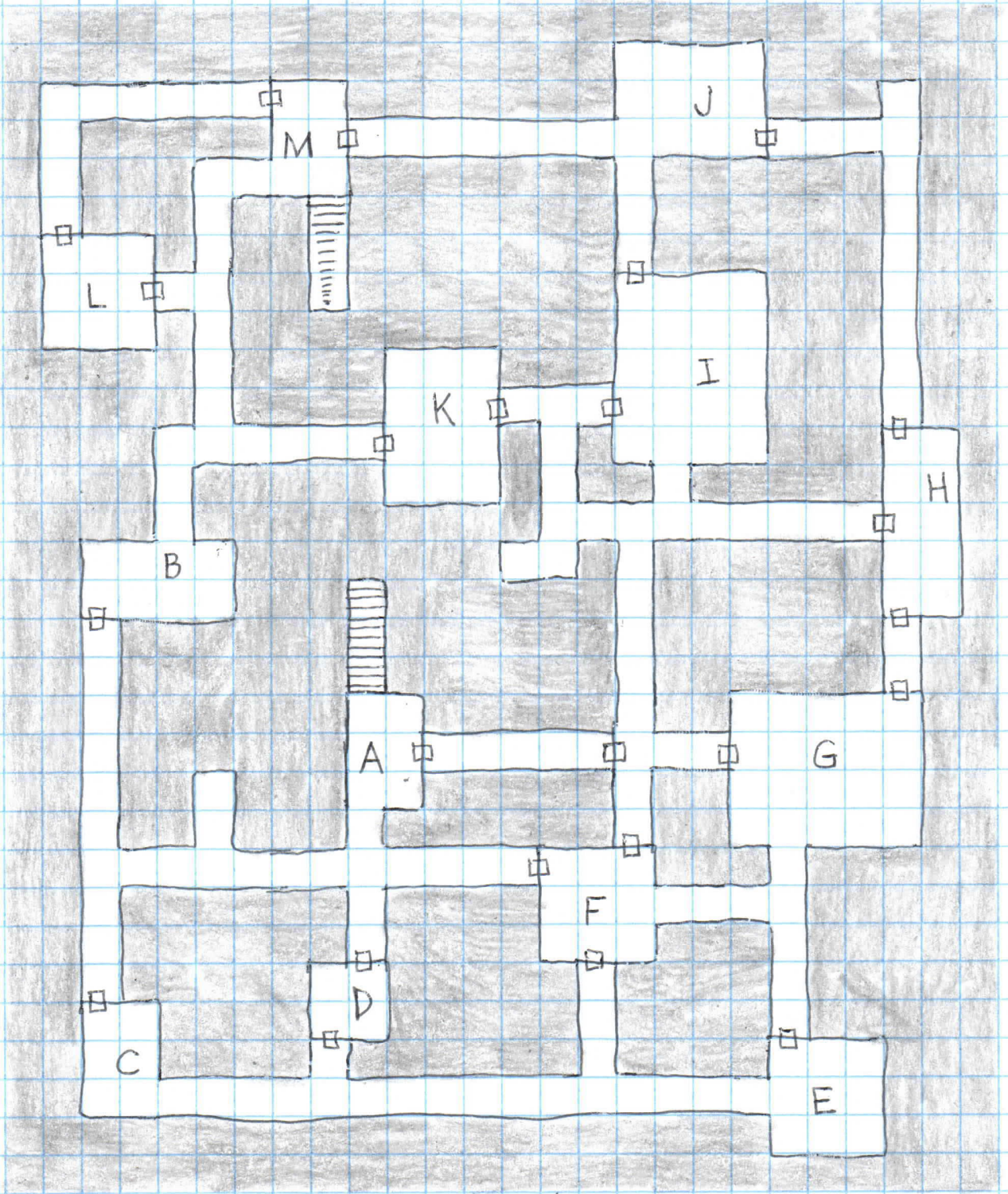
I. 2 wererats in the form of man-sized rats bow before an electrum idol of a rat standing on its hind legs. It is worth 625 gp and weighs 125 pounds. Their giant rat servants (room H) will help the wererats in any way they can.

J. A human skeleton lies on the floor holding a shield bearing the device of five chalices arranged in an inverted pentagram.

K. Lounging on cushions and silks (worth a total of 640 gp) stretches a weretiger in the form of a beautiful, dusky-skinned woman with long black hair. Braziers burn exotic incense of intoxicating odor. This chamber's temperature is 80° Fahrenheit. The weretiger will pleasantly converse as long as her visitors are polite. Otherwise she will turn into a ferocious tiger and teach them some manners.

L. A mindless caecilia twists and thrashes about, voraciously seeking prey. Stuck in the monster's side is a **dagger +2**. Clear slime in thin slicks covers much of the floor. The stairs go down to dungeon level 27.

DUNGEON LEVEL 27



One square = 10 feet

DUNGEON LEVEL 27

A. 15 gnolls with swords will cut anyone to ribbons who tries to come down or go up the stairs (which lead to dungeon level 26). The gnolls are slobs: 5,525 cp and 885 gp are scattered amongst their belongings (scraps of food, trash, etc.).

B. A large iron and glass chandelier hanging from the ceiling glowers with a dim crimson light which comes from a giant fire beetle imprisoned within.

C. Two 6" diameter iron pipes stick out from the northeast corner. If the pipes are touched, a gray ooze shoots from each one right onto anyone in front of the pipes.

D. On the floor are two life-sized stone hands, one black and one yellow, holding black and yellow stone scimitars. Dust and cobwebs cover them. See room I.

E. 9 albino wolves will howl and attack out of hunger.

F. 13 stirges fly lazily about. A white urn on a pedestal in the room's center holds 335 pp. The stirges will attack only if the urn is touched.

G. 7 very chaotic footpads lurk here, clad in leather armor and armed with hand axes and short bows (20 arrows each). 2 stand in the NW corner, 2 in the SW corner, and 3 in the SE corner. They will fire arrows at anyone entering. The footpads keep a total of 356 pp in their pouches.

H. This chamber is very quiet and still. 5 shadows will immediately attack. On the floor is a life-sized white stone hand holding a white stone scimitar. See room I.

I. Herein stand five life-sized statues of armored warriors, one each of the following colors: black, yellow, white, red, and blue. Each statue is missing its right hand. If someone attaches all 5 hands (see rooms D, H, K, and M), the statues will animate and obey their benefactor. After 3 hours of animation, they crumble to dust.

Statues: AC 2, HD 4, MV 60' (20'), D 1 sword, ML 12

J. An ochre jelly attacks all living things.

K. This is the domicile of 5 chaotic conjurers armed with daggers. One has a **potion of growth**. They possess a life-sized red stone hand holding a red stone scimitar. (See room I.) The conjurers will not attack those yielding any stone hands with scimitars that they have. Memorized spells:

Conjurer #1: 1st: **charm person, detect magic**
2nd: **mirror image**

Conjurer #2: 1st: **hold portal, light**
2nd: **ESP**

Conjurer #3: 1st: **hold portal, sleep**
2nd: **continual light**

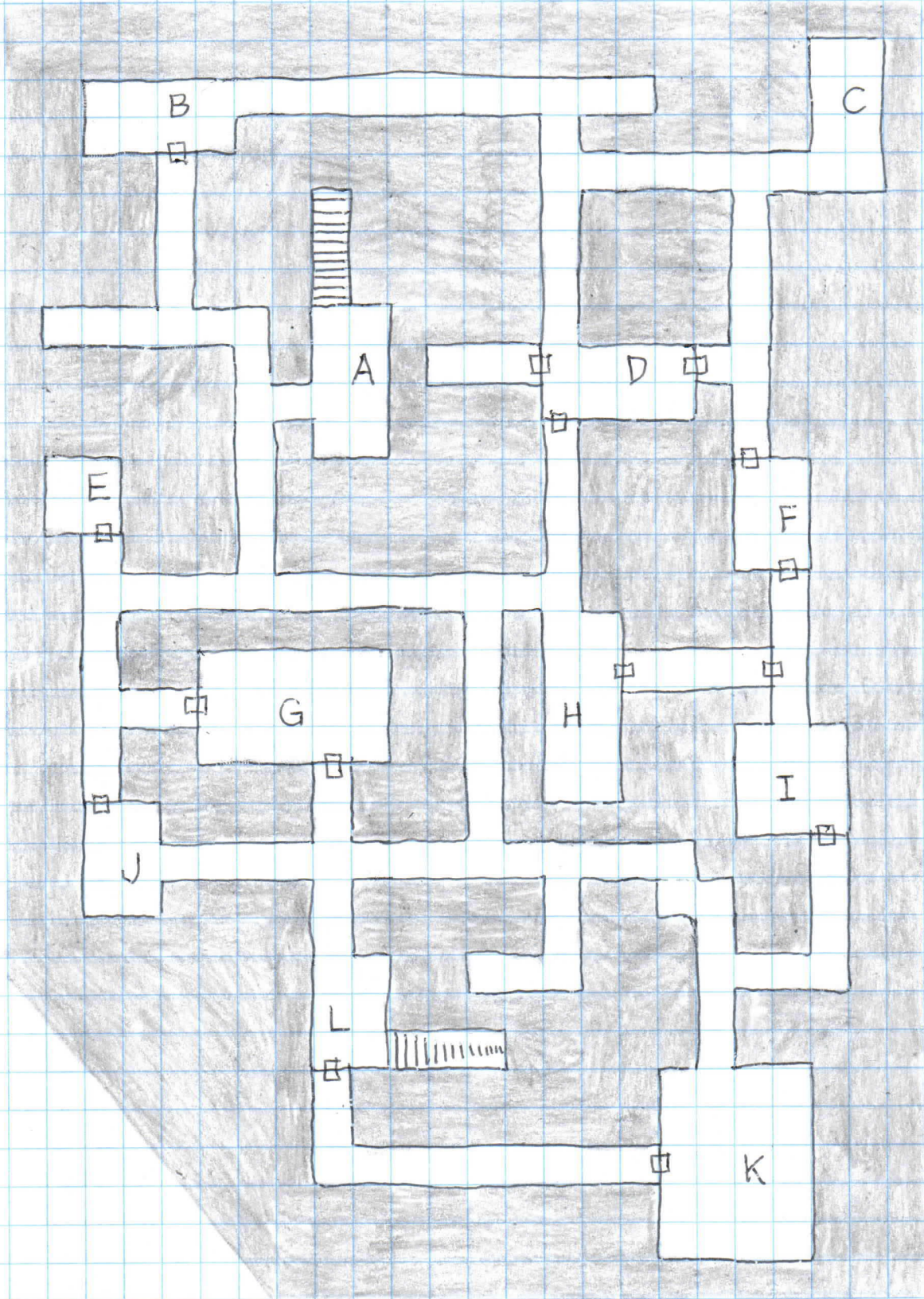
Conjurer #4: 1st: **magic missile, ventriloquism**
2nd: **invisibility**

Conjurer #5: 1st: **shield, sleep**
2nd: **phantasmal force**

L. 9 robber flies lair here. Tied onto one is a **spell scroll: charm person, detect evil, haste**. It will not allow anyone to have the scroll.

M. On the floor is a life-sized, blue stone hand holding a blue stone scimitar. See room I. The stairs descend to dungeon level 28.

DUNGEON LEVEL 28



One square = 10 feet

DUNGEON LEVEL 28

A. An owl bear gleefully attacks any food that enters its lair. A locked chest holds 1,931 ep. Its key is in room B. The stairs ascend to dungeon level 27.

B. Here reside 2 chaotic myrmidons armored in plate mail and shield. One has a normal sword, and the other has a **sword +1, flames on command**. In a locked chest they keep 3,958 sp and a **potion of treasure finding**. In their pockets the myrmidons keep the keys to their chest and to the chest in room A.

C. 3 gelatinous cubes glide around here and in the corridors to rooms B, D, and F. The cubes fear the myrmidon's flaming sword (room B), and the hobgoblins (room D) have put the fear of God into them, so the cubes do not enter those two chambers. One cube has inside of it 5 silver plates worth 70 gp each. Another has 11 cp, 20 sp, 18 ep, and 27 gp.

D. Here are 15 sooty-black hobgoblins in armor the color of ivory. They carry battle axes and guard big sacks holding 3,868 sp and a **potion of gaseous form**.

E. The rust monster trapped in this room is extremely hungry, so it will attack any edible metal and not stop until it is dead.

F. On the floor is a painted mural of five dark blue disks (2' in diameter) in a pentagram pattern. One disk has a pink triangle in its center, the second a gold square, the third a teal crescent moon, the

fourth a black oval, and the fifth a light blue circle.

G. Here dwell 9 chaotic burglars clad in leather armor and armed with clubs, daggers, and slings (20 stones each). One burglar has a short bow with 2 **arrows +2**. A second has a **sword +1**, and a third wields a **sword +1, locates objects**. Each burglar has 1 pp in his pocket. They will try to "befriend" adventurers, only to backstab them at the first opportunity.

H. 5 crab spiders lair here. If a spider is slain, its eyes will turn to platinum and be worth 460 gp for the pair.

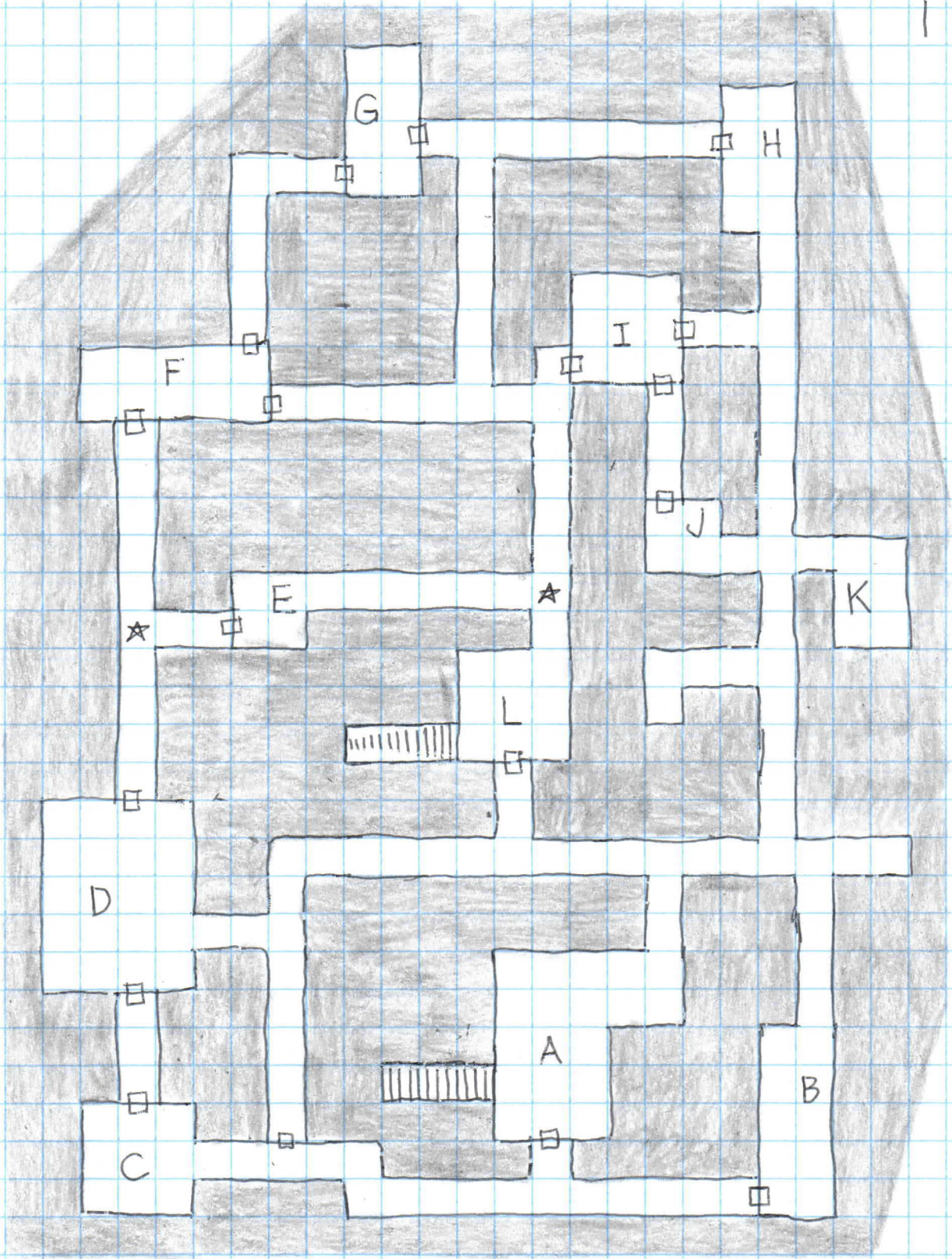
I. 9 giant black widows keep a pile of 513 pp five feet inside the north entry. The spiders lurk in webs on the 20' high ceiling. They drop on anyone entering their chamber.

J. 2 giant weasels wear silver collars worth 175 gp each. They will attack only if hungry (60% chance) or if molested.

K. 3 wereboars in a nasty temper will attack intruders. Two will fight in boar form, and the third will fight in human form with a **mace +1**.

L. 8 giant geckos high on the 15' tall walls will drop down and attack anything that moves. A dead elf lies on the floor, his pouch holding 379 gp. The stairs descend to dungeon level 29.

DUNGEON LEVEL 29



One square = 10 feet

DUNGEON LEVEL 29

A. 6 ogres, uncommonly fat and bald, make this their lair. Their body odor is pretty bad. One has stuffed in his belt a **cleric spell scroll: resist fire, create water**. The stairs lead up to dungeon level 28.

B. 2 rhagodessae are climbing the walls with hunger. On the east wall a pouch hangs from a peg. Inside is a **potion of ESP**.

C. Here grows a rainbow of fungus in all shapes and sizes. If tasted, roll:

1. Heal 3-12 points.
2. Intoxicated: -2 to hit and damage, 20% chance of spell failure, movement cut in half (lasts 3-12 hours).
3. Blindness for 3-6 hours.
4. Skin turns bright blue, green, yellow, orange, red, or purple (equal chance of each) for 3-24 days.
5. Sick: No combat or spell casting possible, movement cut to one-fourth (lasts 2-5 hours)
6. Great mental and spiritual clarity: One spent spell of PC's choice returns to memory (if spell caster, otherwise no effect).

D. An ochre jelly seeps among a dozen human skeletons, the sole remains of its victims. Iron coats the skeletons.

E. The roars of the wyvern lairing here can be heard as far away as the two stars on the map. It likes to rest upon its mound of 1,322 ep and a **ring of invisibility**.

F. Magical goutts of fire randomly shoot up from the stone of the floor. Anyone in here has a 1 in 6 chance per round of getting caught in one and taking 1-6 points of damage. A gray ooze resides here, unharmed by the flames.

G. A displacer beast prowls amongst the great stone bas-reliefs of alien creatures covering the walls. Inside one gaping stone mouth is a **potion of growth**.

H. 16 gnolls armed with war hammers argue over the division of 3,789 sp stacked upon the ground. If the PCs are unnoticed and sneak away, 3-8 of the gnolls will be dead on their return visit. One gnoll keeps a **potion of healing** in his pocket.

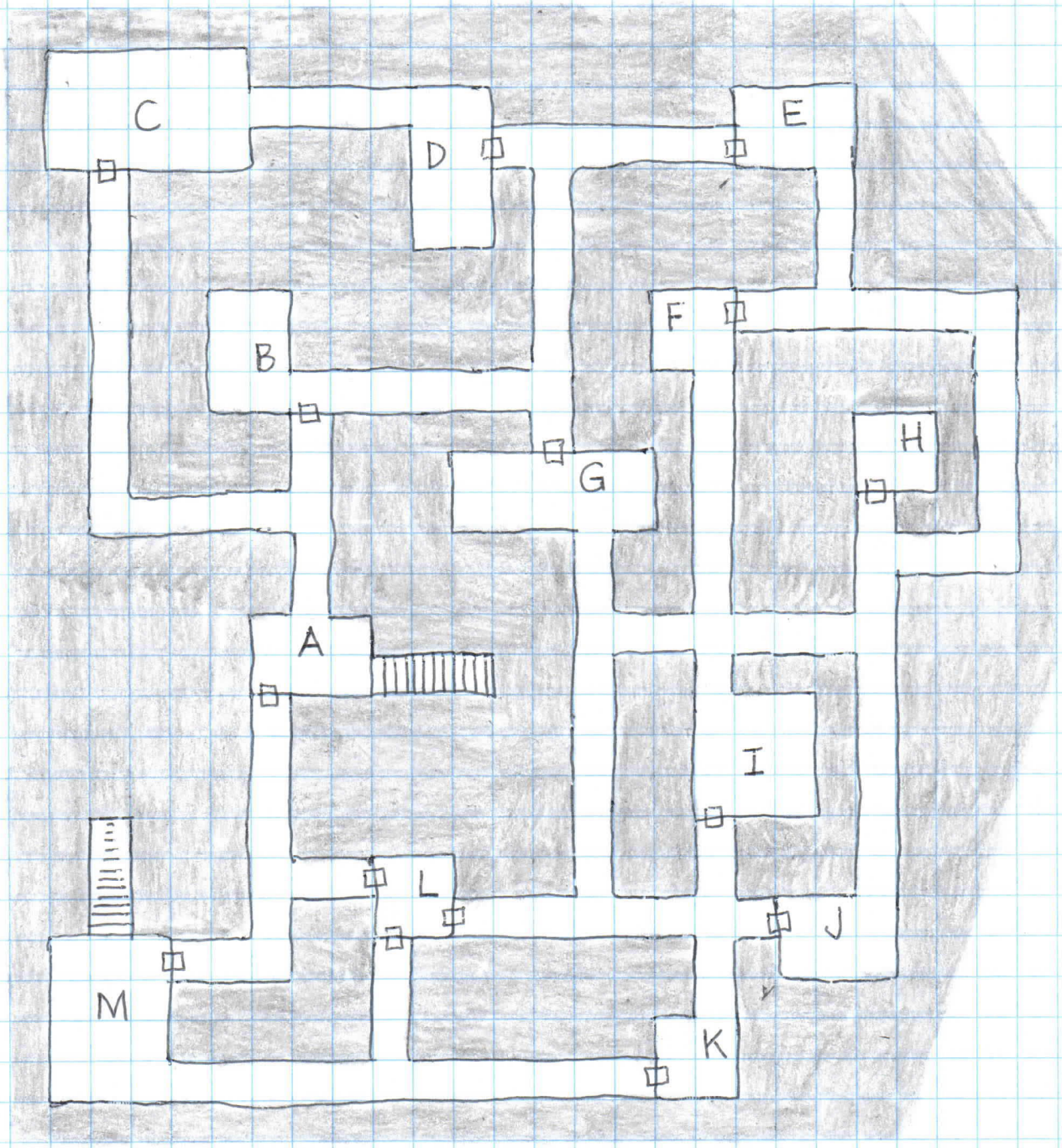
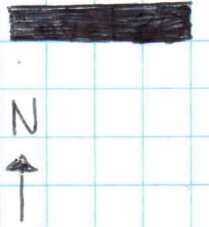
I. A great mirror covers the north wall. On the floor are 3 wooden wands. One's tip is carved into a lotus blossom, one into a phoenix head, and one into a winged disk. None is magical.

J. This room is bright as daylight and 95° Fahrenheit. Five lions lair here, guarding 2,275 gp in heaps on the floor. The lions are calm and friendly, even allowing themselves to be petted. If anyone takes even a single coin, however, the lions will savagely attack.

K. 3 carrion crawlers guard 1,199 ep in worthless green vases.

L. A chaotic swashbuckler in golden helmet, shield, and plate mail will attack only those who insist upon descending the stairs to dungeon level 30. He wields a **sword +1**.

DUNGEON LEVEL 30



One square = 10 feet

DUNGEON LEVEL 30

A. Here reside 9 shriekers so piercingly loud that spell-casters must save vs. death ray to avoid spell disruption. Failure indicates that for the next 3-6 hours each time a spell is cast, the caster must save vs. spells or have the spell fizzle and fail. The stairs ascend to dungeon level 29.

B. A pile of 3,267 cp and 3,363 sp heaves and shifts. Anyone disturbing the coins will free the magically trapped harpy beneath. She will attack out of spite.

C. In this room is a statue of a formless blob in dark gray stone. A dead dwarf lies near it. Touching the statue with a hand (not a pole, etc.) will transform it into a gray ooze.

D. 19 hobgoblins are here, armed with battle axes. A total of 359 pp jingle in their pockets.

E. All surfaces of this empty room are covered with an unbreakable chrome-like metal, very shiny and reflective.

F. This is the domain of 9 chaotic robbers in leather armor, armed with war hammers and daggers. They have 364 gp amongst them in pouches and pockets. One also has a **potion of control giant** (which affects hill giants).

G. This room is gloomy, misty, and dank. Clerics will have a bad feeling about this. If they enter anyway, each cleric must save vs. death ray or the next time he tries to turn undead it will certainly fail.

H. A hill giant with a bad temper lives here, usually eating roast beast. He attacks on general principle, not liking being disturbed. His giant sack holds 1,208 gp.

I. This is the lair of 2 werewolves in wolf form. These particularly nasty and violent monsters will ignore demi-humans until all humans are dead. Each werewolf has an electrum bracelet worth 415 gp.

J. 7 bugbears with pole arms live here. Their eyes glow lime green, leaving phosphorescent tracks in the air. They keep 1,850 ep in stone coffers. Their deathly fear of dwarves and gnomes gives them a morale score of 5 when facing the little guys.

K. 8 standing ogres have been turned to stone. A **potion of diminution** sits at their feet. The ogres will turn back to flesh and attack anyone who drinks it, magically teleporting to wherever he is. "You stole our potion, you little rat!"

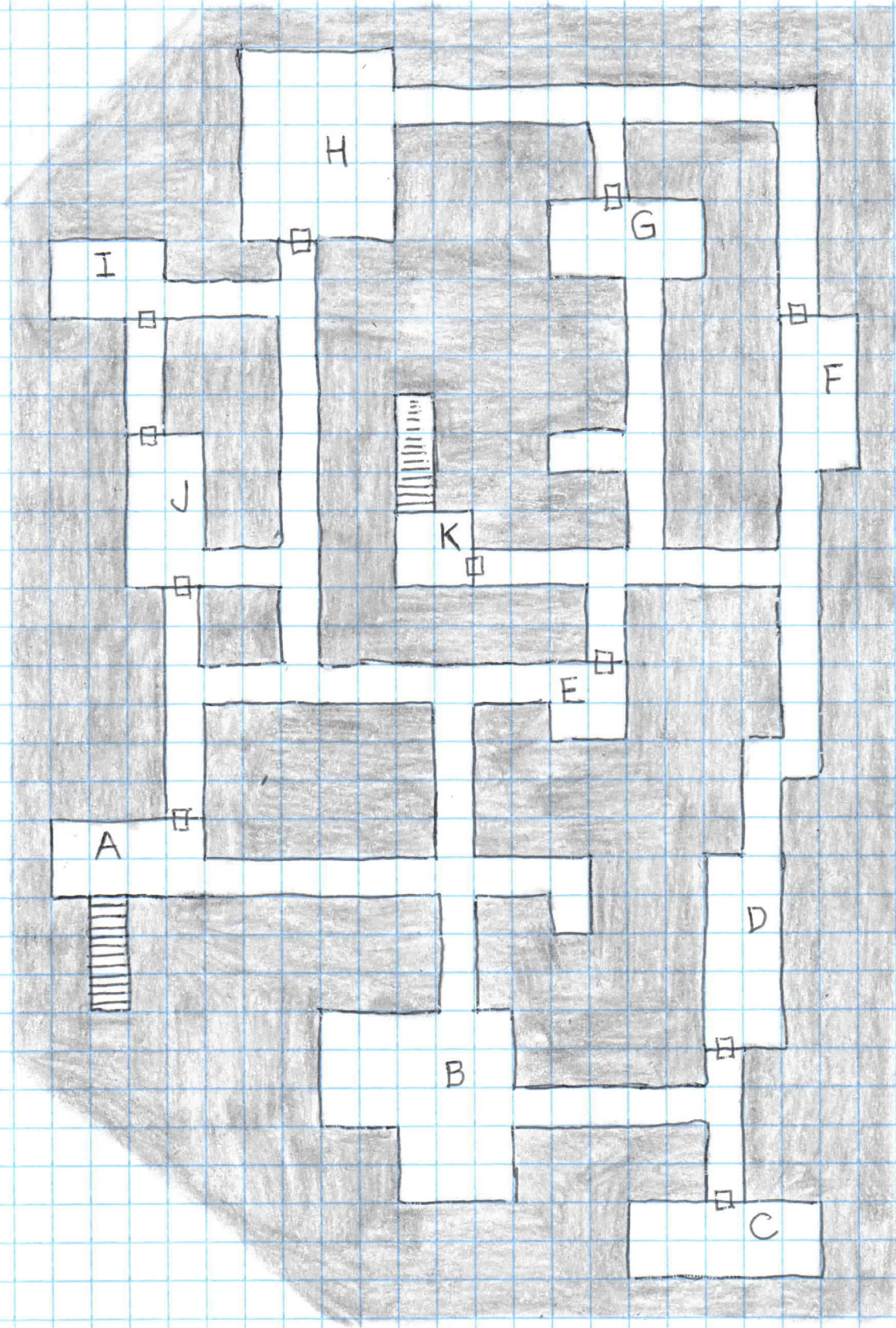
L. Six red-pink cups are immovably fixed to 4' tall pedestals. Engraved in the common tongue on the floor is the following: "FEELING LUCKY? PUT A COIN IN A CUP." Regardless of the type of coin it is (silver, gold, etc.), roll:

- 1-5: All coins of that type in the party's personal possession vanish.
- 6-12: All coins of that type in the party's personal possession double.

Each of the 6 cups can be tried only once every 6 days.

M. 2 giant tarantellas guard 3,823 sp and 719 gp in heaps on the floor. They attack only those touching the treasure or trying to use the stairs (which descend to dungeon level 31).

DUNGEON LEVEL 31



One square = 10 feet

DUNGEON LEVEL 31

A. A black pudding will attack anything that enters this chamber. The stairs ascend to dungeon level 31.

B. 2 stone giants live here. They will not bother anyone who turns around and leaves. "No, you may not pass through here. This is not a hallway!" They have 395 pp in two bags.

C. This is the lair of 20 very violent orcs with blood red skin. They are armed with hand axes, and each of their shields is painted with a dripping red hand. Two locked chests hold 3,777 sp and 1,852 ep. The leader keeps the keys in his pocket.

D. Six crystalline swords float in mid-air, their points touching, so the swords are arranged like the spokes of a wheel. Touching one will make it shatter and loudly crash like broken glass on the floor. There is a 50% chance of 3-5 orcs from room C coming in 2 minutes to see what's all the racket, followed by the rest of the orcs 2 minutes later. All will be very angry about the noise.

E. 2 gross trolls sit on their haunches, gnawing fresh human bones. They will not hesitate to add some meat to their diet. They relish dwarven meat so much that they attack at +1 to hit and damage if dwarves are present. 4,240 cp and 357 pp are mixed among the offal and mess.

F. 2 grizzly bears hibernate here. 3,657 cp and 427 pp in sacks are free for the taking if you are quiet. Any noise or poking the bears will result in 2 furious grizzlies that will fight to the death.

G. A bone golem armed with 4 swords stands still near the western wall. It will move and attack only if the door is opened, whether entering or leaving.

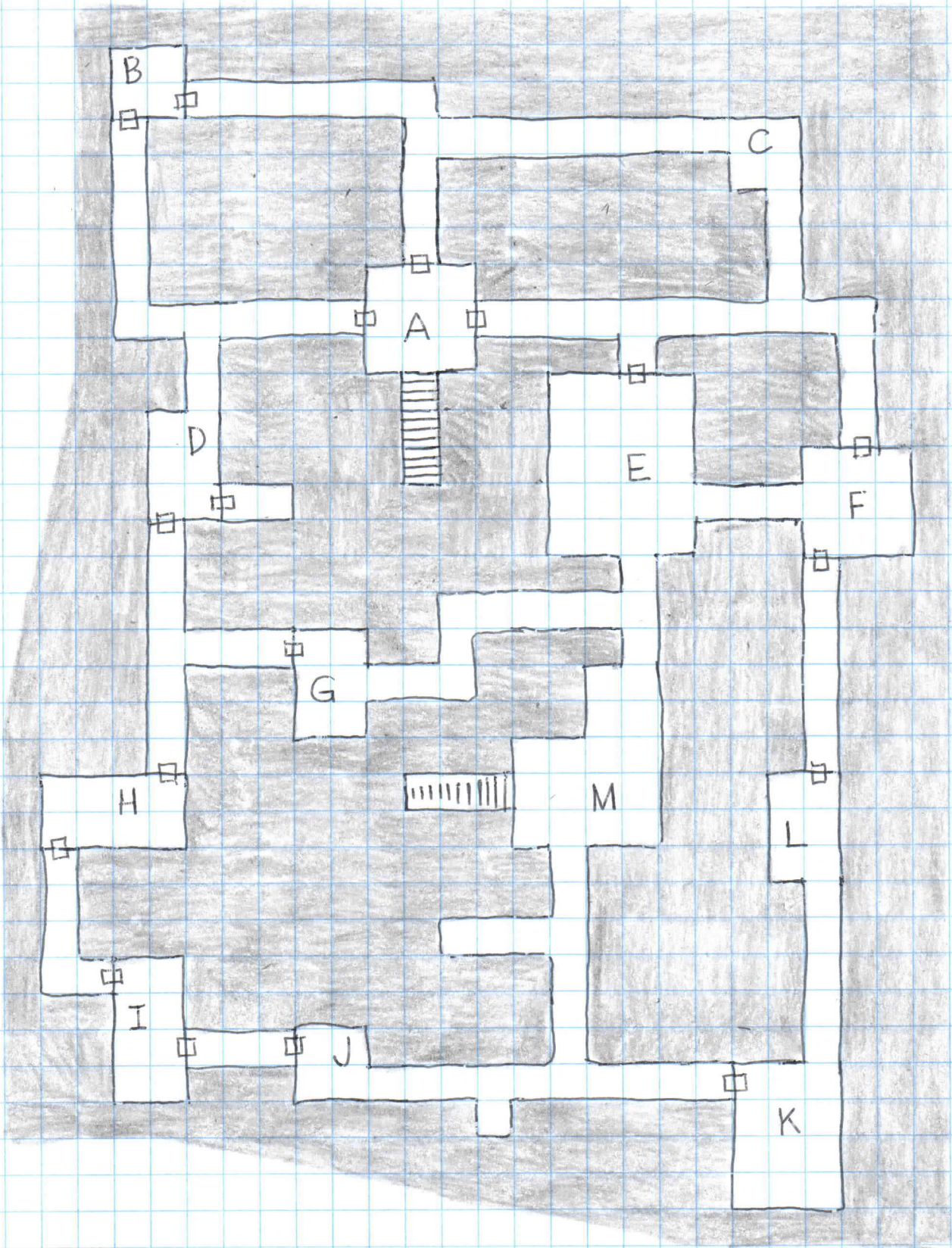
H. A mantichore wears a gold crown worth 800 gp. The ceiling is 25' high. The monster will take advantage of the large chamber, taking flight and shooting spikes while airborne. It is not interested in fighting demi-humans (which taste gross, as far as the mantichore is concerned), but humans are what's for dinner.

I. Here reside 4 chaotic heroes in black plate mail and helmets. They are armed with two-handed swords. One has a **potion of human control**, and they have a total of 354 pp in their backpacks.

J. 6 shadows guard three unlocked chests holding a total of 4,229 sp and 1,177 gp.

K. A green dragon (5 HD) lairs here, crouching upon a pile of 862 gp. It does not talk, nor will it be asleep. It will fight to the death to prevent anyone from descending the stairs to dungeon level 32.

DUNGEON LEVEL 32



One square = 10 feet

DUNGEON LEVEL 32

A. Thousands of wooden coin-like disks are scattered about. Each is marked on one side with one of six planetary symbols. The stairs ascend to dungeon level 31.

B. A clear glass cylinder (4' tall, 18" diameter) in the northwest corner holds a trapped ochre jelly. A small metal mallet sits on the cylinder, attached to it by a chain. Even a light tap with the mallet will shatter the glass, releasing the ravenous ochre jelly. The glass is otherwise unbreakable.

C. 6 indigo ogres, desperately wicked, wear saffron-colored silken loincloths. Their evil grins reveal fangs of pure gold worth 735 gp total.

D. An 8-headed hydra lairs in this empty room, guarding the eastern door. Though it will bite and snap at the empty air, the hydra will not actually attack unless someone tries to open the eastern door. Beyond it is a skeleton wearing **plate mail +1** lying atop a mound of 3,105 cp.

E. Low red flames lap the floor. The PCs will take 1 hp damage per round while here, but the 4 vicious hellhounds are unharmed by the fire. They will pursue into room G, but not into other rooms. 3,365 cp and 1,123 gp are in stone coffers.

F. Here are 4 thouls and a paralyzed victim - a female cutpurse (leather armor, short sword, and 36 gp in a pouch). The paralysis will wear-off in 3 turns. She will ask to join the PCs, but since she is neutral

and selfish, she will do all she can to pocket valuables without the PCs knowing. The thouls have 2,194 gp in an opened chest.

G. On the floor are a few broken and chewed bones of humans and demi-humans.

H. This is the lair of 3 giant tiger beetles, one with a platinum carapace worth 2,260 gp.

I. Decorating the floor is a mosaic 10' in diameter: a white rose superimposed upon a cross inside a yellow circle with six sky blue disks spaced equally around the outside edge. Anyone setting foot on the mosaic must save vs. turn to stone, or the next time he might be petrified his save will be at -3.

