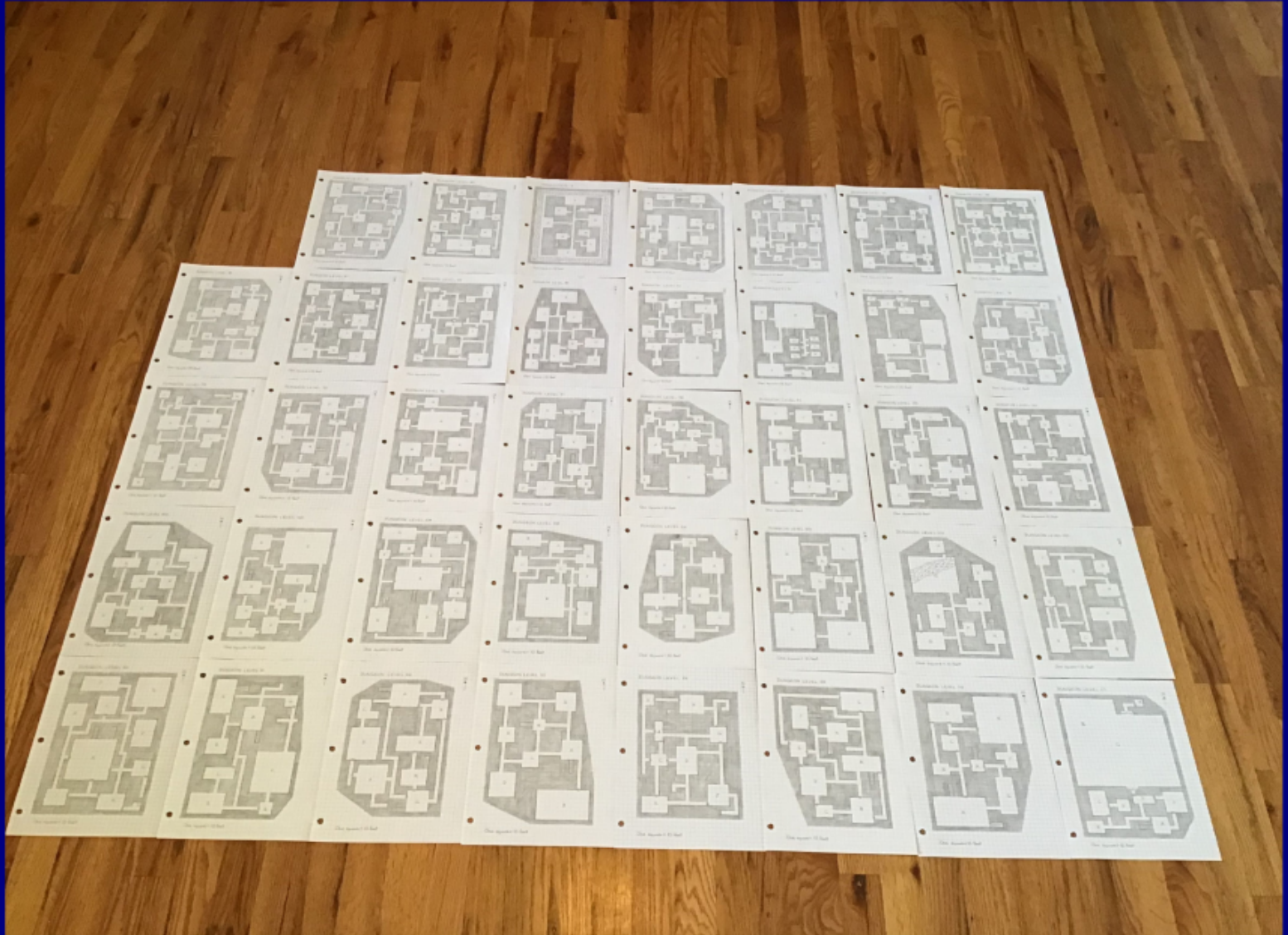


# Mike's Dungeons: The Deep Levels

**39 MORE LEVELS OF THE DUNGEONS  
FOR CHARACTER LEVELS 10 - 14**



**INCLUDES DUNGEON LEVELS 79 - 117**

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# INTRODUCTION

**MIKE'S DUNGEONS: THE DEEP LEVELS** was made using the 1981 **Dungeons & Dragons** game (Basic rules edited by Tom Moldvay, Expert rules edited by David Cook with Steve Marsh). A brief perusal will show that these dungeons can also be easily used with other versions of the game.

The present work is a sequel to **MIKE'S DUNGEONS** (2019), but rest assured that it can be fully used and enjoyed all by itself.

**MIKE'S DUNGEONS: THE DEEP LEVELS** contains 39 additional dungeon levels below the 78 dungeon levels of **MIKE'S DUNGEONS**, together giving the overworked Dungeon Master a massive dungeon complex of 117 levels. These two parts of the dungeons will allow a party of seven 1st-level adventurers to achieve maximum level: 8th for halflings, 10th for elves, 12th for dwarves, and 14th for clerics, fighters, magic-users, and thieves. They are the only dungeons you will ever need.

Each level is short and simple: a map and a one-page key. The Dungeon Master does not need to study these dungeons beforehand. They can be ran on the fly.

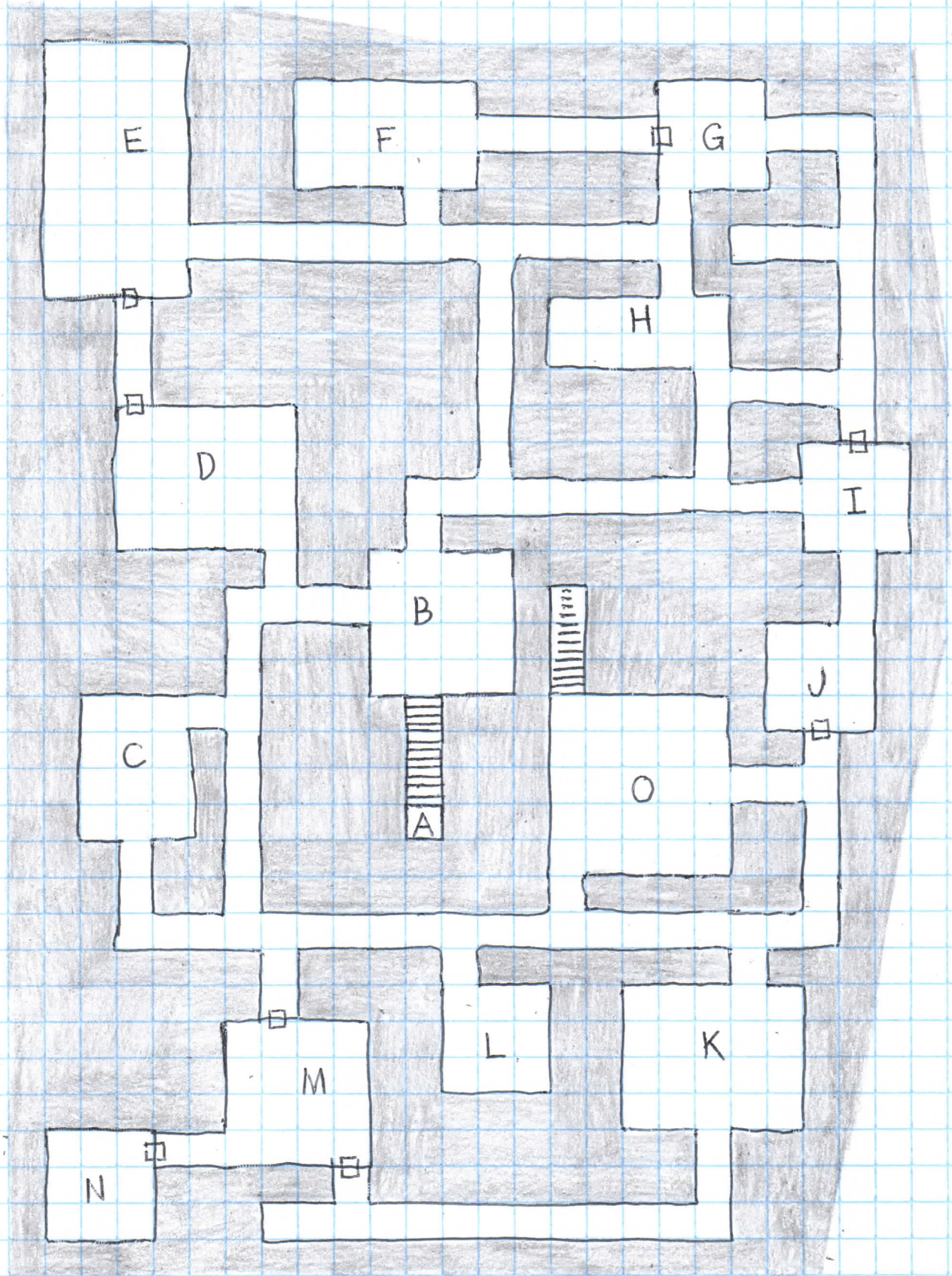
The entrance to dungeon level 79 is the trapdoor in room J of level 78 (detailed in **MIKE'S DUNGEONS**).

Each dungeon level has a connection (typically stairs) with the levels immediately above and immediately below it. In addition, stairways connect the following levels:

81 down to 86  
85 down to 116  
86 up to 81  
87 down to 95  
93 down to 97  
97 up to 93  
99 down to 115  
100 down to 105  
101 down to 106  
102 down to 104  
103 down to 112  
104 up to 102  
105 up to 100  
106 up to 101  
112 up to 103  
115 up to 99  
116 up to 85  
117 up to surface (via teleporter)

Ceilings in these deep levels of the dungeons are usually 25' high.

# DUNGEON LEVEL 79



One square = 10 feet

## DUNGEON LEVEL 79

A. A trapdoor in the ceiling 10' above the landing opens into room J of dungeon level 78. (See **MIKE'S DUNGEONS**.) The stairs go down to room B.

B. Two 11-headed hydras guard the entrance to the lower levels. They will attack anyone entering this room, and they will fight to the death. The hydras will pursue out of the room, but they will not ascend the stairs. When slain, each hydra's teeth will turn to diamond, worth a total of 7,700 gp per hydra.

C. Bronze-plated human skeletons, each holding a javelin as well as a round shield emblazoned with one of various horrible monsters, line all the walls, facing inwards. They are not animated.

D. Bas-reliefs of life-sized men and women fill the walls. The unknown artist depicted them in the antique garb and armor of ancient times.

E. A chill fills this room that all the inhabitants of the dungeon level have good reason to shun. Herein lair 3 white dragons (HD 9) that neither talk nor sleep. Their treasure hoard consists of 6,454 ep, 4,004 gp, 616 pp, 57 white gems (worth 100 gp each), 6 pieces of jewelry (worth 1,000 gp each), and a **wand of negation** with 14 charges.

F. Tempting aromas waft 20' outside the entrances. In the chamber's center stands a sturdy oak table with chairs and settings for sixteen. It is laden with a rich harvest feast of pheasant, dark bread, root vegetables, spiced apples, and a magical red wine that never leads to drunkenness. Those who eat to repletion will be healed 2-12 hit points, but they will be so full and drowsy from the feast that they will have a -1 penalty to their initiative rolls for the next 2-5 hours. The food and drink will vanish for a week after anyone is healed by it or if any is taken from the room.

G. A recently-slain giant crab with a cobalt blue shell lies on the floor.

H. Piled near the western wall are the following treasures, seemingly unguarded: 1,032 pp, 4 swords

with jeweled hilts and scabbards (worth a total of 4,000 gp), and a dozen rare mauve silks (worth a total of 4,800 gp). Long ago a wizard tasked 2 invisible stalkers to attack anyone coming within 20' of the trove.

I. 3 black puddings squelch about in this room.

J. A moldering skeleton of a man in chain mail lies towards the room's northwest corner, its right arm stretched towards the northern entrance.

K. An amber golem (80 hp) in the shape of a lion will attack only those who disturb the exquisite carved jade chess set (worth 32,000 gp) between its front paws.

L. A small pouch lies near the southern wall. Within are 4 yellow tetrahedrons (i. e., the Platonic solid with 4 sides).

M. 5 chaotic 9th-level wizards dwell here. They are armed with daggers and amongst them possess a **dagger +1, potion of fire resistance, ring of protection, 5' radius, wand of paralyzation** (18 charges), and a **displacer cloak**. The wizards will not attack if intruders agree to swiftly leave the chamber by the way they came. They have all memorized the same spells:

1st: **floating disk, hold portal, protection from good**

2nd: **continual light, invisibility, web**

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

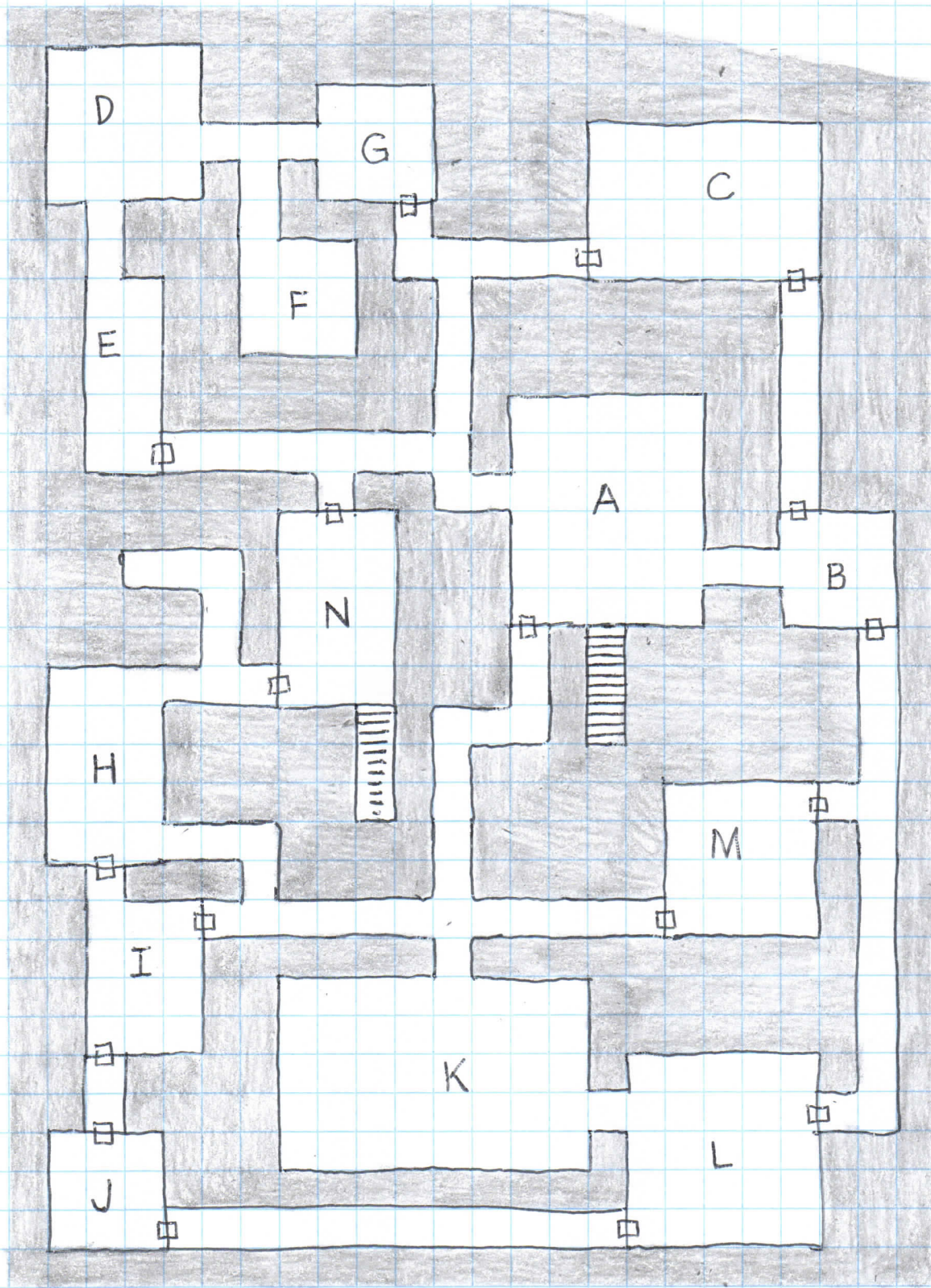
4th: **wall of fire, wizard eye**

5th: **telekinesis**

N. The wizards in room M have made a pact with 5 earth elementals (HD 8) to guard their treasure: 721 gp, 578 pp, 7 pieces of jewelry (worth 550 gp each), 5 onyx goblets (worth 800 gp each), a black sapphire (worth 5,000 gp), a **potion of treasure finding**, and a **brazier commanding fire elementals**.