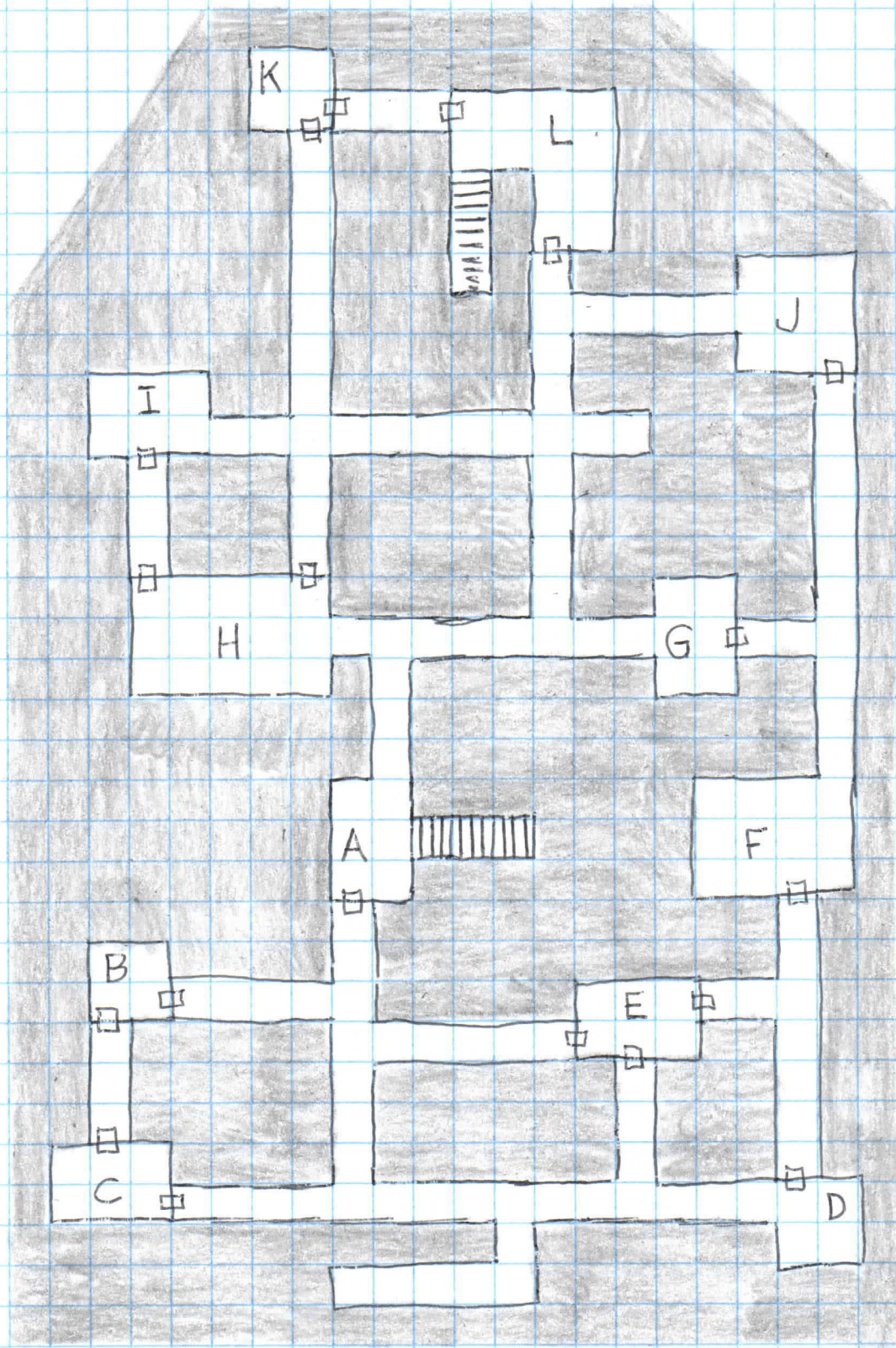
J. Here lair 3 giant gecko lizards, one with three eyes. Each of the lizards' seven eyes is a deep purple gemstone worth 1,000 gp.

K. Here lurk 2 ugly trolls, one with a particularly large head and the other with a nose 16" long. They wear rude tunics sewn of wires and a total of 359 pp.

L. 3 harpies nest here in filth with 3,283 sp mixed in.

M. A lit brazier stands in each of the room's four corners. 6 creepy gargoyles fly about, attacking intruders. A **magic bow +1** hangs in the center of the east wall. The stairs descend to dungeon level 33.

DUNGEON LEVEL 33



One square = 10 feet

DUNGEON LEVEL 33

A. 2 living rock statues initially look like clumpy boulders with steam coming out of fissures. Touching them will bring them to normal form, and they will attack. The stairs go up to dungeon level 32.

B. A giant weasel is chained to the northwest corner. It cannot reach the areas directly in front of the doors. The weasel wears a collar from which hangs a spherical glass bottle full of an electric blue liquid. It is a **potion of control blue dragon**.

C. 3 driver ants streaked with platinum lair here. As each one is slain, it turns into 120 pp.

D. 5 gargoyles which look like statues hold a total of seven wands, each plated with worthless pyrite. The wands cannot be removed. Each round the PCs are in the room, the gargoyles have a 10% chance of attacking. When attacking they drop the wands. One is a **wand of enemy detection** (13 charges).

E. 13 hobgoblins with battle axes hate the gnolls in room F because the gnolls bully them. The hobgoblins will gladly join forces with adventurers to wipe-out the gnolls, splitting the jewelry in half. The hobgoblins will honor their agreement. They keep 1,680 ep in their bedrolls.

F. This is the lair of 14 gnolls armed with pole arms. 5 of them wear jewelry: one worth 1,000 gp, three worth 2,000 gp, and one worth 3,000 gp.

G. Herein stand two stone gnolls and a stone bugbear--the work of 2 cockatrices that lair here. 847 gp are in green vases.

H. 9 bugbears armed with spears have a total of 438 pp in their pockets. They fear dwarves and gnomes, so their morale score is 5 if faced by such foes.

I. Seven wands, each of a different type of wood, are neatly arranged on a small stone pedestal. None is magical.

J. 2 carrion crawlers reside here. On the floor are 3 partially eaten human corpses, a total of 1,872 ep in their pouches.

K. A giant rattlesnake has slept on its treasure for so long that it is embedded in its scales: 3,735 cp and a **ring of protection +1**.

L. An iron statue stands at the eastern edge of the stairs. It is of an antique warrior holding his sword aloft, as though to decapitate any who use the stairs (which go down to dungeon level 34), but it is only a harmless statue.

DUNGEON LEVEL 34

A. A fierce 5-headed hydra attacks anyone entering. Its teeth are electrum, worth 825 gp total. The stairs ascend to dungeon level 33.

B. Here reside 3 chaotic swashbucklers in plate mail and shield, armed with war hammers. They are itching for a fight in which to try out their new pair of **gauntlets of ogre power**. They will agree to a one-on-one fight. They keep 7,605 cp and 3,870 sp in unlocked chests.

C. Yellow mold covers the floor and the skeletons of a man, goblin, bugbear, and two apes.

D. In the room's center is a crystal chandelier crashed down from the ceiling. It is utterly shattered and therefore worthless.

E. This is the lair of 2 chaotic sharpers in leather armor, armed with swords, daggers, and short bows (20 arrows each). They will try to feather anyone coming down the corridor. Their pockets hold a total of 82 pp.

F. A displacer beast will pounce on anyone coming in. In each of its two tentacles is embedded a large red gem worth 500 gp.

G. Herein are 11 gnolls in stasis, holding spears. 4,209 sp are also in stasis, scattered and floating in the air. The coins can be easily taken. Only the presence of a hated elf will animate the gnolls.

H. In this room is a weird sculpture of a man made from broken sword blades. One prominent blade reads in dwarven runes: "BY ALL THAT GLITTERS, DO NOT SHED BLOOD WITH THESE BLADES!" Anyone cutting himself on one must save vs. poison or become very allergic to metal. If within 5' of any sort of metal, he will have sneezing fits so severe that he can do nothing else besides walk. Surprise impossible. Roll a new saving throw every day to shake off the allergy.

I. Two gelatinous cubes ceaselessly glide here and in the passage to room J. One has a gold necklace (worth 3,000 gp) inside it. Claw marks and blood

are on the secret door.

J. 2 white apes guard the stairs down to level 35.

The Great Temple of Evil Chaos (K-N)

K. 1' square tiles (green-black and maroon) form a checkerboard pattern on floor, walls, and ceiling. A luminous female figure in green wears a blue mask and Isis headdress, balancing scales hanging from the headdress. She also holds a black sword, and she seems to face you wherever you stand. The figure cannot be touched, but things can be placed in the scales. If of equal weights, then both doors open (which can otherwise be opened only with magic). If of unequal weights, then the woman strikes with her sword for 2-20 points of damage (save vs. death ray for half). The stairs go up to the Temple area of dungeon level 25.

L. 10 ghouls (turned as wraiths) in scarlet capes--worth 90 gp each--will attack anyone who is not a cleric of the cult of evil chaos.

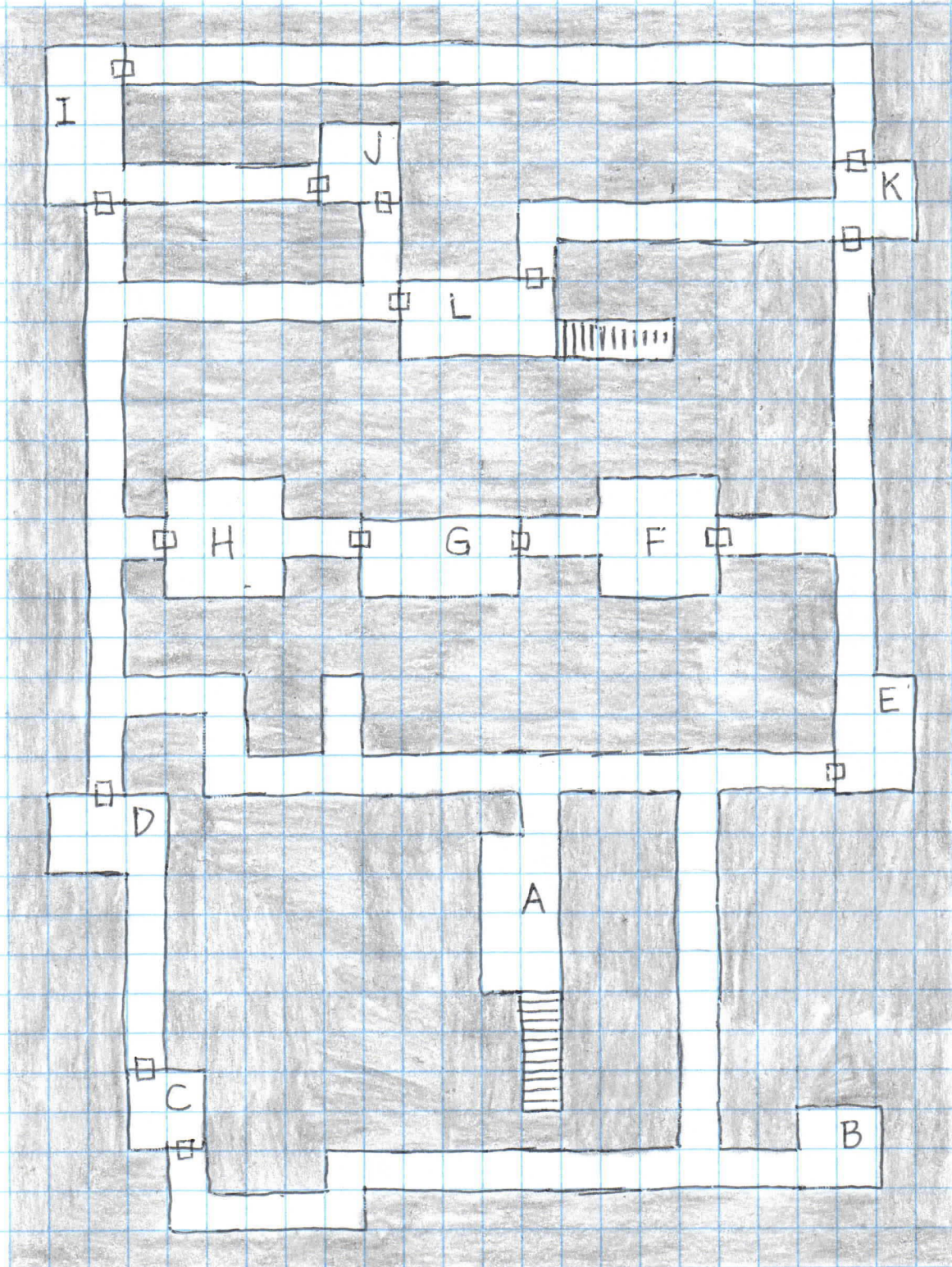
M. 2 chaotic bishops in ruby robes with black cowls. Plate mail, shields, maces. 621 gp in pouches. This is a lounge appointed in red and black. Memorized spells:

Bishop #1: 1st: **protection from good, cause fear**
2nd: **know alignment, hold person**
3rd: **continual darkness, striking**
4th: **cause serious wounds**
5th: **quest**

Bishop #2: 1st: **cause light wounds, resist cold**
2nd: **blight, snake charm**
3rd: **cause disease, curse**
4th: **cause serious wounds**
5th: **insect plague** (will work in Temple)

N. This is a dark, still room. An elaborate coffin in the center looks like the luminous figure in room K. Inside is a mummy (turned as a vampire) that will not attack unless some dummy opens its sarcophagus. Also in the coffin is a **staff of striking** (15 charges). The stairs descend to the Temple area of dungeon level 36.

DUNGEON LEVEL 35



One square = 10 feet

DUNGEON LEVEL 35

A. This is the lair of 8 giant toads. If adventurers stay in the room longer than a minute, the toads will think they could be flies and eat them. The stairs ascend to dungeon level 34.

B. 2 panthers guard a **scroll of protection from magic**.

C. Here reside 6 very aggressive giant scorpions. Their copper carapaces are worth 10gp each, and their tail stingers of platinum are worth 350 gp each.

D. 7 giant gecko lizards laze upon sacks holding 960 cp, 867 gp, and a **potion of invisibility**.

E. This is the dwelling of 2 stone giants with a huge pile of giant-sized throwing stones. They are not wicked, but they regard all living things as target practice, especially those approaching from the north. The giants have 815 gp in sacks.

F. Lying immobile on the floor are 60 goblins (armed with hand axes) composed of red, yellow, and green fungus and mold. 3,887 sp are scattered on the floor but hidden by the fungus. See room G.

G. 12 shriekers are here. If they start to shriek, 2-12 goblins and 2-8 orcs each round from rooms F and H will animate and enter this room to do battle with each other and with the PCs. If PCs can escape this room, the orcs and goblins will not pursue but will stay and slaughter each other with no quarter.

H. Here stand 40 petrified orcs armed with swords. They have a total of 1,720 ep in their pockets, but the coins are also turned to stone. See room G.

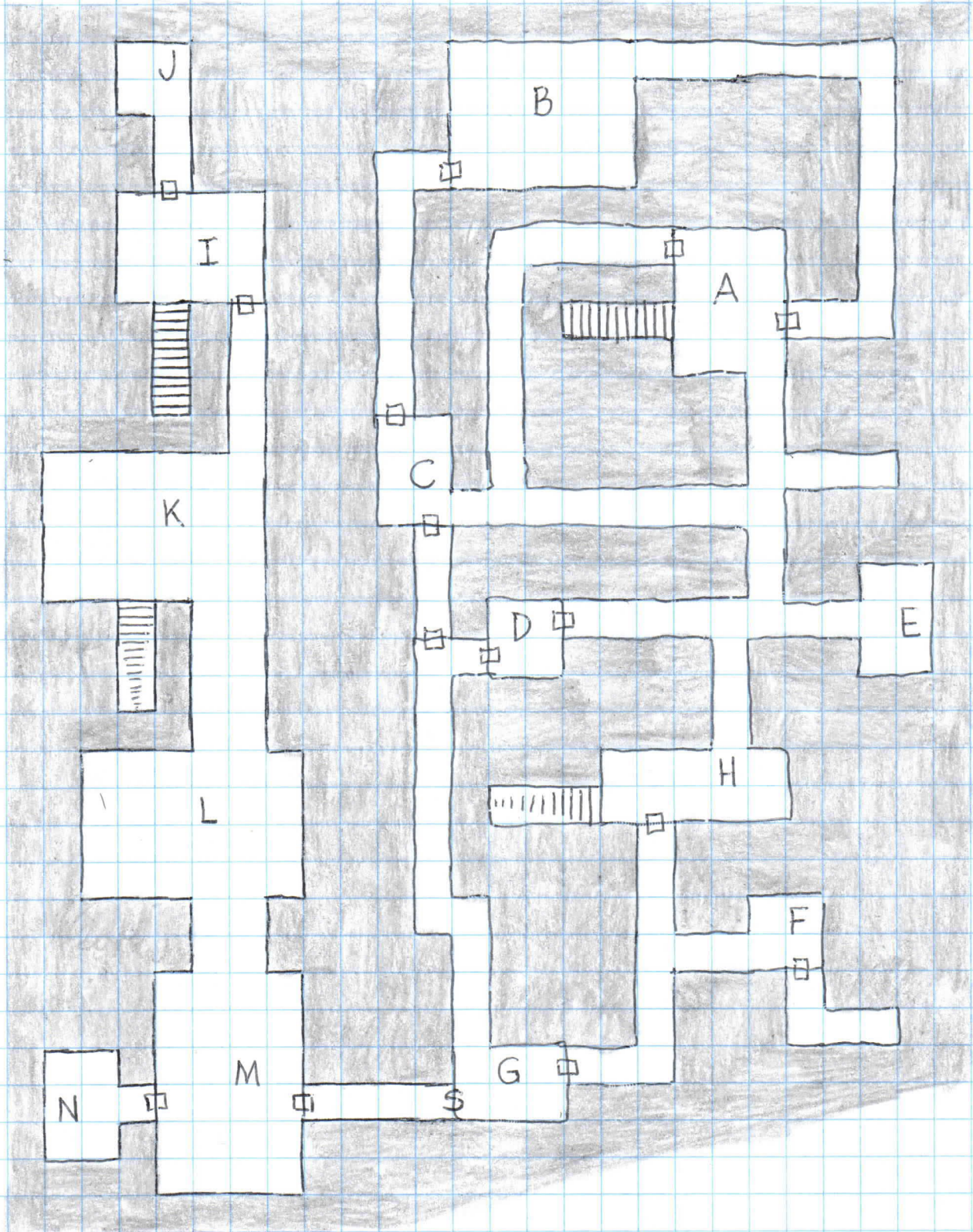
I. Seven crude paintings of cups are on the stone of the wall.

J. A cloying, sickly sweet odor fills this room.

K. 4 gargoyles perched on pedestals will attack intruders. 418 pp are in a wooden box concealed behind one of the pedestals.

L. A weird candelabrum-like thing made of pewter stands here. It holds six chalices on branches and a seventh, larger chalice rests at the base. Each chalice is silver and worth 60 gp. Green slime constantly drips and oozes from the higher chalices into the lower chalices, but (magically) none ever overflows. A **dispel magic** spell will make all the green slime disappear. The stairs descend to dungeon level 36.

DUNGEON LEVEL 36



One square = 10 feet

DUNGEON LEVEL 36

A. 4 ogres gleefully smash anyone entering. Their hair is pulled into topknots, and they wear loincloths of saffron-colored silk. One keeps in his belt a **spell scroll: ESP, lightning bolt**. The stairs ascend to dungeon level 35.

B. Here waits a weird chaotic superhero wearing plate mail the color of bone. He has a gold ring (worth 1,000 gp), **shield +1, sword +1, +3 vs. undead**, and a **potion of heroism**. The superhero never speaks, always attacks, and fights to the death. Two rounds after being killed, he will magically come alive with full hp (and is not undead), drink his potion if possible, and fight again. He has a big unlocked chest with only 40 gp inside.

C. This is the lair of 15 gnolls with pole arms. The very nasty leader has 3 heads, 3 HD, 16 hp, and a **shield +1**. Ceramic urns contain 1,615 ep.

D. An old, tattered red cloak and a broken lantern are on the floor.

E. A black dragon (5 HD) reclines atop a mound of 32,242 cp. It neither speaks nor sleeps. At the bottom of the pile is a **spell scroll: magic missile**. Anyone coming in is going to get hit with a stream of acid.

F. 2 rock pythons like to squeeze, as evidenced by the dead elf with 416 gp in his backpack.

G. Here lairs an insanely vicious, pure black, 3-headed dire wolf (33 hp). Each head can bite, and it fights to the death. It wears a copper collar with weird green gems worth 900 gp. A mosaic of the 3-headed wolf is on the secret door.

H. 3 white apes live here. The stairs descend to dungeon level 37.

The Great Temple of Evil Chaos (I-N)

I. Here stand 12 zombies (turned as wights) in black and red striped uniforms. They attack any not garbed as clerics of evil chaos. The stairs ascend to the Temple area of dungeon level 34.

J. Here looms a sculpture of a white egg enwrapped by a green serpent. If touched, the serpent will animate and bite. This causes no damage, but the victim must save vs. poison or be unable to attack evil clerics of the Temple for 24 hours.

K. 10 ghouls (turned as wraiths) attack any not garbed as clerics of evil chaos. 3,723 sp is arranged on the floor in sigils of chaos and evil. The stairs descend to the Temple area of dungeon level 39.

L. Chaotic lama in crimson robe with a black cowl. **Plate mail +1, shield +1, mace. Helm of reading languages and magic, potion of flying, gold bracer worth 1,100 gp.** Memorized spells:

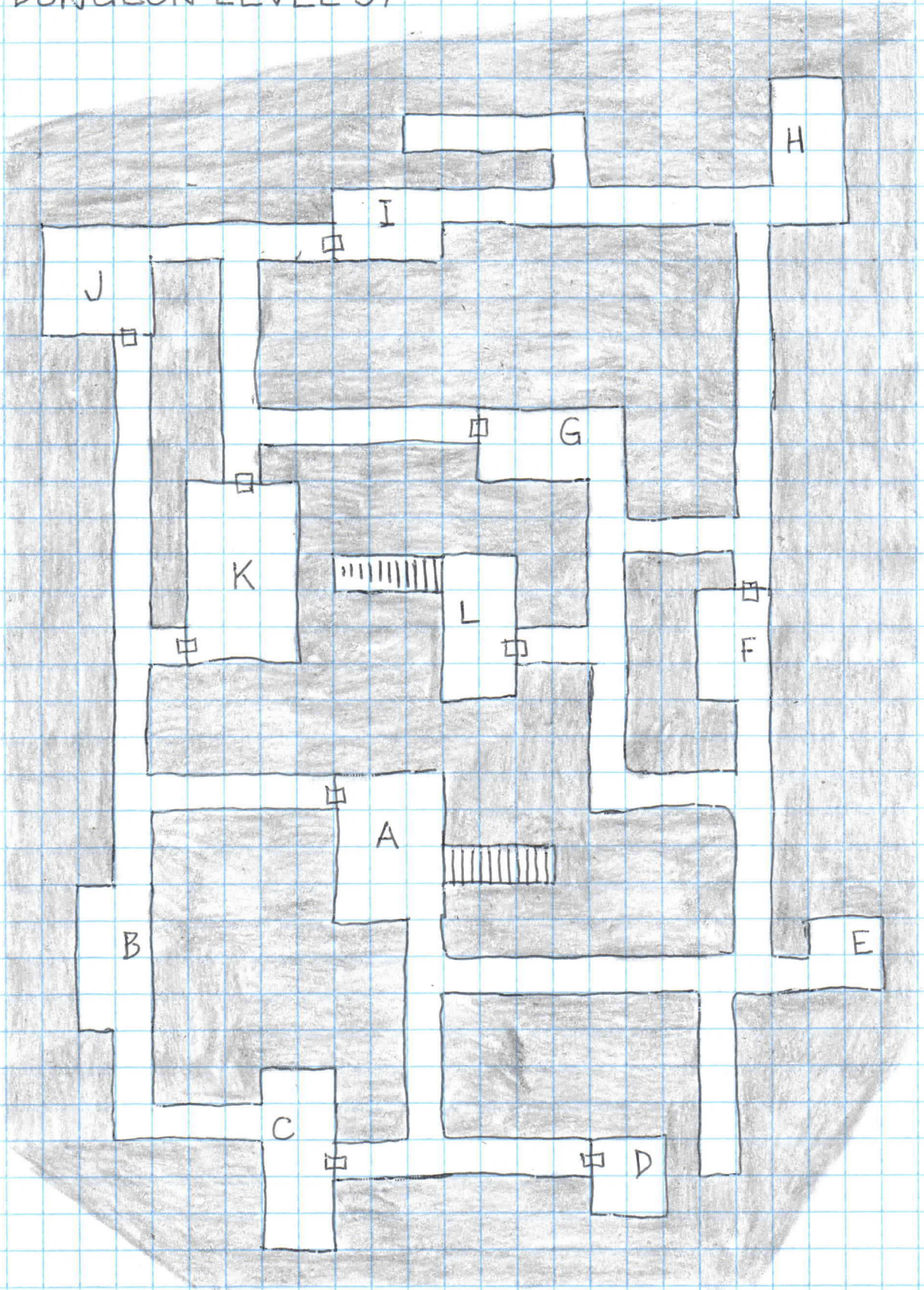
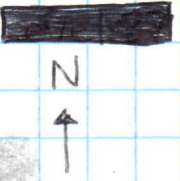
1st: **cause light wounds, darkness, cause fear**
2nd: **blight, hold person, silence 15' radius**
3rd: **continual darkness, curse**
4th: **cause serious wounds, protection/good 10' radius**
5th: **finger of death**

This desperately wicked lama meditates in this black room that has walls and ceiling covered with evil runes faintly glowing red.

M. 8 ghouls (turned as wraiths) attack any not garbed as clerics of evil chaos. 1,156 ep is arranged on the floor in symbols of evil and chaos.

N. A statue of a hermit holds a lantern casting a disturbing yellow light. While in the light, all flesh is transparent to the bone.

DUNGEON LEVEL 37



One square = 10 feet

DUNGEON LEVEL 37

A. 21 gnolls with short swords lurk here. The stairs ascend to dungeon level 36.

B. A rust monster is here in rust monster heaven: Broken weapons, dented helmets and armor, cloven shields, and small piles of rust are scattered about. The monster is too busy eating to attack unless disturbed.

C. Seven swords slowly spin in a 10' diameter circle. Anyone standing therein is teleported (no save) to a random room on dungeon levels 38-49. Anyone following him in within an hour will be teleported to the exact same room. After the hour the trap resets itself to a different room destination.

D. This is the domicile of a chaotic, black-robed, 9th-level wizard armed with a dagger. He meditates in a pentagram drawn on the floor in blood. He has a 50% chance of curtly ordering intruders to leave, and a 50% chance of attacking the dolts who ruined his arcane researches. He has the key in his pocket to a locked chest holding 2,177 ep. Memorized spells:

1st: **hold portal, magic missile, shield**

2nd: **ESP, invisibility, mirror image**

3rd: **haste, infravision, lightning bolt**

4th: **polymorph others, wall of fire**

5th: **feeblemind**

E. No sane person enters this web-choked lair of 16 giant black widows. 6,216 cp and 1,616 gp glitter throughout the webs.

F. A foul troll wears an ornamental suit of silver chain mail worth 1,700 gp. The stupid monster does not realize that the smelly black oil covering the floor is flammable.

G. On the floor are 22 recently slain hobgoblins, each still pierced by a two-handed sword and by six normal swords. A total of 620 gp is still in their pockets.

H. Here lair 2 giant horned chameleons with silver teeth worth a total of 565 gp.

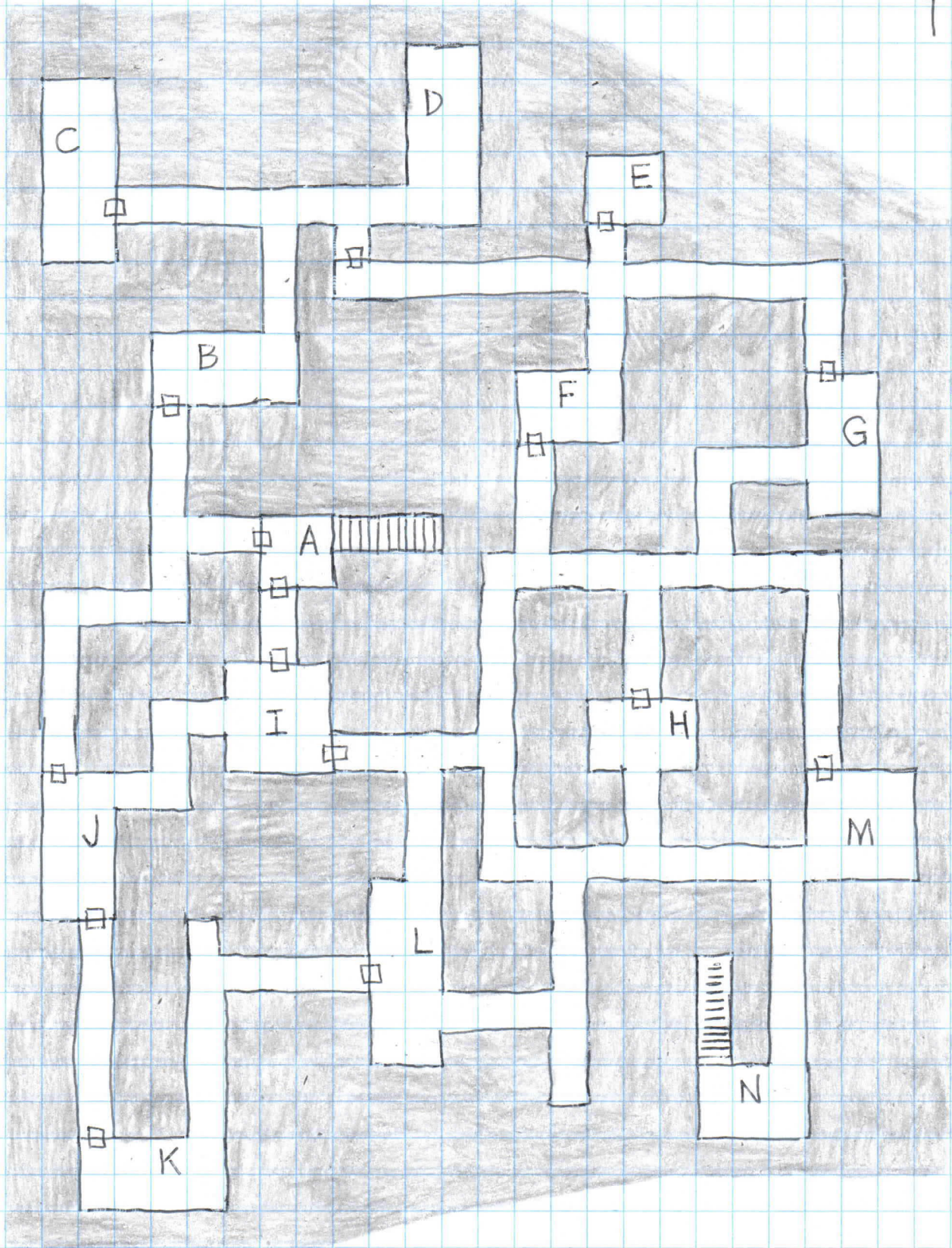
I. Here lurk 5 chaotic cutpurses in black leather armor and armed with blackened short swords and crossbows (30 bolts each). On has 3 **crossbow bolts +2**. The cutpurses wear matching iron rings set with dull black gems worth 1,800 gp each (the sign of their circle of assassins). These men are very evil and very violent.

J. A hungry sabre-tooth tiger will attack any who wander into its lair. The great cat's striking coat is shot through with gold fur, giving it a value of 1,680 gp (assuming that it is relatively intact).

K. A white dragon (5 HD) lives in this ice-coated chamber. It neither talks nor sleeps. The dragon's hoard consists of 6,061 cp, 5,617 sp, and 1,411 gp all mixed in a huge pile.

L. A small mural of seven blue swords is painted over the staircase that leads down to dungeon level 38.

DUNGEON LEVEL 38



One square = 10 feet

DUNGEON LEVEL 38

A. A gross caecilia will attack anything warm-blooded. The killing blow on it will cause a gush of liquid silver that solidifies in 1 turn into a chunk of solid silver weighing 1,000 pounds and worth 1,000 gp. The stairs ascend to dungeon level 37.

B. Living here is a stone giant, naturally on good terms with the medusa in room C, who so often turns living beings into his favorite thing (stone). "A big improvement, I say!" He has 2,338 ep in a huge, sturdy sack.

C. A medusa dwells here amongst the petrified beings who were so unwise as to enter. She has a beautiful, burnished silver shield (worth 545 gp) that she took from a myrmidon (now a statue) come to slay her. She is allied with the stone giant (room B) and with the living iron statues (room D).

D. This room is seemingly the same as room C--full of the petrified victims of the medusa. In truth, three of the statues are living iron statues which stand still and attack with a 90% chance of surprise.

E. Herein is an illusion of a magic-user pulling a wand and pointing it at the PCs--all in slow motion. Anyone who allows this to happen will be hit with a green light from the wand, and he must save vs. wands or have a -3 penalty to saving throws vs. spells for the next week.

F. 6 giant draco lizards guard a stone coffer holding 354 pp.

G. Seven floating blue-black disks (5' in diameter) hold a total of 24 gnoll heads. They are actually stuffed with 1,625 gp.

H. The walls, floor, and ceiling are covered with painted murals of blue-black disks 5' in diameter. Each has a planetary symbol painted in its center.

I. 2 very hungry cave bears attack anything edible, especially men. In the southwest corner of the room lies a dusty **ring of fire resistance** which will not be found without a search.

J. Thirty cave bear skulls are stacked in a pyramid in the center of the room.

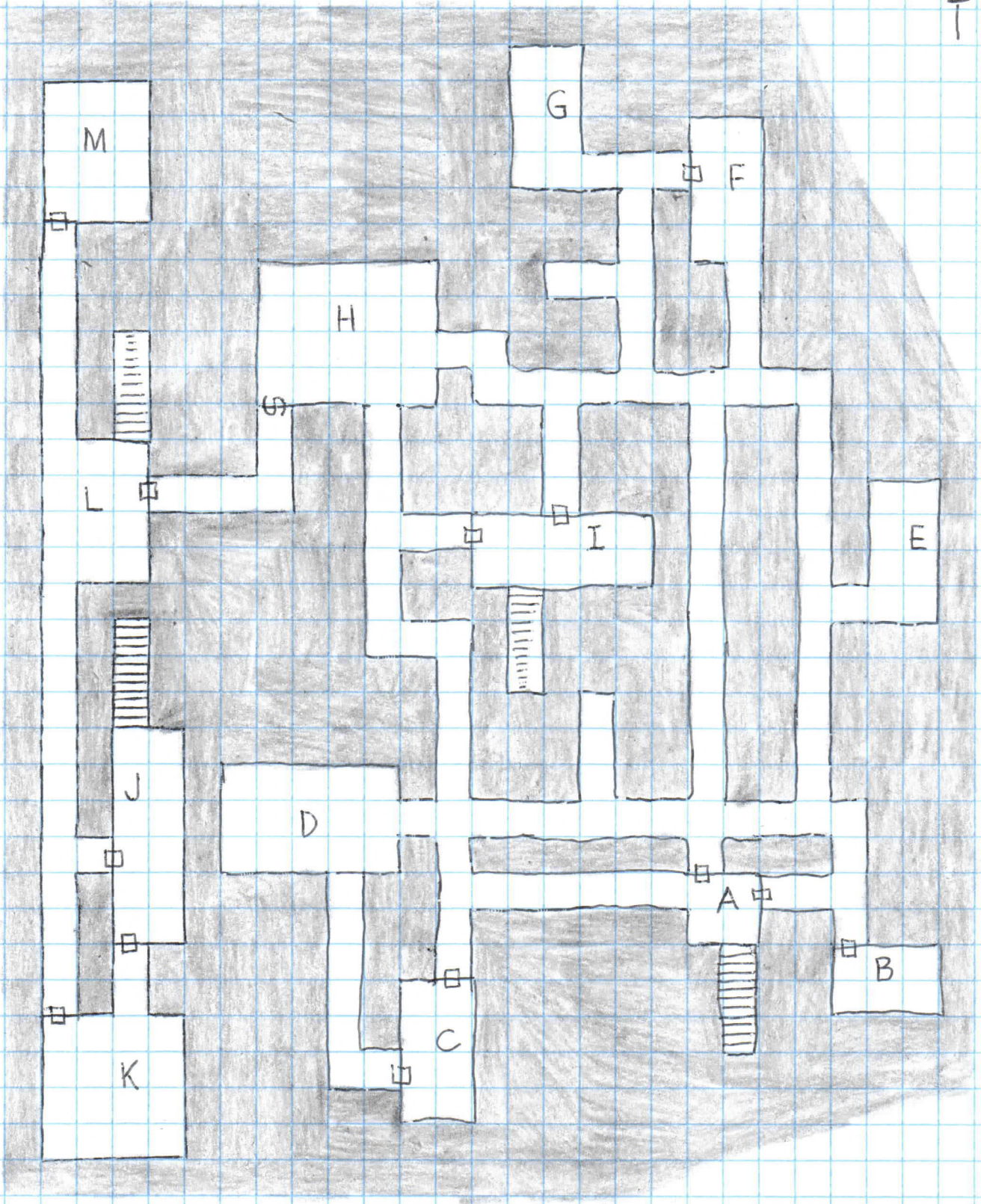
K. 6 laughing, drinking ogres will demand all the PCs' silver and magic items--otherwise they attack. They have already amassed a pile of 6,148 sp and a **wand of paralyzation** (11 charges).

L. 2 owl bears guard an unlocked chest holding 2,241 ep. Bas-reliefs of owls and bears are realistically painted on the walls.

M. A black pudding oozes along the west wall, waiting for food to come wandering its way.

N. Here dwell 11 bugbears wielding pole arms. They have a total of 456 pp in their pouches. The bugbears will allow adventurers entering via the corridor to leave in peace. Anyone coming up the stairs (which descend to dungeon level 39) or insisting on going down the stairs will be attacked. Dwarves and gnomes scare the bugbears half to death (morale score of 5).

DUNGEON LEVEL 39



One square = 10 feet

DUNGEON LEVEL 39

A. 8 hellhounds (5 HD) lair here, wearing silver collars studded with clear gems worth 225 gp each. The stairs ascend to dungeon level 38.

B. 8 giant black widows wrap a recently slain thief in webs. He has 122 gp and a **potion of growth** in his backpack.

C. Unless propped open, the door slams shut behind the PCs and the room fills with green gas. Thieves must save vs. poison or automatically fail the next time they attempt a thief skill.

D. 2 giant scorpions guard bags holding 2,692 ep.

E. 4 wererats lurk here, the leader of which wears a silver crown worth 520 gp. They hate and war against the werebears (room F).

F. Here dwell 2 werebears with 5,799 sp in a locked chest. One bears the key, the other bears a **sword +2**. They despise and seek to slay the wererats that are in room E.

G. This is the lair of 13 hobgoblins (armed with swords) and 4 thouls. One of the hobgoblins uses a **shield +1**. Ten **arrows +1** hang in a quiver on the wall.

H. 2 trolls roll around in and toss in the air 5,312 sp and 1,592 gp. They will certainly attack any party that includes dwarves or elves. The secret door is painted over with a leering demon head.

I. An empty room. The stairs descend to level 40.

The Great Temple of Evil Chaos (J-M)

J. 3 chaotic curates in cinnabar robes with black cowls. Plate mail, shields, war hammers. **Potion of control blue dragon, potion of clairaudience, scroll of protection from lycanthropes, spell scroll: cause serious wounds (x2)**. Memorized spells:

Curate #1: 1st: **detect good, protection from good**
2nd: **hold person, resist fire**

Curate #2: 1st: **detect magic, darkness**
2nd: **blight, know alignment**

Curate #3: 1st: **cause fear, resist cold**
2nd: **hold person, silence 15' radius**

This chamber is of black stone with thick veins of red. The stairs go up to the Temple area of dungeon level 36.

K. A 10-spoked indestructible wheel of solid gold floats in midair. It is 10' in diameter and weighs many tons. Figures of a sphinx, ape, and crocodile are carved thereon. Anyone spinning the wheel must roll a 6-sided die:

1-2 (sphinx): Gains 1 point of wisdom (18 maximum) for 1 month.

3-4 (ape): Gains 1 point of intelligence (18 maximum) for 2-24 days.

5-6 (crocodile): Loses 1 point of strength, dexterity, and constitution (3 minimum) for 1 month.

Any given person can spin the wheel only once.

L. 12 ghouls (turned as wraiths) will not allow any down the stairs (to the Temple area of dungeon level 41) except for those garbed as clerics of evil chaos. The ghouls will not otherwise attack. One has a **potion of giant strength**, and he will drink it before combat.

M. 3 chaotic bishops in ruby robes with black cowls. Plate mail, shields, maces. Memorized spells:

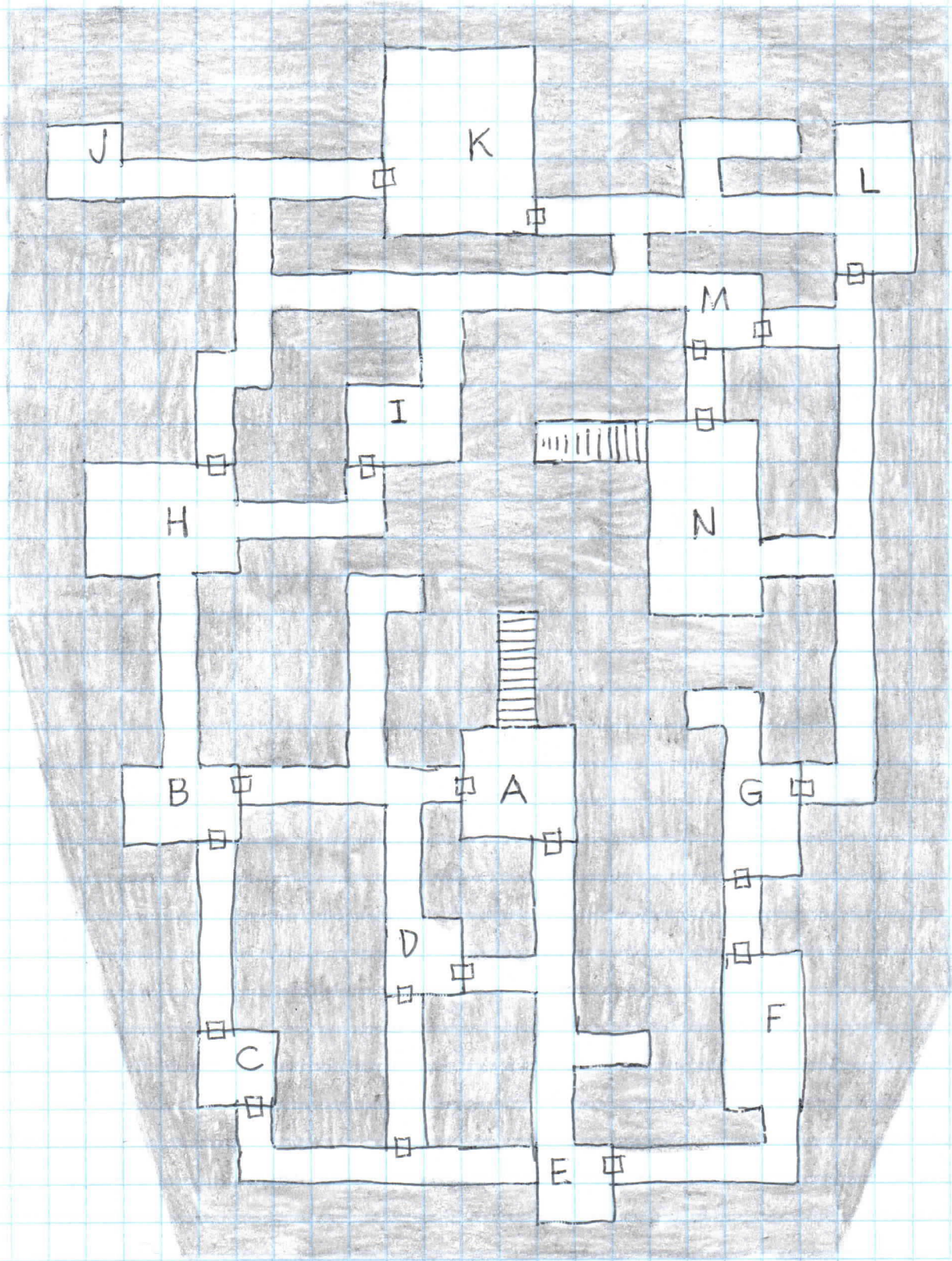
Bishop #1: 1st: **cause light wounds (x2)**
2nd: **blight, know alignment**
3rd: **continual darkness**
4th: **cause serious wounds**
5th: **commune**

Bishop #2: 1st: **cause fear, resist cold**
2nd: **hold person, silence 15' radius**
3rd: **cause disease, curse**
4th: **protection/evil 10' radius**
5th: **finger of death**

Bishop #3: 1st: **cause light wounds, cause fear**
2nd: **hold person, snake charm**
3rd: **growth of animals, cause disease**
4th: **sticks to snakes** (has plenty of sticks)
5th: **insect plague** (works in the Temple)

The chamber is of red stone shot through with thick veins of black. A locked chest of black wood holds 2,553 ep. Bishop #2 keeps the key in his pocket.

DUNGEON LEVEL 40



One square = 10 feet

DUNGEON LEVEL 40

A. Hiding here is a chaotic champion in plate mail, armed with a two-handed sword. He gains automatic surprise because of his **ring of invisibility** and **elven boots**. He will attack a magic-user. The stairs go up to dungeon level 39.

B. This is the lair of 3 beautiful harpies with hair of soft platinum strands. In spite of their beauty, they are desperately wicked. Their hair is worth a total of 2,400 gp.

C. A gorgeous naked woman with long black hair lies on a bed with red silk sheets. She is in an enchanted sleep. Anyone kissing her on the lips must make a saving throw vs. spells or lose 2-12 points of wisdom (which cannot drop below 3). Lost points return 1 per day. When kissed, the woman and her bed vanish for 24 hours.

D. Lairing here are 8 ogres with tiger stripes painted all over their faces and bodies. They guard an unlocked chest holding 1,636 gp and a **scroll of protection from undead**.

E. Here lairs an angry 5-headed hydra with a treasure hoard of 2,500 ep. It is so angry because of the **sword +1** stuck deep in its back. If anyone pulls out the sword, the hydra will let him keep it and not attack.

F. 5 very creepy giant tarantellas crawl all over the floor, walls, and ceiling. 1,597 gp is scattered about.

G. A softly glowing mosaic rainbow is on the western wall.

H. The telltale eerie red glow of 5 giant fire beetles can be seen down the adjacent halls.

I. Trapped immobile in a coating of silver is a chaotic thief in leather armor, armed with a long sword and sling with 20 stones. He looks like a solid silver statue. A hard strike with a weapon will shatter the silver (worth 600 gp and weighing 250 pounds). The ingrate will claim the silver as his own, attacking if necessary.

J. Here are 21 gnolls with flame-red fur, armed with short swords. Each round 1-3 of the living gnolls will spontaneously combust, each doing 1-6 points of damage to everyone in the room (except for gnolls, who are immune), save vs. spells for half damage. Stone urns hold 6,142 sp.

K. Four arcs of red electricity cross the room:

NW corner to SE corner

NE corner to SW corner

Center of north wall to center of south wall

Center of east wall to center of west wall

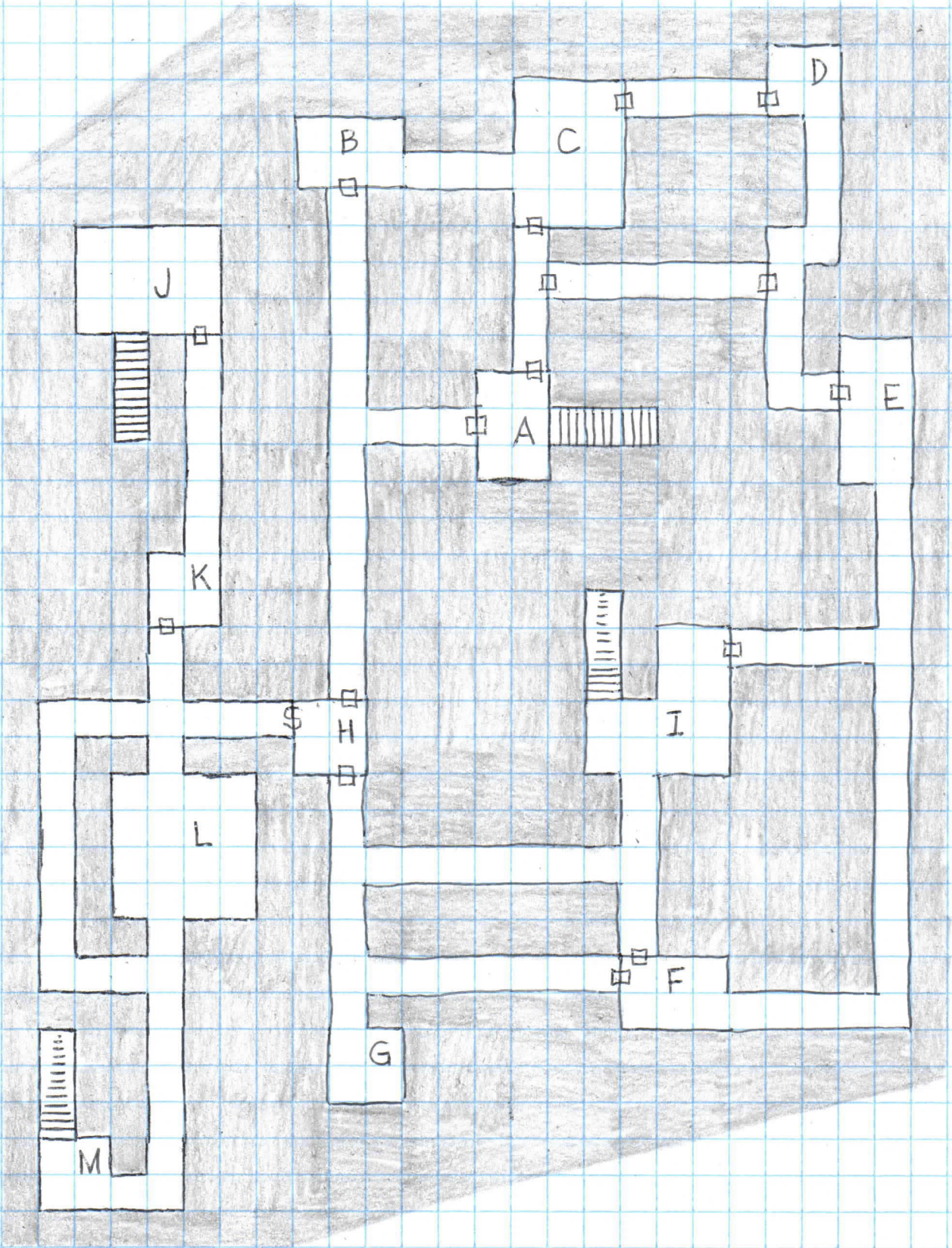
Anyone touching the arcs takes 6-36 points of damage, save vs. spells for half damage.

L. Residing here are 2 giant rock pythons with golden scales worth a total of 1,420 gp.

M. 6 wererats guard a dozen bags holding a total of 5,322 sp.

N. A werebear and his black bear friend are friendly unless anyone tries to take their 1,433 gp kept in 6 packs. The stairs descend to dungeon level 41.

DUNGEON LEVEL 41



One square = 10 feet

A. This is the domicile of 3 chaotic magicians in deep purple robes, armed with daggers. One has a **spell scroll: magic missile, wall of ice**. They will not attack if the PCs obey their command to leave the room at once. One magician has the key in a pocket to a locked chest that holds 2,209 gp. The magicians dislike and fear the sorcerers in room F. Memorized spells:

Magician #1: 1st: **protection from good, shield**
2nd: **mirror image, web**
Magician #2: 1st: **magic missile, sleep**
2nd: **detect invisible, invisibility**
Magician #3: 1st: **charm person, darkness**
2nd: **ESP, phantasmal force**

The stairs ascend to dungeon level 40.

B. Here lurk 6 chaotic cutpurses in leather armor, armed with swords, spears, and daggers. **Potion of invulnerability, medallion of ESP 90'**. They will attack if the PCs appear weak, otherwise they will attempt to "befriend" them and rob them blind. The cutpurses have a total of 1,518 gp in their packs, pouches, and bags.

C. 3 wicked wererats wear silver collars worth 180 gp each.

D. Standing here are 5 werewolves in stasis, halfway between changing from man to wolf. Floating in the air in their midst is a clear glass bottle holding a bubbling red liquid. Touching the bottle frees the werewolves, which attack.

E. A magical darkness fills the room. 3 shadows attack with an 11 in 12 chance of surprise. When the last shadow is slain, they transform into a total of 1,338 gp.

F. This is the domain of 3 chaotic sorcerers in weird green robes, armed with daggers. One has a **spell scroll: hold portal, hold person, hold monster**. Pinned to each one's robe is an eldritch symbol made of an alien metal from a meteorite (worth 200 gp each). They have been using a **crystal ball with clairaudience** to spy on the PCs' progress on this dungeon level, so the sorcerers cannot be surprised. The sorcerers will attack with a 5 in 6 chance of surprise. Memorized spells:

Sorcerer #1: 1st: **charm person, detect magic, hold portal**
2nd: **continual light, mirror image**
3rd: **dispel magic, hold person**
4th: **wall of ice**
Sorcerer #2: 1st: **light, magic missile, ventriloquism**
2nd: **phantasmal force, wizard lock**
3rd: **dispel magic, fire ball**
4th: **polymorph self**
Sorcerer #3: 1st: **magic missile, shield, sleep**
2nd: **detect invisible, web**
3rd: **infravision, protection/normal missiles**
4th: **dimension door**

DUNGEON LEVEL 41

G. A bronze statuette of a nude woman rests upon a stand in the southwest corner. It is worth 100 gp.

H. 3 displacer beasts guard an open chest holding 5,662 sp and a **sword +1**. They do not care if anyone takes the treasure, but they do not allow anyone to approach the secret door.

I. 2 giant scorpions make this their lair. Within is a vat of liquid silver. If spilled, it forms 5,502 sp in 1 turn. The stairs lead down to dungeon level 42.

The Great Temple of Evil Chaos (J-M)

J. Standing here is a statue of a gold-plated lion with seven heads: five human, one satyr, and one lion-serpent. Anyone staying in the room for 1 turn must save vs. dragon breath or become so over-awed by clerics of evil chaos that he cannot attack or oppose them. Victims receive a new saving throw every day to shake-off the effect. The stairs go up to the Temple area of dungeon level 39.

K. 3 chaotic bishops in ruby robes with black cowls. 2 in plate mail, 1 in **chain mail +2**, all with shields. Maces, 1 with a **mace +3**. Memorized spells:

Bishops #1 and #2: 1st: **cause light wounds, darkness**
2nd: **blight, hold person**
3rd: **cause disease, curse**
4th: **cause serious wounds**
5th: **finger of death**
Bishop #3: 1st: **detect good, cause fear**
2nd: **resist fire, silence 15' radius**
3rd: **continual darkness, striking**
4th: **protection/good 10' radius**
5th: **insect plague** (will work in Temple)

L. 14 ghouls (turned as wraiths) attack any not garbed as clerics of evil chaos. They guard two brass tubs. One holds 5,974 cp, and the other holds 2,441 ep.

M. Herein is a copper statue of a naked woman with long hair. Human males must save vs. spells or come under the illusion that the statue is an actual, alluring woman. Those who fail will absolutely refuse to leave the room, and they will violently resist attempts to remove them. Victims receive a new saving throw every 12 hours. Demi-humans and females are completely immune. The stairs descend to the Temple area of dungeon level 43.

DUNGEON LEVEL 42

A. 5 werewolves in human form are in a cage plated with 535 gp worth of silver. They cannot stand to touch the silver bars. The werewolves will claim to be decent people captured by the dungeons' dastardly denizens. The cage's key is in room K. The stairs ascend to dungeon level 41.

B. 6 weirdly-glowing lanterns sit on an oak table along the eastern wall. Close inspection reveals that each lantern holds a gland from a fire beetle. Each will glow for 1-6 days.

C. 16 feral bugbears attack with their bare claws. Regardless of how wild they are, the bugbears are afraid of dwarves and gnomes (giving them a morale score of 5 when faced with these diminutive foes). Wooden crates hold 2,529 ep.

D. This is the lair of 2 rhagodessae with mandibles made of pure silver worth a total of 555 gp.

E. A cave bear munches on the freshly-killed remains of a neanderthal. If you don't bother the bear, it won't bother you. 2,178 ep scattered about will tempt the foolish.

F. On the floor are 8 broken wooden cups and 5 drooping lotus blossoms.

G. 2 weretigers in tiger form prowl about. They will not attack in exchange for all of the PCs' gems and jewelry. One lycanthrope wears a necklace set with onyx worth 580 gp.

H. Slithering about are 4 giant rattlesnakes with rattles of pure platinum worth a total of 2,275 gp.

I. 2 gargoyles pose a riddle:

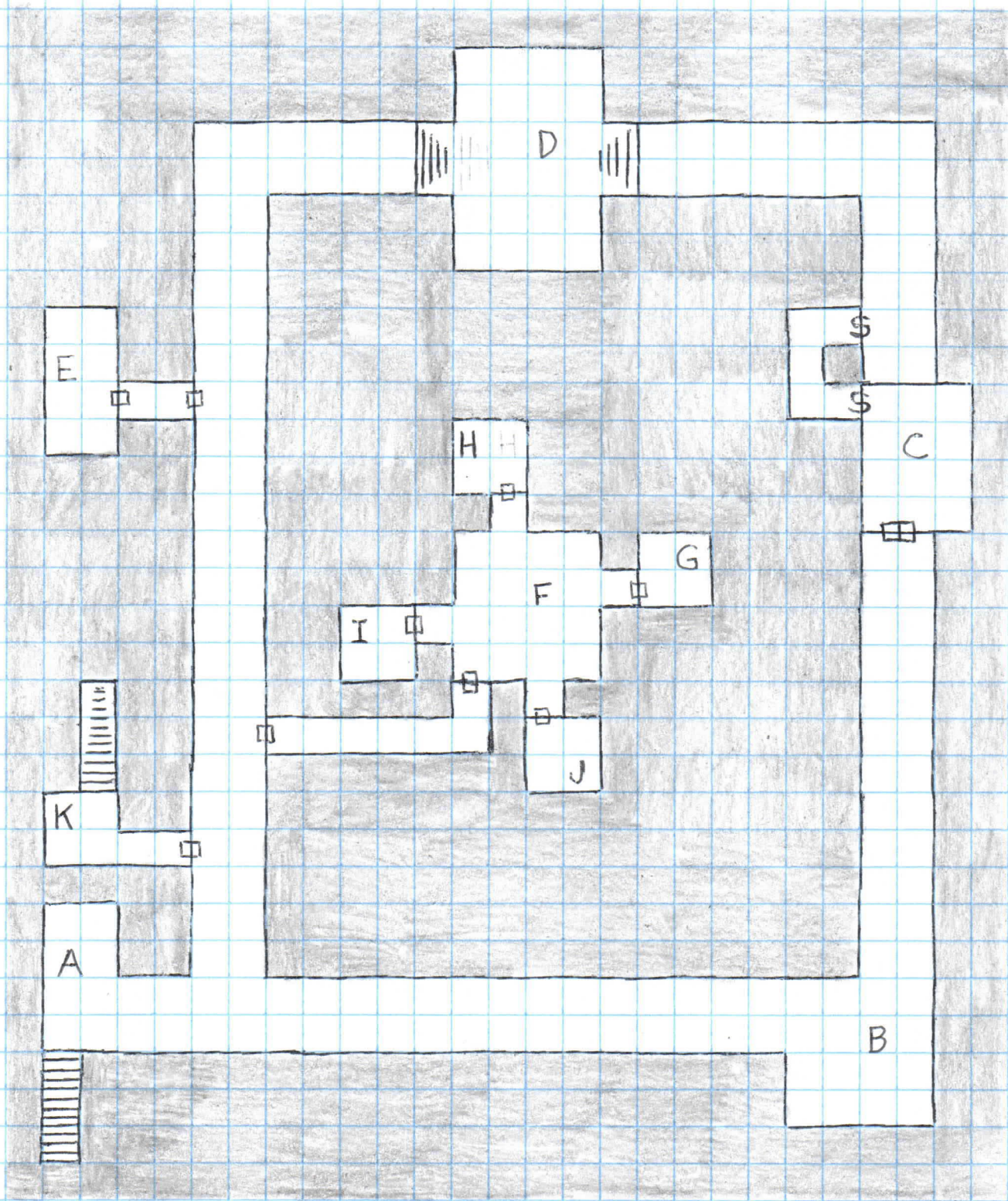
"Fiery sword in the sky
Betokens those who will die.
What am I?"

They will attack those who do not give the correct answer: a comet. A stone urn holds 593 pp.

J. 6 blind ogres can still hear and smell intruders. They will attack with a -2 penalty to hit. Each time an ogre misses, it has a 10% chance of accidentally striking a fellow ogre. They have 5,487 sp in big sacks.

K. A table holds eight brass cups (worth only 1 gp each because they are broken). Four cups hold green slime, and at the bottom of one of these under the slime is the key to the cage in room A. Though the weakened slime can no longer affect metals, it can still turn flesh into green slime. The stairs descend to dungeon level 44.

DUNGEON LEVEL 43



One square = 10 feet

DUNGEON LEVEL 43

The Great Temple of Evil Chaos (A-K)

A black pudding (hp 80) constantly oozes around in the 20' wide hallway. Every 2 turns the PCs spend in the hallway, they have a 1 in 6 chance of encountering it.

A. 12 ghouls (turned as wraiths) will insist upon escorting PCs to room B. Each wears a plain ring of an alien metal worth 110 gp. The stairs ascend to the Temple area of dungeon level 41.

B. 6 chaotic curates in cinnabar robes with black cowls. 5 in plate mail, 1 in **chain mail +1**. All have shields and maces. **Potion of healing** and **potion of speed**. They will typically slay intruders ("Blasphemers!") unless they agree to appear before the Ghoul King in room C. Each curate has an onyx chalice worth 450 gp. Memorized spells:

Curate #1: 1st: **darkness, cause fear**

2nd: **blight, silence 15' radius**

Curates #2-4: 1st: **cause light wounds** (x2)

2nd: **hold person** (x2)

Curate #5: 1st: **detect good, detect magic**

2nd: **resist fire, speak with animal**

Curate #6: 1st: **protection from good, resist cold**

2nd: **know alignment, silence 15' radius**

C. 12 ghouls prostrate themselves before the Ghoul King (HD 4, hp 32) seated upon a throne made of human bones. The Ghoul King wears a golden crown figured with skulls worth 2,000 gp. He and his minions will eat anyone not a cultist of evil chaos. The king is turned as a spectre, and the ghouls are turned as mummies while their king "lives", and turned as wraiths otherwise.

D. Herein is a sculpture of a pure red man crucified upside down, his arms forming 60° angles and his legs crossed so the right leg forms a right angle with the left leg. Still waters fill the room to a depth of 4', so the statue is more than half submerged. Anyone wading the length of the

chamber must save vs. death ray or be turned into a harmless snail.

E. A 9th-level chaotic patriarch in a madder robe with a black cape and cowl. Plate mail, shield, mace. **Ring of spell turning** (7 spells). Electrum ring set with ruby worth 1,700 gp. Keys to cells (rooms G-I). Memorized spells:

1st: **cause light wounds, darkness, cause fear**

2nd: **blight, know alignment, hold person**

3rd: **cause disease, curse, striking**

4th: **cause serious wounds** (x2)

5th: **insect plague** (works in Temple), **finger of death**

F. In the chamber's center is a 15' diameter pit full of shifting black liquid. The patriarch (room E) casts in a troll part, hobgoblin, and ghoul, and out comes a thoul obedient to the patriarch.

G-I. Prison cells, all with locked doors. The keys are possessed by the patriarch in room E.

G. 1 troll chained hand and foot to the eastern wall.

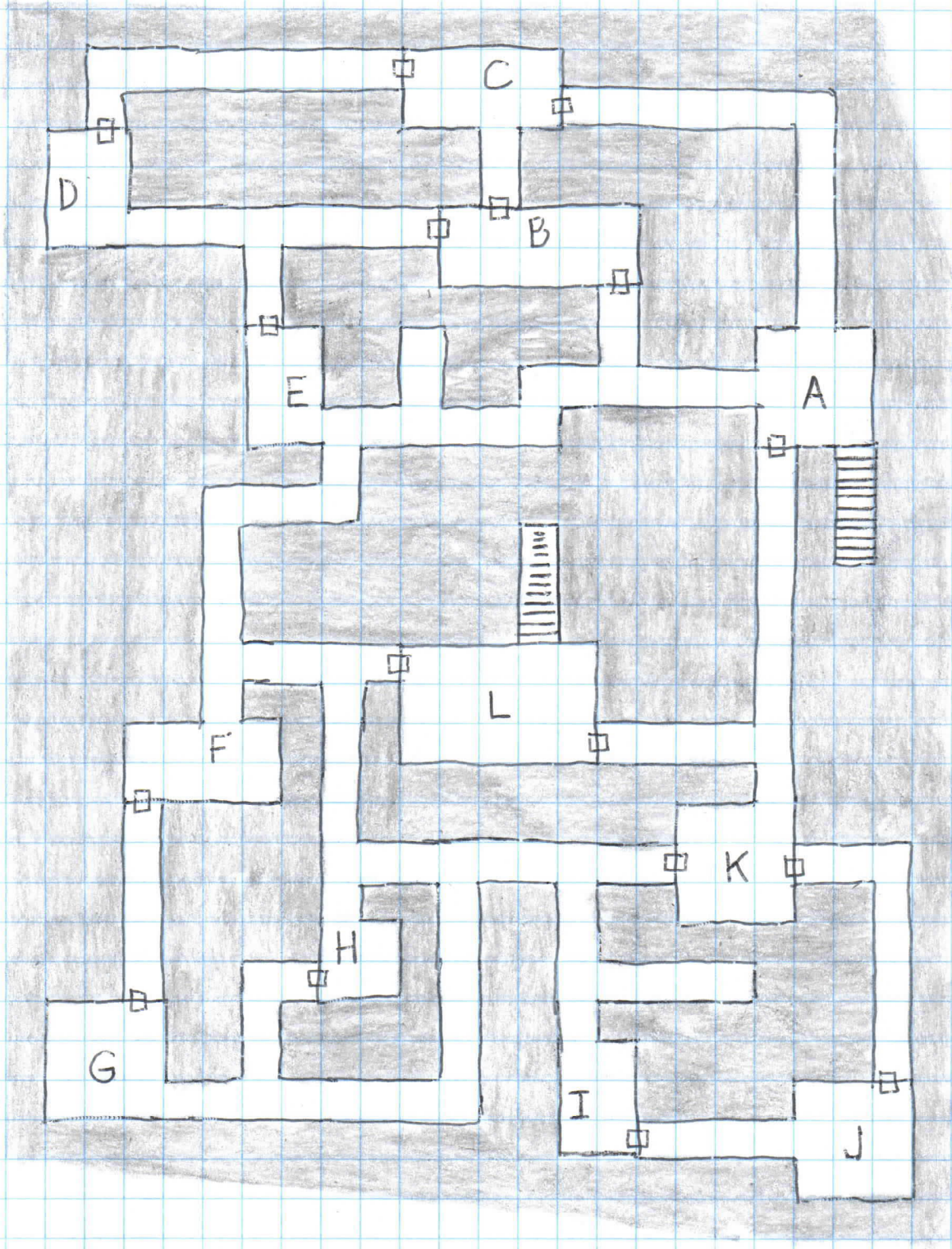
H. 16 hobgoblins chained to walls.

I. 12 rebellious ghouls chained to walls.

J. This is the lair of 8 thouls, fanatically loyal to the patriarch (room E). Each is armed with a two-handed sword and wears an arm band of platinum worth 500 gp.

K. 2 mummies (turned as vampires) rest in upright sarcophagi. They will attack all not wearing the garb of clerics of evil chaos. In the coffins are a **spell scroll: phantasmal force, wall of stone** and a **sword +1, +2 vs. lycanthropes**. The stairs descend to the Temple area of dungeon level 46.

DUNGEON LEVEL 44



One square = 10 feet

DUNGEON LEVEL 44

A. A gray ooze lurks in this room. The stairs go up to dungeon level 42.

B. Hanging on the south wall is a display of eight gorgeous swords. Six Asian-style hang horizontally, one above the other. Two European-style swords hang vertically, intersecting the other six. Anyone with any of these swords in his possession will be under a secret curse: Monsters will have a +1 bonus to hit. Getting rid of the curse is as easy as getting rid of the sword.

C. Two majestic lions stand in stasis. One has a leather scroll case under its front paw containing a **scroll of protection from elementals**. If care is taken, the scroll can be acquired without touching the lion. If either beast is touched, both will attack and fight to the death.

D. Here dwell 3 golden gargoyles (18 hp each). They bleed gold pieces. For each hp of damage taken, they bleed 30 gp. They will attack only those who touch the north door.

E. A hydra with 6 heads guards a small platinum idol of a ram god worth 2,250 gp. It always attacks, but it will not leave this room.

F. The foul stench of chlorine assaults the nostrils as far as 30' down the northern corridor. A green dragon (5 HD) reclines upon its bed of 1,470 gp. It does not talk, nor does it sleep, but it certainly attacks with its breath weapon.

G. An ochre jelly attacks anyone who enters.

H. A tattered, leather-bound folio is on the floor. It contains scribbled travel notes in the common tongue. Only the last note is of interest: "I alone escaped. The horrible worm things! My companions couldn't move after getting hit with their tentacles."

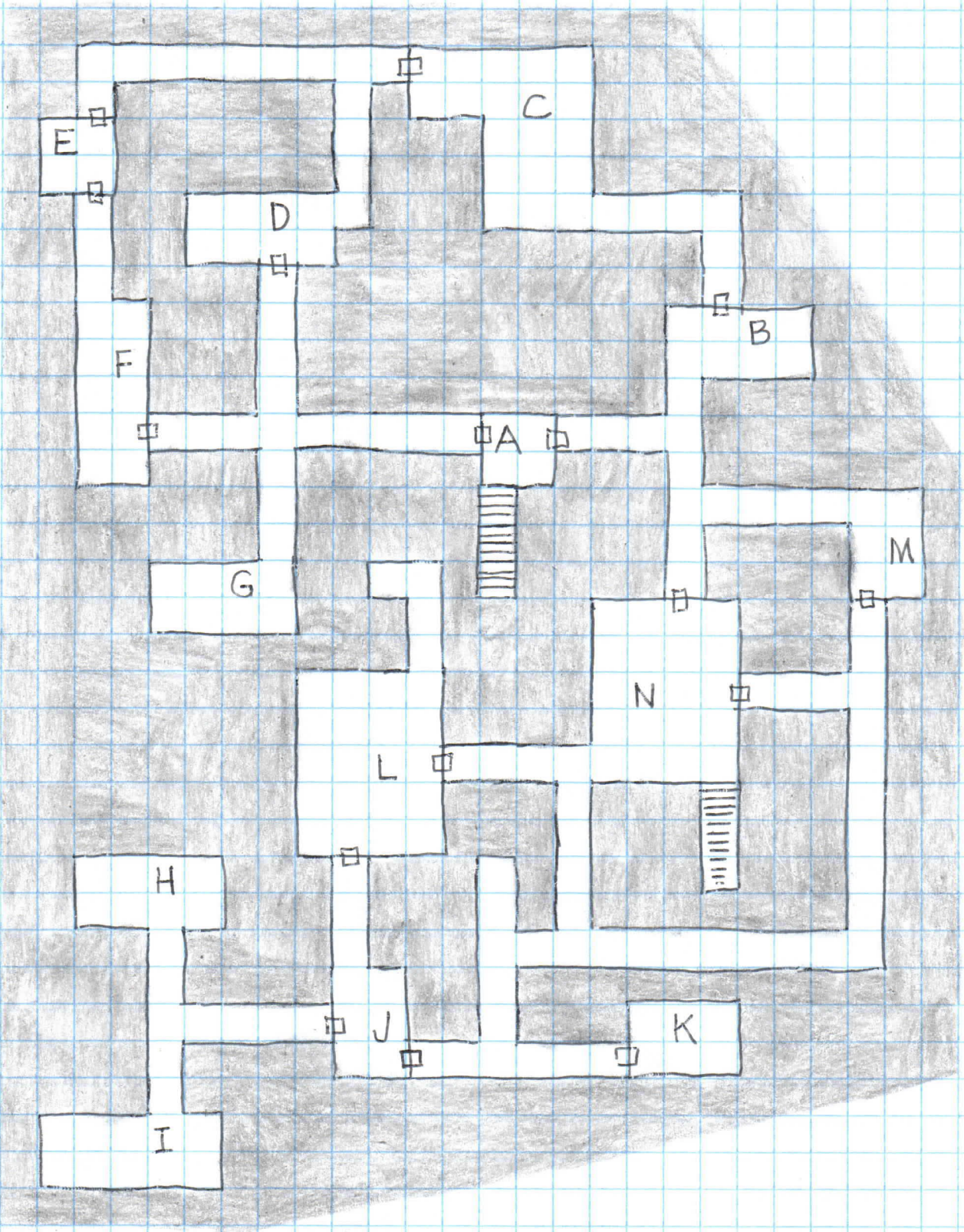
I. 3 carrion crawlers dwell amongst the rotten remains of three humans, a dwarf, and an elf. One of the humans has a finely-jeweled golden comb worth 1,135 gp.

J. 3 surly wereboars have a **potion of control undead**. They will not give it away without a fight.

K. 3 giant rattlesnakes coil around an unlocked chest that holds 5,788 sp. They will not attack those who do not approach the chest.

L. 2 harpies are in a large cage. They have a beautiful glass bottle holding a **potion of longevity**. The harpies long to attack. The stairs descend to dungeon level 45.

DUNGEON LEVEL 45



One square = 10 feet

DUNGEON LEVEL 45

A. Here dwell 3 chaotic swashbucklers: 2 in plate mail, 1 in **plate mail +2**, and all have shields. 2 wield swords, and 1 has a **sword +1, 4 wishes**. One of the swashbucklers wears a jeweled electrum belt worth 3,000 gp. They challenge all comers. The stairs ascend to dungeon level 44.

B. 2 hellhounds guard a burnished **shield +2** that hangs upon the eastern wall. Painted upon the shield is an 8-branched tree with a gold coin growing upon each branch end.

C. Crawling here are 4 giant tiger beetles, each with a golden stripe upon its carapace worth 600 gp.

D. Near the west wall is an open treasure chest overflowing with all sorts of sparkling coins, gems, and jewelry. It is merely an illusion. It seems real if poked with a sword, pole, etc., but if touched by hand the lid will slam and the chest will vanish. The person touching it must save vs. death ray or lose 2-12 points of intelligence (but cannot drop below a score of 3). Lost points return 1 per day.

E. Here grows a purple tree with green leaves and red flowers. Growing in the centers of eight of the blossoms are gold coins that may be plucked and kept.

F. This is the lair of 4 werewolves in human form. Each wears a platinum choker set with topazes (worth 4,500 gp each). They taunt intruders: "Come take these--if you dare!" They turn into wolves and attack

those who take the bait.

G. 3 lazy werebears want only to rest and sleep, but they will attack anyone who tries to take their bags holding 1,458 gp.

H. Eight copper coins lie on the floor: one in each corner of the room and one near the center of each wall. If greedy PCs take them, 100 gp worth of treasure in their possession will vanish for each of the copper coins nicked.

I. 6 hungry giant toads appreciate meals coming their way.

J. 2 chaotic pilferers skulk about here. One wears leather armor, and the other wears **leather armor +3**. Both wield swords, and one has a **bag of holding**.

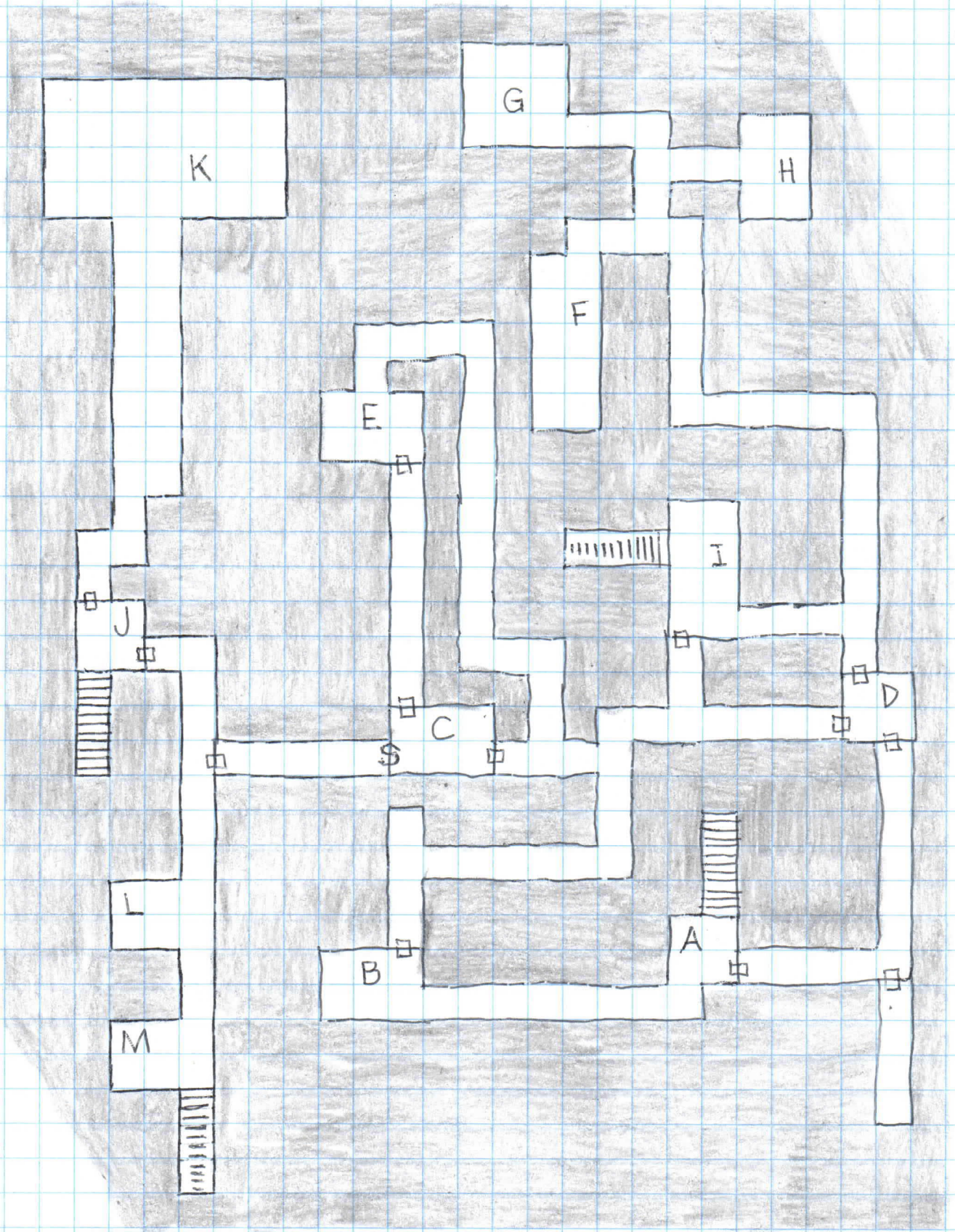
K. Here lair 8 giant geckos, each wearing a jeweled gold armband worth 1,500 gp. They typically will not attack, but they will if anyone tries to mess with their armbands.