O. This empty room is particularly dusty. The stairs descend to dungeon level 80.

# DUNGEON LEVEL 80



One square = 10 feet

## DUNGEON LEVEL 80

A. The 5 fire giants who reside here wear antique helmets and armor fashioned of bronze. They keep their swords at their sides, and they have a pile of throwing stones in the northeast corner. Concealed beneath the stones are five big sacks holding a total of 4,948 gp. The stairs ascend to dungeon level 79.

B. The fire giants in room A use this chamber to store a dozen 60-gallon casks of honey mead, five huge wheels of cheese, 500 pounds of jerked beef in crates, and an equal amount of hardtack.

C. 4 aggressive wyverns fly around in this chamber. They guard a set of 5 pale green crystalline amphorae worth a total of 6,000 gp. One amphora holds a little glass bottle containing a **potion of giant strength**. Careful observers will notice that one wyvern has in its shoulder a **sword +2** buried to the hilt.

D. This is the lair of 2 stupid and brutish cyclopes garbed in goat-skin tunics. They will eagerly attack intruders to have them for dinner. If one cyclops is slain and the other has lost at least half of its hit points, it will bellow for help. The gorgons in room G will arrive in 1 round, and the devil swine in room E have a 40% chance of coming in 2 rounds. The latter will attack only if they think that the cyclopes will survive the battle. Otherwise they will slink back to their lair. The cyclopes have two ivory tusks (weighing 100 pounds each) expertly carved with Greek mythological pastoral scenes. They are worth a total of 11,000 gp.

E. Here dwell 2 sullen devil swine in hog form, slaves of the cyclopes in room D. They ignorantly use a **flying carpet** as a sleeping mat, under which they have hidden 248 gp from their masters. The devil swine attack only in self-defense, though they will not allow intruders to use the northern exit as long as the cyclopes live. The devil swine might accept from a strong party an offer of alliance to slay the cyclopes.

F. The cyclopes in room D have nine freshly-slain and dressed sheep hanging from the ceiling.

G. The cyclopes in room D stable 3 gorgons here. They are gold-plated and horned (worth 4,000 gp per gorgon). These beasts will always attack intruders, and they never leave this room unless summoned by the cyclopes.

H. 2 hungry purple worms lurk here, awaiting meals. One has swallowed 28 gems (worth 750 gp each), and the other has wedged inside its maw a **war hammer +3, returns if thrown by dwarf**.

I. Bas-reliefs of purple worms cover the walls, and a carving of a gaping purple worm mouth surrounds the northern door.

J. A 5' diameter dais has inscribed around its base in an ancient, dead language: "STAND UPON ME, THEN SPEAK THE DUNGEON LEVEL YOU WISH." Anyone who does this will be magically teleported to a random room within the stated dungeon level.

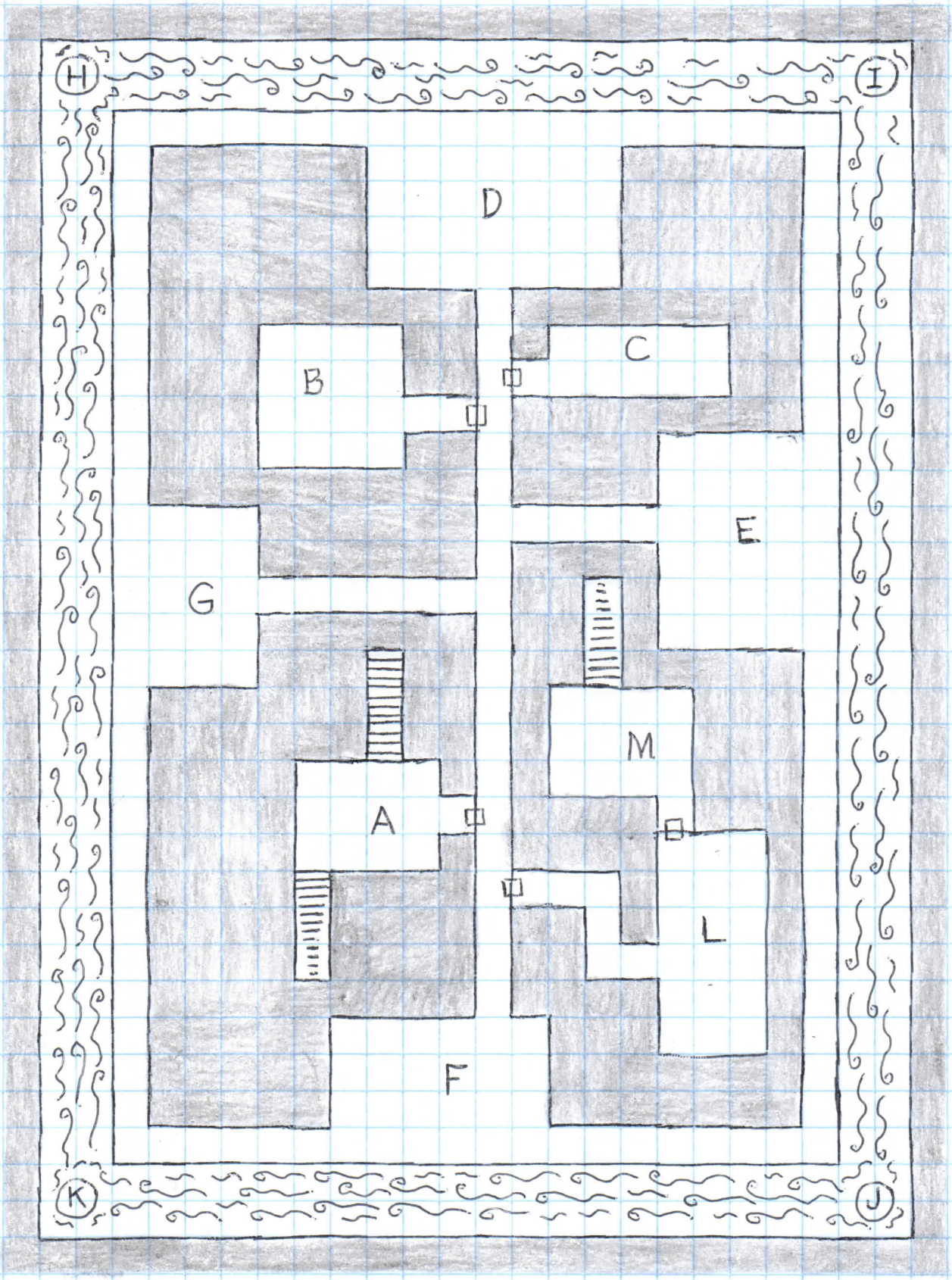
K. Herein are three chaotic 9th-level lords in plate mail. Each bears a **shield +2**, a sword, and a lance. There is a 60% chance that they will be mounted upon their black dragons (from room L). If mounted, they will immediately attack. Otherwise, two of the cocksure lords will challenge intruders while the third will go to retrieve their dragons (returning in 3 rounds). The lords wear jewelry totalling 10,000 gp in value.

L. The lords in room K keep herein their mounts: 3 black dragons (HD 7) that neither sleep nor speak. Each wears a diamond-studded silver collar worth 5,000 gp.

M. Much of the stone of the floor and walls is scarred and pitted, as though burned by acid.

N. Slumped against the western wall is the skeleton of a dwarf in chain mail, shield, and helmet. It still grips a war hammer. The stairs go down to dungeon level 81.

# DUNGEON LEVEL 81



One square = 10 feet

# DUNGEON LEVEL 81

Within the 20' wide channel surrounding the dungeon level lazily flows clockwise a 5' deep river of dimly glowing molten gold. It is 1,950° Fahrenheit, so anyone (other than a heat-loving creature such as a red dragon or a hellhound) falling into it will be killed (no saving throw). Liquid gold taken out of the channel will solidify and lose its glow in 1 hour. As much as 3 tons of gold (equal to 60,000 gp) can be taken out of the channel before all the molten gold remaining in the channel magically vanishes.

A. On the floor at the top of the southern stairs lies a leather scroll case. Within on a crumpled piece of parchment is written in Common: "Take my advice: Go straight down the stairs and take your chances with whatever is there. This level is a fiery hell." The southern stairs go down to dungeon level 82, and the northern stairs go up to dungeon level 80.

B. This empty chamber is magically kept at 44° Fahrenheit.

C. Immediately inside the door lies the charred corpse of an elf.

D. This chamber is 111° Fahrenheit and dimly lit by the river of gold. Vast mounds of millions of "gold" coins (which are really worthless pyrite) completely cover the floor. Two red dragons (HD 9), which neither talk nor sleep, rest upon the hoard. They will both breathe fire upon anything that sets foot upon their coins. A small chest will be found after 1-6 man-hours of digging through the coins. Within is a **dagger +2, +3 vs. orcs, goblins, and kobolds** and a glass vial holding a bubbling red liquid (a **potion of flying**).

E. This chamber is 111° Fahrenheit and dimly lit by the river of gold. Near the river are 7 gold amulets (each worth 1,300 gp) set with red garnets, forming on each amulet a single letter in the common tongue: A, B, G, L, O, R, and S. If the treasure is touched, 3 fire and 3 air elementals (HD 8) will appear in the chamber's center. Their first attack is by surprise and takes a curious form: The air elementals will blow through the fire elementals, forming a strong, fiery gust that does 3-24 points of damage to all caught within it (that is, on a successful attack roll). Those near the amulets must also save vs. death ray or be blown into the river of gold. Subsequent attacks are normal.

F. This chamber is 111° Fahrenheit and dimly lit by the golden river, into which 3 laughing efreet throw small rocks and pieces of wood. They hate humans, but they have nothing against demi-humans, so they will allow the latter to leave in peace. Each efreet wears over one shoulder a sash (worth 5,000 gp) woven of gold and richly bejeweled with red and blue gems.

G. This chamber is 111° Fahrenheit and dimly lit by the river of gold. 6 hellhounds (HD 7) from hell wait here to attack anything that breathes. They fight to the death and pursue victims to the ends of the earth.

H-K. On pedestals rising only a few inches above the molten gold stand gold-plated statues of 6' tall, beautiful, naked women. The gold plating is too thin to have any value.

H. A priestess holding her arms up in veneration. Each of her irises is carved from a ruby worth 2,500 gp.

I. A warrior standing as though in combat and holding a spear with a ruby tip worth 5,000 gp.

J. A thief who holds a dagger as though to backstab. Hidden within the hollow blade is a ruby worth 6,000 gp.

K. A witch wielding a **wand of fire balls** (12 charges).

L. A green dragon (HD 11) that neither talks nor sleeps is chained to the east wall. It has the run of the room. The dragon will attack all save the patriarchs in room M, and it obeys their commands.

M. Here dwell 5 chaotic 9th-level patriarchs. They have malachite plate mail, helmets, and shields. Each bears a war hammer and mace (one a **mace +2** and another a **war hammer +2**). They also have a **potion of control red dragon**, **potion of invulnerability**, and **scarab of protection** (4 charges). The clerics are not particularly aggressive or very nice. They all have the same memorized spells:

1st: **cause light wounds, detect good, darkness**

2nd: **hold person, resist fire, silence 15' radius**

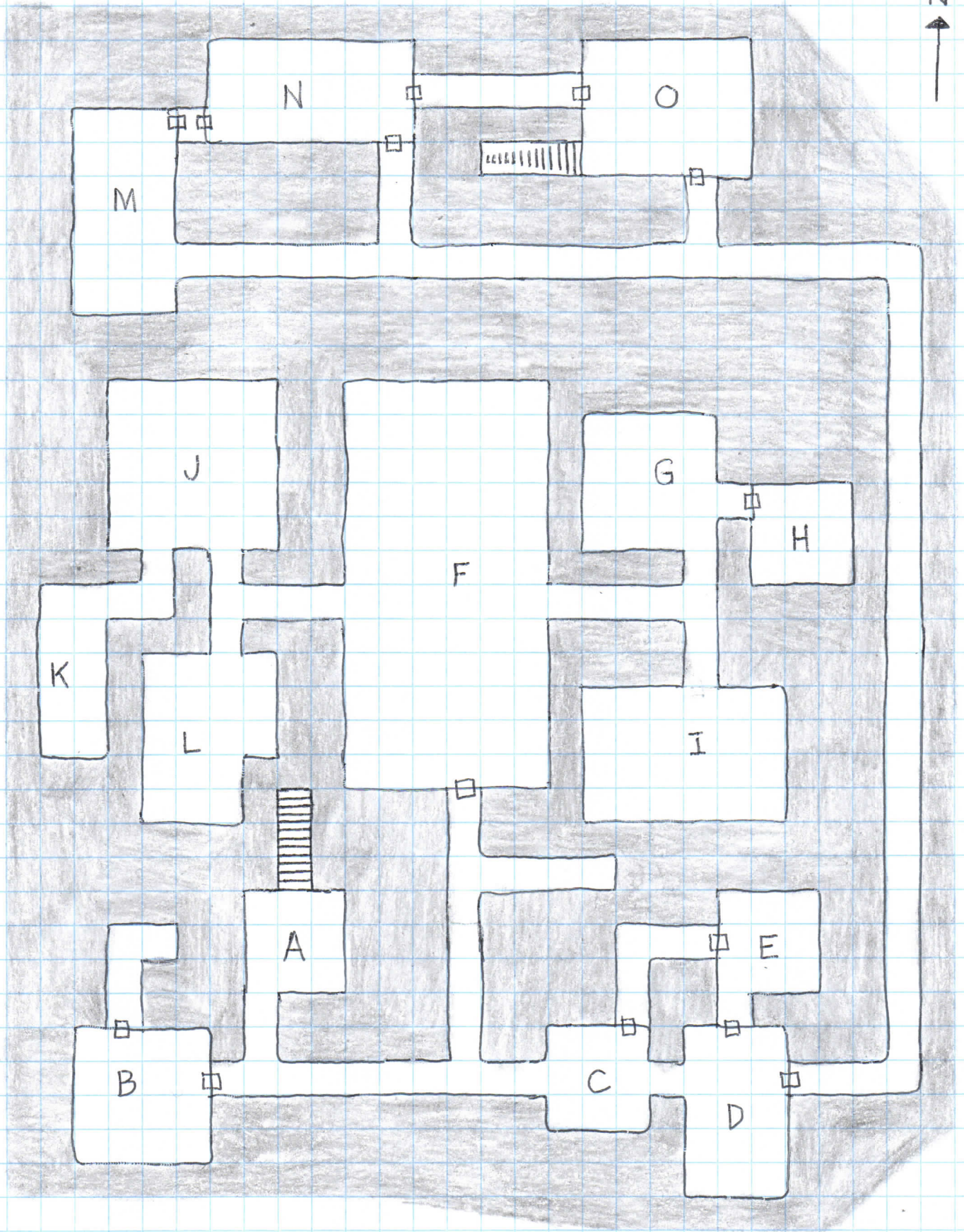
3rd: **continual darkness, cause disease, curse**

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

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

The stairs descend to dungeon level 86.

# DUNGEON LEVEL 82



One square = 10 feet

## DUNGEON LEVEL 82

A. There is a 25% chance of 1-3 orange trolls from room B gathering some of the 6" to 12" tall mushrooms that grow everywhere from the floor. Each mushroom is of swirled colors: half orange and half all of the other colors of the rainbow. They are tasty and harmless, but if eaten they will turn one's skin and irises orange for 18 hours. The stairs go up to dungeon level 81.

B. Here lair 9 trolls with orange skin and eyes (from eating the mushrooms in room A). Filth, refuse, and 5,192 gp are scattered about.

C. If anyone stays in this room for more than 1 minute, it fills with a glittering, silvery gas. All within must save vs. paralysis or be paralyzed for 2-8 turns. Thereafter, the master thieves from room D will arrive to finish off the party and steal all of their valuables.

D. Here skulk 3 chaotic 9th-level master thieves. Each wears **leather armor +1**, and they bear swords and daggers. One has a **potion of speed**. They are extraordinarily greedy.

E. A mosaic fills the north wall, depicting a cloaked man standing in a dark street. He holds a small bag in his right hand. If the bag is pressed firmly, a stone in the wall will slide inward, releasing a purple gas that fills the room. All must save vs. paralysis or fall under a **slow** spell for 24 hours.