L. 2 angry owl bears with gold beaks worth 715 gp each love to trap their snacks in the dead end.

M. A hungry rust monster lurks here.

N. 3 gargoyles are stationed in this chamber. They will tell intruders that they may leave in peace, but under no circumstances are they allowed to have their **potion of control human** or to descend the stairs to dungeon level 46.

DUNGEON LEVEL 46



One square = 10 feet

DUNGEON LEVEL 46

A. Here dwell 7 chaotic burglars, 6 in leather armor and 1 in **leather armor +1**. All wield short swords. One has a **potion of polymorph self**, and another wears **boots of speed**. They keep in their backpacks a total of 1,760 gp. The stairs ascend to dungeon level 45.

B. 19 unarmed gnolls guard 2 barrels holding 7,074 cp and 7,025 sp.

C. 2 rock pythons attack only those approaching the mosaic of a green and platinum serpent surrounding the secret door. The platinum tesserae are worth a total of 2,270 gp.

D. 7 giant weasels lair here, one with a **scroll of protection from lycanthropes** tied around its neck. If somehow led to the pythons (room C), the weasels will ignore all else as they attack the snakes.

E. 5 giant scorpions of a bright blue color with a subtle green tint guard an Osiris-style crown made of platinum worth 2,250 gp.

F. Blue ice coats the floor, walls, and ceiling. Stalactites of ice hang down. Two frost giants lair here. They keep in their pouches 8 pieces of jewelry made of silver set with sapphires. 3 are worth 2,000 gp each, and 5 are worth 3,000 gp each. If the giants get in a fight, they will bellow for the polar bear (room G) and dire wolves (room H) which will arrive in 2 rounds.

G. Here dwells a bloodthirsty polar bear wearing a silver collar set with sapphires (worth 1,800 gp). It is the pet of the frost giants (room F).

H. This is the lair of 6 dire wolves, savage pets of the frost giants (room F).

I. This room is empty. The stairs descend to dungeon level 47.

The Great Temple of Evil Chaos (J-M)

J. 2 chaotic bishops in ruby robes with black cowls. Plate mail and war hammers. One has a shield, the other a **shield +1**. **Scroll of protection from magic**. This is a sitting room furnished in black and red. A locked chest holds 1,723 gp. (One bishop has the key.) The stairs go up to the Temple area of dungeon

level 43. Memorized spells:

Bishop #1: 1st: **darkness, cause fear**
2nd: **blight, know alignment**
3rd: **cause disease, growth of animals**
4th: **cause serious wounds**
5th: **insect plague** (will work in Temple)
Bishop #2: 1st: **cause light wounds, resist cold**
2nd: **hold person, resist fire**
3rd: **curse, striking**
4th: **sticks to snakes** (He has sticks.)
5th: **finger of death**

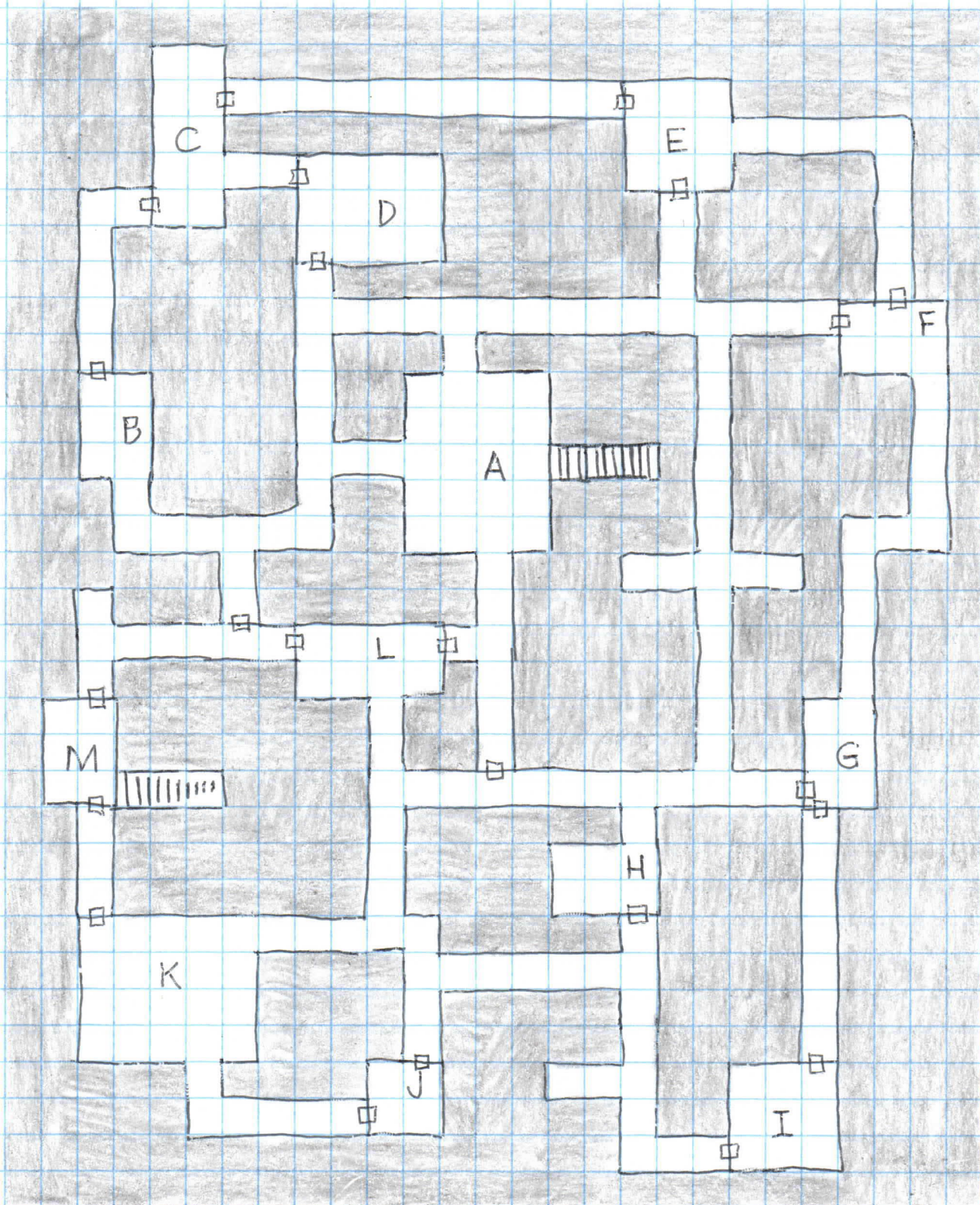
K. The dull black walls are studded with (worthless) natural crystals of an opaque red. Braziers illumine murals of triumphant demons and dejected men. Praying here are 4 chaotic elders with black robes and vermilion cowls. Plate mail, shields, maces. **Spell scroll: purify food and water, resist cold, neutralize poison, insect plague, finger of death**. The elders' memorized spells:

Elders #1-2: 1st: **cause light wounds, cause fear**
2nd: **hold person, silence 15' radius**
3rd: **continual darkness**
4th: **protection/good 10' radius**
Elders #3-4: 1st: **cause light wounds, detect good**
2nd: **blight, hold person**
3rd: **curse**
4th: **cause serious wounds**

L. Here stands a statue of a black skeleton wearing a black Osiris-style crown and holding a black scythe such that anyone going through the south entrance/exit must pass under the scythe. A faint, disturbing piping can be heard (coming from everywhere and nowhere) if the party is absolutely silent.

M. Dozens of indestructible bubbles 2' in diameter float about this room. Each holds a light blue humanoid figure half formed out of protoplasm. Anyone walking through the room (unless wearing the garb of clerics of evil chaos, which grants immunity) must save vs. spells or be transformed into a monster of the same alignment. Use the tables in the **reincarnation** spell. A new saving throw is allowed every three days to return to normal. The stairs go all the way down to the Temple area of dungeon level 53.

DUNGEON LEVEL 47



One square = 10 feet

DUNGEON LEVEL 47

A. A 9-headed hydra will snap the head off of anyone entering its lair. Its teeth are solid silver and worth 625 gp. The stairs ascend to dungeon level 46.

B. Yellow mold infests every inch of this room. There is no way to walk across it without releasing the poison spores.

C. Up to nine magical arrows of fiery red energy will manifest themselves in this room. Each round that a magic item is in the room, one arrow will unerringly strike it and make it permanently non-magical. Determine randomly which magic item is de-magicked.

D. A chaotic 9th-level lord has all his arms and armor a deep carmine in color. **Plate mail +2**. Pole arm, short bow, and 20 arrows. He wears a belt of red gold worth 2,000 gp. The lord never speaks, always attacks, and fights to the death. If slain, his body vanishes, leaving all his belongings behind.

E. Here lurk 22 bugbears with heads that look like lit jack-o-lanterns. They attack with their bare hands, and these weirdos are not afraid of dwarves and gnomes. 17 of the bugbears have a bright orange gem (worth 100 gp) inside of their jack-o-lantern heads.

F. A stone basin and fountain spouts out palpable darkness rather than water. 3 shadows coalesce from the darkness and attack. 1,356 ep lie in the bottom of the basin. These coins are unalterably ice cold.

G. 4 werewolves in human form are rendered harmless by being bound in silver chains worth 700 gp. They are as likely to attack as give thanks if freed.

H. A caecilia wallows in weird water with splashes of pure silver that cannot be separated from the water unless the caecilia is killed. The silver will then harden into chunks worth a total of 700 gp.

I. Bas-reliefs of demonic serpents cover the walls of this lair of 2 basilisks. They certainly attack. If both are slain, one "tooth" of one of the basilisks will break-off. It is really a bone scroll case holding a **scroll of protection from undead**.

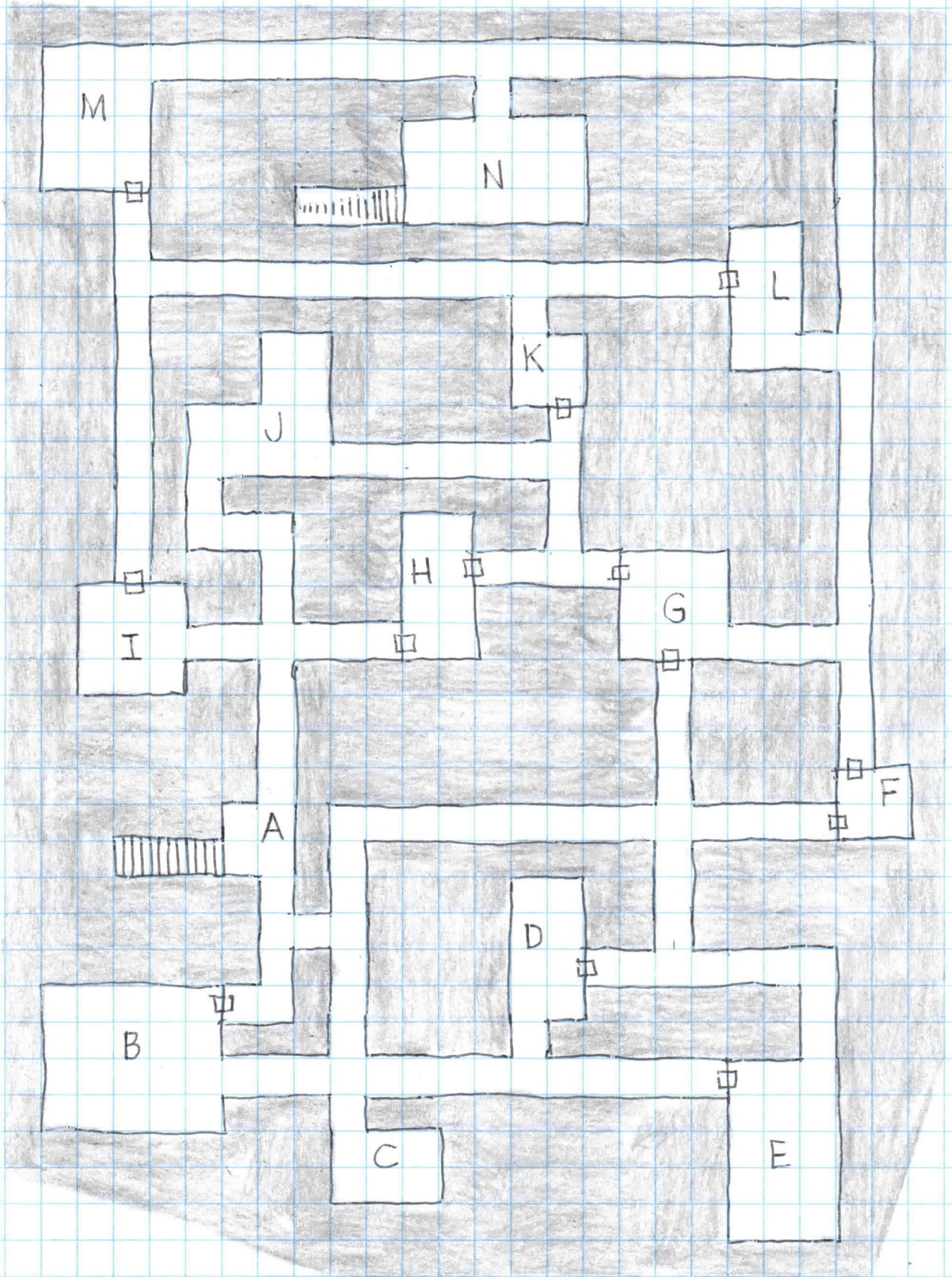
J. Only a madman enters here because of the 17 aggressive giant tarantellas that scurry about. On the floor are several skeletons, 6,348 cp, and 6,119 sp.

K. Nine crisscrossed red arrows are painted on the ceiling.

L. 3 werebears guard an old wine barrel that holds 1,912 gp.

M. A fire giant will attack anyone who insists upon going down the stairs to dungeon level 48. He has a gold tooth right in front worth 750 gp.

DUNGEON LEVEL 48



One square = 10 feet

DUNGEON LEVEL 48

A. Five dripping wet owl bears are not in the mood for visitors. They guard wooden crates full of 2,090 gp. The stairs go up to dungeon level 47.

B. 8 ogres cook a huge ox over a fire. Their leader wears an eyepatch. Whether or not they attack depends upon the PCs' manners. The ogres have a **bag of holding** with 3,519 gp inside.

C. Herein are 3 gargoyles with crystalline blue horns worth a total of 1,500 gp. A teakwood box holds a **potion of levitation**.

D. Once the entire party enters, the door and opening are replaced by solid stone 3' thick. The PCs will intuitively know that the only way anyone can pass through the stone is by sacrificing 1,000 gp worth of treasure. When the last person escapes, the magical stone vanishes. Sacrificed treasure also vanishes.

E. Human bones thickly litter the floor. Anyone who tries to exit other than the way he entered will cause a bone golem to assemble and attack. The golem has no chance of surprising. Only one golem can form each day.

F. Crawling here are 4 giant scorpions made of copper clockwork parts worth a total of 1,800 gp (and weighing well over a ton). On a high shelf by the 20' ceiling is a **potion of healing**.

G. A hydra with 7 heads guards a golden fleece worth 1,900 gp. The next time (i. e., not in combat with this hydra) that a PC is

slain in the presence of the fleece, he will be resurrected with full hp and ready to go. This can happen only once.

H. 13 big black ants are connected into a motionless walkway between the two doors. Walking upon the ant-bridge is safe, but setting foot anywhere else will cause the ants to transform into 13 driver ants which attack. An unlocked chest in the northwest corner holds 6,149 gp, and a similar chest in the southeast corner holds 6,937 sp.

I. 5 trolls are covered in a weird copper-silver liquid. If the trolls are slain, the liquid rolls off and solidifies into nuggets worth a total of 740 gp.

J. 9 rose crystal goblets (worth 20 gp each) lie on the floor.

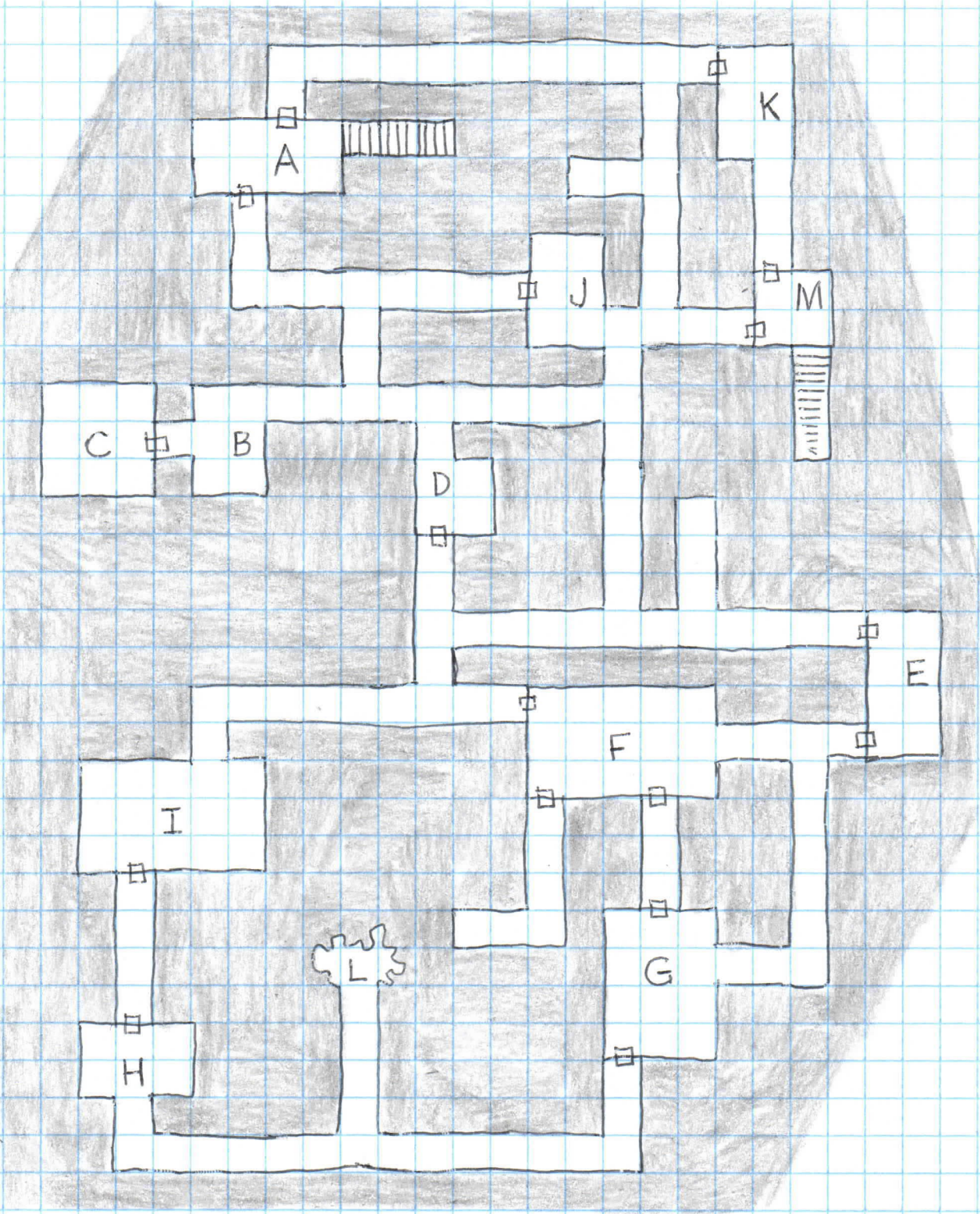
K. This room is 100° Fahrenheit. A living rock statue will attack but not pursue out of the room.

L. Yellow lotus blossoms impossibly grow out of the rock of the floor and walls.

M. 3 shadows guard a **spell scroll: fly, infravision**.

N. Luxurious warmth and an odor of exotic incense fill this chamber. A large cushion of scarlet silk lies by the center of the south wall. Resting thereon is a mighty tiger (hp 48). The tiger watches all who enter, but it will attack PCs only on their second visit. The stairs descend to dungeon level 49.

DUNGEON LEVEL 49



One square = 10 feet

DUNGEON LEVEL 49

A. Here lair 4 giant rock pythons. Each of their eyes is a lime green gem worth 225 gp. The stairs go up to dungeon level 48.

B. This is the dwelling of 9 chaotic heroes, 8 with plate mail and shield, 1 with **chain mail +1** and **shield +1**. 7 are armed with swords, 1 with a **sword +1**, and 1 with a **sword +2, charm person**. The heroes serve the 9th-level wizards in room C and will allow no disturbance of their masters.

C. 2 chaotic 9th-level wizards are deep in their arcane researches. One has a dagger, the other a **dagger +1. Ring of telekinesis, spell scroll: phantasmal force, confusion**. Their wizardly research paraphernalia is worth 1,870 gp. Memorized spells:

Wizard #1: 1st: **protection from good, darkness, magic missile**
2nd: **levitate, ESP, mirror image**
3rd: **fire ball, dispel magic, infravision**
4th: **polymorph self, confusion**
5th: **cloudkill**

Wizard #2: 1st: **charm person, shield, sleep**
2nd: **mirror image, phantasmal force, wizard lock**
3rd: **clairvoyance, hold person, fire ball**
4th: **polymorph others, hallucinatory terrain**
5th: **wall of stone**

D. A sabre-toothed tiger is frozen in a block of ice, a **spear +1** on top of the block. If taken, the ice melts and the cat attacks.

E. Here are 2 chaotic champions, one with **plate mail +1** and shield, the other with plate mail and **shield +1**. One has a **potion of invulnerability** in his pouch.

F. Nine swords with bloody blades lie on the floor.

G. 4 hellhounds (HD 6) guard a barrel holding 6,926 sp.

H. Mildly poisonous blood is smeared on the west wall. Those touching it will take 1 hp damage.

I. A black dragon (HD 6) has 12 blood-red garnets (worth 500 gp each) embedded in its belly. The dragon does not talk or sleep.

J. Green slime coats the entire ceiling.

K. 3 displacer beasts lurk here, one with a silver hide worth 650 gp.

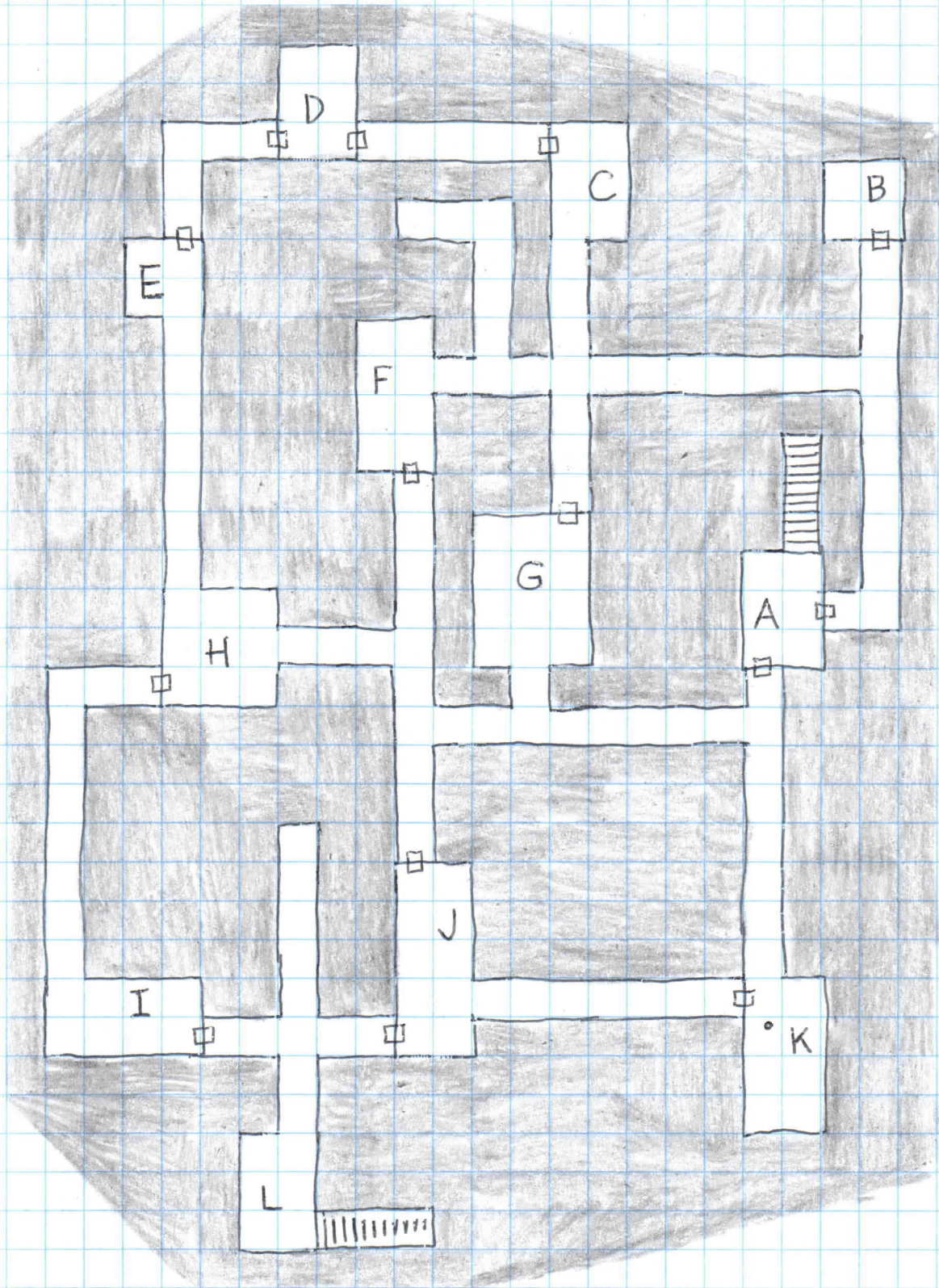
L. This looks like a natural cave passage from the outside. Anyone who places even a single foot inside will become lost in a magical, unmappable maze. Only a **wish** can immediately get him out. Roll each hour to see what lost characters find:

1-5: 2-5 minotaurs (out of a total of 25 minotaurs)
6: 4,856 ep
7: **chain mail +2**
8: 1,763 gp
9: **potion of heroism**
10: **potion of flying**
11: **spear +2**
12: **potion of invulnerability**
13: **potion of control red dragon**
14: 3,764 gp
15: 4,755 gp
16: labyrinth exit on dungeon level 49
17: labyrinth exit on dungeon level 57
18: labyrinth exit on dungeon level 61
19: labyrinth exit on dungeon level 68
20: labyrinth exit on dungeon level 73

Note that each of the treasures (results 6 through 15) is unique. If a roll indicates a treasure that has already been found, go to the next available treasure on the list.

M. Two grizzly bear skulls sit on the floor. The stairs go down to dungeon level 50.

DUNGEON LEVEL 50



One square = 10 feet

DUNGEON LEVEL 50

A. A 7' high iron basin holds 2 ochre jellies. Anyone peering over the edge will draw their attack. The stairs ascend to dungeon level 49.

B. Huge heaps of wet grasses and weeds are piled on the floor. A devil swine in hag form lurks behind them waiting to ambush prey. A locked chest of rotting wood buried in the mounds holds 3,692 ep.

C. 3 frost giants lair in this chamber covered with blue ice. In their pouches they have an electrum necklace worth 1,850 ep and a **potion of healing**. The necklace was taken from the thief in room D.

D. Brooding here is a chaotic thief in **leather armor +2** armed with a **sword +1**. He is penniless because the frost giants in room C stole his necklace on a bad day. The thief wants vengeance more than he wants the necklace, and he will ally with anyone to kill the giants.

E. A horrid stench travels all the way down the hall to room H. This is the lair of 15 troglodytes. 1,700 gp and a **sword +1** are scattered in their nests. Unless washed in wine or oil, the treasures will stink for 3 days, making it impossible for anyone carrying the treasure to surprise foes.

F. 2 aggressive weretigers in tiger form bleed platinum, which hardens in 1 turn after being exposed to air. The total value is 2,295 gp.

G. A mated pair of wyverns will attack anyone without the sense to leave their lair at once. 2,013 gp are scattered on the floor.

H. Nine bright gold coins are on the floor, arranged into three equilateral triangles that themselves form a larger equilateral triangle. Each coin is covered with yellow mold, and touching it releases the deadly spores.

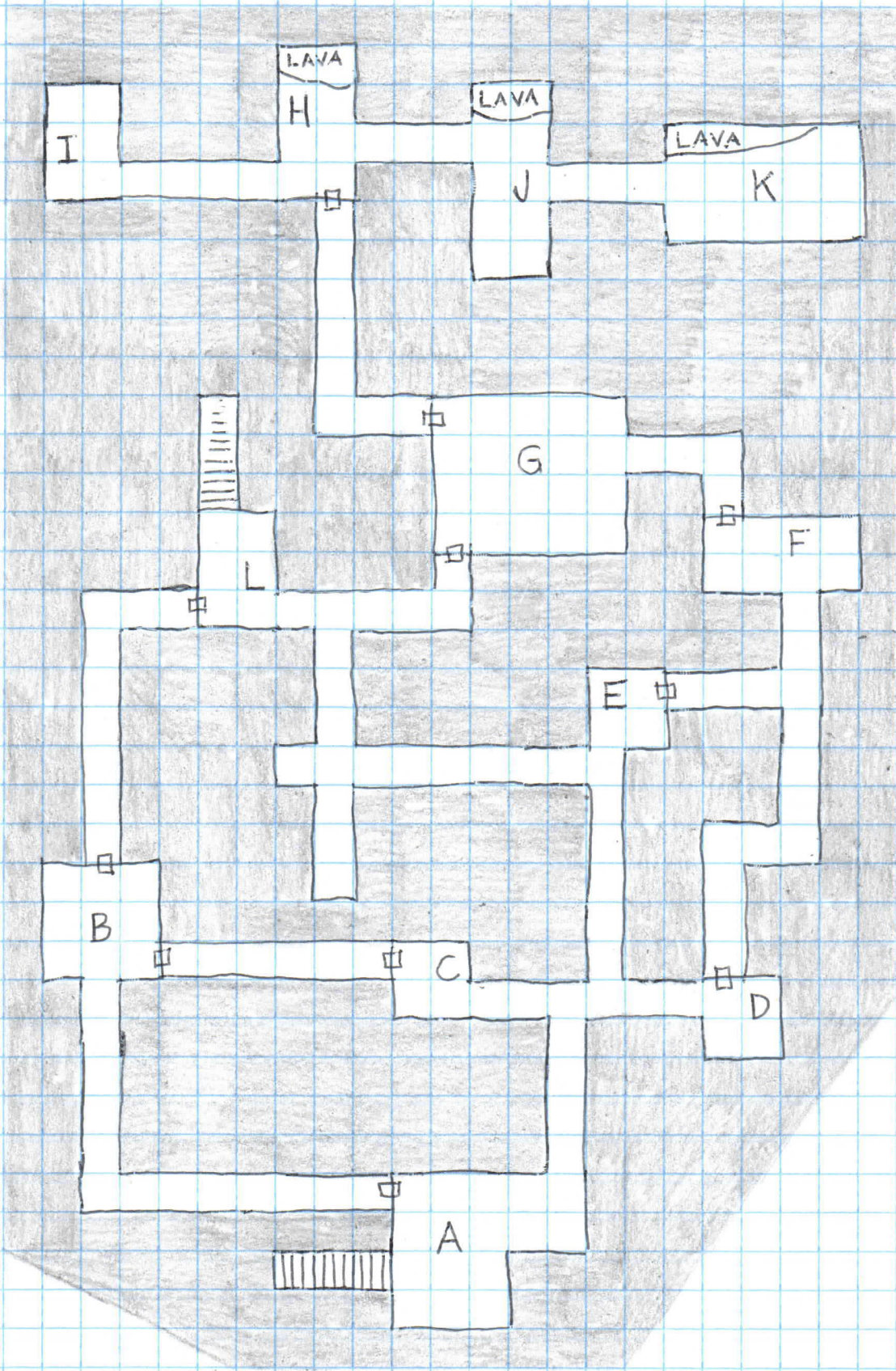
I. 13 bugbears armed with pole arms guard several sacks holding 6,240 sp. They fear dwarves and gnomes, so their morale score is 5 if faced by these small foes.

J. Painted on the walls are nine 2' diameter disks, three each of green, pink, and blue.

K. The dot on the map represents the statue of a fighter, lantern in one hand and the other holding a sword. It faces southeast. A cockatrice roosts on the lantern. Inside the statue's stone pouch are 20 gems, each worth 50 gp.

L. Red tiles cover the floor, walls, and ceiling. They radiate heat, making the room 100° Fahrenheit. A flame salamander lairs here, attacking all trying to descend the stairs to dungeon level 51. Each of the salamander's two eyes is a fiery orange-red gem worth 2,750 gp.

DUNGEON LEVEL 51



One square = 10 feet

DUNGEON LEVEL 51

A. Lairing here are 4 very hungry dire wolves with bristling platinum needles (worth a total of 2,790 gp). Each round they can either shoot the needles up to 40' for 1-8 points of damage, or bite. The stairs ascend to dungeon level 50.

B. A stone giant dwells in this chamber with his pile of rocks and heavy sack holding 1,738 gp.

C. On the floor are eight shattered wands of blue glass and two bent wands of iron. They are unmagical and worthless.

D. Here lairs an angry and aggressive manticore with golden tail spikes worth a total of 1,838 gp.

E. Each of 3 shockingly bright purple trolls wears a necklace of an unknown orange metal set with brilliant green emeralds (worth 7,000 gp). The trolls will attack dwarves and elves on sight, but they attack humans and halflings only in self-defense.

F. 2 cave bears stand in stasis. The only way to free them from stasis is if the shriekers in room G shriek.

G. If the 9 shriekers in this room shriek, the cave bears in room F will animate and attack anything that moves, rushing into this room in 2 rounds. When animated, the bears' eyes turn into white gems (each of the 4 worth 450 gp).

H. A red dragon (HD 7) lairs here, lured by the nice, warm lava. It neither talks nor sleeps. Its treasure is a mound of 2,031 gp.

I. A chaotic necromancer lives here, clothed in bright yellow-orange robes figured with electric blue wands. He also wears a matching hat and has in his belt a dagger and a **spell scroll: sleep**. His arcane experimental equipment is worth a total of 1,550 gp. The necromancer studies lava and fire magic and does not take kindly to interruptions. His memorized spells:

1st: **light, magic missile** (x2)

2nd: **continual light, mirror image, phantasmal force**

3rd: **fire ball, lightning bolt**

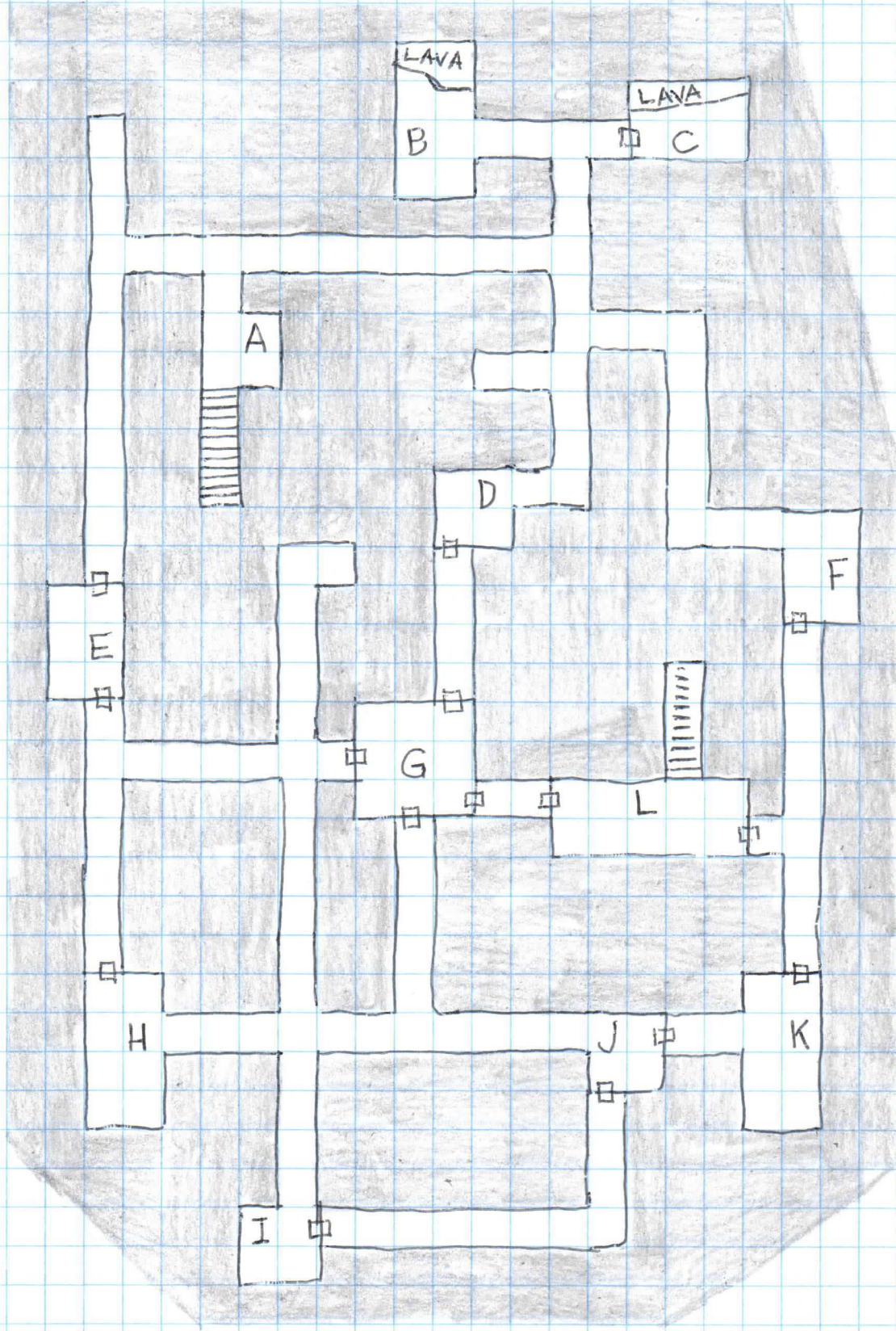
4th: **wall of fire** (x2)

J. A fire giant enjoys the lava, attacking all comers. He has a big pile of black and red lava rocks. In a stone coffin are 2,019 cp and 18 bright orange gems worth 50 gp each.