F. This chamber is a no man's land separating the cloud giants (room G) and blue dragons (room I) from their sworn enemies: the frost giants in room J and the frost salamanders in room L. Unless care is taken to be silent, there is a 50% chance that either the dragons or the salamanders will charge in, enraged, and attack. This will lead to the other three groups of monsters entering to join the fray, one group every other round. The monsters would rather attack each other than intruders, so canny PCs can slink away and let the giants and their allies duke it out.

G. Here lair 2 ugly and grumpy gray cloud giants who attack first and ask questions later. They keep their throwing boulders in the northwest corner. Each giant wears a jeweled belt worth 4,600 gp. They are allied with the blue dragons in room I. If one giant is slain, the other will flee to room I.

H. The cloud giants in room G store herein a dozen white or pale blue robes (sized for cloud giants) and big barrels of beans and white wine.

I. 2 blue dragons (HD 10), which neither talk nor sleep, crouch upon their mound of treasure: 28,986 gp, 5,020 pp, and 83 gems (worth 100 gp each). The dragons will attack all intruders. They are allied with the cloud giants (room G), and if one dragon is slain, the remaining one will roar for help. The giants will arrive after 2 rounds.

J. Ice coats this 10° Fahrenheit chamber. Herein dwell 4 frost giants who like to throw the huge chunks of ice they keep in a pile in the middle of the room. Each giant wears a ring (worth 500 gp, 800 gp, 900 gp, and 1,000 gp), and they guard with their lives a 2' tall crystalline statuette of an ice princess worth 7,500 gp. If 2 giants are slain, the others will yell for their frost salamander allies in room L, which arrive after 2 rounds.

K. Ice coats this 10° Fahrenheit room. The frost giants keep their bedrolls here.

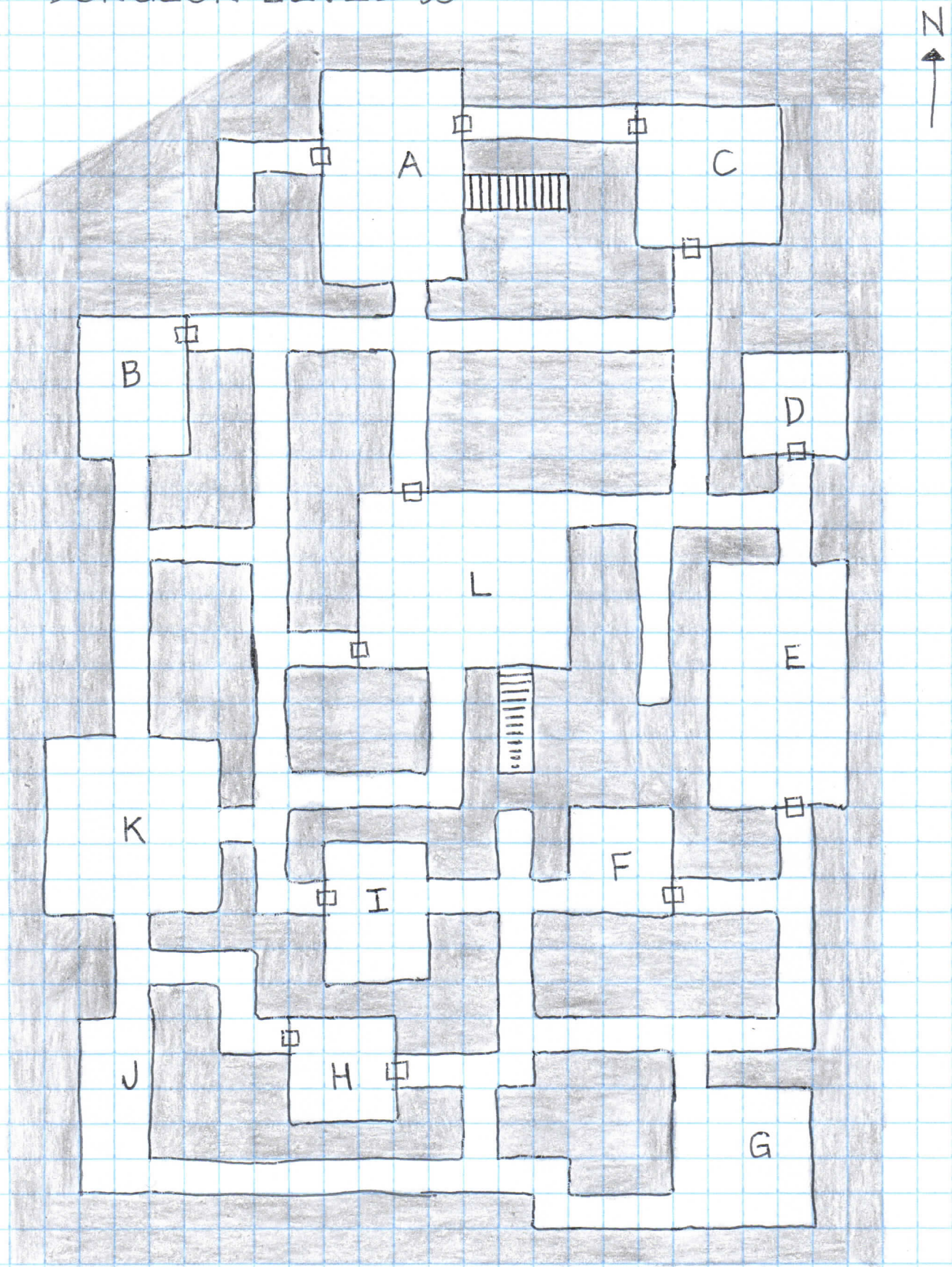
L. Ice coats this 10° Fahrenheit room. 2 frost salamanders make it their lair, guarding a jeweled crown worth 3,300 gp and a **crystal ball**. If a salamander is slain, the other will flee to its frost giant allies in room J.

M. Herein is a false wishing pool set-up by the master thieves in room D. It is inscribed in Common: "Cast in at least 500 gp (or equivalent) to receive a wish. You can use the wish whenever you want." In the water are 1,000 ep. Allow PCs who throw in enough treasure to be fooled into thinking that they have been granted a wish. The master thieves collect all treasures (other than the 1,000 ep) every day after lunch.

N. 2 vicious basilisks lair here, attacking anything coming through any of the doors.

O. 3 chimerae guard a huge chest holding 6,491 gp, a **wand of fear** (9 charges), and a **spell scroll: light, protection from evil, continual light, cure disease, create water, cure serious wounds, dispel evil**. The chimerae will not allow anyone to go down the stairs to dungeon level 83.

# DUNGEON LEVEL 83



One square = 10 feet

## DUNGEON LEVEL 83

A. The sunken floor holds 2' of water. Dwelling within are 6 water elementals (HD 8). They will attack only those who open the western door. At the end of the passage behind that door is treasure: 240 platinum, 8-sided Platonic solids weighing one pound each, worth 50 gp each for a total value of 12,000 gp, and a **ring of telekinesis**. The stairs go up to dungeon level 82.

B. Within this chamber meditate 4 chaotic 10th-level patriarchs. Each wears **plate mail +1**, and all are armed with maces (one with a **mace +3**). They will not attack if intruders do not persist in disturbing their mystic contemplations. The patriarchs all have the same memorized spells:

- 1st: **cause light wounds, darkness, cause fear, resist cold**
- 2nd: **blight, hold person, resist fire, silence 15' radius**
- 3rd: **continual darkness, curse, striking**
- 4th: **cause serious wounds (x3)**
- 5th: **commune, finger of death**

C. The walls are of pale yellow marble. Classical bas-reliefs depict robed philosophers contemplating 4-sided Platonic solids.

D. The walls are of pale red marble. Classical bas-reliefs depict robed philosophers contemplating 6-sided Platonic solids.

E. In the chamber's center stands a motionless, 16' tall bronze golem upon a 4' tall hollow pedestal. A door in the pedestal pulls outward with a screech. Within are 800 platinum, 20-sided Platonic solids weighing 1 pound each, worth 50 gp each for a total value of 40,000 gp. The golem will not attack (or even move) unless any of the platinum is removed from the pedestal.

F. The walls are of pale green marble. Classical bas-reliefs depict robed philosophers contemplating 8-sided Platonic solids.

G. 2 leonine amber golems will attack anyone entering this chamber, but they will not pursue beyond it. Each one will shatter when reduced to 0 hp, revealing the treasure inside: 240 platinum, 12-sided Platonic solids weighing one pound each, worth 50 gp each for a total value of 12,000 gp per golem.

H. The walls are of pale blue marble. Classical bas-reliefs depict robed philosophers contemplating 12-sided Platonic solids.

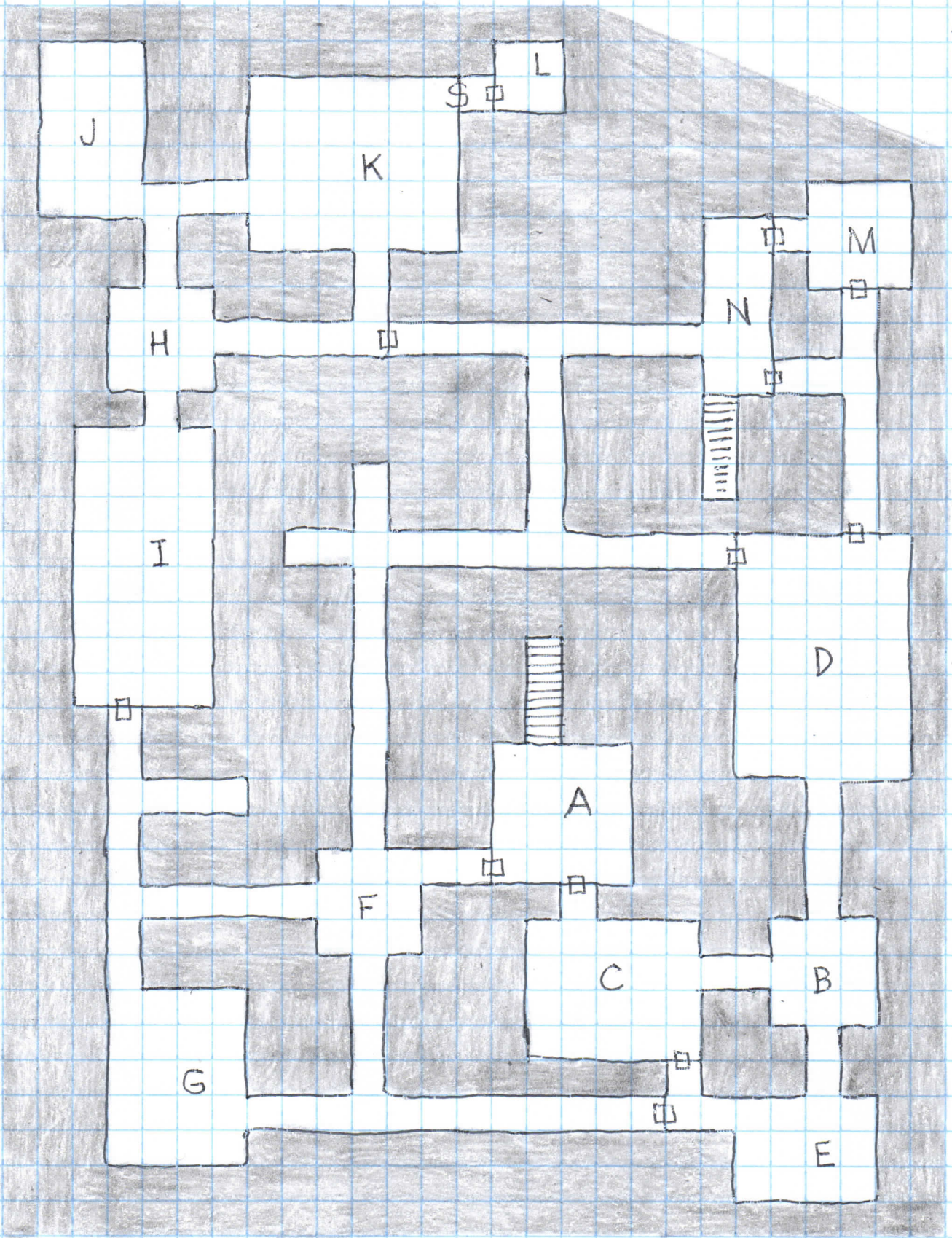
I. The walls are of soft white marble. Classical bas-reliefs depict robed philosophers contemplating 20-sided Platonic solids.

J. A fiery orange jacinth (worth 5,000 gp) rests upon a scarlet cushion on a pedestal. If disturbed (other than by being gently prodded with a 10' pole or something similar), it will vanish in a burst of orange light. All within the room must save vs. spells or become insanely greedy. Anyone affected will refuse to leave behind even a single cp. This lasts until he makes his saving throw, a new one allowed every 3 days.

K. 5 flame salamanders warm themselves around a giant brazier set with 28 red, orange, or yellow gems (worth 500 gp each). Also near the fire is a pair of **boots of traveling and leaping**.

L. 6 stone giants guard big bags holding 9,752 gp, a **potion of clairaudience**, and a **sword +1, +2 vs. lycanthropes**. Throwing stones are liberally strewn on the floor. If at least two giants are slain, one will run down the stairs to room A of dungeon level 84 and return in 5 rounds with all 4 stone giants who lair there.

# DUNGEON LEVEL 84



One square = 10 feet

## DUNGEON LEVEL 84

A. Here dwell 4 stone giants amongst big throwing stones littering the floor. If any of these giants were already slain in room L of dungeon level 83, they will of course not be here. They attack only in defense of themselves or of other stone giants. The stairs ascend to dungeon level 83.

B. This room is 0° Fahrenheit and covered in white ice. In the center of the room is a 10' diameter pool of snow-white liquid that emanates waves of frigid cold throughout rooms B-E. Anyone so moronic as to plunge into the pool will take 4-48 points of damage per round (no saving throw). The pool will be destroyed if at least 7 gallons from the pool in room H is poured into it.

C. This room is 0° Fahrenheit and covered in white ice. The 4 frost giants that live here will break huge, rock-hard icicles from the ceiling and use them to clobber intruders.

D. This room is 0° Fahrenheit and covered in white ice. Herein lair 2 white dragons (HD 9) that neither talk nor sleep. They will attack intruders, but they will not pursue out of this chamber. They guard, loose upon the floor, 5,858 pp and 11 pieces of jewelry worth 755 gp each. Hidden by the 2" thick opaque white ice, an empty **mirror of life trapping** hangs on the center of the east wall.

E. This room is 0° Fahrenheit and covered in white ice. The frost giants in room C keep most of their stuff here: bedrolls, blankets, sacks of dried beef, barrels of ale, and assorted junk.

F. In the center of the room is a 15' diameter pool of water 3' deep. The pool is inscribed in the common tongue: "TELEPORT POOL". Anyone fully submerging himself will, upon surfacing, find himself (along with everything on his person) in a random room of a random level of the deep dungeons (levels 79 through 117). Those following will almost certainly teleport to a different room and/or level. Only those surfacing at the same moment will have a guarantee of teleporting to an identical location.

G. 3 devil swine in hog form lair here amongst stink and filth. They guard a chest holding 3,333 ep.

H. This room is 118° Fahrenheit. In the center of the room is a 10' diameter pool of red-orange liquid that seethes waves of intense heat throughout rooms H-K. Anyone so incandescently stupid as to plunge into the pool will take 4-48 points of damage per round (no saving throw). Each day a fire elemental (HD 8) congeals from the pool and moves to room J (though no more than 8 elementals will be in the dungeon level at one time). The pool will be destroyed if at least 7 gallons from the pool in room B is poured into it.

I. This room is 118° Fahrenheit. 3 chimeras will rush and roar at intruders, but they will not pursue out of rooms H-K. The largest one's goat head has golden horns together weighing 1,000 pounds and worth a total of 10,000 gp. A **staff of withering** (13 charges) leans against the northwest corner.

J. This room is 118° Fahrenheit. 4 fire elementals (HD 8) from room H's pool dart about, burning intruders to a crisp.

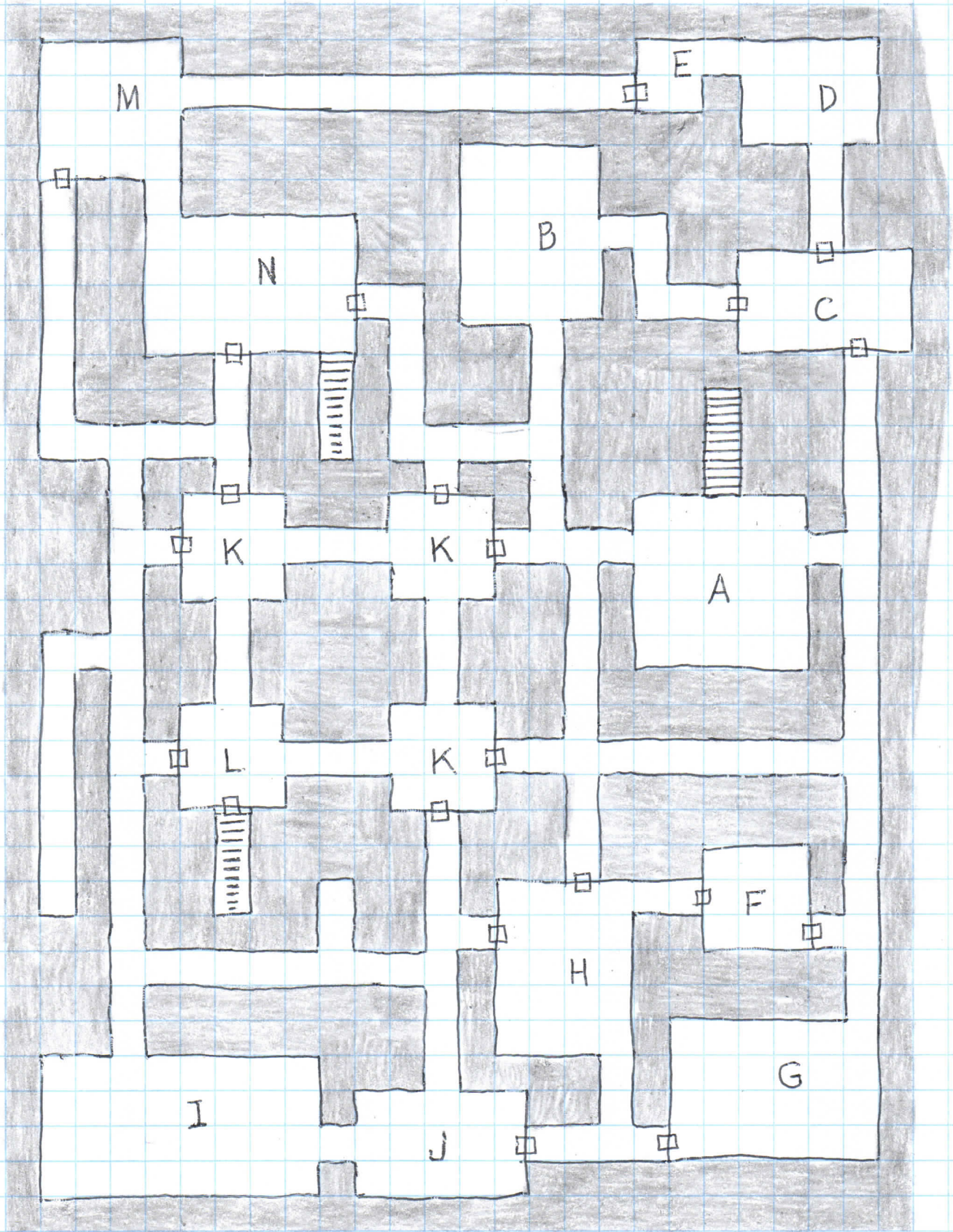
K. This room is 118° Fahrenheit. 2 particularly nasty red dragons (HD 10), which neither talk nor sleep, will torch intruders. Each dragon's teeth are of ruby, worth 25,000 gp per dragon. The walls are painted with scores of 3' diameter gold rings set with rubies, though the ring on the secret door is not painted with a ruby.

L. On the floor is a **ring of regeneration**.

M. The master thieves in room N keep here their bedrolls, 10 gallons of wine, and 6 weeks of iron rations.

N. 2 chaotic 10th-level master thieves lurk here. They wear **leather armor +2** and are armed with swords, daggers, and crossbows. One has a dozen **crossbow bolts +1**. The master thieves will openly attack only those obviously weakened, and they will of course try to steal anything they can. The stairs descend to dungeon level 85.

# DUNGEON LEVEL 85



One square = 10 feet

## DUNGEON LEVEL 85

A. 2 green dragons (HD 8), which neither talk nor sleep, wait here to attack anything coming down the stairs from dungeon level 84. Curiously, they will not attack (except in self-defense) those entering by the passages. Some of the facial scales on the dragons are made of bright green gems worth 9,000 gp per dragon.

B. 2 cyclopes dwell here, each wearing a golden fleece worth 5,000 gp. They guard a **potion of speed** and a **sword +1, +2 vs. spell users**.

C. Scattered on the floor in the center of the room are 101 gems (worth 100 gp each) of every imaginable color. If anything disturbs even a single gem, the 4 invisible stalker guards will attack every living thing in the room. They will not leave the room except in pursuit of the gems.

D. This is the dwelling of 3 chaotic 10th-level lords in blue **plate mail +1** and with blue **shields +1**. All are armed with swords and spears, and one wears **gauntlets of ogre power**. Each wears a ring worth 1,500 gp. The lords are not particularly aggressive, but they will not allow people to use their rooms (D and E) as a passageway.

E. The lords in room D keep here racks holding 3-5 of each of the weapons on the rulebook's price list.

F. In this chamber is a small basin and pedestal made of pale pink marble. A clear liquid, watery but slightly oily, fills the basin. It is inscribed in Common: "PLACE WAND WITHIN TO RECHARGE." Unfortunately, the magic basin no longer works reliably. It has a 48% chance of recharging any wand to 20 charges, and a 52% chance of destroying the wand and causing it to go off (possibly affecting those in range).

G. A 12-headed hydra guards 14,272 "gold" pieces made of worthless pyrite. Buried amongst them is an **axe +2**. Each of the hydra's 12 skulls (including the teeth) is made of unbreakable crystal worth 1,000 gp.

H. 3 gorgons dwell amongst their seven petrified victims: a cleric, a dwarf, an elf, a fighter, a halfling, a magic-user, and a thief.

I. 2 efreet will courteously converse with those who are polite and deferential. They will caution avoidance of "the cursed colossi" in rooms K-L. The efreet will attack at the first sign of unpleasant behavior.

J. This luxurious chamber serves as the lounge of the efreet (room I). The fragrance of rare and exotic incense fills the room. Persian carpets, fine silks, and rare unguents and incenses are worth a total of 13,000 gp.

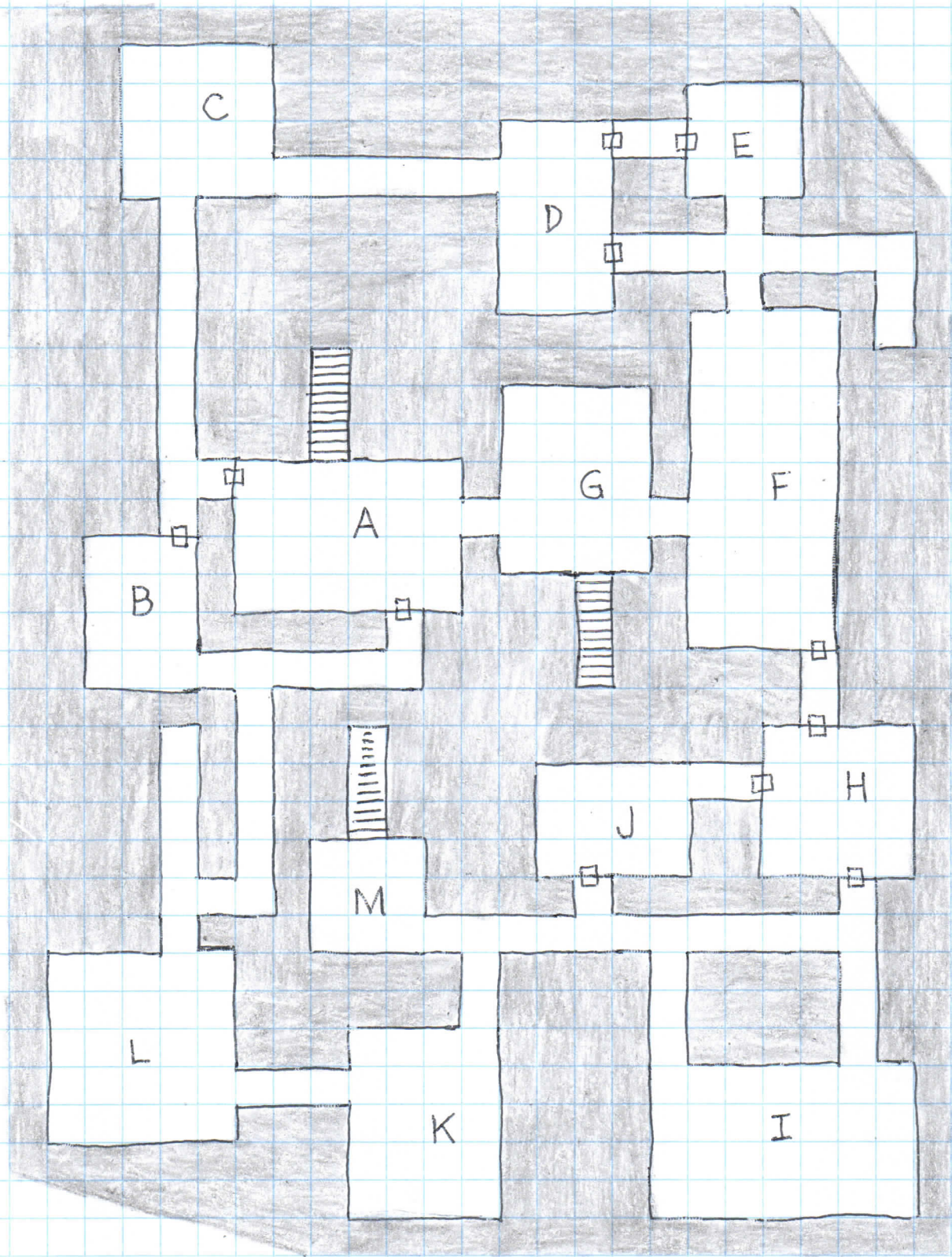
K. All three of these rooms are identical. 16' tall bronze statues of standing fire giants hold swords at their breasts. They face the northern or southern door, as appropriate. Every one of the statues has 2 emeralds (worth 2,750 gp each) for eyes, free for the taking.

L. A 16' tall bronze golem, holding a sword at its breast, stands motionless facing the southern door (past which the stairs descend far down to dungeon level 116). The golem's 2 eyes are emeralds worth 2,750 gp each. It will attack only if its eyes are touched or if the southern door is opened.

M. 2 vicious basilisks lair here, guarding a **helm of teleportation**. They bleed liquid platinum which solidifies after 3 turns. Each can bleed 87 pounds of platinum (worth 4,350 gp per monster).

N. 2 hungry black puddings squelch about in here. The stairs go down to dungeon level 86.

# DUNGEON LEVEL 86



One square = 10 feet

## DUNGEON LEVEL 86

A. 4 neutral 11th-level master thieves in pastel motley greet those coming down the stairs from dungeon level 85: "Welcome to the dungeons' 86th level." All wear **leather armor +1** and are armed with swords, daggers, and slings. One has a set of **drums of panic**. Each master thief wears a necklace worth 4,000 gp, and one has a pouch of 27 gp. They attack only in self-defense.

B. All the stone of this room is vivid red. Any primarily red creature will regenerate 1 hp/round within. All others will take 1 hp of damage at the end of each turn.

C. All the stone of this room is vivid orange. Any primarily orange creature will regenerate 1 hp/round within. All others will take 1 hp of damage at the end of each turn.

D. 3 black dragons (HD 7), spitting mad, attack anything that moves and fight to the death. They neither talk nor sleep.

E. An alabaster box (worth 30 gp) holds a complete set of 22 scrolls in an ancient, forgotten language. They record a lost epic narrative poem of gods and heroes. The right buyer would give 3,000 gp for the set.

F. 2 ravenous purple worms lurk in this room of purple stone, which makes them (and any other primarily purple creature) regenerate 1 hp/round within. All others will take 1 hp of damage at the end of each turn. Visibly embedded in the worms' bulks are 5,430 gp, 6 gems (worth 500 gp each), a **ring of protection +1**, and a **spell scroll: cure light wounds (x2)**, **cure disease**, **cure serious wounds**, **raise dead**.

G. All the stone of this room is vivid green. Any primarily green creature will regenerate 1

hp/round within. All others will take 1 hp of damage at the end of each turn. The stairs go up to dungeon level 81.

H. All the stone of this room is vivid yellow. Any primarily yellow creature will regenerate 1 hp/round within. All others will take 1 hp of damage at the end of each turn.

I. 2 blue dragons (HD 9), which neither talk nor sleep, lair in this room of blue stone, which makes them (and any other primarily blue creature) regenerate 1 hp/round within. All others will take 1 hp of damage at the end of each turn. They guard a mound of treasure: 38,214 gp and 7 gems worth 1,000 gp each.

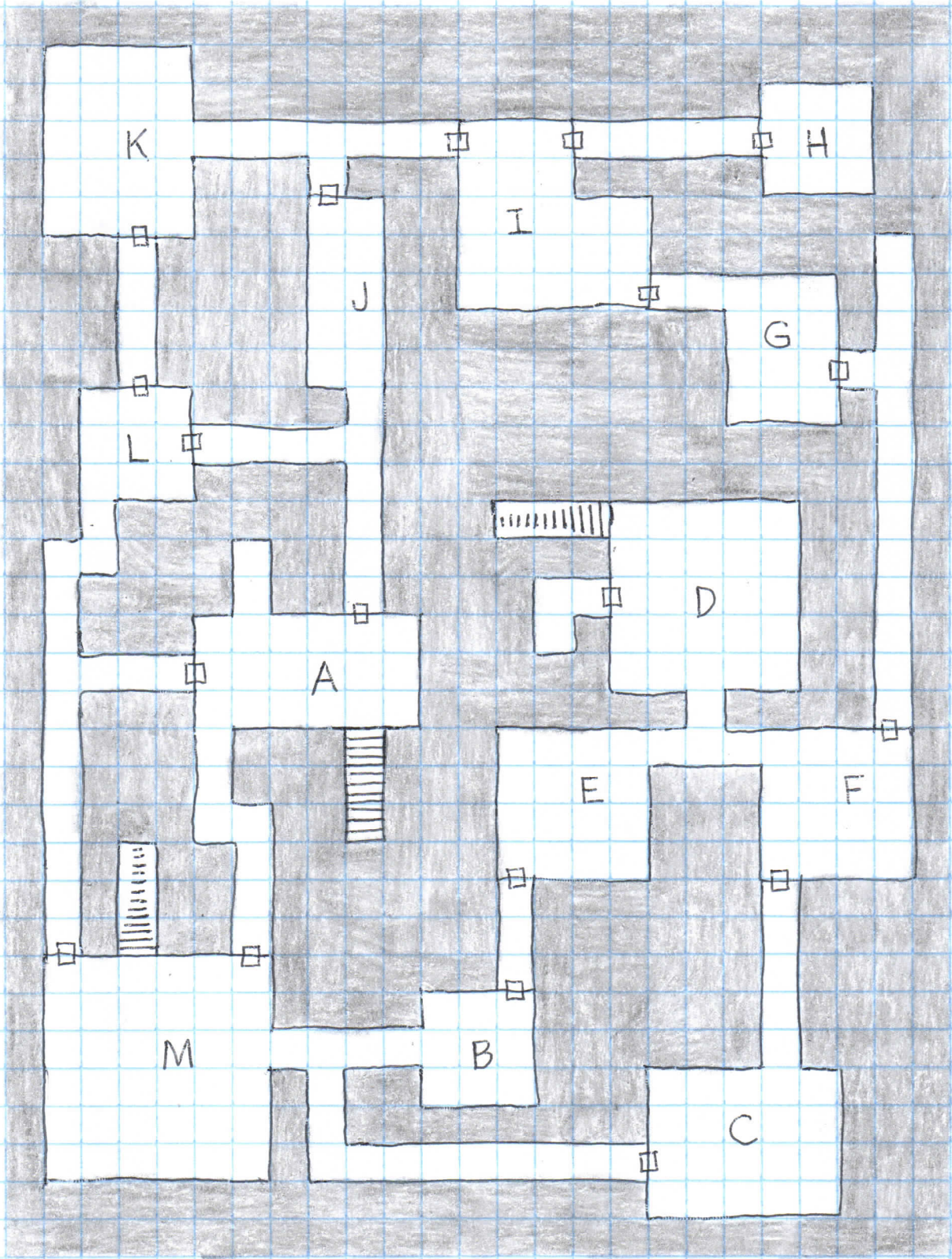
J. Residing here are 3 frost salamanders in an ill temper because they consider the room to be beastly hot. They guard a pair of **boots of speed** and pale blue-white urns that contain 5,112 ep.