K. 14 mutant giant draco lizards with red scales love the heat. Scattered about are 6,137 cp and 6,451 sp.

L. 2 gray oozes are on the topmost stairs. They surprise 3 in 6. The stairs descend to dungeon level 52.

DUNGEON LEVEL 52



One square = 10 feet

DUNGEON LEVEL 52

A. 5 giant tiger beetles attack anything because of the irritation caused by the 17 **arrows +1** sticking in them. The stairs ascend to dungeon level 51.

B. 2 hellhounds (HD 6) love the lava and the heat. They guard big glass jars holding 6,353 cp and 6,211 sp. A small glass bottle holds a **potion of invisibility**.

C. 3 flame salamanders enjoy swimming in the lava. They attack only those disturbing their treasure: a **staff of healing** (10 charges) in a 7' long, very slender steel box. It is propped in the southeast corner.

D. A blue dragon (HD 6) lairs here. It neither talks nor sleeps. Some of its scales are of platinum, worth a total of 2,585 gp.

E. Ten brass cups (worth 2 gp each) are arranged in a circle on a wooden table. Water fills each cup. Hastily scrawled on the table is the following in the elven language: "DRINK NOT. NOTHING GOOD COMES OF IT." If a cleric, elf, or magic-user ignores the warning and drinks, the next spell he casts will have no effect.

F. Here dwell 4 harpies, one wearing a silver crown worth 700 gp. Another holds a **potion of healing**. "Bring us the blue dragon's head, then you can have either the potion or the crown. If you attack us, we'll shatter the potion on the floor." They will keep their word.

G. 4 hill giants are drunk on beer. Each preposterously has tied to his head a crown meant for a human (worth 6,250 gp each). They will drunkenly attack at -1 to hit.

H. The rust monster living here greatly enjoys

visits from those wearing the yummy metal suits.

I. This is the domicile of 3 chaotic necromancers armed with daggers. **Potion of control blue dragon, wand of lightning bolts** (18 charges), and a **spell scroll: mirror image**. One necromancer has the key to a locked chest holding 6,430 cp and 6,359 sp. Memorized spells:

Necromancer #1: 1st: **magic missile** (x2),
protection from good

2nd: **ESP, invisibility, knock**

3rd: **dispel magic, fly**

4th: **confusion, massmorph**

Necromancer #2: 1st: **charm person, shield, sleep**

2nd: **detect good, web, wizard lock**

3rd: **clairvoyance, infravision**

4th: **polymorph others, wizard eye**

Necromancer #3: 1st: **hold portal, light, ventriloquism**

2nd: **mirror image, phantasmal force, web**

3rd: **fire ball, protection/normal missiles**

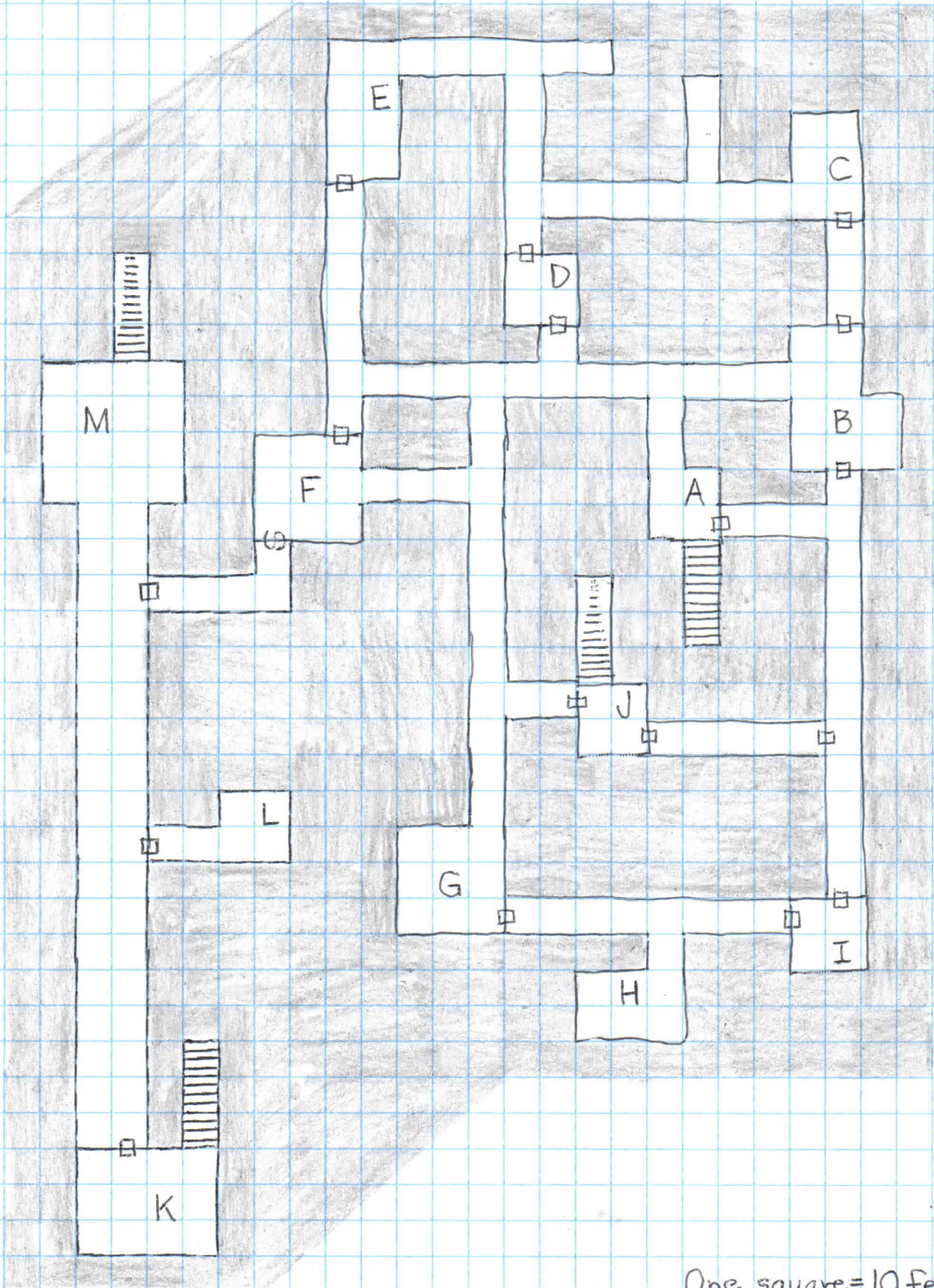
4th: **wall of fire, wall of ice**

J. 3 giant horned chameleons make this their lair. Urns contain of 6,289 cp and 7,289 sp.

K. 4 chaotic swashbucklers in plate mail are here. 3 have shields, 1 has a **shield +1**. All are armed with swords, and 1 also has a short bow and 10 **arrows +1**. They keep in their backpacks a total of 742 gp and a **potion of diminution**.

L. Shallow puddles of water are on the floor. The stairs go down to dungeon level 53.

DUNGEON LEVEL 53



One square = 10 feet

DUNGEON LEVEL 53

A. 19 unarmed bugbears dwell here, each with a pink crystal left eye worth 100 gp. They fear dwarves and gnomes, giving them a morale score of 5 when facing these diminutive foes. The stairs go up to dungeon level 52.

B. Standing herein are two perfect statues of bugbears, the victims of this room's gorgon. Each statue has a left eye of pink crystal worth 100 gp. The gorgon guards a large stone box containing 4,674 sp and a **potion of gaseous form**.

C. 4 nasty giant scorpions, gray-blue in color, guard a **potion of heroism** in an engraved silver bottle worth 700 gp.

D. A brass crucible (worth 60 gp), 1' in diameter, is marked with a white lion, red eagle, and a raven perched on a human skull. It holds fresh, pure water.

E. A thoroughly disgusting black pudding squelches around in here, eating all comers.

F. An efreeti is tasked to remain in this brass-plated room, fearfully commanding all intruders to leave at once, attacking those who dare disobey. The brass panels of the secret door are engraved with blue and red flames.

G. A stone pedestal stands in the room's center. Resting on it is a sabre-tooth tiger's skull, coated in gold and its two huge fangs covered in platinum (worth 1,750 gp). Dwarven runes are engraved into the pedestal: "TAKE NOT THE GOLDEN SKULL LEST YOU SUFFER AN ELDRITCH CURSE." It is an empty threat.

H. Here lair 5 exploding werewolves. In melee their heads glow ever redder until they explode in round 5, doing 1-8 points of damage

to all within 30' (save vs. spells for half damage). Their exploded skulls will be found to be electrum worth a total of 1,750 gp.

I. 3 flame salamanders guard 1,880 gp loose on the floor.

J. A bone golem will not allow anyone down the stairs to level 54.

The Great Temple of Evil Chaos (K-M)

K. 78 paintings, each 12" wide by 18" tall, hang on the walls. The collection is similar to a disturbing Tarot deck. They are too vile and blasphemous to be worth anything. The stairs go up to the Temple area of dungeon level 46.

L. 3 mummies (turned as vampires) in stone sarcophagi slay those who disturb their rest. Inlaid electrum on sarcophagi is worth 777 gp.

M. 6 chaotic vicars in black robes with scarlet cowls. Plate mail, shields, maces. 14 black gems worth 100 gp each. **Girdle of giant strength** and a **spell scroll: continual darkness, create water, speak with plants, commune, finger of death**. Their memorized spells:

Vicars #1-2: 1st: **cause light wounds, darkness**

2nd: **silence 15' radius**

Vicars #3-4: 1st: **cause fear, resist cold**
2nd: **blight**

Vicars #5-6: 1st: **cause light wounds, protection from good**
2nd: **hold person**

The vicars meditate around a jet black stone sphere 5' in diameter. They will obliterate intruders. The stairs descend to the Temple area of dungeon level 54.

DUNGEON LEVEL 54

A. 4 white apes stand here, one in each corner of the room. Fruit is piled in the center. PCs will not be attacked unless they disturb the fruit. The stairs ascend to dungeon level 53.

B. 9 weird animated ogres made of gold coins lurch about. They attack only in self-defense. Each slain ogre collapses into a pile of 300 gp.

C. The black pudding living here is white but otherwise normal.

D. 6 giant oil beetles squirt oil at intruders but will not otherwise attack save in self-defense.

E. A goat skull with long, spiraled horns hangs on the north wall.

F. A displacer beast guards 3,265 ep lying on the 15' high ceiling. The coins can easily be removed.

G. 3 cave bears lair here. One has copper fur (worth 65 gp), another has silver fur (worth 650 gp), and the third has electrum fur (worth 3,250 gp).

H. A nasty and spiteful basilisk watches over a chest carved with serpent motifs, holding 3,362 ep.

I. Lying on the floor are 7 dead doppelgangers in their original form. Their packs hold a total of 3,436 ep and a **spell scroll: floating disc**.

J. Lairing here are 2 giant tuatara lizards with rainbow-hued scales arranged in stripes. Each wears a jeweled platinum collar worth 7,000 gp, and the lizards will attack if anyone touches a collar. The stairs descend to dungeon level 55.

The Great Temple of Evil Chaos (K-N)

K. The canals of Mars are figured in black stone atop the red stone of the floor, walls, and ceiling. The odor of goats fills the room. The stairs go up to the Temple area of dungeon level 53.

L. 2 chaotic lamas in black robes with crimson cowls. Plate mail. One has a shield, the other a **shield +2**. Silver flagon of wine and two silver chalices worth a total of 670 gp. The lamas relax on red and black silken cushions, and they will attack all who are not members of the cult of evil chaos. Their memorized spells:

Lama #1: 1st: **cause light wounds** (x2), **darkness**
2nd: **hold person, resist fire, silence 15' radius**

3rd: **continual darkness, curse**

4th: **cause serious wounds, protection/good 10' radius**

5th: **finger of death**

Lama #2: 1st: **cause light wounds, cause fear, resist cold**

2nd: **blight, know alignment, hold person**

3rd: **cause disease, striking**

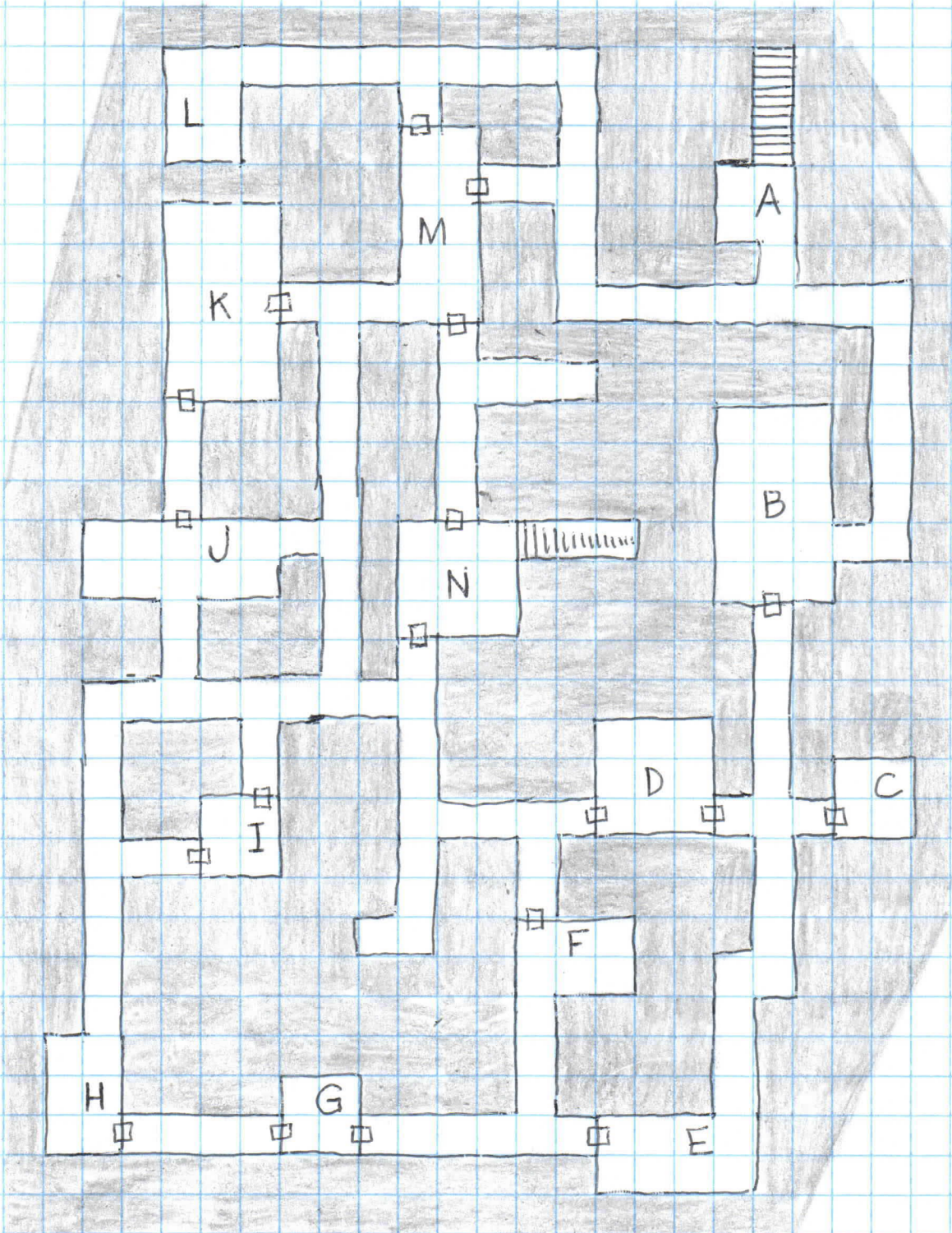
4th: **cause serious wounds** (x2)

5th: **insect plague** (will work in Temple)

M. Black pedestals hold unhallowed rocks sacred to the cult of evil chaos. Each rock is a shade of black and/or red, and many are natural crystals. They have worth only to the cult. The stairs descend to the Temple area of dungeon level 56.

N. Each of thirteen ornately-carved sarcophagi of red stone holds a mummy, but only 3 are animated (turned as vampires). They attack only if their sarcophagi are opened. One of the animated mummies wears a **ring of fire resistance**, and each of the other two wears a necklace set with black gems worth 950 gp.

DUNGEON LEVEL 55



One square = 10 feet

DUNGEON LEVEL 55

A. 2 shadows immediately attack anyone entering. Black urns hold 487 pp. The stairs go up to dungeon level 54.

B. Arranged on the floor in intricate and swirling patterns are 7,588 cp, 7,010 sp, and 4,812 ep. The sabre-tooth tiger lairing here gingerly avoids disturbing the patterns. If anyone or anything else does not touch the coins, they will be safe. Otherwise, the beast attacks.

C. A hill giant wields a club made of silver worth 2,900 gp. He loves to brain with it, especially dwarves.

D. Ten swords lie on the floor. The tips of nine of them touch the tenth which is broken in three. If anyone touches one of the broken pieces, all swords (even magical ones) in the room will be broken in three and rendered worthless.

E. This room is covered in a riot of psychedelic, vibrantly-colored fungus of all sorts. Anyone eating them will take 1-8 points of damage unless he saves vs. poison.

F. 5 werebears sit at a wooden table counting and stacking 7,552 cp, 6,386 sp, and 4,199 ep. They will leave alone those who leave them alone. Rudeness will result in them turning into bears and attacking. A **spell scroll: striking** is strapped to the bottom of the table.

G. The following message in the common tongue is carved into the outside of both doors: "STAY OUT! THIS ROOM DESTROYS MAGIC ITEMS!" In fact, any magic item

brought inside will become non-magical for 30 days, then return to normal.

H. 9 giant tarantellas guard a **scroll of protection from undead** in a wooden scroll case decorated with spider and web images.

I. A black dragon (HD 7) broods upon a mound of 8,082 cp, 6,833 sp, 4,787 ep, and a **scroll of protection from lycanthropes**. The dragon neither speaks nor sleeps.

J. 6 giant rock pythons coil and slither around a **sword +1** in a beautiful scabbard. They will certainly attack anyone trying to gain the sword.

K. Huge mosaics of swords decorate this room: two on each wall, one on the floor, and one on the ceiling.

L. 8 gargoyles leer and grin at foes before attacking. A hollow statue of a gargoyle will shatter at a blow. Hidden inside are 665 pp and a **potion of control black dragon**.

M. This is the dwelling of 4 chaotic champions in red-orange plate mail. Each of their shields is emblazoned with 10 swords. Three champions are armed with swords, one with a **sword +1**. In their packs and pouches are a total of 2,187 gp and a **potion of invulnerability**.

N. A medusa wears an electrum bracelet set with serpentine worth 2,275 gp. She will allow intruders to descend the stairs to dungeon level 56 on one condition: One of their number must gaze into her eyes. This done, regardless of consequences, and she will allow free passage.

DUNGEON LEVEL 56

A. 14 doppelgangers are here, caught with their pants down. They keep a total of 18 gems (worth 500 gp each) in their pockets. The stairs ascend to dungeon level 55.

B. Crawling about are 17 driver ants with beautiful golden carapaces worth a total of 3,325 gp.

C. Black, red, orange, and yellow children's blocks are stacked in a tower 9' high.

D. 22 ravenous giant draco lizards eat all that moves. Human and demi-human skeletons on the floor have a total of 2,386 gp in their packs.

E. 2 actual cockatrices perch on an electrum statue of a cockatrice worth 9,325 gp.

F. A dead dwarf lies face-down in a thick pink substance like molasses. Anyone touching the substance must save vs. poison or lose 2-12 points of dexterity (though it cannot drop below 3). Lost points return 1 per day.

G. An aggressive hydra of 7 heads lairs here. One of its heads is made of gold, though it is still alive. It is worth 2,570 gp.

H. 2 ochre jellies eat a green dragon. They will not attack since they are otherwise engaged.

I. An unlocked chest has the following written on it in the common tongue: "DANGER! DO NOT OPEN!" If opened, it will release a cloud of harmful yellow-green gas. 2,529 gp are inside free for the taking.

J. 2 caeciliae bleed liquid platinum. It hardens in 1 turn and is worth a total of 2,270 gp.

K. 23 bugbears armed with battle axes have 2,381 gp in their pouches and pockets. They fear dwarves and gnomes, giving them a morale score of 5 when faced with such foes. The stairs descend to dungeon level 57.

L. 2 living rock statues will attack only those who approach the secret door.

The Great Temple of Evil Chaos (M-P)

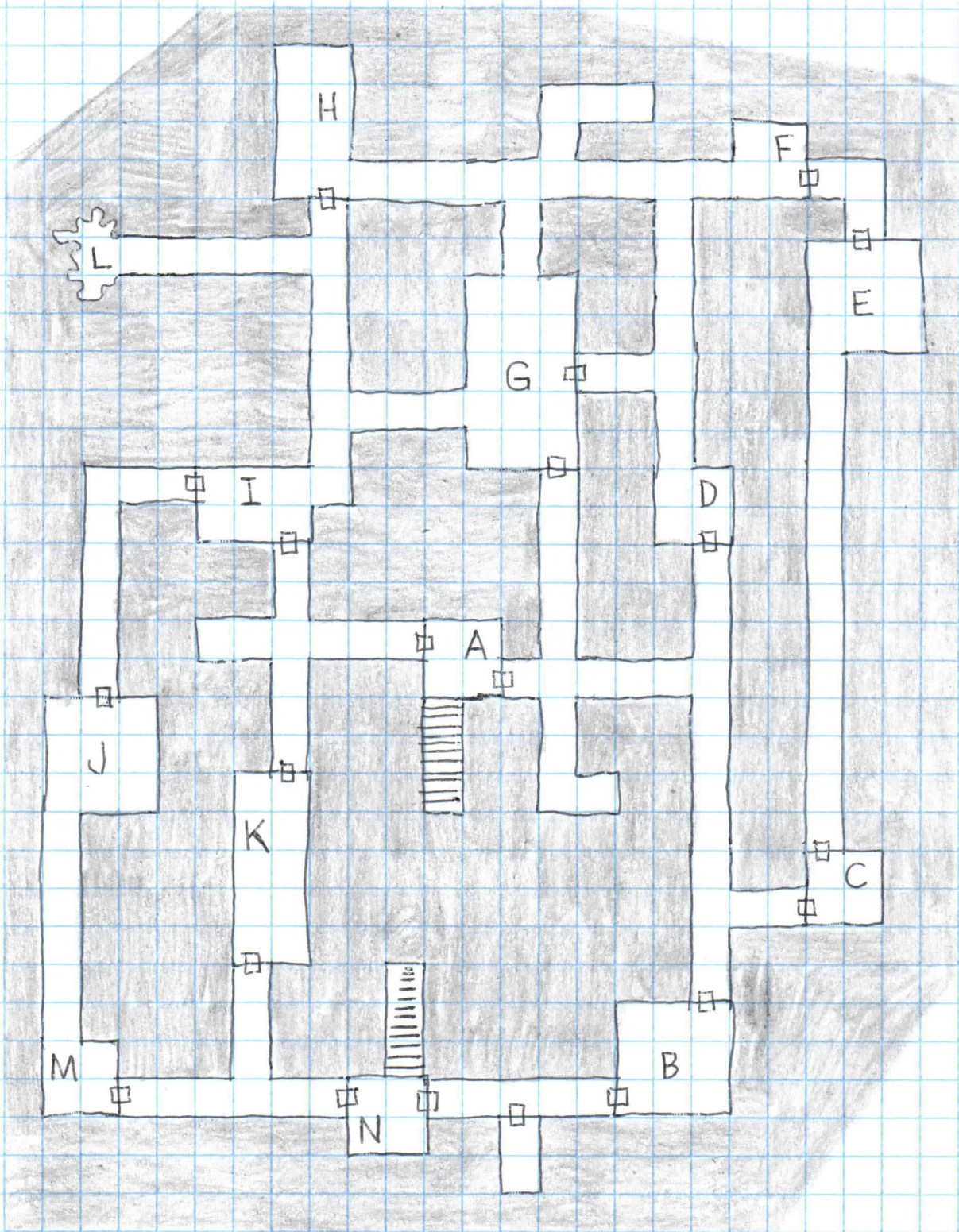
M. A disturbing red radiance fills the chamber. Worse, purple, yellow, and green shadows sway and flit along the walls. A distant and shrill piping can be heard. The stairs ascend to the Temple area of dungeon level 54.

N. Walls of black rock are chiseled (with bits of red rock inset) forming hundreds of sigils of chaos and evil.

O. A crooked and jagged tower of orange-red stone, 20' in diameter and 50' high (under the 55' high ceiling), stands in the northern part of the room. 6 mummies (turned as vampires) who can climb on walls like spiders crawl out of the open windows and attack all who are not garbed as clerics of evil chaos. Inside the tower's otherwise empty rooms are red and black urns holding 12,743 sp, 2 **potions of healing**, and a **scroll of protection from magic**.

P. Faint, disturbing piping can be heard coming up the stairs that lead down to the Temple area of dungeon level 61.

DUNGEON LEVEL 57



One square = 10 feet

DUNGEON LEVEL 57

A. A green dragon (HD 7) jealously guards a teak box holding 452 pp and a **scroll of protection from elementals**. The stairs ascend to dungeon level 56.

B. 8 crazed giant fire beetles fill this chamber with their red glow. They always attack and fight until slain.

C. The outsides of both doors show a magic-user getting his head lopped off. Any magic-user, elf, or cleric entering the room must save vs. paralysis, or he will forget all his spells and have to memorize them all over again.

D. Lairing here are 3 displacer beasts with metallic coats: copper (worth 50 gp), silver (worth 500 gp), and electrum (worth 2,500 gp).

E. 2 stone giants keep constant watch down the southern corridor, so they cannot be surprised that way. They hurl rocks at anything opening room C's northern door, turning the hall into a shooting range. They think it is hilarious. In their sacks are 7,429 cp, 6,262 sp, and 4,864 ep.

F. 8 ogres keep 2,840 gp in a barrel. They hate the stone giants in room E, and the ogres will offer an alliance: "Help us kill dem giants, and you get all their treasures and jools." The ogres have a 50% chance of breaking the deal and attacking the PCs once the giants are dead.

G. 2 hydras with 7 heads each guard an unlocked chest holding 2,389 gp.

H. On the north wall are painted ten yellow-gold disks 2' in diameter, with astrological symbols painted in each one's center.

I. A ferocious chimera feasts on half-a-dozen recently slain corpses of warriors in sandals, loincloths, and with broken spears. The monster always attacks, and it guards a 1' tall gold idol of a goddess worth 2,340 gp.

J. 3 rhagodessae crawl about in here. A table in the southeast corner holds 6,865 sp, 19 ep, and a **spell scroll: charm person, levitate, mirror image**.

K. 6 living iron statues demand that the PCs give them all of their iron and steel. Otherwise they attack.

L. L. This looks like a natural cave passage from the outside. Anyone who places even a single foot inside will become lost in a magical, unmappable maze. Only a **wish** can immediately get him out. Roll each hour to see what lost characters find:

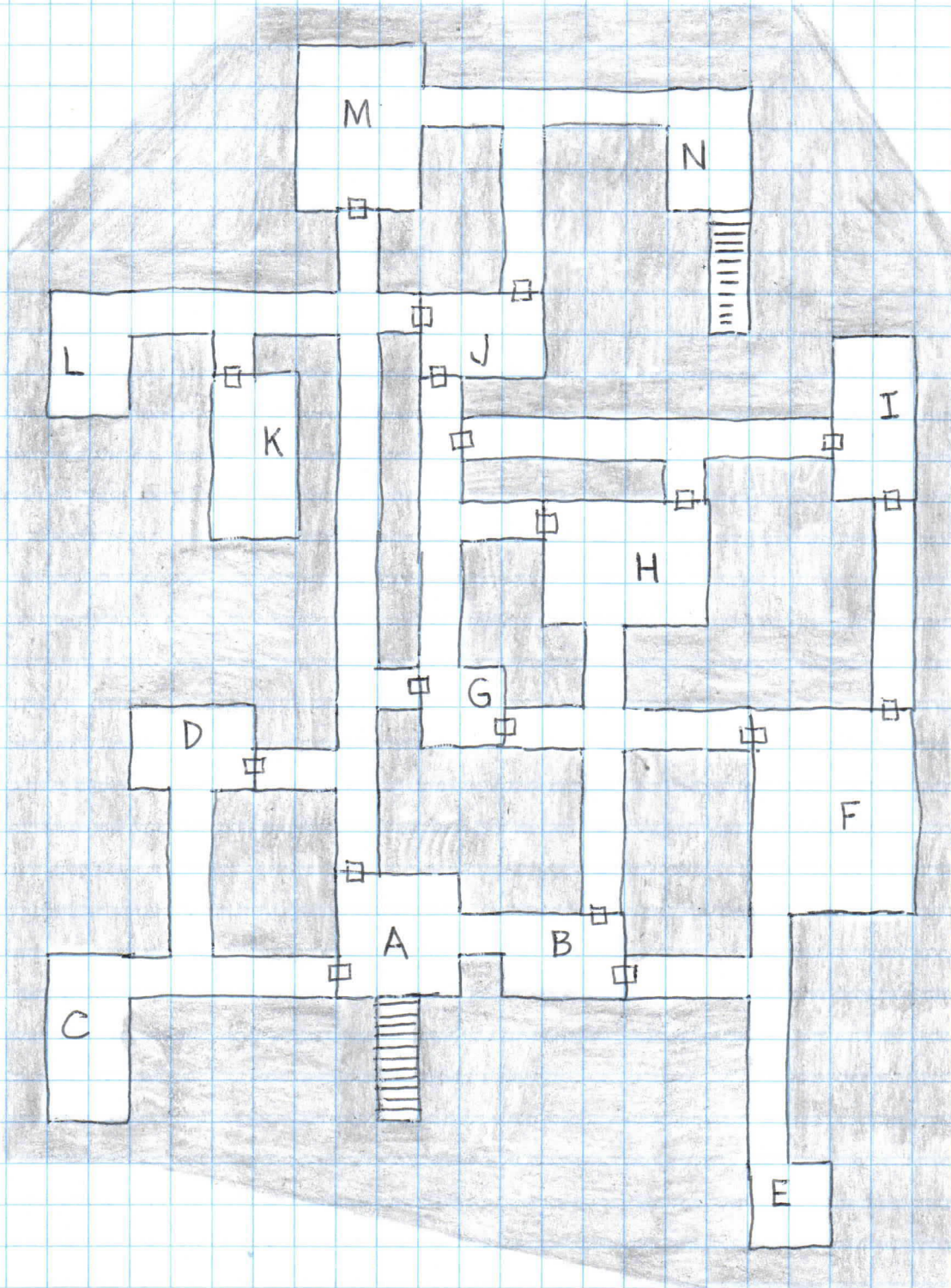
- 1-5: 2-5 minotaurs (out of a total of 25 minotaurs)
- 6: 4,856 ep
- 7: **chain mail +2**
- 8: 1,763 gp
- 9: **potion of heroism**
- 10: **potion of flying**
- 11: **spear +2**
- 12: **potion of invulnerability**
- 13: **potion of control red dragon**
- 14: 3,764 gp
- 15: 4,755 gp
- 16: labyrinth exit on dungeon level 49
- 17: labyrinth exit on dungeon level 57
- 18: labyrinth exit on dungeon level 61
- 19: labyrinth exit on dungeon level 68
- 20: labyrinth exit on dungeon level 73

Note that each of the treasures (results 6 through 15) is unique. If a roll indicates a treasure that has already been found, go to the next available treasure on the list.

M. A bone golem attacks all humans, but it will not attack demi-humans even in self-defense.

N. This room is 30° Fahrenheit. A polar bear guards 8,028 cp, 6,104 sp, and 4,463 ep scattered on the floor. It attacks only those who take some coins. These cursed coins will melt into water if exposed to temperatures above 32° Fahrenheit. The stairs descend to dungeon level 58.

DUNGEON LEVEL 58



One square = 10 feet

DUNGEON LEVEL 58

A. 16 ogres have sacks holding a total of 2,237 gp. If they get in a fight, the trolls in room B will join their ogrish allies after 2 rounds. The stairs ascend to dungeon level 57.

B. 3 trolls guard an unlocked chest that holds 648 pp. If they get in a fight, the ogres in room A will join their trollish allies after 2 rounds.

C. 2 hill giants pretend to sleep on big piles of bedding. They leave everyone alone who leaves them alone. They have a total of 2,523 gp stuffed in the bedding.

D. A great stench fills this room, as though a million sewers backed-up in here. The smell will certainly stick to anyone who goes in. Nothing can get rid of it until it goes away by itself in 24 hours. Stinkies haven't a prayer of surprising anything.

E. Green slime drips on anything entering the room. It is on the ceiling above the entrance.

F. The roaring of 2 wyverns can be heard even through the closed doors. They guard a great heap of coins: 7,284 cp, 7,016 sp, and 4,593 ep.

G. The badly burned corpses of a knight and his black horse lie on the floor.

H. 6 giant rattlesnakes have electrum scales on their heads. The scales of each head are worth 1,512 gp. The snakes will attack only in self-defense.

I. 10 gargoyles lurk here. As each one is slain, it shatters into 700 sp.

J. This is the lair of 5 very aggressive giant scorpions. They are black with red garnets in their heads worth 600 gp each.

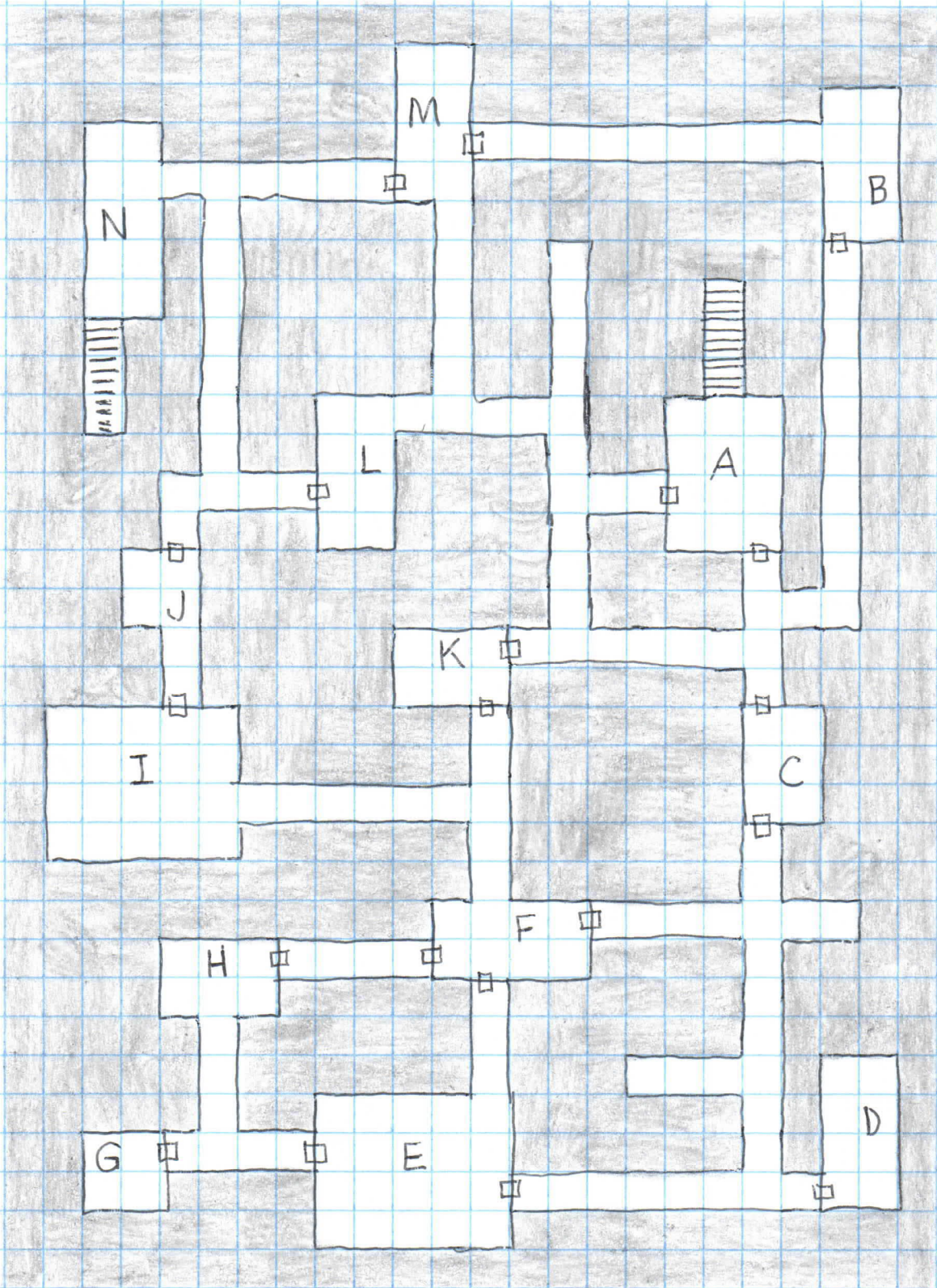
K. Motifs of octopi, squid, and mysterious tentacled things fill the walls. The black pudding herein will attack.

L. 5 tiger-skin rugs are spread on the floor. If touched they all turn into tigers and attack. Their eyes are tiger eyes (the stones) worth 100 gp each.

M. 2 manticores will attack intruders. They have 2,603 gp and a **potion of growth** in an unlocked chest.

N. An ornate electrum cage (which is worth 3,500 gp) holds a cockatrice. It can attack anyone handling the cage with his hands. The stairs descend to dungeon level 59.

DUNGEON LEVEL 59



One square = 10 feet

DUNGEON LEVEL 59

A. This is the dwelling of 5 chaotic necromancers armed with daggers. **Wand of illusion** (8 charges), **ring of 3 wishes**, **potion of control undead**, **scroll of protection from undead**, and **spell scroll: wizard lock, fire ball, hold person, wall of fire, wall of stone, death spell, geas**. Spells memorized:

Necromancer #1: 1st: **charm person, protection from good, read magic**
2nd: **continual darkness, levitate, wizard lock**
3rd: **clairvoyance, infravision**
4th: **charm monster, wizard eye**

Necromancer #2: 1st: **detect magic, hold person, ventriloquism**
2nd: **detect invisible, knock, mirror image**
3rd: **hold person, protection/good 10' radius**
4th: **dimension door, polymorph other**

Necromancer #3: 1st: **floating disc, read languages, shield**
2nd: **detect good, ESP, locate object**
3rd: **dispel magic, fire ball**
4th: **polymorph self, wall of fire**

Necromancer #4: 1st: **light, magic missile, sleep**
2nd: **invisibility, phantasmal force, web**
3rd: **fly, lightning bolt**
4th: **confusion, wall of ice**

Necromancer #5: 1st: **magic missile, shield, sleep**
2nd: **mirror image, phantasmal force, web**
3rd: **invisibility 10' radius, protection/normal missiles**
4th: **confusion, polymorph self**

The stairs ascend to dungeon level 58.