K. 7 water elementals are stationed within this chamber. They are servants of the cloud giants in room L. The elementals will attack anyone trying to leave the room by the west passage.

L. 2 white cloud giants in pale blue robes make this their home. They keep piles of throwing stones in each of the room's four corners. Also in each corner is a chest or a box holding one type of treasure: 2,888 ep, 6,051 gp, 3 crowns (worth 1,800 gp each), and a **medallion of ESP 30'**. If either giant loses more than half of its hit points, they will call for their water elemental servants in room K, which will arrive in 2 or 3 rounds.

M. Gusts of cool air blow up the stairs from dungeon level 87. Torches will be blown out, and lanterns have a 50% chance of going out.

# DUNGEON LEVEL 87



One square = 10 feet

## DUNGEON LEVEL 87

A. 4 air elementals (HD 12) whirl about, causing all torches and lanterns to go out. They will attack anything coming into this room, but they will not pursue out of the room. The stairs go up to dungeon level 86.

B. Dropped on the floor near the western passage is a scrap of parchment with the following scrawled in elvish: "BEWARE THE WIZARDS!"

C. A vile, oily stink fills this lair of 8 hungry trolls. Rubble, bones, pieces of rotted wood, and 375 gp litter the floor. Hidden beneath the refuse is a small chest containing 15 jade figurines of bizarre trolls (each worth 1,000 gp).

D. Dull copper plates cover the walls. 4 fire giants roast the corpse of some hapless soul over the red coals in their huge brazier, and the giants will not take kindly to having their meal interrupted. They will yell at intruders to get out, unless they see a dwarf ("good eating"), in which case they will immediately attack. If any giants are slain, they will whistle for their hellhounds (room E), which will arrive in 2 rounds. The fire giants have big sacks holding 5,050 gp and 47 fire opals (worth 500 gp each). The stairs go down to dungeon level 95.

E. 4 hellhounds (HD 7) roll around on the floor, fighting over bones. They will swiftly forget their bones at the prospect of eating intruders. The spiked iron collars they wear are worthless.

F. The 5 flame salamanders that live here are friendly with the fire giants (room D), but they would not go so far as to help them in a fight. A sooty black idol of a humanoid flame deity stands in the southeast corner of the room. It is hollow and easily broken. Inside are concealed 13 gold necklaces (worth 1,000 gp each), 1 gold necklace set with fiery rubies (worth 6,000 gp), and a **helm of telepathy**.

G. What is the corpse of a kobold doing here?

H. The east wall is covered with a disarray of mosaic tesserae of every color imaginable. Along

the wall's edge near the southeastern corner is written vertically in the common tongue:

"LOCATION?" Upon command, the tesserae will magically shift to spell-out (in Common) the locations of PCs: "Glendor is on dungeon level 111, room D" (or whatever).

I. 4 earth elementals (HD 12) guard a pile of 3,660 pp. They will not attack unless the treasure is disturbed.

J. The fresh corpse of a purple worm is stretched out upon the floor.

K. 5 wyverns fly about, attacking anything on two legs. Some of the scales of the wyverns are made of platinum. The precious scales on any given wyvern weigh 41 pounds and are worth 2,050 gp. They beasts also guard 6 **crossbow bolts +2** and a **potion of control human**.

L. On a small shelf on the south wall is a lantern holding a glowing red gland of a fire beetle. It will continue to glow for 5 days, and it will be unaffected by the air elementals in room A.

M. Twisting and disturbing runes daubed in magenta blood cover most of the floor, walls, and ceiling. 2 chaotic 10th-level wizards pore over a moldering scroll, the only known copy of the prehistoric Fragments of Ng, which hint at appalling prehuman histories. It is worth 18,000 gp. Both wizards are armed with curved daggers, and one has a **ring of telekinesis** and a **wand of fear** (15 charges), and the other a **wand of lightning bolts** (19 charges). They have 52 gp and 58 pp in their pouches. The wizards will blast anyone with the temerity to disturb their blasphemous researches. They have the same memorized spells:

1st: **magic missile** (x3)

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

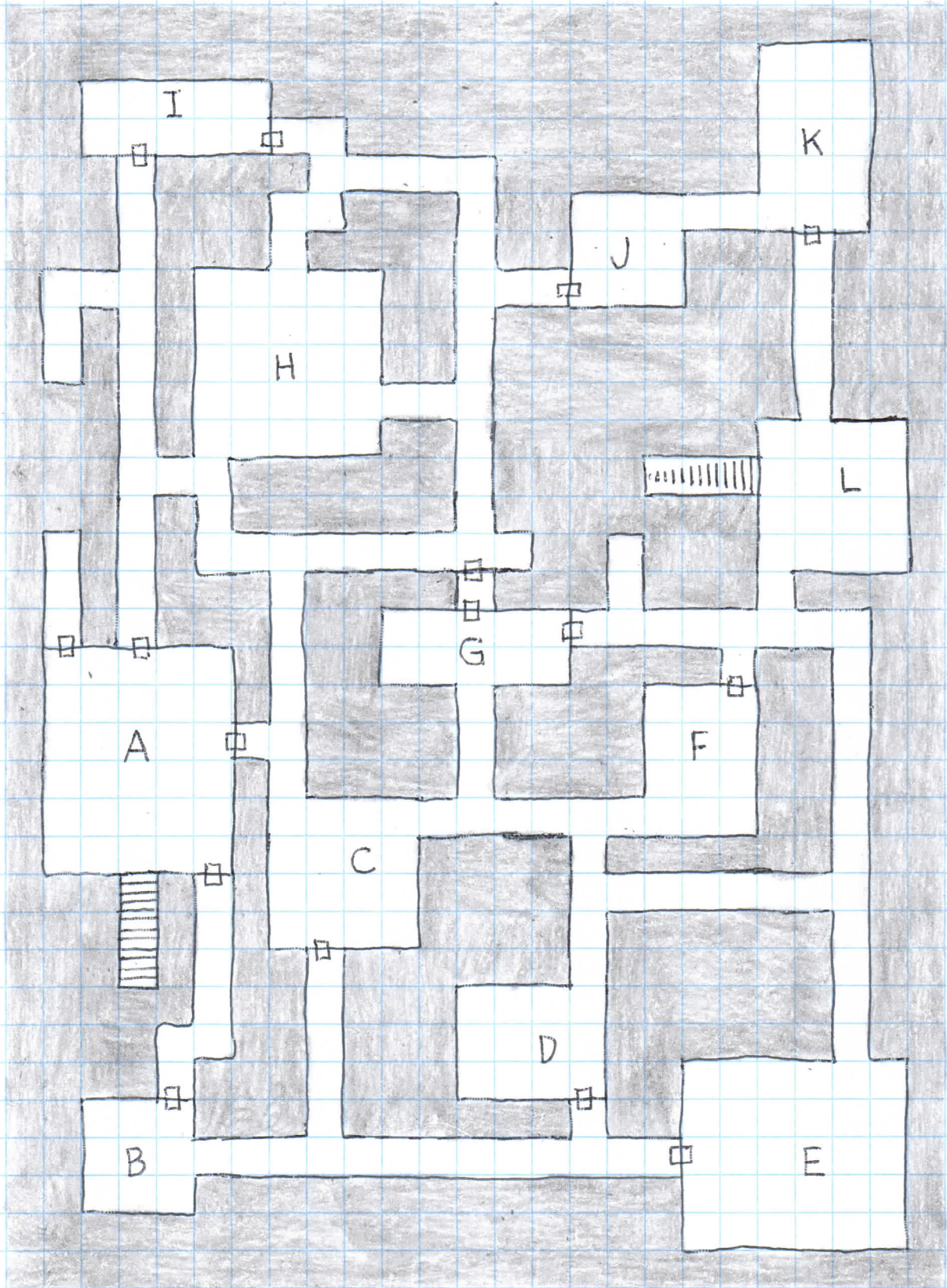
3rd: **fire ball** (x2), **hold person**

4th: **confusion, polymorph others, polymorph self**

5th: **cloudkill, feeblemind**

The stairs descend to dungeon level 88.

# DUNGEON LEVEL 88



One square = 10 feet

## DUNGEON LEVEL 88

A. The 7 stone giants here are really into their "ball" game, laughing while they throw and kick huge rocks at each other. They will ignore intruders, though a dwarf, gnome, or halfling will have a 15% chance per round of accidentally being mistaken for a rock, and so picked up and thrown. (If the giant makes a successful to hit roll, the hapless demi-human has been thrown and will take 3-18 points of damage.) Each intruder also has a 20% chance per round of accidentally getting hit by a rock. The giants have big bags swinging from their belts holding a total of 4,912 gp and 8 pieces of jewelry worth 1,400 gp each. The stairs go up to dungeon level 87.

B. 2 amber golems fashioned in the shape of tigers stand motionless in the middle of the room, snarling and facing each other with a front paw extended. Between them is a chest holding 1,744 pp. The golems will attack if the chest is disturbed.

C. Lying on its back on a 3' high platform is an inert bronze golem. Both of its forearms, its lower left leg, and its right foot are missing. If all four missing parts (in rooms D, G, I, and L) are put in their proper places, they will reattach and the golem will attack in a berserk fury. If destroyed, its blood will solidify into a half ton of gold nuggets worth 10,000 gp.

D. On the floor is the right foot of the inert bronze golem in room C.

E. Murals of lions, goats, and dragons cover the walls, depicted as slaying men. Appropriately, 3 chimera lair here, eager to also slay men. They guard a loose pile of 8,111 gp near the south wall. Hidden amongst the coins are a **potion of invisibility** and a **ring of spell turning**.

F. 2 unusually clever cyclopes sit on logs playing chess. They do not care if anyone watches them play, but they will not tolerate any noise. The chess pieces are of gold (with the kings set with emeralds and the queens with pearls) and are worth a total of 7,500 gp. One of the cyclopes also has a "stick" with which he likes to fidget: a **staff of striking** with 17 charges. The other cyclops will **curse** anyone interrupting their chess game. The victim will have a -4 to hit penalty which will last until a **remove curse** spell is cast on him.

G. On the floor is the left forearm of the inert bronze golem in room C.

H. 4 black dragons (HD 7), which neither talk nor sleep, lie upon their pile of coins: 10,202 gp and 8,992 pp. They pretend to be sleeping, and they will attack with great suddenness (giving them a +3 bonus to their first initiative roll).

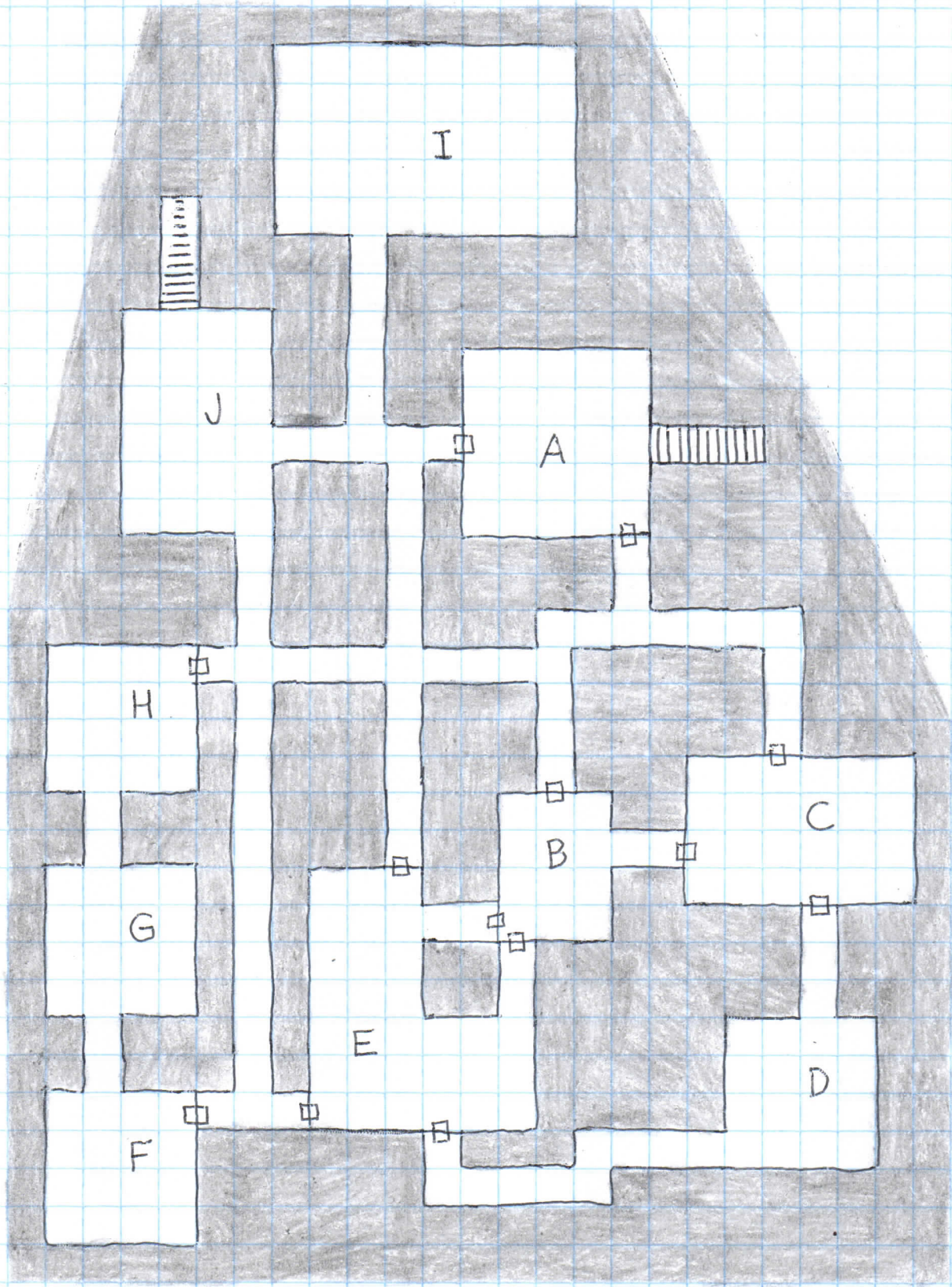
I. On the floor is the lower left leg of the inert bronze golem in room C.

J. Levitating 8' above the center of the floor is an invisible aquamarine (worth 3,600 gp) expertly carved into the shape of a flame. It will remain invisible until touched by living flesh.

K. Long ago a mighty wizard, using ancient and powerful magic, bound 5 fire elementals (HD 12) to this chamber. They are tasked with attacking anything that enters, rushing down upon intruders in torrents of living flame. They will fight to the death.

L. On the floor is the right forearm of the inert bronze golem in room C. The stairs descend to dungeon level 89.

# DUNGEON LEVEL 89



One square = 10 feet

## DUNGEON LEVEL 89

A. 3 black puddings lurk here, making meals of anything so accommodating as to enter this room. 3,409 pp are fortunately kept in 2 stone coffers, preventing the puddings from corroding the coins. The stairs go up to dungeon level 88.

B. 3 chaotic matriarchs dwell here amongst fabrics and furniture so faded by time as to be mere shadows of blue and green. They have bald heads and wear simple tunics, and they never speak save to utter the weird syllables of spells. Their mystical meditations have given them a natural AC of -2. All are armed with maces, and one has a **snake staff**. Each wears a slender belt of an unknown alien metal worth 7,000 gp. The matriarchs will attack anyone entering from the east. To all others they will sternly point to the door they entered, attacking if intruders do not beat a hasty retreat. They have the same spells memorized:

- 1st: **cause light wounds, darkness, cause fear** (x2)
- 2nd: **blight, hold person, resist fire, silence 15' radius**
- 3rd: **continual darkness, cause disease, curse, striking**
- 4th: **cause serious wounds** (x2), **sticks to snakes** (50 sticks)
- 5th: **insect plague** (works underground), **quest, finger of death**

C. The floor, walls, and ceiling are of polished blue-gray stone. A hush fills the chamber, for the matriarchs in room B regularly engage in their mysterious meditations herein.