B. 3 giant oil beetles crawl here.

C. 10 thouls make this their lair. They have a total of 15 gems (worth 500 gp each) in their pockets. If the thouls flee, they will try to go north to room A where they can obtain help from the necromancers.

D. Here lair 2 giant tuatara lizards with orange crystalline teeth worth 4,750 gp per lizard.

E. Living here are 5 chaotic superheroes in plate mail and shield (one of which is a **shield +3**). Three wield normal swords, one a **sword +1, +3 vs. enchanted monsters**, and one a **sword +1 flames on command**. In their pouches they keep a total of 556 pp, a **scroll of protection from undead**, and **drums of panic**.

F. 14 ogres guard a barrel holding 4,190 ep.

G. 4 giant tiger beetles crawl amongst 2,476 gp scattered on the floor.

H. Lying on the floor is a worthless wooden cup with a crab carved on it.

I. A white dragon (HD 7) guards 2 rings worth 4,000 gp and 6,000 gp. The dragon neither sleeps nor talks. It is allied with the frost giants in room J.

J. Lairing here are 2 frost giants with 5 platinum and sapphire rings worth 4,000 gp each. They are allied with the white dragon in room I.

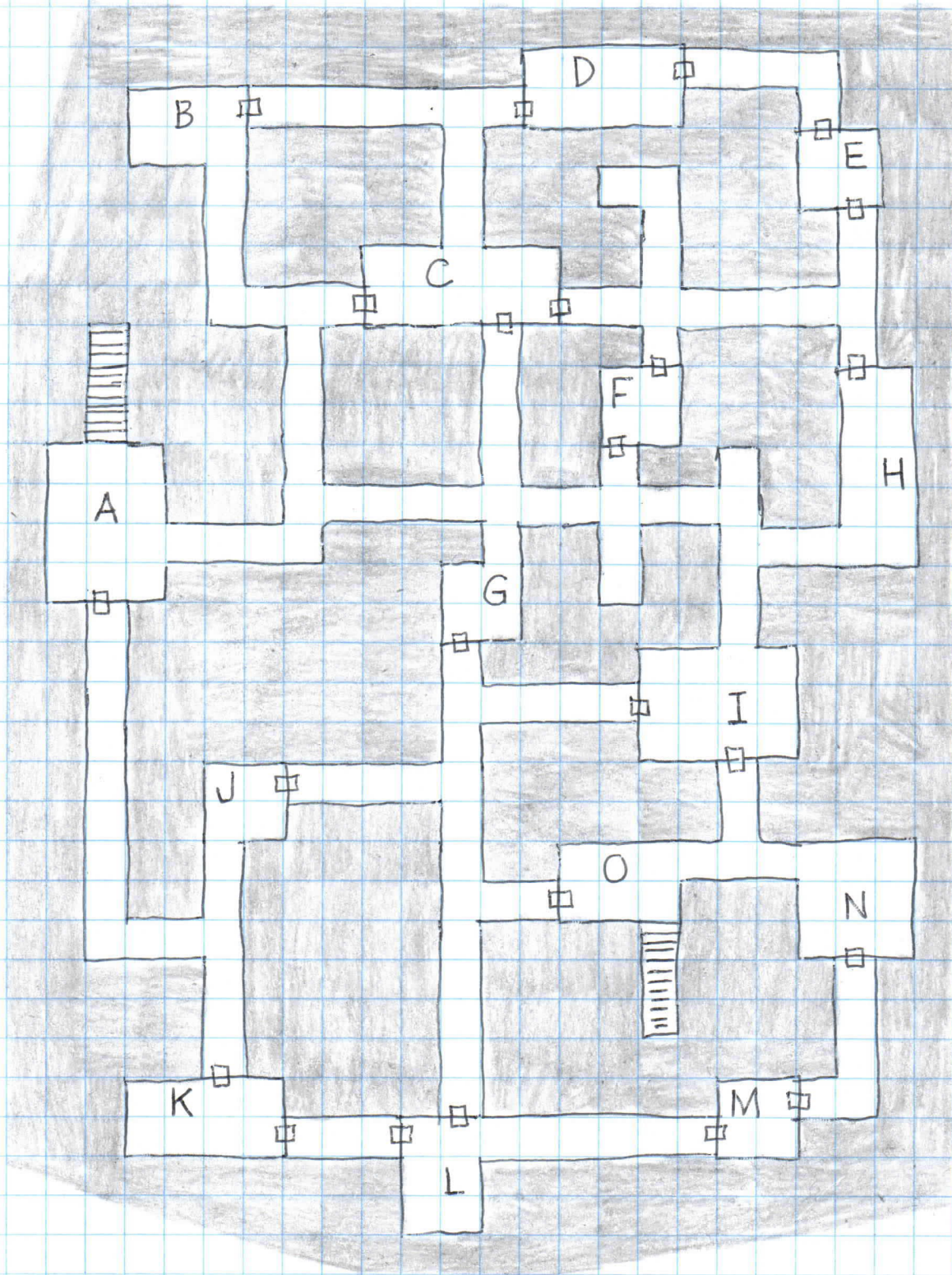
K. A black skeleton lies on the floor. If it is at all disassembled, everyone in the room must save vs. breath weapon or have -3 on such saves until he makes a successful save vs. breath weapon.

L. 28 bugbears guard 2,401 gp in a locked chest. (One bugbear has the key.) They have a moral score of 5 when facing their feared enemies: dwarves and gnomes.

M. 2 hellhounds (HD 7) guard green urns that contain 2,241 gp.

N. 6 trolls guard 509 pp in black vases. They allow no one to descend the stairs to dungeon level 60.

DUNGEON LEVEL 60



One square = 10 feet

DUNGEON LEVEL 60

A. 7 caves bears with silver claws (worth 100 gp per bear) attack all. The stairs ascend to dungeon level 59.

B. Here dwell 7 chaotic myrmidons, six in plate mail, one in **plate mail +2**. Six have shields, one has a **shield +2**. Six wield maces, one wields a **mace +2**. The myrmidons keep a total of 2,724 gp in their backpacks. They will pay 600 gp per medusa head (from room C).

C. 4 medusae, truly wicked and spiteful, guard green urns holding 570 pp and a **spell scroll: remove fear, find traps, dispel evil**.

D. On the south wall a painting of a blue and yellow-gold dragonfly is soft to the touch. It is easily broken through. Behind it is a cavity with a bag of 559 pp.

E. A white dragon (HD 7) rests upon its hoard: 7,558 cp, 7,006 sp, a **potion of ESP**, a **potion of polymorph self**, 4 **crossbow bolts +2**, and a **shield +1**. It neither talks nor sleeps.

F. A 6" diameter jade-green crystal globe sits upon a pedestal. If touched it will shatter in a burst of green light. All must save vs. paralysis or lose 2-12 points of strength (but cannot drop below 3). Lost points return 1 per day.

G. 3 caecilia guard 17 gems (worth 100 gp each) loose on the floor.

H. An inch of water covers the floor. A gray ooze lurks within.

I. 3 displacer beasts guard a locked chest holding 6,378 sp and 4,509 ep. A wizard in room K keeps the key.

J. A dragon's skull covered in yellow mold sits in the northwest corner.

K. This is the domicile of 2 chaotic 10th-level wizards armed with daggers. **Wand of metal detection, mirror of life trapping**. They keep 122 pp in their pouches, and one has the key to the chest in room I. Their memorized spells:

Wizard #1: 1st: **light, magic missile, shield**
2nd: **invisibility, web, wizard lock**
3rd: **dispel magic, lightning bolt (x2)**
4th: **confusion, wall of ice, wizard eye**
5th: **feeblemind, telekinesis**
Wizard #2: 1st: **charm person, hold portal, ventriloquism**
2nd: **ESP, mirror image, phantasmal force**
3rd: **hold person, invisibility 10' radius, lightning bolt**
4th: **polymorph others, polymorph self, wall of fire**
5th: **conjure elemental, teleport**

L. 6 giant tiger beetles bleed gold that hardens in 1 turn. It is worth 365 gp per beetle.

M. Green slime 2" deep covers the entire floor. It dissolves boots.

N. Three dead birds with yellow plumage lie on the floor.

O. 3 chaotic thieves in leather armor lurk here. Two are armed with swords, one with a **sword +1**. One wears a **ring of x-ray vision**, and they keep a total of 654 pp in their pouches. The stairs go down to dungeon level 61.

DUNGEON LEVEL 61

A. 2 fire giants keep a total of 6 pieces of jewelry worth 4,500 gp each in their pockets. The stairs go up to dungeon level 60.

B. 5 owl bears attack all intruders. When an owl bear is killed, it bursts into 401-500 gp (causing 1-4 hp damage to everything in the room).

C. A 9-headed hydra stands in stasis. Nine human skeletons and a pile of 644 pp lie on the floor. If the hydra or the coins are touched, the hydra will be released from stasis and will attack.

D. Three potion bottles sit on a shelf on the north wall. An invisible devil swine lurks near the east wall. He attacks from behind those approaching the potions, becoming visible. They are **potions of control animal, control plant, and control frost giant**.

E. A ravenous displacer beast guards a silver-plated human skeleton worth 500 gp, an electrum-plated human skeleton worth 2,500 gp, a **potion of giant strength**, and a **potion of control fire giant**.

F. 8 werewolves in human form have a total of 15 gems (worth 100 gp each) in their pockets. They attack only in self-defense.

G. A very evil red dragon (HD 7) neither talks nor sleeps. It reclines upon a pile of 7,466 cp. Buried beneath the coins are 7 pieces of jewelry worth 4,500 gp each.

H. 3 rust monsters are always glad for someone to bring them yummys. The stairs descend to dungeon level 62.

I. A white-blue, 7-pointed star marks the secret door.

L. This looks like a natural cave passage from the outside. Anyone who places even a single foot inside will become lost in a magical, unmappable maze. Only a **wish** can immediately get him out. Roll each hour to see what lost characters find:

- 1-5: 2-5 minotaurs (out of a total of 25 minotaurs)
- 6: 4,856 ep
- 7: **chain mail +2**
- 8: 1,763 gp
- 9: **potion of heroism**

- 10: **potion of flying**
- 11: **spear +2**
- 12: **potion of invulnerability**
- 13: **potion of control red dragon**
- 14: 3,764 gp
- 15: 4,755 gp
- 16: labyrinth exit on dungeon level 49
- 17: labyrinth exit on dungeon level 57
- 18: labyrinth exit on dungeon level 61
- 19: labyrinth exit on dungeon level 68
- 20: labyrinth exit on dungeon level 73

Note that each of the treasures (results 6 through 15) is unique. If a roll indicates a treasure that has already been found, go to the next available treasure on the list.

The Great Temple of Evil Chaos (M-P)

M. A dim blue radiance filters down from the ceiling, gradually turning to purple and then finally to red by the time it reaches the floor. A fresco of a red cup (9' in diameter) is painted on the 15' high ceiling. The stairs go up to the Temple area of dungeon level 56.

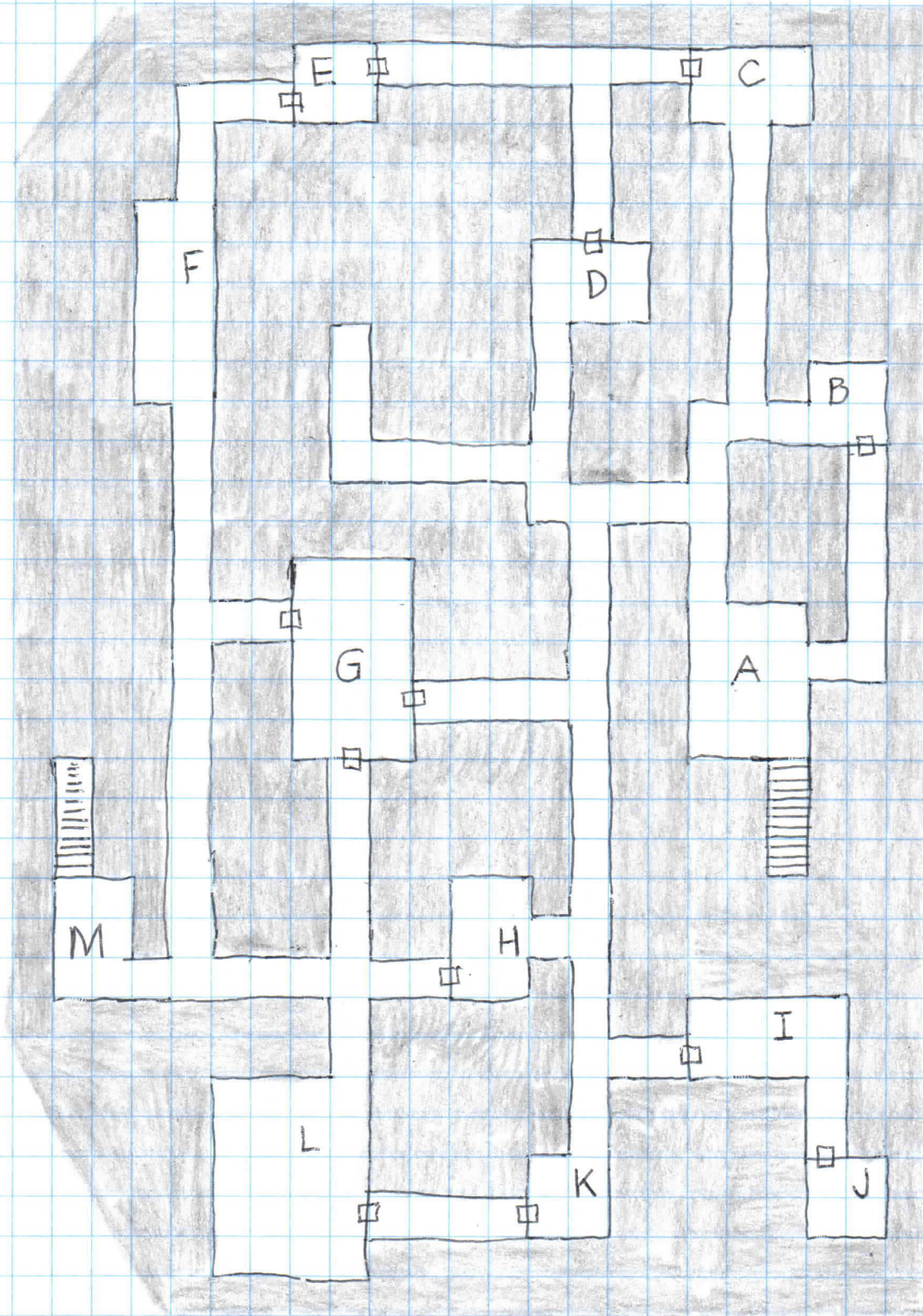
N. Shards of harmless blue energy cover the floor, seeming to break with the sounds of crunching and tinkling glass.

O. A 9th-level chaotic patriarch in a madder robe with a black cape and cowl. Plate mail, shield, mace. **Snake staff**. Platinum ring with a black stone worth 2,250 gp. This is the cleric's bedroom, mostly black with red accents. He will almost certainly attack those not of the cult of evil chaos. His memorized spells:

- 1st: **cause light wounds, darkness, cause fear**
- 2nd: **know alignment, hold person, silence 15' radius**
- 3rd: **cause disease, curse, striking**
- 4th: **cause serious wounds (x2)**
- 5th: **insect plague** (works in Temple), **finger of death**

P. 2 mummies (turned as vampires) stand at attention along the north wall. Each wears two pieces of electrum jewelry (each piece worth 575 gp). They attack only to defend themselves and their treasure, and to prevent those not garbed as clerics of evil chaos from descending the stairs to the Temple area of dungeon level 69.

DUNGEON LEVEL 62



One square = 10 feet

DUNGEON LEVEL 62

A. 11 white apes stand in ferocious, threatening poses. If any is touched, all will animate and attack, fighting to the death. The stairs ascend to dungeon level 61.

B. A black pudding squelches here.

C. A 14' long skeleton of a giant made of a very brittle scarlet glass lies on the floor. It is of no worth.

D. 5 rhagodessae feast on the bodies of a dwarf and of an elf, and they will resent having their meal interrupted. The dwarf has a **shield +1**. The elf has a **potion of fire resistance** and a **spell scroll: contact higher place, hold monster, pass-wall, stone to flesh**.

E. A gleaming **sword +2** lies on a stone pedestal in the chamber's center. 6 giant draco lizards guard it, attacking only those who touch the sword.

F. 8 wereboars in animal form will take a run at any living thing out of sheer bad temper. Many bags contain 4,369 ep.

G. 15 ogres have an unlocked chest holding 4,425 ep and a **ring of invisibility**. They fear and hate the basilisk (room H) and the blue dragons (room L). They will give 2,000 ep for the basilisk's head and 1,000 ep for each blue dragon head.

H. A basilisk lairs here with 3 victims: petrified ogres. 6,917 sp and 4,725 ep are loose on the floor.

I. This is the dwelling of 2 hateful and smelly hill giants. They keep 6,194 sp in sacks. A **shield +3** is being used as a serving platter, holding cuts of meat and cheese. The giants regard the treasure in room J as their own.

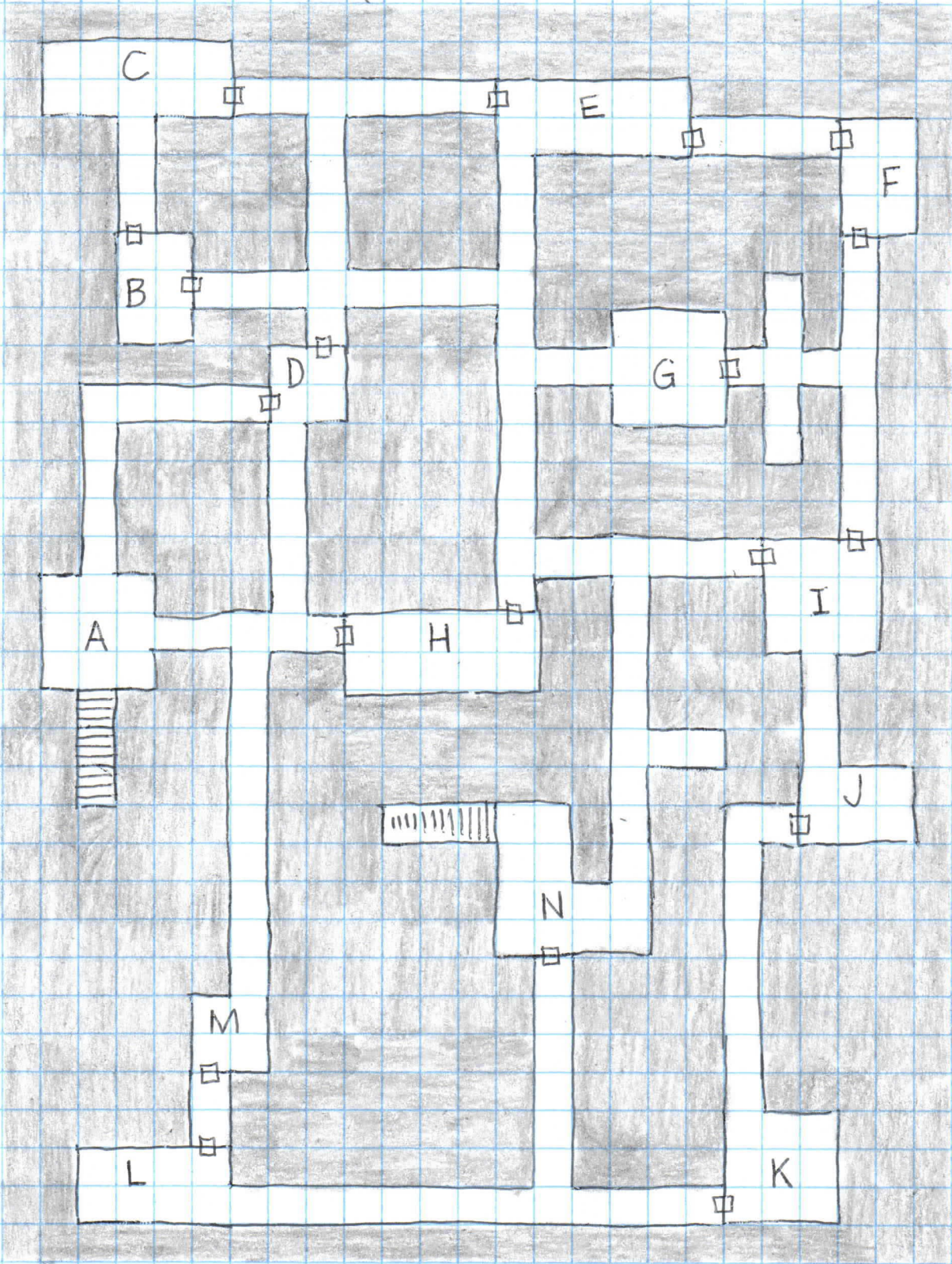
J. A pile of 2,442 gp is on the floor.

K. Living here are 3 stone giants, not bad fellows, and not stupid either. They keep an 8' high pile of throwing stones in the southeast corner. Hidden underneath are 5 pieces of jewelry worth 4,000 gp each and a **spell scroll: knock, magic missile**.

L. Here lair 2 blue dragons (HD 6) that neither talk nor sleep. Scattered all about are 14,663 cp, 10,734 sp, and 2,137 gp.

M. 3 grizzly bears will attack intruders. Each wears a gem-studded silver collar worth 830 gp. The stairs descend to dungeon level 63.

DUNGEON LEVEL 63



One square = 10 feet

DUNGEON LEVEL 63

A. 7 snarling hellhounds (HD 7) guard a small teakwood box holding 2 necklaces worth 1,500 gp each. The stairs ascend to dungeon level 62.

B. Herein is a statue of a radiant, seated queen holding a staff of authority in her left hand and touching the head of a leopard with her right. The leopard's mouth is open, showing its bloodstained teeth. Anyone putting his hand in the leopard statue's mouth will get bitten. It does no damage, but the victim must save vs. dragon breath or lose 2-12 points of charisma (but cannot drop below a score of 3). Lost points return 1 per day.

C. The eastern face of the east door reads in the common tongue: "BEWARE THE IDEATERS!" Inside are 5 displacer beasts which will eagerly eat PCs. They guard 656 pp in a white (plastic!) box.

D. 6 giant scorpions guard a small unlocked chest holding a **potion of longevity** and a **spell scroll: polymorph others, polymorph self, cloudkill, feblemind**.

E. 2 manticores glow a deep green from some forgotten enchantment. A wooden crate contains 6,946 ep and a **sword +1, locates objects**.

F. A rust monster is trapped in here, ravenous for want of food.

G. This is the dwelling of 3 stone giants with a pile of throwing stones and sacks holding 6,177 ep. They attack only in self-defense.

H. A purple worm writhes and ravens in this chamber. Murals of purple worms fill the walls, accurately colored. 14 green gems (worth 500 gp each), easily visible, are embedded in the worm.

I. A chimera seemingly made of stone dwells here, attacking all that enter. If slain, it shatters into rubble. 20 gems (each worth 100 gp) will be amongst the rubble.

J. A leopard-skin rug is on the floor of this otherwise empty room. It is quite worn and worth only 15 gp.

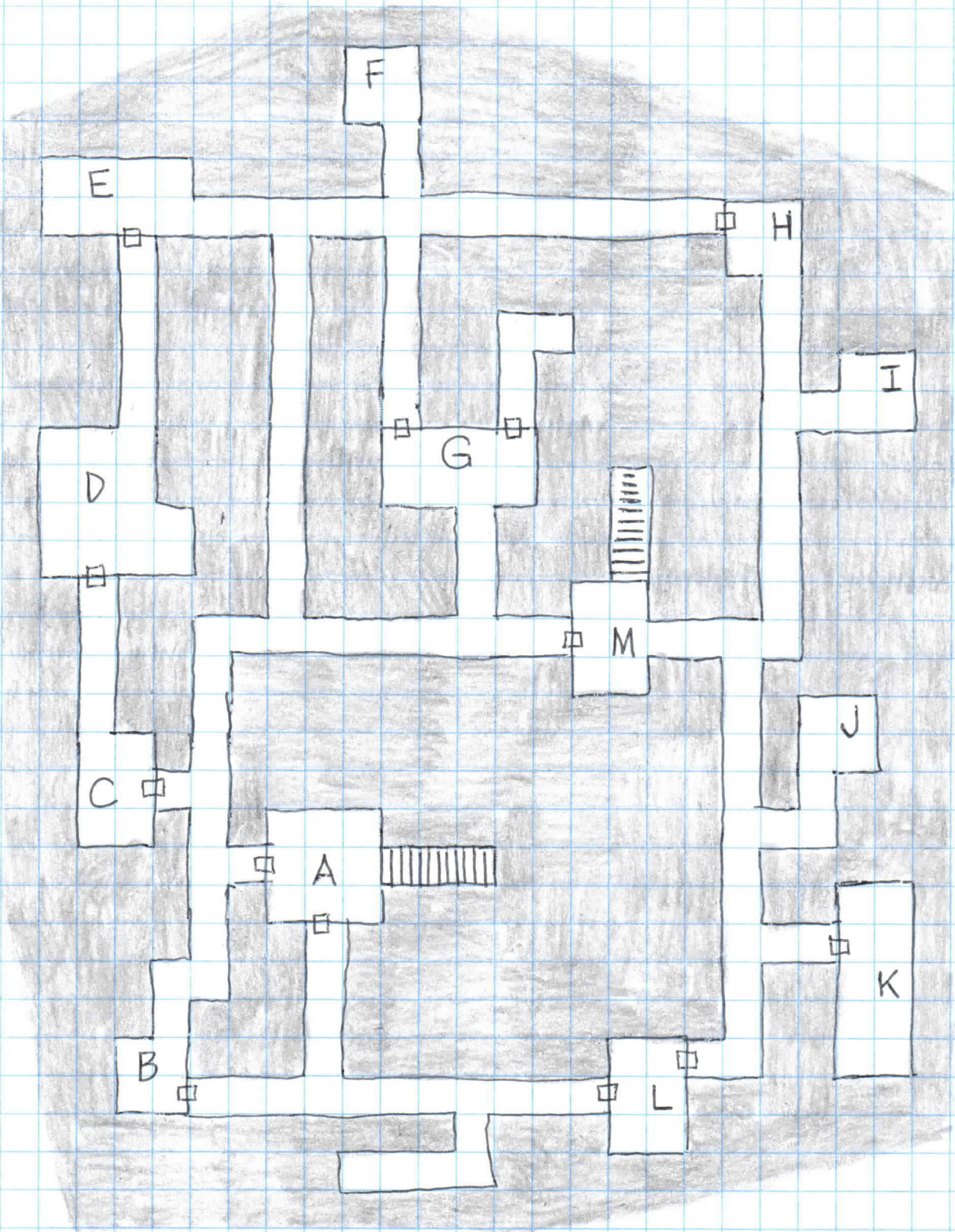
K. A mated pair of green dragons (HD 6) neither speaks nor sleeps. If one is slain, the other will attack at +1 to hit and damage and will fight to the death. They guard a **crystal ball** and a **spell scroll: bless, remove curse, insect plague**.

L. A black pudding lurks here, awaiting prey.

M. 4 aggressive hill giants wear glossy black leather gloves. Their strong sacks hold 6,208 ep.

N. 2 flame salamanders, angry at the lack of heat, attack all intruders. They bleed molten gold that solidifies in one turn (worth 1,400 gp per salamander). The stairs go down to dungeon level 64.

DUNGEON LEVEL 64



One square = 10 feet

DUNGEON LEVEL 64

A. 4 cockatrices, one roosting on a stand in each corner, rush upon intruders. Hidden beneath the northeastern stand is a **spell scroll: floating disc, read languages, water breathing, wall of fire, transmute rock to mud, control weather, geas**. Hidden beneath each of the other three is an egg-shaped red gem worth 1,250 gp. The stairs ascend to dungeon level 63.

B. An amber golem in the shape of a tiger stands in the southwest corner. It attacks anyone staying in the room for longer than 2 minutes.

C. A lazy black dragon (HD 8) rests upon a mound of 7,862 sp and 3,312 gp. It neither talks nor sleeps. It attacks only in self-defense.

D. Lairing here are 4 giant tiger beetles with carapaces of precious metals: The copper one is worth 35 gp, the silver is worth 350 gp, the electrum is worth 1,750 gp, and the gold is worth 3,500 gp.

E. Here lurk 2 chaotic thieves in leather armor, armed with swords and short bows with 20 arrows each. They squabble over 25 gems worth 100 gp each.

F. 8 giant rock pythons guard open chests overflowing with 8,724 cp, 7,326 sp, 5,621 ep, and 3,525 gp. In the bottom of one of the chests is a **spell scroll: invisibility**.

G. In this room is a perfectly still pool of clear water. In its center stands a statue of a beautiful woman holding a golden cup, exquisitely fashioned into a shell-like shape marked with a crayfish. The golden cup is worth 2,800 gp and free for the taking.

H. A gorgon moos and attacks. A statue of a Greek-looking goddess in the southwest corner is hollow and breaks with a single blow. Inside it is a **potion of healing**, a **potion of levitation**, and a **scroll of protection from magic**.

I. 2 hill giants possess a sack holding 24 gems (worth 100 gp each) and a **spell scroll: cure disease, raise dead**.

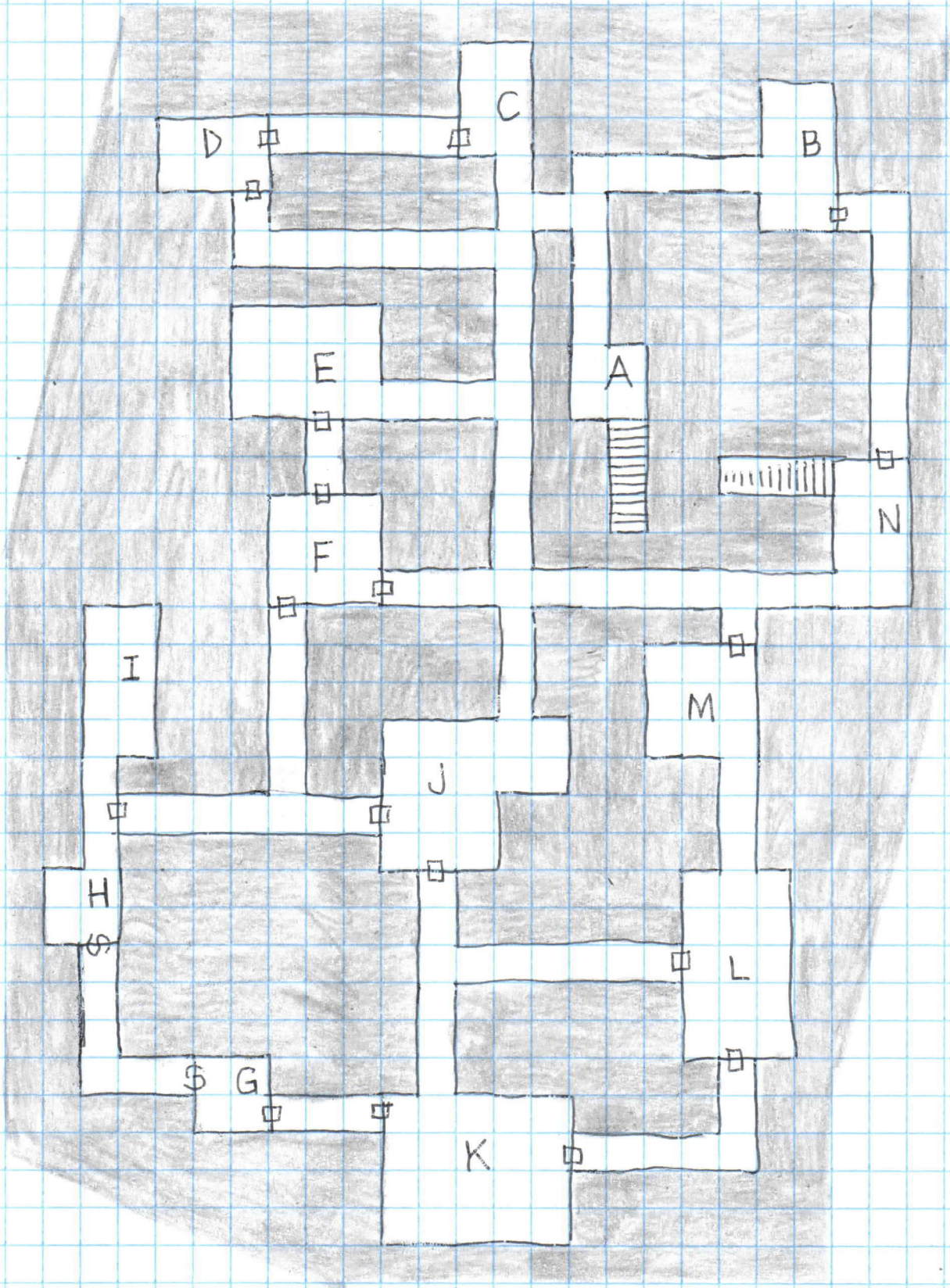
J. 8 rhagodessae crawl all over loose coins: 8,359 cp, 8,020 sp, 5,242 ep, and 3,475 gp. They bite only those who try to steal even a single coin.

K. 3 gray oozes ooze all around and attack.

L. This room is cool, humid, and refreshing. There are shadowy, watery reflections everywhere (similar to those at a swimming pool).

M. 4 werebears guard a big barrel holding 3,775 gp and 740 pp. They allow people to go down the stairs to dungeon level 65 for a fee of 250 gp each. The werebears get violent with anyone trying to descend without paying.

DUNGEON LEVEL 65



One square = 10 feet

DUNGEON LEVEL 65

A. A grumpy cloud giant will not be happy to see visitors, at all. He has 3,569 gp in his giant sack. The stairs ascend to dungeon level 64.

B. A blue dragon (HD 8) that neither talks nor sleeps guards a platinum sculpture of forked lightning bolts worth 7,500 gp.

C. 4 giant black widows have just started spinning their webs. Each spider's 2 eyes is a red gem worth 440 gp.

D. Three chaotic 10th-level wizards have made a brief stop in this room. They carry daggers, a **spell scroll: conjure elemental**, a **wand of fear** (11 charges), a **ring of 4 wishes**, and 12 pieces of jewelry (electrum set with purple gems) worth 3,000 gp each. The wizards will not attack without reason. Their memorized spells:

Wizard #1: 1st: **detect magic, protection from good, shield**

2nd: **continual light, detect invisible, mirror image**

3rd: **dispel magic, fire ball, protection/normal missiles**

4th: **charm monster, massmorph, wizard eye**

5th: **conjure elemental, teleport**

Wizard #2: 1st: **charm person, magic missile, ventriloquism**

2nd: **detect good, ESP, phantasmal force**

3rd: **clairvoyance, infravision, invisibility 10' radius**

4th: **polymorph others, polymorph self, wall of fire**

5th: **cloudkill, transmute rock to mud**

Wizard #3: 1st: **charm person, hold portal, magic missile**

2nd: **phantasmal force, web, wizard lock**

3rd: **lightning bolt (x2), protection/good 10' radius**

4th: **confusion, dimension door, wall of ice**

5th: **feblemind, telekinesis**

E. A backpack on the floor holds 616 gp.

F. White, cloudy mists billow through this cool, humid chamber.

G. An efreeti fumes herein, hating the frost salamander (room H) on general principles. He will grant a **wish** to anyone who brings him the salamander's head. The efreeti knows about the secret doors between rooms G and H.

H. A frost salamander dwells in this 30° Fahrenheit room. 7,294 sp and 17 colorless gems (worth 500 gp each) are frozen in a block of ice. The gems cannot be seen through the ice, and care must be taken to notice them if the ice is broken. The salamander does not know about the secret doors between rooms G and H.

I. The white dragon (HD 8) lairing in this 30° Fahrenheit room does not talk or sleep. It has a huge mound of treasure: 9,002 cp, 7,879 sp, 5,256 ep, and 3,113 gp.

J. Lurking here are 3 chaotic thieves in leather armor. All are armed with swords, one with a **sword +1, +2 vs. spell users**. They keep a total of 23 gems (worth 100 gp each) in their pockets. The thieves are sneaky and greedy, but they are not aggressive.

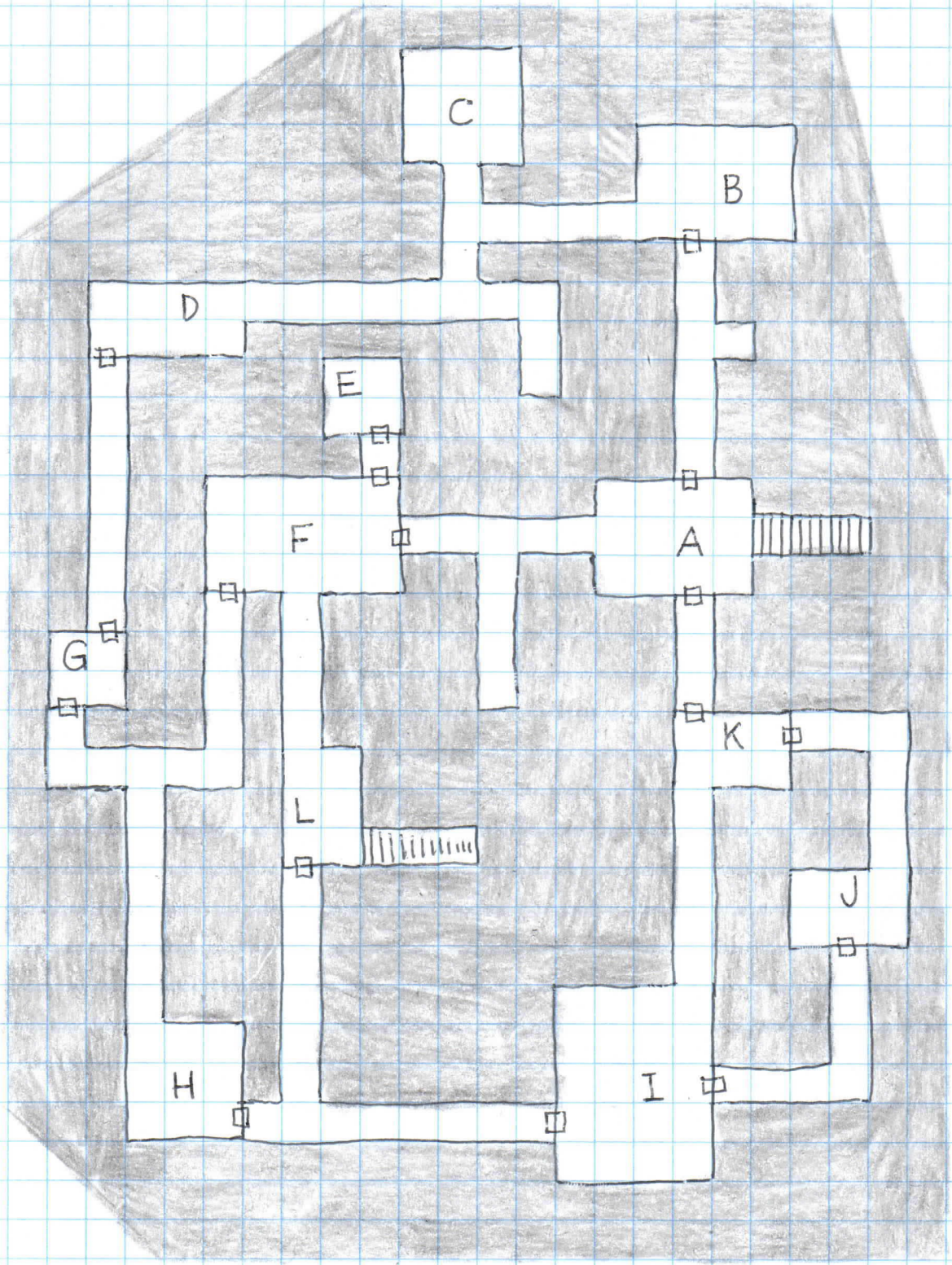
K. A black pudding attacks anything that enters.