D. 3 perpetually angry basilisks pace back and forth in this chamber, attacking all intruders. A petrified white dragon is evidence of their prowess.

E. 3 white dragons (HD 8), which neither talk nor sleep, lair in this chamber. They guard a **rope of climbing** and 19,092 gp (made of white gold, which is of the same value as other gold) loose upon the floor. Bas-reliefs of weird tentacled creatures fill the walls. The white dragons have a healthy respect for the basilisks in room D.

F. 5 earth elementals (HD 12) are magically incapable of passing beyond rooms F and G. A pile of 36 brown and black gemstones (worth 500 gp each) is by the south wall. The elementals will attack only those who disturb the gems.

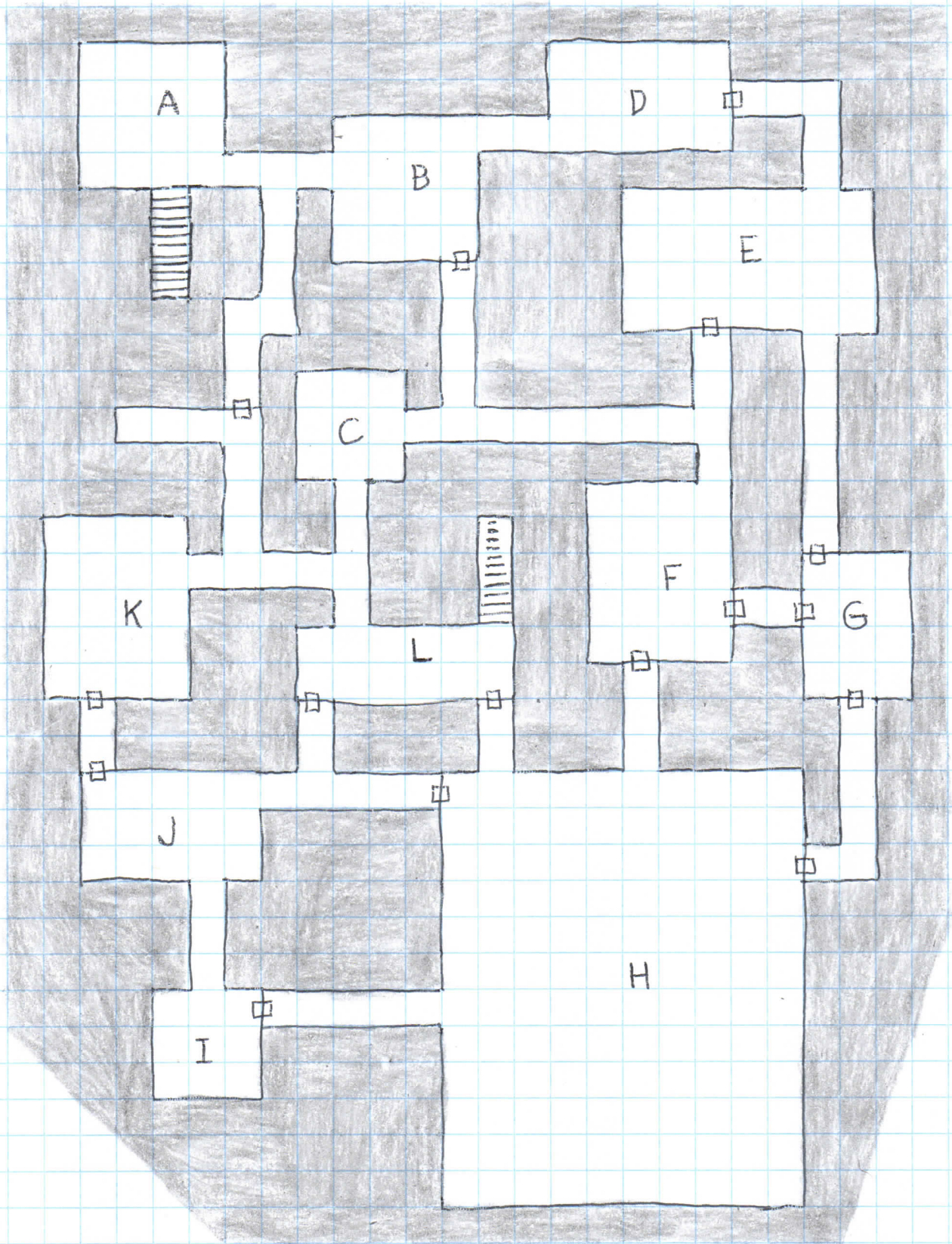
G. About 3" of mud covers the floor of this room, contested between the earth elementals (room F) and the water elementals (room H).

H. 5 water elementals (HD 12) are magically incapable of passing beyond rooms G and H. A pile of 36 pearls (worth 500 gp each) is by the north wall. The elementals will attack only those who disturb the pearls.

I. The ceiling of this enchanted chamber shows the actual sky, as though one were standing on the surface at the entrance to level 1 of the dungeons.

J. 2 blue dragons (HD 9), which neither talk nor sleep, reside in this chamber. They guard a mound of 8,615 gp and 1,623 pp. Mixed in the pile are a **wand of metal detection** (10 charges) and a **spell scroll: lightning bolt, control weather**. The dragons will attack only those who attempt to steal their treasure or go down the stairs to dungeon level 90.

# DUNGEON LEVEL 90



One square = 10 feet

## DUNGEON LEVEL 90

A. In this room 4 gorgons bellow and snort. They guard a **spear +1** and twenty urns that contain 9,728 gp and a **spell scroll: protection from evil, sleep, haste, charm monster, remove curse, wall of ice, transmute rock to mud**. The stairs ascend to dungeon level 89.

B. Displayed in this chamber are dozens of stuffed apes: various orangutans, gorillas, white apes (including one with four arms), chimpanzees, and a profusion of assorted gibbons. There are also a few stuffed rock baboons. None of the primates is of value, all being dusty and quite worn.

C. In the center of the floor of this otherwise bare room is a tetrahedron (with 11.5" edges) of pure platinum that weighs 140 pounds and is worth 7,000 gp. Anyone or anything getting within 1' of the tetrahedron will enrage the 5 invisible stalkers that guard it. These beings will stop at nothing to ensure that the platinum remains untouched.

D. Twisted bits of iron slag litter the floor, and the walls and ceiling are blackened from intense fire.

E. The air herein is oppressively sulfurous, and smoldering coals illumine the chamber with an eerie, red glow. 2 red dragons (HD 11), which neither talk nor sleep, enjoy their environment and would not mind enjoying a bit of supper. They guard a huge, opened chest that holds 8,787 gp. Buried beneath the coins is a **ring of 4 wishes**. The dragons will fight to the death rather than let anyone take the ring.

F. The glossy black skeleton of a stegosaurus is displayed on a polished pedestal of petrified wood. A small, shiny brass plaque reads in a mysterious, unknown language: "STEGOSAURUS STENOPS".

G. The perfumed fragrance of roses in full bloom suffuses the air, through which gently waft hundreds of moon rose petals in all the pallid hues of lunar rainbows. These are the treasured possession of 6 air elementals (HD 12) which will attack only those who seek to steal or harm the petals. If taken from the room, the moon rose petals

will gently wilt during the day but will have their freshness restored by the light of the moon. All together they are worth 13,000 gp.

H. Brightly-painted murals cover the walls, depicting priests in robes of many shades of purple venerating purple worms, some of which consume sacrifices or destroy structures. Lairing here are 3 purple worms that will attack all who do not give them worship. Scattered about are 839 gold nuggets worth a total of 7,611 gp and 8 deep purple garnet crystals worth 750 gp each.

I. A beautiful tapestry hangs upon the southern wall. It depicts four scenes:

1. A warrior and a wizard shake hands.
2. The two battle against four purple worms to save a fair maiden. The warrior wields a two-handed sword, and huge billowing clouds of sickly green come from the wizard's outstretched hands.
3. The warrior and maiden stand, heads bowed, before the bier of the slain wizard.
4. The warrior and maiden stand upon a green, sunlit hill, gazing into each other's eyes.

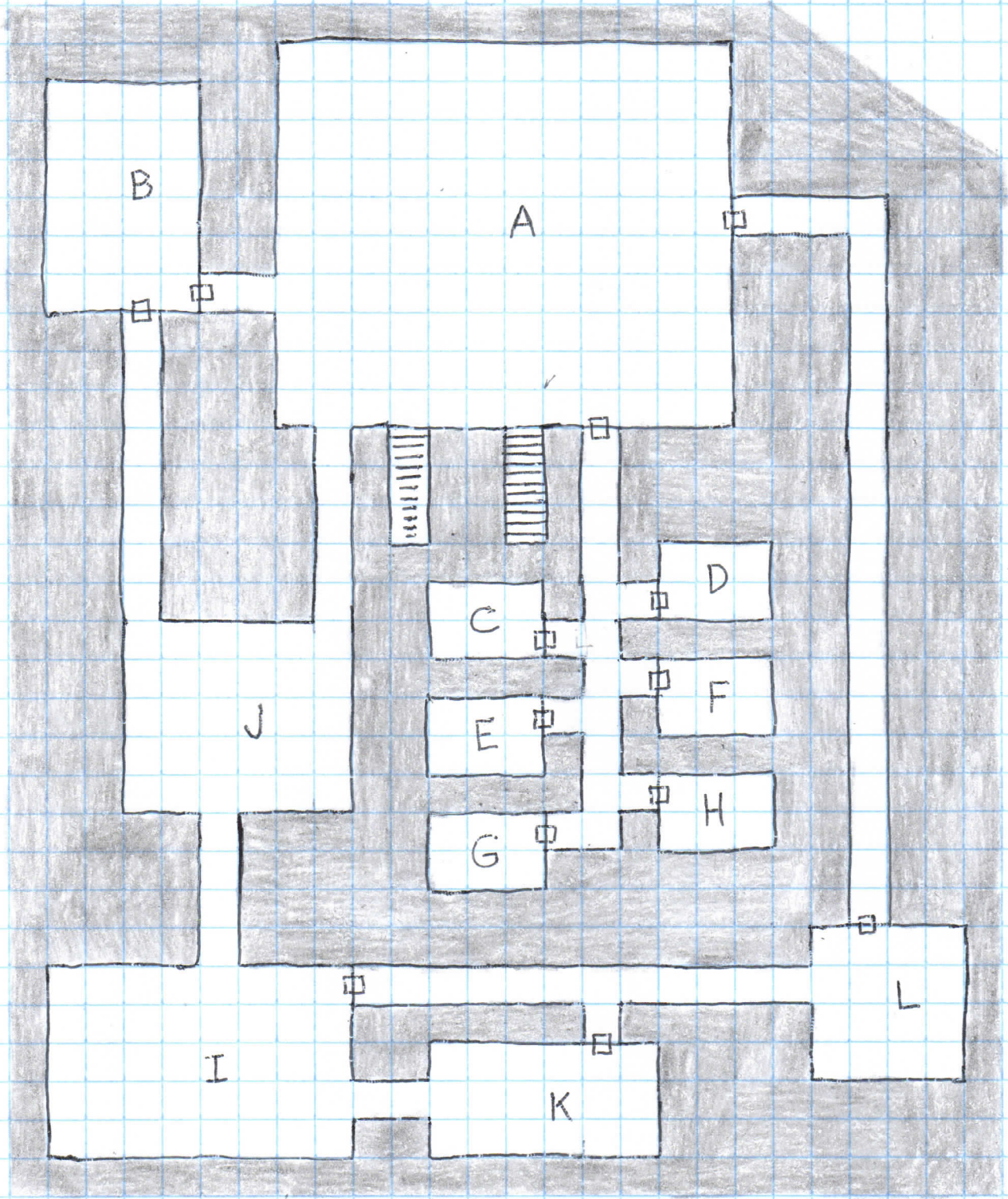
The tapestry is 24' long, 8' tall, and weighs 95 pounds. It is worth 8,350 gp.

J. Low tables along the south and west walls display what remains of a dwarf's rock collection (specimens labeled in dwarvish). All the valuable stones have been looted, so the collection is now worthless.

K. 11 trolls dwell here, guarding 4 rings (worth 1,000 gp each), a crown (worth 10,000 gp), a **shield +1**, and a **sword +3**. The trolls will fight fiercely, but they will not leave their lair. The largest troll will attack each round with the magic sword and with a bite.

L. Rocky rubble on the floor makes walking difficult. The stairs descend to dungeon level 91.

# DUNGEON LEVEL 91



One square = 10 feet

# DUNGEON LEVEL 91

The entire dungeon level is 106° Fahrenheit, but it is a dry heat.

A. Stationed here are 3 red dragons (HD 8) that neither talk nor sleep. They serve the fire giants (room I) by torching, rending, and chomping anything that comes down the eastern stairs from dungeon level 90, or ascends the western stairs from dungeon level 92. These dragons are particularly vicious and will fight to the death. Their treasures are scattered widely across the floor: 21,309 gp and 55 red, orange, or yellow gems worth 100 gp each.

B. This room serves as the guest quarters for 7 flame salamanders from the earth's fiery depths, invited here by the fire giants (room I) as consultants for raising the dungeon level's temperature to something more comfortable. Bright orange, gem-like scales cover the salamanders, worth 3,830 gp per salamander. A **shield +3** emblazoned with flames hangs on the north wall, and the giants have given their guests a **spell scroll: fire ball** (x2), **wall of fire** (x2), **conjure fire elemental**. The salamanders will attack only in self-defense.

C-H. These serve as cells for prisoners of the fire giants (room I). Each has a locked door with a small, barred opening. The fire giants have the keys. The frost giant prisoners will certainly ally themselves with anyone who wishes to kill the fire giants and their allies. The cloud giants are willing to fight against the fire giants only, but not their allies.

C. a frost giant with an eye patch

D. a frost giant with his beard plucked out, so enraged that his morale score is 12

E. a frost giant with only one-third of his total hit points

F. a cloud giant

G. a cloud giant with only half of his total hit points

H. a frost giant (leader of the other 3 frost giant prisoners)

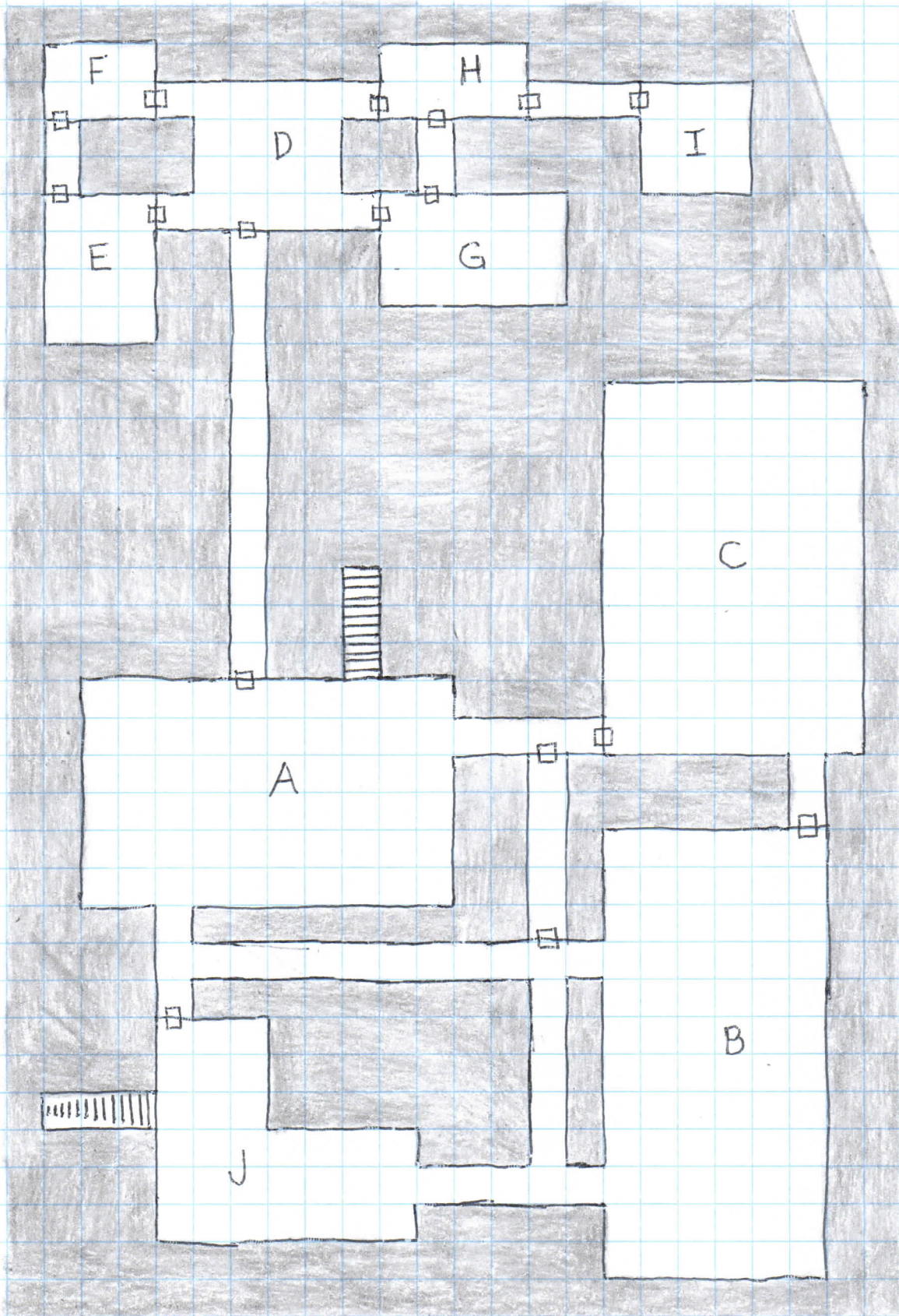
I. This is the hall of the masters of this dungeon level: 7 arrogant fire giants. They keep the keys to the prison cells (rooms C-H) and to the chest in room J. The giants' beds and foul belongings are ranged along the walls. Hidden in one of the beds is a **girdle of giant strength**. In the chamber's center is a cauldron over a fire, full of molten gold ore. If spilled and allowed to cool over the course of 24 hours, there will be chunks of gold weighing altogether a little over 2 tons and worth 40,213 gp. If 3 of the giants are slain, the others will whistle for their hellhounds (room K), which will arrive in 2 rounds. If 5 of the giants are slain, the remaining 2 will flee to room J to make a stand.

J. Lairing here are 2 hydras with 11 heads each that all breathe fire. They guard a locked chest (the key in room I) holding 3,775 gp, 2 fire opals (worth 1,000 gp each), and a ruby (worth 5,000 gp). The hydras are servants of the fire giants in room I.

K. This is the kennel of the fire giants' (room I) 7 hellhounds (HD 7) that wear jeweled collars worth 780 gp each. The hellhounds will attack anything other than the fire giants or their allies.

L. An immovable throne faces the east wall where a sheet of red flame continuously dances and flickers. Anyone seated upon the throne can, while gazing into the flames, issue a command: "Show me level [whatever] of the dungeons!" He will then see the interior of a random room on that level. The power of the throne can be invoked only three times per day.

# DUNGEON LEVEL 92



One square = 10 feet

## DUNGEON LEVEL 92

A. 5 efreet have taken up residence in this chamber. Each bears a jeweled, golden scimitar worth 3,000 gp, and they guard a **sword +1, flames on command**. The efreet can be reasoned with, though they will not allow anyone to open the northern door. The stairs ascend to dungeon level 91.

B. Here reside 5 frost salamanders that guard 8 jade figurines (worth 1,000 gp each), a pale blue transparent stone carved into the likeness of fish in a splashing wave (worth 12,000 gp), and eight **arrows +2**.

C. This chamber is the lair of 4 green dragons (HD 11) that neither talk nor sleep. They rest upon a vast mound of 28,596 ep, 15,422 gp, and 6,241 pp. The dragons will leave their lair only to pursue those who dare to steal their treasure.

D. No magic of any sort will work within this empty and spotlessly clean room. Anyone casting a spell herein will find that it fades from memory, even though nothing else happens. Magic items will cease to be magic (though their magic will return when taken from the room). Anyone under the effect of a spell, curse, magic item, etc. will find the enchantment disappear and not return even when he leaves the chamber.

E. Wooden shelves line the walls, and two 10' long by 5' wide oak tables are near the room's center. Upon one table are skeletons and bones of various species of owl and of bear. Upon the other table is the complete skeleton of an owl bear. The shelves hold hundreds of bottles containing bear and owl body parts preserved in foul-smelling fluids. It was in this very room long ago that genetic experimentation by an insane wizard (whose body is in room I) created owl bears. Thanks a lot!

F. This room is filled to the gills with everything an alchemist could desire. Beakers, retorts, alembics, mortars and pestles, crucibles, alundels, etc. fill a 20' by 3' oak table. Shelves on the walls hold hundreds of small bottles containing the multitudinous ingredients of the alchemist's art. In fact, a forgotten **potion of polymorph self** is nestled amongst all the other bottles. Any wizard or elven wizard/lord could use all the tools and materials in this chamber to concoct 23 different magic potions of his choice in only half the typical time and for only half the usual cost.

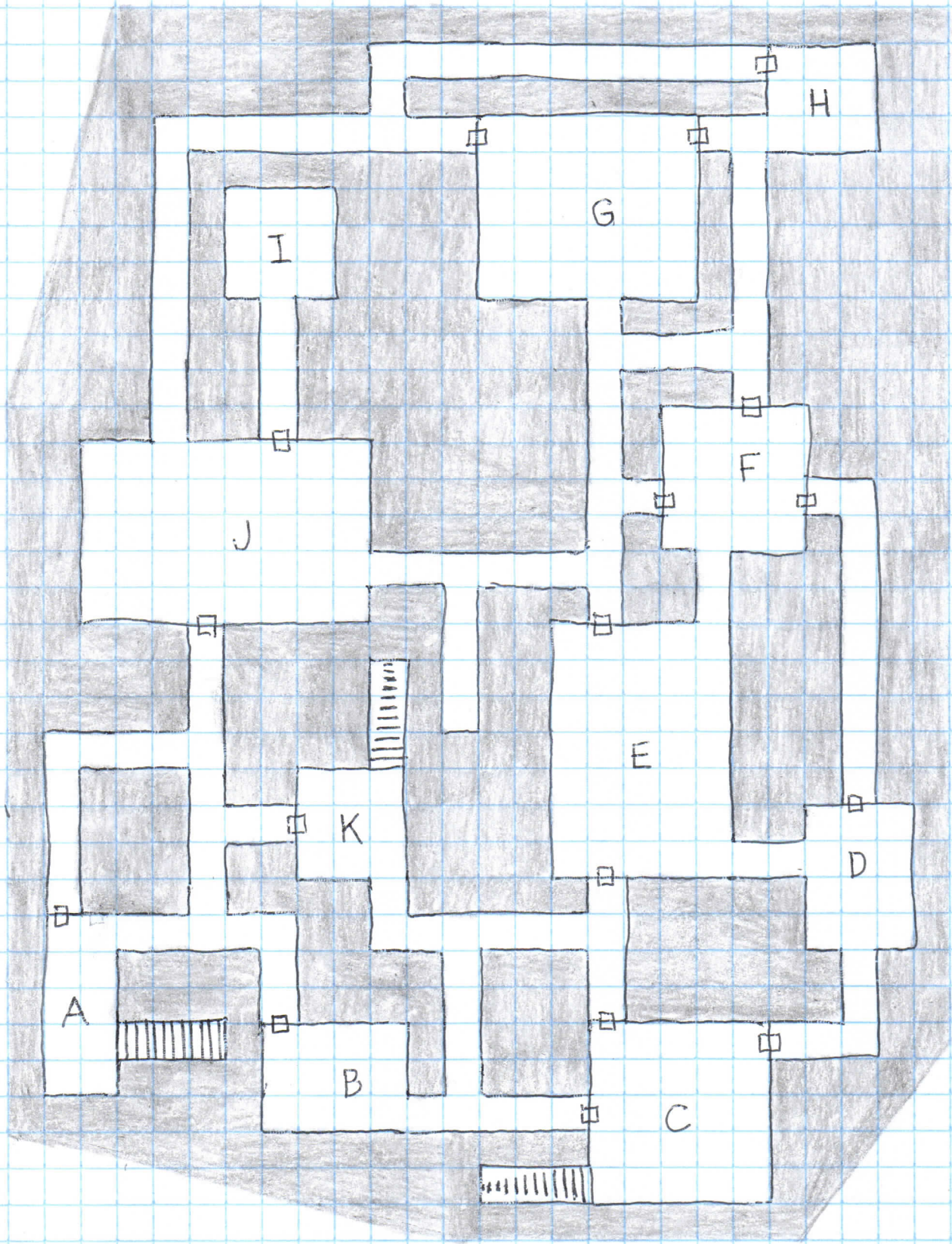
G. Dominating the room is a 3' high beige granite plinth upon which is the half-finished body of a 16' tall bronze golem. No liquid fire courses through its inert mass. Braziers and various tools (hammers, tongs, snips, etc.) are ranged along the walls.

H. Tables and shelves are packed with high-quality items that a wizard could enchant into magic items: daggers, rings, blank scrolls, amulets, bags, boots, brooms, crystal balls, drums, bottles, cloaks, bowls, braziers, censers, stones, carpets, girdles, helms, medallions, mirrors, ropes, scarabs, rods, staffs, wands, etc.

I. This is the former bed chamber and current mausoleum of the wizard who spent his last decades in rooms D through I. His bed, desk, and chairs are pushed against the walls to make room for his bier in the center of the chamber. The wizard's perfectly preserved body lies in its blue robes and conical hat, both covered with silver stars, planets, crescent moons, and comets. He has white hair of medium length and a long, white beard that reaches almost to his waist. If the body is removed from this chamber, it will disintegrate into fine ash within minutes.

J. 5 aggressive devil swine lurk here, 4 in hog form. Their leader (in human form) is armed with a two-handed sword and a **horn of blasting**. They possess bags holding a total of 4,326 ep, 4 gems (worth 1,000 gp each), and 4 gold crowns (worth 2,000 gp each). The stairs go down to dungeon level 93.

# DUNGEON LEVEL 93



One square = 10 feet

## DUNGEON LEVEL 93

A. Splashes of blood stain the walls and the floor. The stairs go up to dungeon level 92.

B. As in room A, splashes of blood stain the walls and the floor.

C. This is the domicile of 3 chaotic 11th-level wizards who wear uncanny green robes. All are bald and clean-shaven. Their daggers (worth 300 gp each) are curved and ornate. One has a **wand of illusion** (9 charges), another has an **efreeti bottle**, and the third has a **potion of control human**. Each wears a mysterious ring (worth 2,000 gp) of an alien metal and set with an unknown green gem. The wizards attack any who dares disturb their recondite and arcane cogitations. Their memorized spells are the same:

1st: **charm person, magic missile** (x2), **shield**  
2nd: **ESP, mirror image, phantasmal force**  
3rd: **clairvoyance, dispel magic, hold person**  
4th: **confusion, polymorph others, wall of fire**  
5th: **feblemind, telekinesis**  
6th: **projected image**

The stairs descend to dungeon level 97.

D. Scorch marks from lightning score the ceiling, walls, and floor.

E. Three statues of dragons in attitudes of anger and of battle stand amidst treasures loose on the floor: 32,388 ep, 24 pieces of jewelry (worth 1,100 gp each), and a **spell scroll: cure light wounds, light**. Each PC can (once) take up to 1,000 ep, and nothing amiss will occur. Should anyone try to take the **spell scroll**, any of the jewelry, or more than 1,000 coins, then the three statues will transform into blue dragons (HD 9) that attack with a 50% chance of surprise. They do not speak. The dragons will return to stone after 7 hours.

F. Water splashes from a fountain of pale yellow marble. It is skillfully carved in the shape of maidens pouring water from amphorae.

G. 5 fire giants kneel before and venerate a gold statue of a fire giant hero (weighing 3,200 pounds and worth 32,000 gp) that is flanked by burning braziers and sits upon a pedestal by the center of the north wall. Anyone entering through the southern passage will have a 50% chance of surprising the worshipers. The fire giants will throw huge chunks of pyrite at intruders before closing for melee.

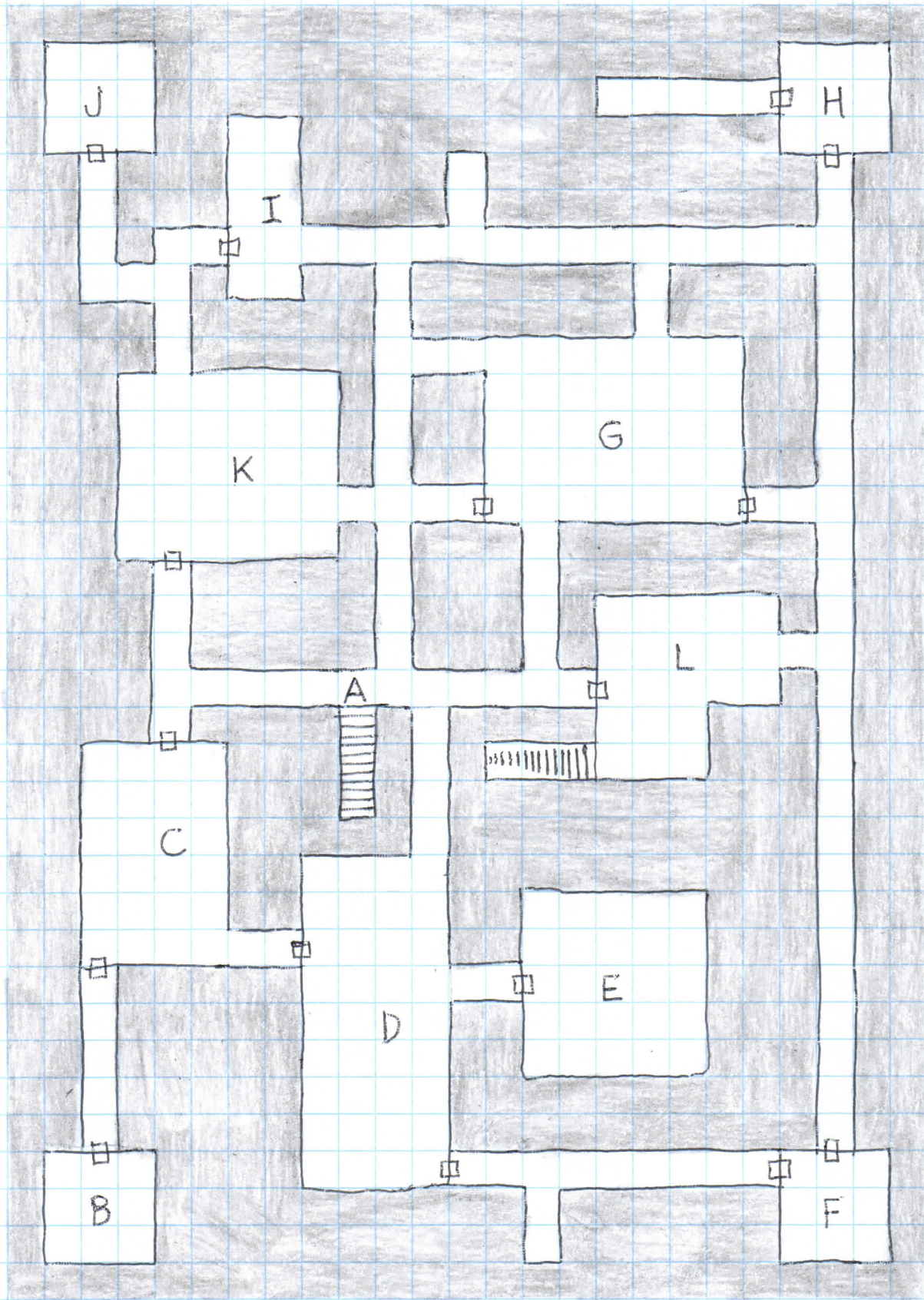
H. 3 chaotic 11th-level lords dwell here. They wear black **plate mail +2**. All bear black shields and swords, one a **sword +1, +2 vs. spell users** and another a **sword +2**. The third possesses a **potion of speed** which he will drink at the first sign of trouble. The lords keep a total of 10 gp and 18 pp in their pouches.

I. When any neutral or lawful character enters this room, a **magic mouth** on the northern wall will say in Common: "DO NOT TOUCH THE TREASURE! BEWARE OF THE CURSE! YOU HAVE BEEN WARNED." On the floor are exactly 10,000 ep in one thousand stacks of ten coins arranged in ten groups of one hundred stacks. In spite of the **magic mouth's** dire pronouncement, the treasure can be taken without consequence.