L. 6 giant tiger beetles guard 27 orange gems worth 100 gp each.

M. Large scratches 6" deep score the western wall of this empty room.

N. A devil swine in hag form attacks anyone trying to use the stairs to descend to dungeon level 66. It wears a ruby-studded gold collar worth 3,500 gp.

DUNGEON LEVEL 66



One square = 10 feet

DUNGEON LEVEL 66

A. 2 wyverns give a poisonous greeting to all. Each of their stingers is made of platinum and worth 1,375 gp. The stairs ascend to dungeon level 65.

B. A 12-headed hydra guards 7,554 sp in an unlocked chest. Eleven **arrows +1** stick in eleven of its heads.

C. Electric blue tiles cover the floor, walls, and ceiling. 5 flame salamanders guard 12 bright orange gems worth 1,000 gp each.

D. A chaotic 9th-level lord in resplendent plate mail carries a shield painted with a black and orange striped sabre-tooth tiger. The lord is armed with a sword, and he keeps in his pocket the key to his locked chest that holds 3,730 gp. If he loses more than half of his hit points, he will run to room G to obtain aid from his ally there.

E. 4 rust monsters will give armored-types a very bad day.

F. In the center of the north wall is a mounted markhor head with huge, spiral horns. Beneath in a lost and ancient language are hieroglyphs that read, "FOR THE QUEEN OF DISKS."

G. An orange and black striped sabre-tooth tiger rests upon a huge cushion of saffron yellow silk. The cat is an ally of the lord in room D. Near the cushion is a carved rosewood box holding 614 pp and a **spell scroll: raise dead**.

H. 4 very hungry giant horned chameleons eat three dead fighters. The corpses have a total of 3,458 gp in their packs and sacks.

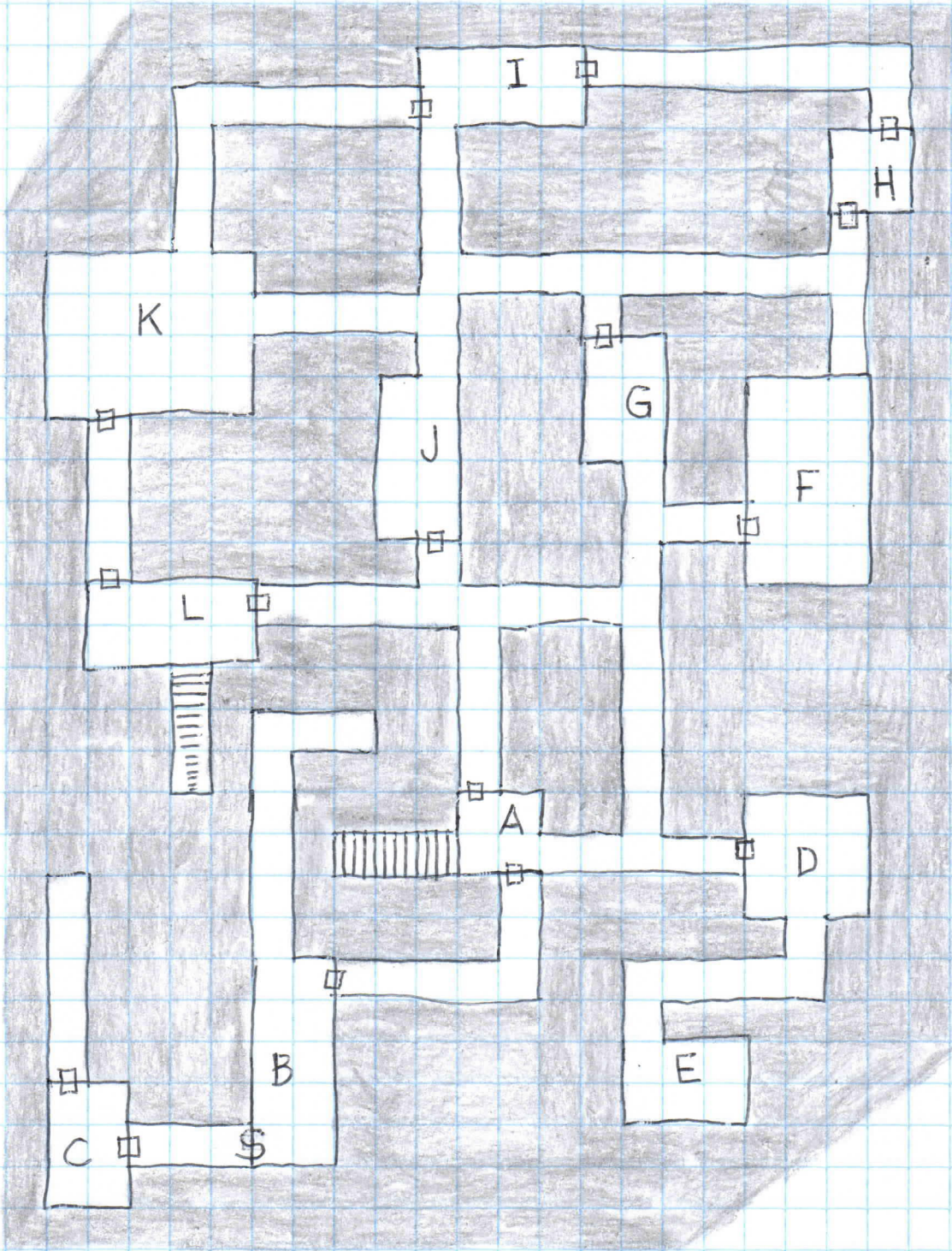
I. Residing here are 9 trolls made out of a mixture of various copper, silver, electrum, and gold coins. They still regenerate as typical trolls. Each time a troll is slain, it will collapse in a pile of 1,000 cp, 850 sp, 700 ep, and 400 gp.

J. 4 living rock statues will melt anyone touching the door. They otherwise do not attack.

K. 2 gorgons charge anything that moves, being of contrary disposition. Each of their hooves is made of an unknown metal worth 1,500 gp (12,000 gp total). The hooves are a metallic gray-purple in color.

L. A very fragile, jade-green, porcelain vase sits on a little display stand in the northeast corner. If picked-up (unless the PC says that he is being very ginger), it will shatter. It is full of green slime. The stairs descend to dungeon level 67.

DUNGEON LEVEL 67



One square = 10 feet

DUNGEON LEVEL 67

A. 4 giant tuatara lizards attack intruders, but they will never leave this chamber. The stairs ascend to dungeon level 66.

B. Murals of black puddings in combat with humans and demi-humans fill the walls. The black puddings are getting the better of their foes in all but one painting: Where the secret door is a black pudding is exploding from a magic-user's fire ball. A real black pudding will attack anyone who stays here longer than 2 minutes.

C. A locked treasure chest holds 6,066 ep. Beneath the coins is an **amulet vs. crystal balls and ESP**. One of the master thieves in room G has the key to the chest.

D. Ice coats the floor, walls, and ceiling of this freezing chamber. 2 frost salamanders guard a beautiful silver statue (2' tall) of an ice princess (worth 7,150 gp) and a **wand of cold** (15 charges). The corridor to room E is freezing in the north and gradually rises in temperature until it gets very hot at the entrance to room E.

E. A red dragon (HD 8) lies upon a pile of 8,688 cp, 7,727 sp, 5,856 ep, and 3,320 gp. It neither talks nor sleeps. The room is 111° Fahrenheit. See room D for a note about the passage between rooms D and E.

F. 4 cockatrices guard black urns holding 1,543 pp.

G. This is the lair of 3 chaotic 9th-level master thieves in leather armor, armed with swords, daggers, and short bows

(with 20 arrows each). One master thief has the key to the chest in room C, but he does not know what the key goes to (having looting it off the corpse of a victim). They possess 10 pieces of jewelry worth 2,500 gp each and a **potion of polymorph self**.

H. 4 hungry displacer beasts guard 4,269 gp loose on the floor.

I. This is the domain of 5 chaotic fire sorcerers in flame red robes. They are armed with daggers, one with a **dagger +2, +3 vs. orcs, goblins, and kobolds**. The sorcerers also have a **scroll of protection from undead**, a **spell scroll: conjure elemental**, a **wand of fire ball** (11 charges), and a **brazier commanding fire elementals**. All of the sorcerers are foreign, mysterious, and have the same spells:

1st: **light, magic missile** (x2)

2nd: **continual light, phantasmal force**

3rd: **fire ball, lightning bolt**

4th: **wall of fire**

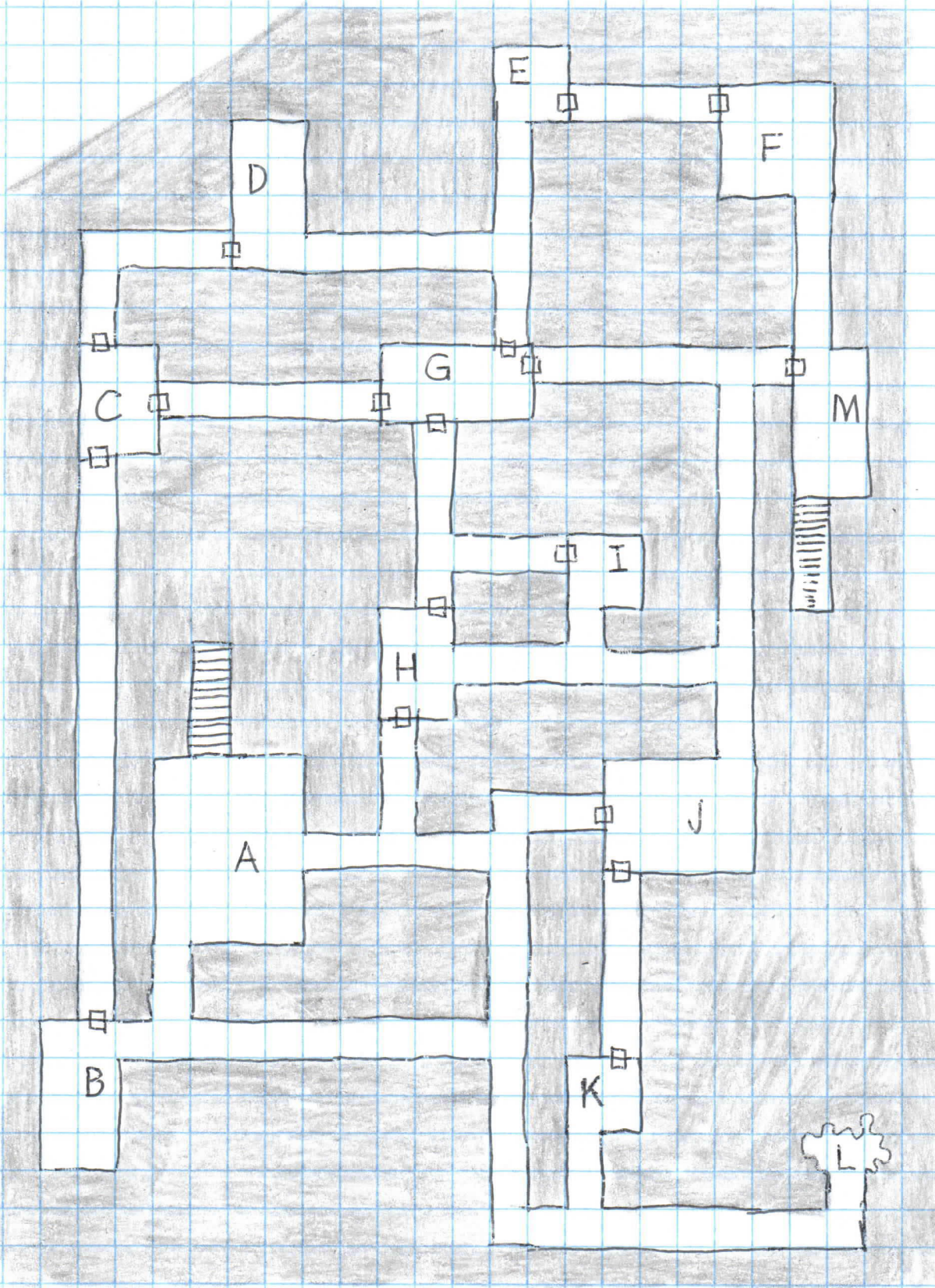
J. Herein is a badly burned and charred chariot.

K. Here are a dozen "bone golems", but only one is animate. It attacks only those who damage any of the "golems".

L. 2 chaotic superheroes in plate mail reside here. One has a two-handed sword, the other a **battle axe +2**. The superheroes have the keys to their locked chests that hold 3,182 gp and 778 pp. The stairs go down to dungeon level 68.

DUNGEON LEVEL 68

Level 68



One square = 10 feet

DUNGEON LEVEL 68

A. A purple worm explosively attacks anything entering this chamber. Scattered around are the treasures of its past victims: 8,896 cp, 8,086 sp, 5,909 ep, and 3,101 gp. The stairs ascend to dungeon level 67.

B. A white dragon (HD 8) lairs here. It neither talks nor sleeps. It has a pile of 6,227 ep that it will use to bribe those too strong for it to go away. The dragon keeps hidden in its hind claw a **potion of white dragon control**. It will fight to the death to keep this potion out of others' hands.

C. 3 nasty and malicious manticores guard two open chests containing 5,149 ep, a **potion of longevity**, and a **sword +1, +3 vs. dragons**. They will offer the sword in trade for something of equal value. The manticores hate the dragon in room B, and if someone uses the sword to kill the dragon and brings back its head, the manticores will give back the traded item and let the dragon-slayer keep the sword.

D. 5 disgusting giant tarantellas crawl all over their treasure: 5,145 ep and a **spell scroll: detect invisible, telekinesis, death spell, move earth**.

E. 2 aggressive cave bears guard a jar holding 2 **potions of healing** and a **spell scroll: teleport**. If one bear is slain, its flesh will vaporize, leaving behind a silver-plated skeleton worth 500 gp. The same thing will happen with the other bear, except its skeleton is gold-plated and worth 5,000 gp.

F. A bloated purple worm lies quiescent. It will attack only in self-defense. If slain, it will burst and scatter out of its stomach 7,505 sp and 3,570 gp. All in the room will take 2-24 points of damage (save vs. death ray for half damage).

G. 2 medusae lair here. A graceful vase holds 654 pp and 2 **potions of stone to flesh**. If one medusa is slain and the battle is going badly for the other, she will try to bargain for her life with the treasure.

H. Within this room is a silvery-gray statue of an eagle. If any sound is made in the room, the eagle will peck the nearest PC. He must save vs. wands or he will have a -3 penalty to wand saving throws for the next 30 days.

I. This damp, humid, and drafty room is empty.

J. The efreeti in this room will attack only those who insist upon leaving by the same way that they came.

K. Lurking here is a chaotic 12th-level master thief in leather armor. He possesses a **sword +1**, a **potion of treasure finding**, a **potion of control plant**, and 5 jeweled rings worth 1,200 gp each. He desires allies to enter the labyrinth (room L) with him. He will be true within the maze, but once out of it he will try to double-cross the PCs.

L. This looks like a natural cave passage from the outside. Anyone who places even a single foot inside will become lost in a magical, unmappable maze. Only a **wish** can immediately get him out. Roll each hour to see what lost characters find:

- 1-5: 2-5 minotaurs (out of a total of 25 minotaurs)
- 6: 4,856 ep
- 7: **chain mail +2**
- 8: 1,763 gp
- 9: **potion of heroism**
- 10: **potion of flying**
- 11: **spear +2**
- 12: **potion of invulnerability**
- 13: **potion of control red dragon**
- 14: 3,764 gp
- 15: 4,755 gp
- 16: labyrinth exit on dungeon level 49
- 17: labyrinth exit on dungeon level 57
- 18: labyrinth exit on dungeon level 61
- 19: labyrinth exit on dungeon level 68
- 20: labyrinth exit on dungeon level 73

Note that each of the treasures (results 6 through 15) is unique. If a roll indicates a treasure that has already been found, go to the next available treasure on the list.

M. 16 thouls guard a **rod of cancellation** (which they will use) and a **spell scroll: phantasmal force, growth of plants, disintegrate**. The stairs go down to dungeon level 69.

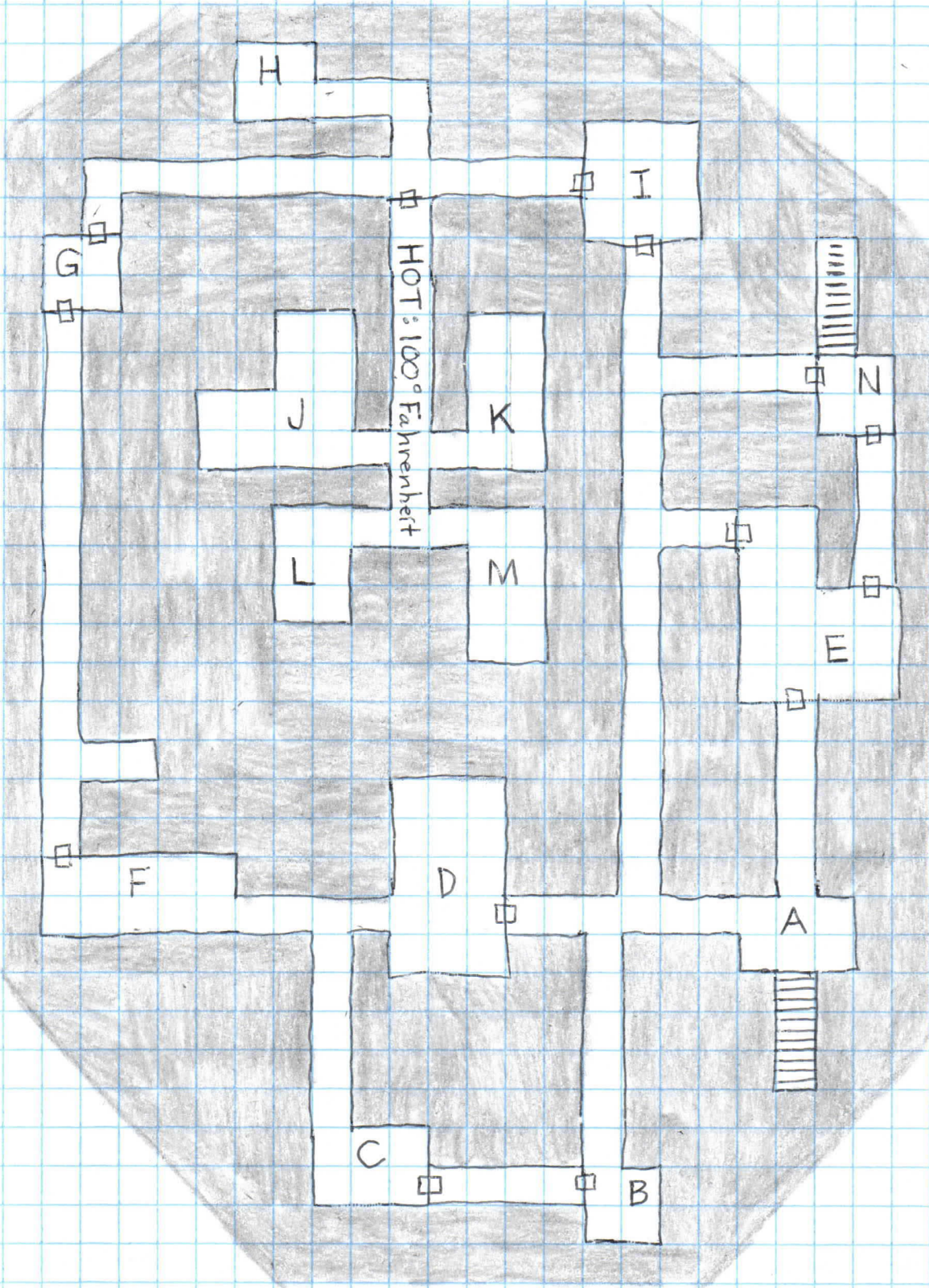
DUNGEON LEVEL 69

- A. Twisted ingots of red-hot iron are on the floor. The stairs ascend to dungeon level 68.
- B. 4 displacer beasts guard a small box holding 22 weird green gems (worth 100 gp each) with a faint inner glow.
- C. 4 living rock statues will not attack under any circumstances, but anyone damaging them in melee will take equal damage from lava spurting from their wounds.
- D. 7 luxurious weretigers lounge in human form. Each wears a gold necklace set with rubies worth 6,250 gp. One also has a **medallion of ESP 30'**.
- E. Green slime hangs above the secret door. The slime also covers the door and the floor before it.
- F. A black dragon (HD 8) neither speaks nor sleeps. It rests upon a mound of 7,495 sp, 5,192 ep, and a **potion of control green dragon**.
- G. 9 gargoyles play a game of chance for possession of a **scroll of protection from undead**. Each holds 8 or 9 cards. Only fellow gargoyles are welcome.
- H. This is the lair of a hydra of 10 heads, very much alive and dangerous in spite of its heads being fleshless skulls of electrum worth 290 gp each.
- I. 2 caeciliae will fight and kill each other within 1 turn if left alone. If attacked, they unite and fight back. 8,475 cp, 7,656 sp, 6,216 ep, and 3,732 gp fill some barrels.
- J. A cloud giant with 651 pp in his bag will not allow PCs to use the stairs to dungeon level 70.

The Great Temple of Evil Chaos (K-N)

- K. This chamber is lit as though by moonlight. Standing at either side of the north hall is a statue of a 15' tall humanoid with the head of a demon-jackal. A mirthless laughter seems to come from them if any enter the north hall (unless garbed as clerics of evil chaos). The stairs ascend to the Temple area of dungeon level 61.
- L. The brazen double-doors open outward loudly, making the 12 mummies (turned as vampires) herein immune to surprise. One is a mummy-king (hp 41) wearing a gold crown worth 3,500 gp, and the other 11 are the females of his harem. The mummies attack all not garbed as clerics of evil chaos. In their sarcophagi are a **mace +3**, **scroll of protection from undead**, **scarab of protection**, **potion of control human**, and **potion of clairvoyance**.
- M. Two 9th-level patriarchs in madder robes with black capes and cowls. Plate mail, shields, maces. Each has a gold pin crusted with rubies (worth 1,750 gp) on his robe. **Scroll of protection from lycanthropes** and **spell scroll: finger of death**. They have the same spells memorized:
- 1st: **cause light wounds**, **darkness**, **cause fear**
2nd: **hold person** (x2), **blight**
3rd: **cause disease**, **curse**, **striking**
4th: **cause serious wounds** (x2)
5th: **insect plague** (will work in Temple),
finger of death
- N. Lying on the floor is a stone jackal charm worth 200 gp. The stairs go down to the Temple area of dungeon level 71.

DUNGEON LEVEL 70



One square = 10 feet

DUNGEON LEVEL 70

A. A gorgon takes on all intruders. It has electrum body-plates worth a total of 3,000 gp. The stairs go up to dungeon level 69.

B. A blue dragon (HD 8) neither talks nor sleeps. It guards a small box holding a matched set of 10 sapphire-crusted chokers worth 1,500 gp each.

C. 6 giant rattlesnakes get automatic first strike because they coil and jump like springs. An unlocked chest contains 3,511 gp.

D. An open chest in the room's center holds 7,632 gp. One dwarven and three human skeletons lie on the floor around the chest, reaching for it. The chest and its treasure are actually perfectly safe.

E. 2 gray oozes are in this cold, damp, and humid chamber.

F. An 11-headed hydra lairs here. Each of its 22 eyes is an amethyst worth 100 gp.

G. Herein are the shattered remains of a chariot made out of brittle yellow glass. Lying amongst the glass are three dead 1' tall fairies.

H. A 12th-level wizard (somewhere between neutral and chaotic) has made this room his domicile. It is furnished inexpensively but comfortably. He keeps a dagger and a pouch of 21 gems (worth 100 gp each) in his belt. He also keeps a firm hold of his prized **staff of power** (16 charges). The wizard needs red dragon scales, hellhound tongues, fire giant blood, and flame salamander essence for his incendiary researches and experiments. If the PCs kill everything in rooms J, K, L, and M, the wizard will give them his **staff of power**. His memorized spells:

1st: **charm person, floating disc, hold portal, ventriloquism**

2nd: **invisibility, knock, phantasmal force, web**

3rd: **clairvoyance, dispel magic, hold person**

4th: **confusion, polymorph others, wizard eye**

5th: **feeblemind, teleport, wall of stone**

6th: **anti-magic shell, disintegrate**

I. 9 trolls keep a **wand of fire balls** (18 charges) out of the wrong hands.

J. This 100° Fahrenheit chamber is the dwelling of a fire giant wearing a gold belt worth 3,900 gp. If attacked, he calls for help from the hellhounds in room K. They arrive in 2 rounds.

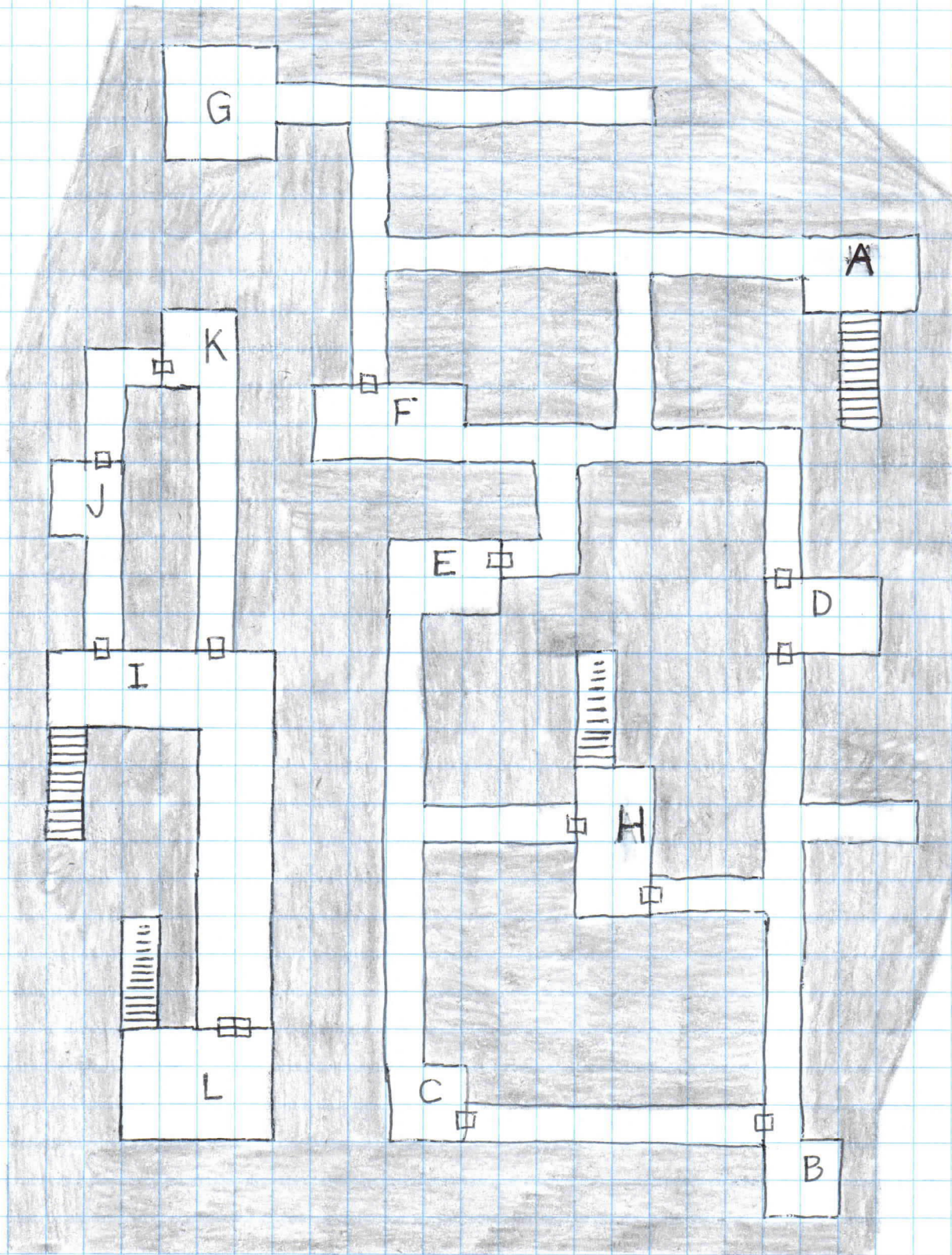
K. This 100° Fahrenheit room is the lair of 3 hellhounds (HD 7) wearing spiked platinum collars worth 1,200 gp each. They are allies of the fire giant (room J).

L. This 100° Fahrenheit chamber is the lair of a red dragon (HD 8) that neither talks nor sleeps. It reclines upon a huge mound of coins: 9,083 cp, 7,343 sp, 5,935 ep, and 3,638 gp. The dragon is willing to kill over a copper piece.

M. In this 100° Fahrenheit room, 5 flame salamanders guard 6,147 gp in orange urns.

N. Here reside 2 stone giants with 4 pieces of jewelry worth 3,500 gp each. They will allow the entire party passage down the stairs to dungeon level 71 in exchange for any two pieces of jewelry. The giants will attack anyone trying to go down without paying.

DUNGEON LEVEL 71



One square = 10 feet

DUNGEON LEVEL 71

A. A white dragon (HD 9) gives a cold welcome to intruders. It neither talks nor sleeps. The dragon guards a pile of 6,436 ep. The stairs ascend to dungeon level 70.

B. A cyclops will attack all who enter. It keeps 4,352 gp in its rough bag.

C. The 9 wereboars here are preyed upon by the cyclops (room B). They will seek an alliance against their hated enemy: "Help us kill him, and you can keep all his gold." The wereboars have 751 pp in a wooden box.

D. A very shiny gold piece lies on the floor, free for the taking.

E. A black pudding makes life difficult for visitors.

F. 2 medusae have given an electrum coating to their favorite victim: a lovely elf maiden (worth 3,500 gp).

G. A blue dragon lairs here, neither speaking nor sleeping. It wishes only to contemplate its 19 sapphires (worth 1,000 gp each), so it attacks only in self-defense.

H. 7 very hateful trolls cackle and gurgle, playing with their hoard: 9,729 cp, 8,840 sp, 6,776 ep, 4,623 gp, and 754 pp. The largest has an unpleasant surprise for foes: He wears a **ring of fire resistance**. The stairs go down to dungeon level 72.

The Great Temple of Evil Chaos (I-L)

I. 5 chaotic 9th-level patriarchs in madder robes with black capes and cowls. Plate mail, shields, war hammers. **Potion of giant strength, potion of control animal, ring of protection +1, boots**

of speed. Each wears a black ring set with a red gem worth 1,200 gp each. They attack all not garbed as clerics of evil chaos. Each has the same spells memorized:

1st: **cause light wounds, detect good, darkness**

2nd: **blight, hold person, silence 15' radius**

3rd: **cause disease, curse, striking**

4th: **cause serious wounds (x2)**

5th: **insect plague (will work in Temple),
finger of death**

The stairs ascend to the Temple area of dungeon level 69.

J. A glossy black urn holds 631 pp.

K. Astrological symbols are etched on the walls, and a rayed black sun is tiled on the ceiling. Any lawful being must save vs. death ray or suffer the effects of a double strength **blight** spell for 24 hours.

L. 4 chaotic 10th-level patriarchs in black robes with carmine capes and cowls. Plate mail, shields, and **maces +3** for each. **Potion of invulnerability**. 2' tall demonic idol of electrum worth 3,100 gp. The patriarchs attack all who are not clerics of evil chaos. Each has the same memorized spells:

1st: **cause light wounds, detect magic,
darkness, resist cold**

2nd: **blight, know alignment, hold person,
resist fire**

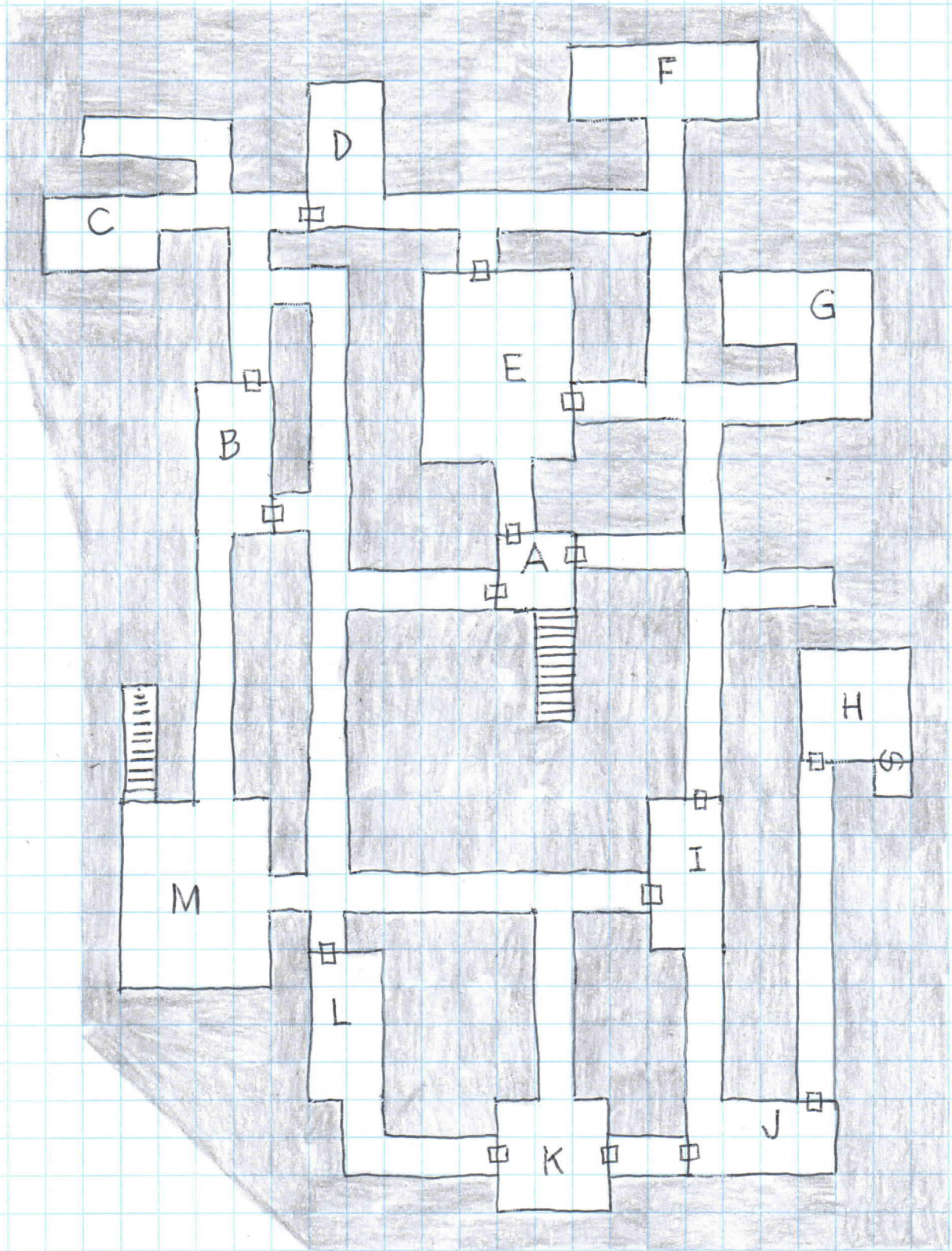
3rd: **cause disease, curse, striking**

4th: **cause serious wounds (x2),
protection/good 10' radius**

5th: **finger of death (x2)**

The stairs descend to the Temple area of dungeon level 75.

DUNGEON LEVEL 72



One square = 10 feet

DUNGEON LEVEL 72

A. 5 caeciliae wallow in an inch of watery mud. In the mud are 9,297 cp, 9,029 sp, 6,993 ep, 4,634 gp, and 811 pp. They attack anyone mucking for coins. The stairs ascend to dungeon level 71.

B. 9 nasty and aggressive giant scorpions have platinum claws. Each of the 18 claws is worth 200 gp.

C. A malicious red dragon (HD 9) will offer intruders' lives in exchange for all their treasures. The dragon neither talks nor sleeps, so it makes its offer by scratching words (in the common language) on the floor. It guards a **potion of control frost giant** and a **spell scroll: anti-magic shell, invisible stalker**.

D. On the floor are a bull's skeleton and a ruined chariot.

E. Herein waxes and swells a fungus forest of fantastic colors and all shapes and sizes. Any given fungus is 25% likely to be poisonous. If such is eaten, save vs. poison or die.

F. A cyclops guards a **potion of speed** and a **spell scroll: neutralize poison, sticks to snakes**. If hungry (50% chance), the cyclops will attack. Otherwise it fights only in self-defense.

G. 5 cockatrices fly amongst a dozen petrified victims. Leaning against the northeast corner are a **shield +2**, a **spell scroll: stone to flesh**, and a **potion of clairaudience**.

H. A small shelf holds 6 natural quartz crystals worth 5 gp each. One is the **magic jar** of the chaotic 13th-level wizard whose body and possessions are behind the secret door. He will try to possess intruders in this order of

preference: elf, cleric, magic-user, fighter, dwarf, thief, halfling. He will then work all manner of mischief, whether thievery or murder. In the alcove with his body are a dagger, a **stone controlling earth elementals**, and an unlocked chest containing 762 pp. Everything in the alcove is under an **invisibility 10' radius** spell. His memorized spells:

1st: **charm person, detect magic, protection from good, ventriloquism**

2nd: **detect invisible, ESP, phantasmal force, wizard lock**

3rd: **clairvoyance, dispel magic, hold person, invisibility 10' radius**

4th: **confusion, dimension door, wizard eye**

5th: **magic jar, teleport, wall of stone**

6th: **anti-magic shell, invisible stalker, projected image**

I. 4,759 gp spell-out in the common language on the floor: "TAKE THE GOLD--IF YOU DARE!" The coins are harmless and free to take.

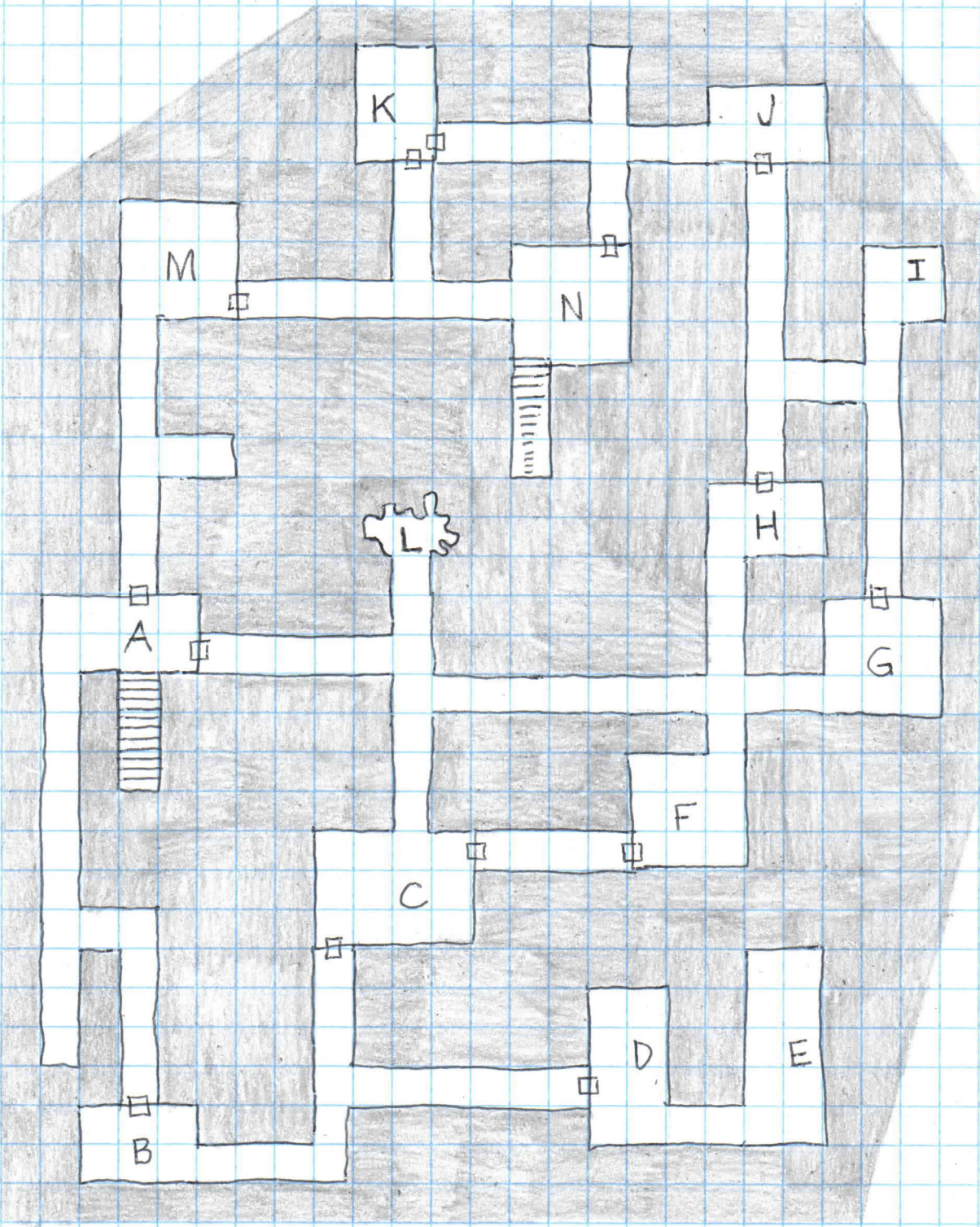
J. 6 giant tuatara lizards guard two locked chests containing 17,084 sp and 4,716 gp.

K. 3 werebears have 7,138 ep in crates. They attack only in self-defense.

L. Here dwells a chaotic 11th-level lord in plate mail. He has a **shield +3**, a sword, and a ring worth 3,200 gp. The lord is wicked, canny, and tricky.

M. 3 gorgons love to charge anything that moves. Herein is the statue of a goddess wearing a radiant platinum necklace set with three large diamonds worth 22,000 gp. The stairs go down to dungeon level 73.

DUNGEON LEVEL 73



One square = 10 feet

DUNGEON LEVEL 73

A. 2 wyverns attack only those who seek to leave the room by one of the doors. They do not care if anyone takes the pile of 7,036 ep. The stairs go up to dungeon level 72.

B. 2 black puddings make life difficult for intruders. Their color is, in fact, dull white.

C. 5 stone giants have 4,308 gp in their giant sacks, as well as a big pile of throwing stones. They warn against entering the labyrinth (room L).

D. 10 dreadful trolls guard black pots holding 6,579 ep. 9 of them will attack intruders, while the tenth will run into room E, only to return 3 rounds later mounted upon a purple worm and armed with a strange long **spear +3**. Anyone can use the spear to cast a 6 HD **lightning bolt**. 6 charges remain.

E. 2 purple worms lair here. 41 gems (each worth 100 gp) lie scattered on the floor.

F. Cloes inspection will reveal a loose stone in the west wall. Behind is a cavity containing 747 pp.

G. This is the domain of 5 chaotic 9th-level witches (wizards, but female). They have golden skin, and they are naked except for weird yellow headdresses of two erect worms. They have all memorized the same spells:

1st: **charm person, light, protection from good**
2nd: **invisibility, mirror image, phantasmal force**
3rd: **dispel magic, fly, haste**
4th: **confusion, polymorph others**
5th: **conjure (fire) elemental**

They carry jeweled daggers worth 200 gp each. Each wears 2,500 gp worth of gold jewelry set with topazes. **Potion of polymorph self, ring of protection +1 (5' radius), wand of negation (9 charges)**. The witches are weird rather than violent, attacking only if necessary or to acquire beautiful gold jewelry.

H. Here lies a 9-headed hydra skeleton. Silver coats the skulls, each worth 100 gp.

I. On the floor is a worthless, hand-sized figurine of a tiger.

J. 2 purple worms will attack. Tossed on the floor are a **flying carpet** and a **spell scroll: conjure elemental, contact higher plane, magic jar**.

K. An evil cloud giant likes to eat humans and demi-humans. He has 831 pp in his sack.

L. This looks like a natural cave passage from the outside. Anyone who places even a single foot inside will become lost in a magical, unmappable maze. Only a **wish** can immediately get him out. Roll each hour to see what lost characters find:

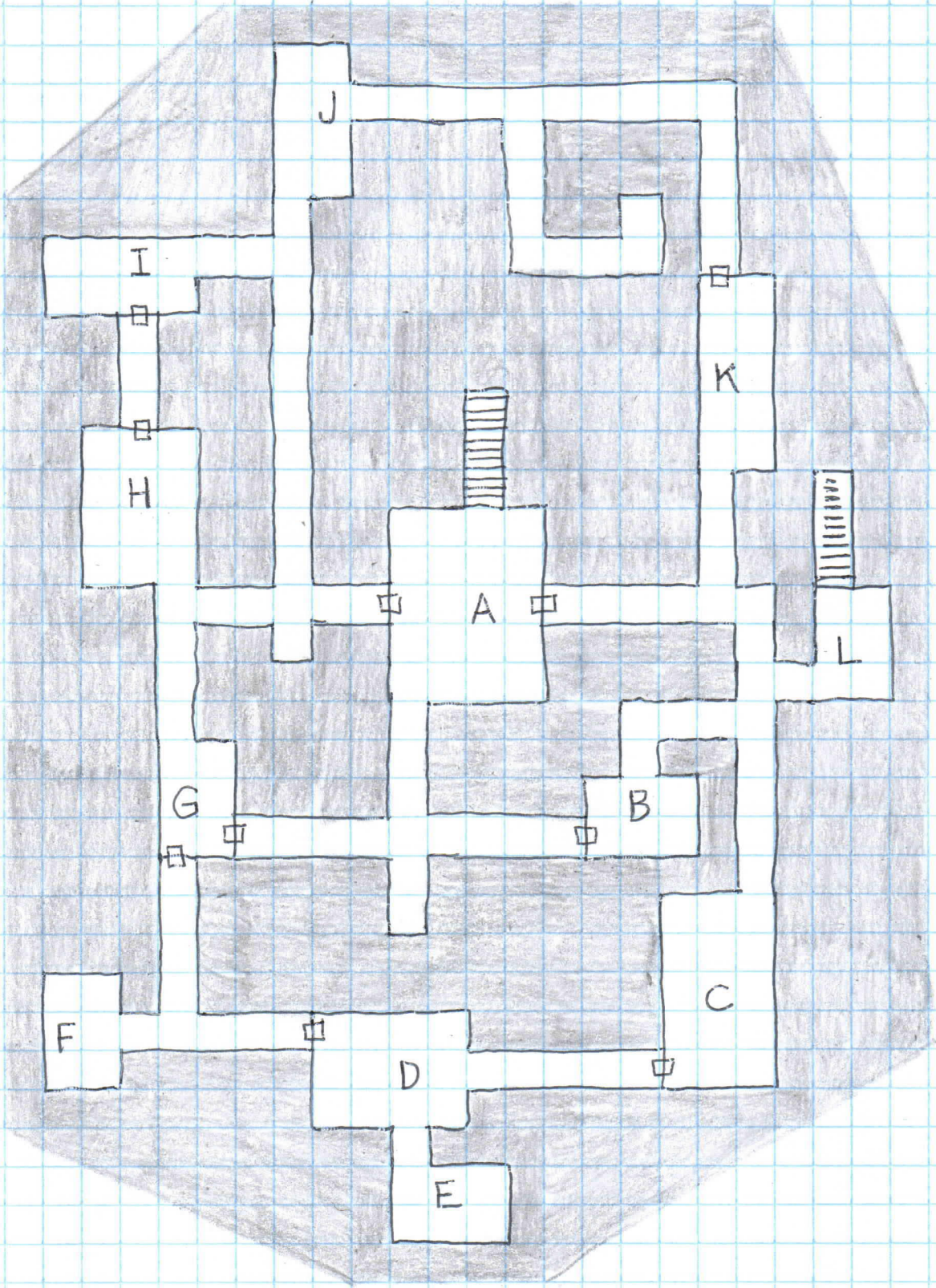
- 1-5: 2-5 minotaurs (out of a total of 25 minotaurs)
- 6: 4,856 ep
- 7: **chain mail +2**
- 8: 1,763 gp
- 9: **potion of heroism**
- 10: **potion of flying**
- 11: **spear +2**
- 12: **potion of invulnerability**
- 13: **potion of control red dragon**
- 14: 3,764 gp
- 15: 4,755 gp
- 16: labyrinth exit on dungeon level 49
- 17: labyrinth exit on dungeon level 57
- 18: labyrinth exit on dungeon level 61
- 19: labyrinth exit on dungeon level 68
- 20: labyrinth exit on dungeon level 73

Note that each of the treasures (results 6 through 15) is unique. If a roll indicates a treasure that has already been found, go to the next available treasure on the list.

M. An aggressive gorgon has golden horns worth a total of 4,500 gp.

N. 12 gargoyles with eyes of green jade stand in stasis. Each of the 24 eyes is worth 150 gp. The gargoyles animate and attack only if any of the eyes are taken. The stairs descend to dungeon level 74.

DUNGEON LEVEL 74



One square = 10 feet

DUNGEON LEVEL 74

A. 6 hellhounds (HD 7) wear gold collars studded with red gems, each collar worth 600 gp. The stairs ascend to dungeon level 73.

B. 4 rhagodessae crawl over a recently slain white dragon. Near the corpse are two dead rhagodessae, and scattered about are 17,880 sp and a **spell scroll: web, wizard lock**.

C. A purple worm will be only too happy to swallow intruders. On the floor are a tyrannosaurus rex skeleton, 9,921 cp, 8,888 sp, 7,178 ep, 4,291 gp, and 655 pp.

D. 5 frost giants will allow intruders to leave in peace for a ransom of 1,500 gp each. In their bags are 4,576 gp and **boots of traveling and leaping**. The giants use room E as a place to cool down.

E. Ice coats this 20° Fahrenheit room. Huge icicles hang from the 20' high ceiling. Chunks of broken ice have fallen all over the floor. A careful search will reveal (mixed in with the broken ice) 324 pieces of clear crystal worth 10 gp each.

F. 2 aggressive basilisks lair here. Near the room's entrance is a life-like statue of a dwarf made of gray stone. It is hollow and easily shattered. Inside are hidden 773 pp and 21 gems worth 100 gp each.

G. 5 living rock statues stand perfectly still, hoping that intruders think them victims of the basilisks (from room F). They will attack with a 3 in 6 chance of surprise.

H. 4 wereboars in animal form have nasty tempers and cannot abide visitors, charging anything that enters their lair. They have a box holding 21 gems (each worth 1,000 gp).

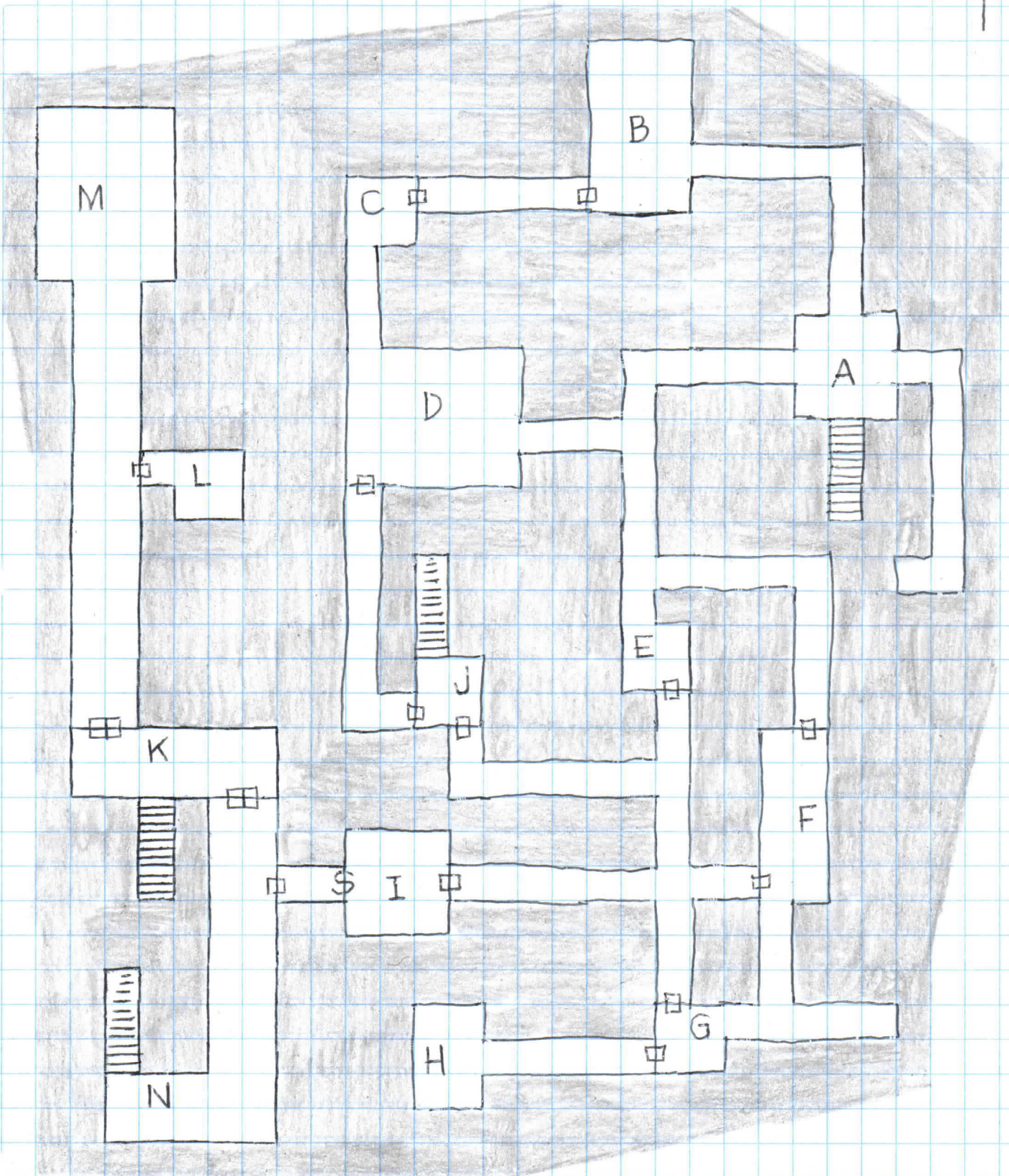
I. 2 green dragons (HD 7) neither talk nor sleep. They have no monetary treasure, but there are two recently slain bodies on the floor: a fighter (with **plate mail +1** and a **sword +1**) and an elf (with a **helm of teleportation** and a **spell scroll: hallucinatory terrain, massmorph**).

J. 6 inches of snow cover the floor of this 30° Fahrenheit room. Also herein is an ice-carving of a 4' long tortoise.

K. 2 purple worms will attack intruders. Bas-reliefs of purple worms fill the walls. 23 amethysts (worth 500 gp each) are scattered on the floor.

L. A rust monster resides here, making a nuisance of itself. The stairs descend to dungeon level 75.

DUNGEON LEVEL 75



One square = 10 feet

DUNGEON LEVEL 75

A. 12 carrion crawlers will paralyze anything that enters. 7,113 ep and **chain mail +2** are on the floor. The stairs ascend to dungeon level 74.

B. 4 chaotic superheroes dwell here, armed and armored as follows:

#1: **plate mail +2**, two-handed sword

#2: **plate mail +1**, shield, sword

#3: plate mail, shield, **sword +3**

#4: **chain mail +3**, shield, **spear +3**

They have a total of 6,901 ep in their bags.

C. 5 giant draco lizards will attack only those who touch the 2 bottles on the shelf on the west wall. One bottle holds a **potion of healing**, the other a **potion of gaseous form**.

D. 3 chimerae prowl around an unlocked chest in the middle of the chamber. It contains 8,406 sp, a **potion of growth**, and a **ring of protection +1, 5' radius**.

E. 2 devil swine in animal form will charge intruders. 8,391 sp and 6,535 ep are in wooden casks.

F. Here dwell 4 stone giants. They have a pile of throwing stones and a box holding 16 rings worth 2,500 gp each.

G. The floor is splashed with dried paint: blue, red, orange, and yellow.

H. 3 caecilia are eating 2 dead displacer beasts. Wooden crates hold 6,818 ep.

I. The floor is sunk 1', and green slime completely fills it to the brim. The secret door is painted with a green and scarlet serpent-demon.

J. The north and east walls are irresistible magnets. All magnetic metals (even magical ones) will zoom across the room and stick. Only giants and cyclops have the strength to pull items off. **Potions of giant strength**, **girdles of giant strength**, and **wishes** are also effective. The stairs descend to dungeon level 76.

The Great Temple of Evil Chaos (K-N)

K. 3 chaotic 11th-level patriarchs in sanguine robes with black capes and cowls. Plate mail, shield, maces.

Mace +3, **spell scroll: insect plague**, **quest**, **potion of gaseous form**. They worship an 8' tall demon idol plated with gold worth 4,500 gp. The patriarchs have memorized the same spells:

1st: **cause light wounds**, **detect good**, **protection from good**, **resist cold**

2nd: **blight**, **hold person**, **resist fire**, **silence 15' radius**

3rd: **continual darkness**, **cause disease**, **curse**, **striking**

4th: **cause serious wounds (x2)**, **sticks to snakes** (They have scores of sticks.)

5th: **commune**, **insect plague** (will work in Temple), **finger of death**

The stairs ascend to the Temple area of dungeon level 71.

L. In this shrine to a serpent-demon stands a 9' tall idol covered in bronze. Its two eyes are rubies worth 3,500 gp each. If the party takes one or both, they will all be cursed to have -2 on saving throws. Restoring the eyes will lift the curse.

M. This room is of midnight black stone with glowing flecks of red stone like stars. Here meditate 2 chaotic 12th-level patriarchs in sanguine robes with sanguine capes and cowls. They will attack intruders. Plate mail, shields, war hammers. **Shield +3**, **staff of commanding** (23 charges), **spell scroll: snake charm**, **continual darkness**, **cause serious wounds**. A sarcophagus of red stone holds 6,666 ep. The patriarchs have the same memorized spells:

1st: **cause light wounds (x2)**, **detect magic**, **cause fear**, **resist cold**

2nd: **blight**, **know alignment**, **hold person**, **resist fire**, **silence 15' radius**

3rd: **continual darkness**, **cause disease**, **curse**, **striking**

4th: **cause serious wounds (x2)**, **protection/good 10' radius**, **sticks to snakes** (They have scores of sticks.)

5th: **insect plague** (will work in Temple), **quest**, **finger of death**

N. Murals cover the walls, depicting in this order: the destruction of the surrounding lands, of the continent, of the planet, of the solar system, of the galaxy, of the local galactic cluster, and of the universe. The stairs descend to dungeon level 78.

DUNGEON LEVEL 76

Rooms A, E, and I have written on the walls in the common language: "BEWARE THE THESSALHYDRA!" Any intelligent creature on the level says much the same thing. They know only that it guards the stairs down.

A. 4 manticores fly and attack humans, though they are not aggressive towards demi-humans. They guard a locked chest (the key to which was stolen by the master thieves in room L) that contains 658 pp, a **scroll of protection from magic**, and a **displacer cloak**. The stairs descend to dungeon level 77.

B. In the southeast corner is a mound of invisible coins: 9,321 cp, 8,543 sp, and 4,848 gp. A **dispel magic** spell will render them visible. The amber golem in room C will not like coin-thieves.

C. A lion-like amber golem stands here. It will attack only those who have coins from room B in their possession.

D. Here dwell 2 chaotic 9th-level lords, armed and armored as follows:
#1: plate mail, two-handed sword
#2: plate mail, shield, **sword +2**
In pouches they carry 7 pieces of jewelry worth 9,000 gp each and a **potion of invulnerability**.

E. Pacing around are 4 hungry displacer beasts, one with a pink gem (worth 1,300 gp) in place of its left eye. They guard a **war hammer +2**.

F. 4 medusae wear sickly green cloaked robes and nothing else. They will definitely try to petrify visitors. On one's wrist is a silver bracelet shaped like a serpent (worth 850 gp). They have a **brazier commanding fire elementals** and a **spell scroll: hold person, locate object, create water, create food**.

G. A hungry rust monster lurks here.

H. The 2 fire giants here have volcanic tempers. They have enormous sacks full of 9,288 cp, 8,403 sp, 6,635 ep, 4,547 gp, and 733 pp. A dead elf on the floor wears **elven boots** and has a **wand of negation** (18 charges). If visitors cause trouble, the giants will whistle for their hellhounds in room I, which arrive 1 round later.

I. 3 hellhounds (HD 7) guard big sacks full of coins for the fire giants in room H: 8,645 sp, 7,035 ep, 4,477 gp, and 803 pp.

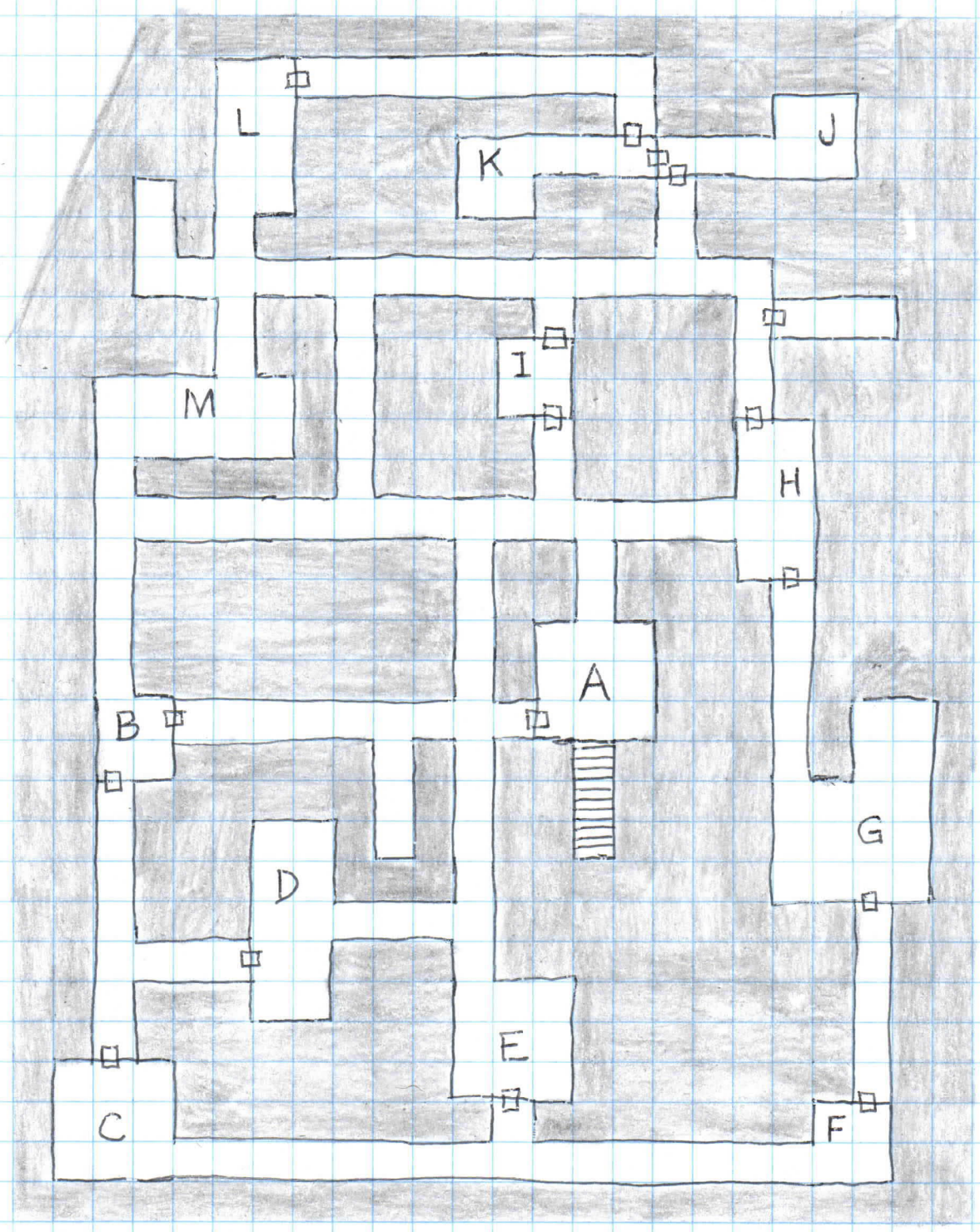
J. Standing in this room is a life-size statue of a green woman with helmet, sword, and dragonfly wings.

K. 2 violent cave bears guard a **battle axe +1**. Their skeletons (teeth included) are gold and worth 6,000 gp each.

L. 4 chaotic 9th-level master thieves have the key to the chest in room A. They wear leather armor and are armed with swords and short bows (20 arrows each). Their pockets hold a total of 24 green and purple gems (worth 500 gp each). **Ring of regeneration** and **scroll of protection from elementals**.

M. This is the lair of the dreaded thessalhydra. It always attacks (though it will not pursue out of this chamber) and fights to the death. It guards a pile of 4,132 gp, **dagger +1**, and **plate mail +1**. The stairs descend to dungeon level 77.

DUNGEON LEVEL 77



One square = 10 feet

DUNGEON LEVEL 77

A. 3 aggressive blue dragons (HD 7) sit atop their mounded treasure hoard: 9,866 cp, 8,986 sp, 6,303 ep, 4,354 gp, 816 pp, and 9 **arrows +2**. The dragons neither talk nor sleep. The stairs ascend to dungeon level 76.

B. 2 black puddings lurk here, one of them white in color.

C. A chaotic 14th-level wizard will attack intruders who do not immediately leave by the way they came. **Dagger +1, potion of speed, potion of fire resistance, wand of polymorph** (11 charges), **bowl commanding water elementals**. He keeps in his pocket the key to his locked chest that holds 4,614 gp. His memorized spells:

1st: **charm person, light, magic missile, shield**

2nd: **mirror image, phantasmal force, web, wizard lock**

3rd: **dispel magic, fire ball, hold person, lightning bolt**

4th: **confusion, polymorph others, polymorph self, wall of fire**

5th: **cloudkill, feeblemind, teleport**

6th: **death spell, disintegrate, invisible stalker**

D. 6,200 ep are piled on the floor, free to take.

E. A cyclops eats two recent victims (fighters). It has bags holding 4,435 gp, a **sword +2**, a **potion of giant strength**, and a **potion of longevity**.

F. 2 gorgons eagerly charge intruders. They guard a **potion of invisibility** and a **potion of flesh to stone**.

G. 2 very hungry chimerae guard scattered coins: 9,315 cp, 8,833 sp, 6,766 ep, 4,301 gp, and 787 pp.

H. Lairing here are 6 giant scorpions with gold carapaces worth 750 gp each.

I. A small grove of smooth, leafless trees grows out of the stone floor. A ram skull hangs in the bare branches. On the floor are a sheaf of wheat, a spear, and a shield painted with yellow rose petals.

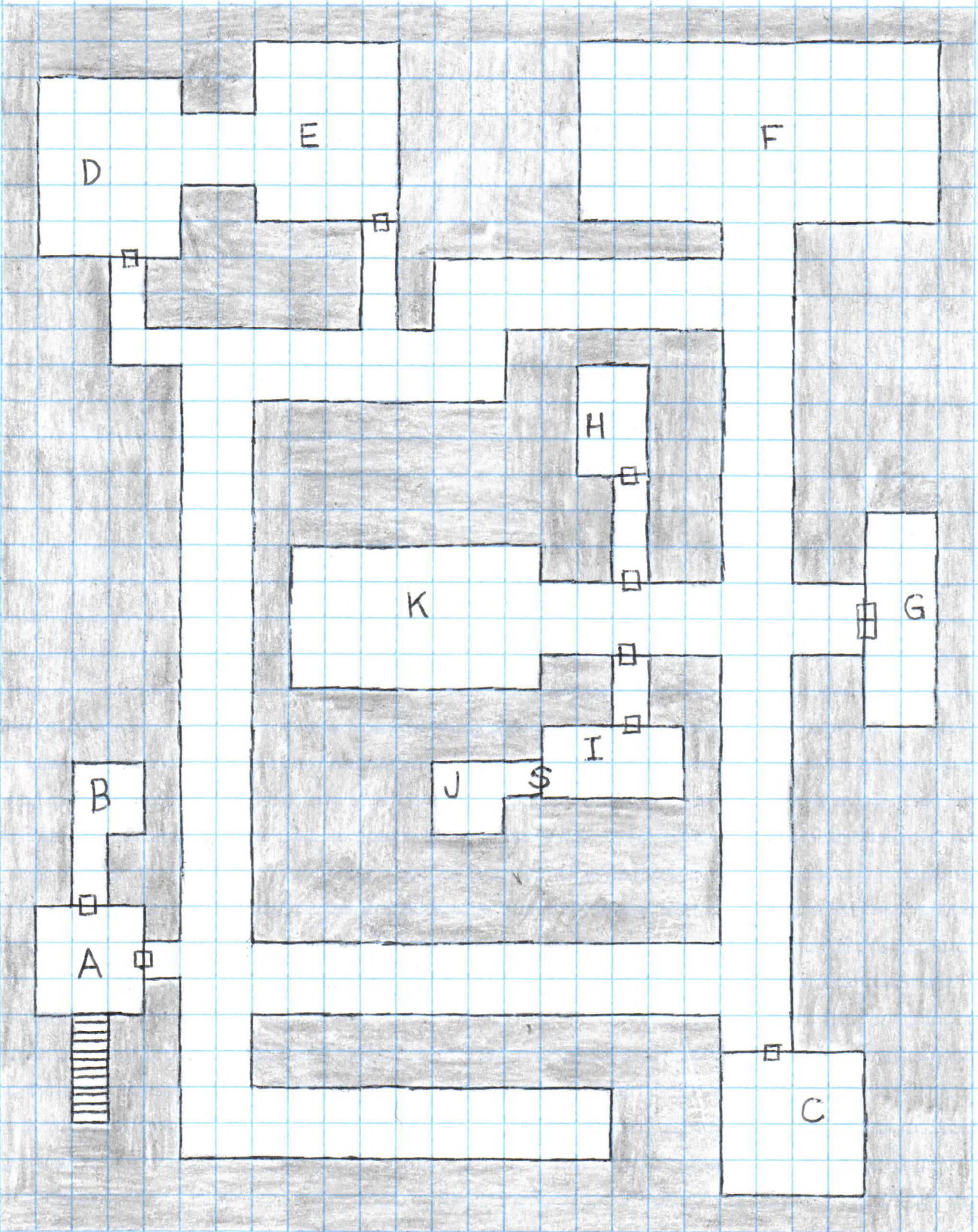
J. This room and the 30' corridor to the west are 0° Fahrenheit and covered in ice. Herein lair 2 frost salamanders guarding 9 pale blue gems worth 1,000 gp each. They hate the flame salamanders in room K.

K. This room and the 30' corridor to the east are 110° Fahrenheit and dimly lit by a fiery light. Here reside 5 flame salamanders guarding 8 fiery red gems worth 1,000 gp each. They despise the frost salamanders in room J.

L. The stench of a green dragon (HD 11) can be smelled from the corridor 20' away. The dragon does not talk or sleep. It treasures 22 brilliant green gems worth 500 gp each. It also has a **scroll of protection from elementals**.

M. 2 purple worms will attempt to swallow all humans and demi-humans. Scattered on the floor are 651 pp, a **shield +1**, and **plate mail +1**.

DUNGEON LEVEL 78



One square = 10 feet

DUNGEON LEVEL 78

The Great Temple of Evil Chaos (A-K)

All ceilings are at least 20' high. Unless otherwise noted, all floors, walls, and ceilings are a checkerboard pattern of stones in every shade of red and black.

The terrible prince of demons, Demogorgon, wanders this dungeon level. There is a 1 in 10 chance every 3 turns of encountering him. Note that he will not be fooled by evil clerical garb used as a disguise.

A. The stairs ascend to the Temple area of dungeon level 75. In the room's center facing the stairs is a motionless bronze golem. It allows only the 14th-level patriarch (room I) or Demogorgon himself to open the north door. It allows anyone garbed as clerics of evil chaos to open the east door. On the latter door is an inscription in a dead, ancient language: "KNOW THAT THESE DARK HALLS ARE HAUNTED BY _____." The language is without articles, so the last word could be translated either as "Demogorgon" or "the demogorgon".

B. In darkness and silence hangs a black iron bell, taller than a man, about 1' above the floor. Trying to ring it produces no sound. Many years ago a patriarch of the cult of evil chaos set up subtle vibrations within it that serve as a siren call to creatures of chaos, drawing them to these dungeons as well as to the Caves of Chaos. Nothing short of a **wish** can still the bell.

C. In an opulent luxury of cushions and silks reclines an efreeti, an emissary from the fabled City of Brass. He does not care about the PCs or their actions (as long as they do not attack or insult the efreeti), considering it none of his business. He has nine pieces of gold jewelry set with flaming yellow gems worth 5,000 gp each, a **potion of healing**, **potion of diminution**, **war hammer +3 (returns if thrown by dwarf)**, and a **spell scroll: cause light wounds, cause fear, blight, silence 15' radius, cause disease, curse, cause serious wounds**.

D. A black dragon (10 HD) serves the cult as a guardian of some of its treasures. It neither talks nor sleeps. If it loses more than half its hp, it roars for help from the red dragon (room E), which arrives in 2 rounds. Hoard: 6,416 cp, 5,228 sp, 6,105 ep, 3,288 gp, 599 pp, **sword +1**, **scroll of protection from magic**, **scroll of protection from elementals**.

E. A red dragon (13 HD) serves the cult as a guardian of some of its treasures. It neither talks nor sleeps. If it loses more than two-thirds of its hp, it roars for help from the black dragon (room D), which arrives in 2 rounds. Hoard: 9,205 cp, 8,145 sp, 7,252 ep, 4,408 gp, 754 pp, **boots of speed**, **ring of spell storing (knock, death spell)**.

F. Here lairs an elder purple worm (120 hp), grown vast over the years from the innumerable victims thrown to it. Scattered on the floor are 51 amethysts (worth 100 gp each).

G. The stone of this chamber is pure black Utterly lightless. No light, whether mundane or magical, will work here. Only a **wish** could banish the darkness. Faint and disturbing is an alien piping in the void.

H. 2 chaotic 13th-level patriarchs in black robes with black capes and cowls. Plate mail, shields, maces. This is their bedchamber, richly appointed in red and black. They attack anyone not of the cult of evil chaos. Black-gold rings worth 2,000 gp each. **Efreeti bottle, displacer cloak**. They have memorized the same spells:

- 1st: **cause light wounds (x2), protection from good, cause fear, resist cold**
- 2nd: **blight, know alignment, hold person, resist fire, silence 15' radius**
- 3rd: **continual darkness (x2), cause disease, curse, striking**
- 4th: **cause serious wounds (x3), sticks to snakes (with 40 sticks)**
- 5th: **commune, insect plague (will work in Temple), quest, finger of death**

I. A chaotic 14th-level patriarch. His robe, cape, and cowl are of jagged patches, half of which are black and the other half of various shades of red: rust, maroon, scarlet, cinnabar, vermilion, ruby, crimson, madder, carmine, and sanguine. **Plate mail +3, shield +3, mace +3**. Black-gold ring set with ruby worth 5,000 gp. **Staff of withering (16 charges), ring of 3 wishes**. He attacks anyone not of the cult. His memorized spells:

- 1st: **cause light wounds (x2), detect magic, protection from good, cause fear, resist cold**
- 2nd: **blight, know alignment, hold person, resist fire, silence 15' radius**
- 3rd: **continual darkness (x2), cause disease, curse, striking**
- 4th: **cause serious wounds (x3), neutralize poison, sticks to snakes (with 20 sticks)**
- 5th: **commune, insect plague (will work in Temple), quest, finger of death**

A mural of a demon face (rather like one of Demogorgon's) marks the location of the secret door.

J. A man-sized statue of a demon is plated in black-gold and worth 4,000 gp. Concealed below it is a trapdoor. Where does it lead?

K. A weird temple area, dominated by a 20' tall statue (ceiling 25' high) of a naked dancing woman with golden skin, entwined by a red and black serpent. In the four corners of the fane are 10' sculptures of red-gold color: a demonic bull, demonic lion, demonic eagle, and demonic man. Ceiling, walls, and floor of maroon stone, and ceiling and upper walls are spangled with obsidian "stars". A feeling of fathomless evil pervades the chamber. Anyone staying here more than 3 turns must save vs. death ray or turn chaotic and become a willing servant of the cult of evil chaos. Only a **wish** can dispel the curse. For some reason, halflings are immune.