J. This is the lair of 5 weird wyverns. Their tail stingers are of pure platinum (worth 1,200 gp each), and their eyes are purple gems (worth 1,000 gp each). They guard pale pink urns holding 7,023 gp. Leaning against the urns is a **staff of healing**.

K. Lurking here are 4 devil swine in hog form. Their temperamental nature makes them charge all intruders, asking questions later. The stairs go down to dungeon level 94.

# DUNGEON LEVEL 94



One square = 10 feet

## DUNGEON LEVEL 94

A. The stairs ascend to dungeon level 93.

B. This room contains a library of a few hundred scrolls written in an ancient, forgotten language. They cover the origins and ancient history of magic-users. The right scholar would pay up to 2,000 gp for the lot.

C. Here live 4 miserable frost salamanders, wishing for some cooler temperatures. They long to dwell in the Chamber of Snows (room E), but room D's red dragons (who hate frost salamanders on general principles) will certainly not allow the salamanders to go traipsing through their chamber. Consequently, the salamanders (one of which knows the common tongue) will offer the PCs an alliance: In exchange for the PCs and the salamanders joining forces to slay the dragons, the PCs can keep 50% of the dragons' treasure (including any magic items). The salamanders can possibly be bargained into allowing the PCs up to 75% of the treasure. If such an alliance succeeds in killing the dragons, the chaotic salamanders will betray the PCs if they outnumber the PCs at least two-to-one.

D. Lying atop a hoard of 23,547 gp are 3 red dragons (HD 10) that neither talk nor sleep. Mixed in with the coins are a **shield +2** and a **broom of flying**. Intruders will receive breath weapon attacks, but if they immediately flee, the dragons will not pursue. If, however, anyone dares to attack the dragons, the dragons will pursue their attackers anywhere on this dungeon level.

E. A hush fills this 30° Fahrenheit magical chamber. Big, fluffy snowflakes gently fall from the ceiling onto 2' of snow on the floor. Frost creatures within this room heal three times faster than the normal rate.

F. This room contains a library of a few hundred scrolls written in an ancient, forgotten language.

They cover the origins and ancient history of thieves. The right scholar would pay up to 1,000 gp for the lot.

G. This is the lair of 7 stone giants. They will fight only in self-defense. Their favorite mode of attack is throwing their 43 huge cairngorm crystals (worth 500 gp each). If a cairngorm misses its target, it will shatter into worthless shards when it hits the floor or wall. If 3 of the giants are slain, one giant will run to room K, returning with the 6 earth elementals 4 rounds later. The giants also guard a **potion of gaseous form** and a **rod of cancellation**.

H. This room contains a library of a few hundred scrolls written in an ancient, forgotten language. They cover the origins and ancient history of fighters. The right scholar would pay up to 1,300 gp for the lot.

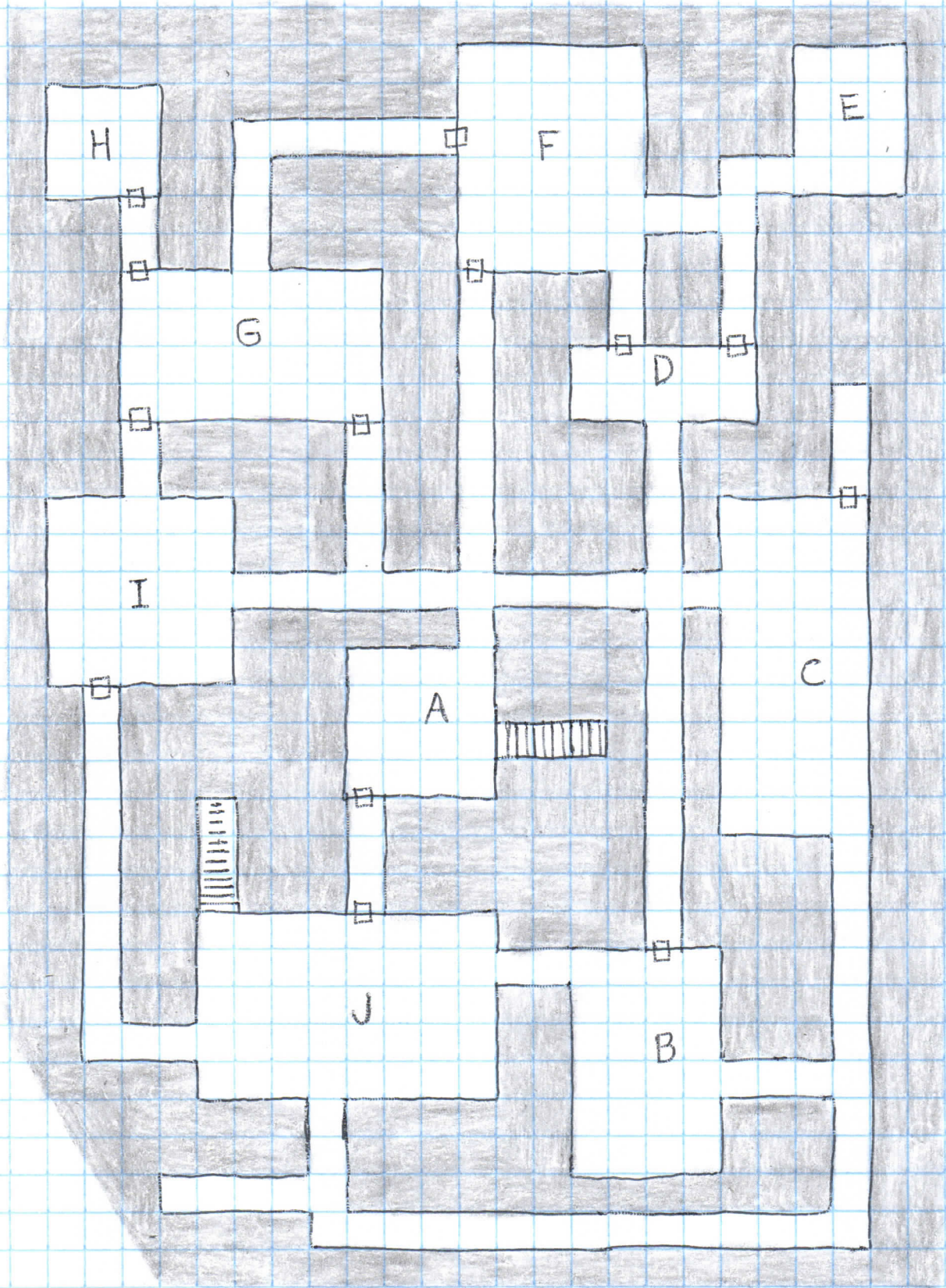
I. Two lion-like amber golems sit motionless, each clamping a black sapphire (worth 8,000 gp) between its teeth. If anyone removes even one of the sapphires from a golem's mouth, both will animate and destroy all life within the chamber. They will pursue outside of the room only those who have one of the black sapphires in their possession.

J. This room contains a library of a few hundred scrolls written in an ancient, forgotten language. They cover the origins and ancient history of clerics. The right scholar would pay up to 1,700 gp for the lot.

K. 6 earth elementals (HD 12) lurk here, fighting only in self-defense. Each of their bodies is partially composed of precious metals and gemstones weighing 22 pounds and worth 3,770 gp.

L. 4 invisible stalkers hide here, attacking only those who attempt to go down the stairs to dungeon level 95.

# DUNGEON LEVEL 95



One square = 10 feet

## DUNGEON LEVEL 95

A. At the foot of the stairs (which lead up to dungeon level 94) lies the body of a freshly-slain magic-user. Bruises cover his body, and he has a stab wound in his back. All of his belongings other than his clothes have already been looted.

B. The walls, ceiling, and floor herein are of beautifully banded sandstone in pale shades of tan, brown, yellow, red, pink, and ivory. A couple of large chunks of sandstone provide natural benches for weary PCs.

C. Three closed but unlocked chests 15' apart in the center of the room contain, respectively, 2,222 ep, 2,222 gp, and 2,222 pp. Taking exactly half of the coins out of any or all of the chests will have no ill effects, but taking even one coin too many or too few will result in an attack by 5 air elementals (HD 12) that appear out of thin air (4 in 6 chance of surprise). They will not pursue out of the room except into the hallway past the north door.

D. Two arrows stick in a straw-stuffed target with a bullseye painted on it standing by the west wall. On the other side of the room are a short bow, a crossbow, 14 arrows, and 19 quarrels.

E. The temperature in this room is 97° Fahrenheit. Stationed within are 6 fire elementals (HD 12) that will attack any intruders and that will pursue through the hallways but not into rooms D or F. They guard 18 clear glass vials of fluid fire, a bright yellow liquid that is as bright as a lantern and that is hot to the touch (but not hot enough to do any damage or to burn anything). Each vial is worth 1,000 gp. The elementals also guard a **potion of control black dragon** and a **stone controlling earth elementals**.

F. Two bronze golems march in an endless circle around the room, the two always directly opposite of each other. Each of the golems has two fire opals (worth 6,000 gp each) for eyes. As they pass the doors, the golems will point at the one nearest it and say a single word in Common in a deep, reverberating voice, "DOOR". The golems will not attack unless someone tries to hinder them or tries to steal their eyes.

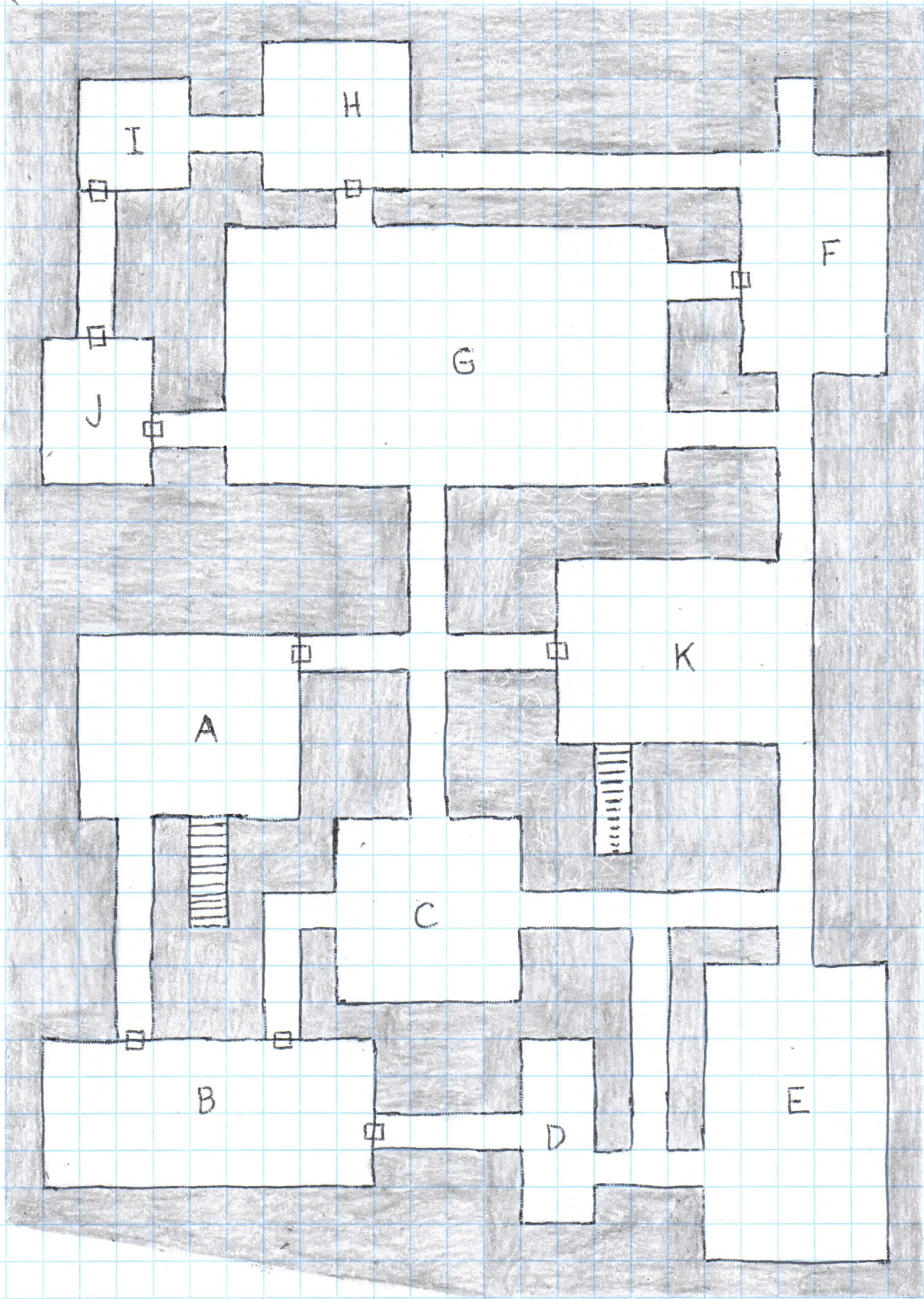
G. Lurking here are four chaotic 12th-level master thieves. They all wear **leather armor +3** and are armed with swords and crossbows. One wears **boots of speed**, and another has a **ring of invisibility**, and a third has a **potion of diminution**. Each master thief wears a total of 5,200 gp worth of jewelry. They recently backstabbed the magic-user in room A and took his valuables: 72 ep, 104 gp, 120 pp, and a **wand of fire balls** with 3 charges. Having an idea of the value of the paintings in room H, the master thieves will under no circumstances allow PCs to go through the north door

H. Hanging upon the walls are 11 paintings, each of which is between 2' x 3' and 3' x 4' in size. They skillfully depict purple worms being slain, purple worms being venerated, purple worms wreaking destruction, etc. Each painting is worth 1,000 gp.

I. Around the room stand half a dozen different dinosaur skeletons: a triceratops, an iguanodon, a hadrosaurus, an allosaurus, an ankylosaurus, and a pteranodon (technically not a dinosaur, but still).

J. This serves as the lair of 5 chimeras that will attack anyone trying to go down the stairs to dungeon level 96. They guard a **snake staff** and a 380-pound statuette of a chimera made out of pure platinum set with 6 ruby eyes. The entire thing is worth 31,000 gp. Each ruby is worth 2,000 gp.

# DUNGEON LEVEL 96



One square = 10 feet

## DUNGEON LEVEL 96

A. Nothing but a coil of 50' of rope is in this room. The stairs go up to dungeon level 95.

B. The floor is sunk 1' below the level of the doors. Waters that deep slosh back and forth through the room. There is no good reason to go into this room, for the 8,742 pp that seem to lie below the water are illusions, and 6 water elementals (HD 12) will angrily attack anyone staying more than 1 minute in their lair.

C. A hush and a slight chill pervade this chamber of ghostly white marble. Within are similarly white marble statues of all the PCs who have explored the dungeons. The statues of those PCs who are still alive are depicted as alive, while dead PCs are shown lying dead on biers. The statues will change appropriately as PCs are slain and/or raised from the dead.

D. This is the dining room of the cyclopes (room E). They have a giant table, chairs, and place settings. One of the "cups" is a **helm of reading languages and magic**.

E. This chamber serves as the lair of 4 cyclopes who tend a magical tree growing out of the stone floor. It is similar to a gnarled oak, 20' high, but it bears a profusion of grapes so dark a purple as to be almost black. Eating the grapes will put one into a drunken stupor (no actions possible) for a number of hours equal to 19 minus one's constitution score. Also growing thereon are 20 amethysts worth 1,000 gp each. The cyclopes are not aggressive, but they will annihilate anyone messing with their tree.

F. 5 basilisks wander among the statues of former victims: 11 humans, a dwarf, an elf, and even a cyclops. In the petrified pouches of some statues are 18 gemstones worth a total of

12,000 gp. Also in the elf's pouch is a **wand of magic detection** (14 charges). The basilisks will not passively allow PCs to add the gemstones to their own pouches. They would much rather add the PCs to their collection of statuary.

G. The walls of this chamber are carved with the images of dwarven heroes of old. A few of them are damaged, melted away by acid, for this is the lair of 4 black dragons (HD 7) that neither talk nor sleep. They guard a hoard scattered upon the floor: 32,744 ep, 21,111 gp, 36 gems (worth 500 gp each), a **wand of paralyzation** (12 charges), and a **sword +1, +3 vs. dragons**. The vicious dragons never leave their lair, but they will breath acid at those fleeing down any of the corridors.

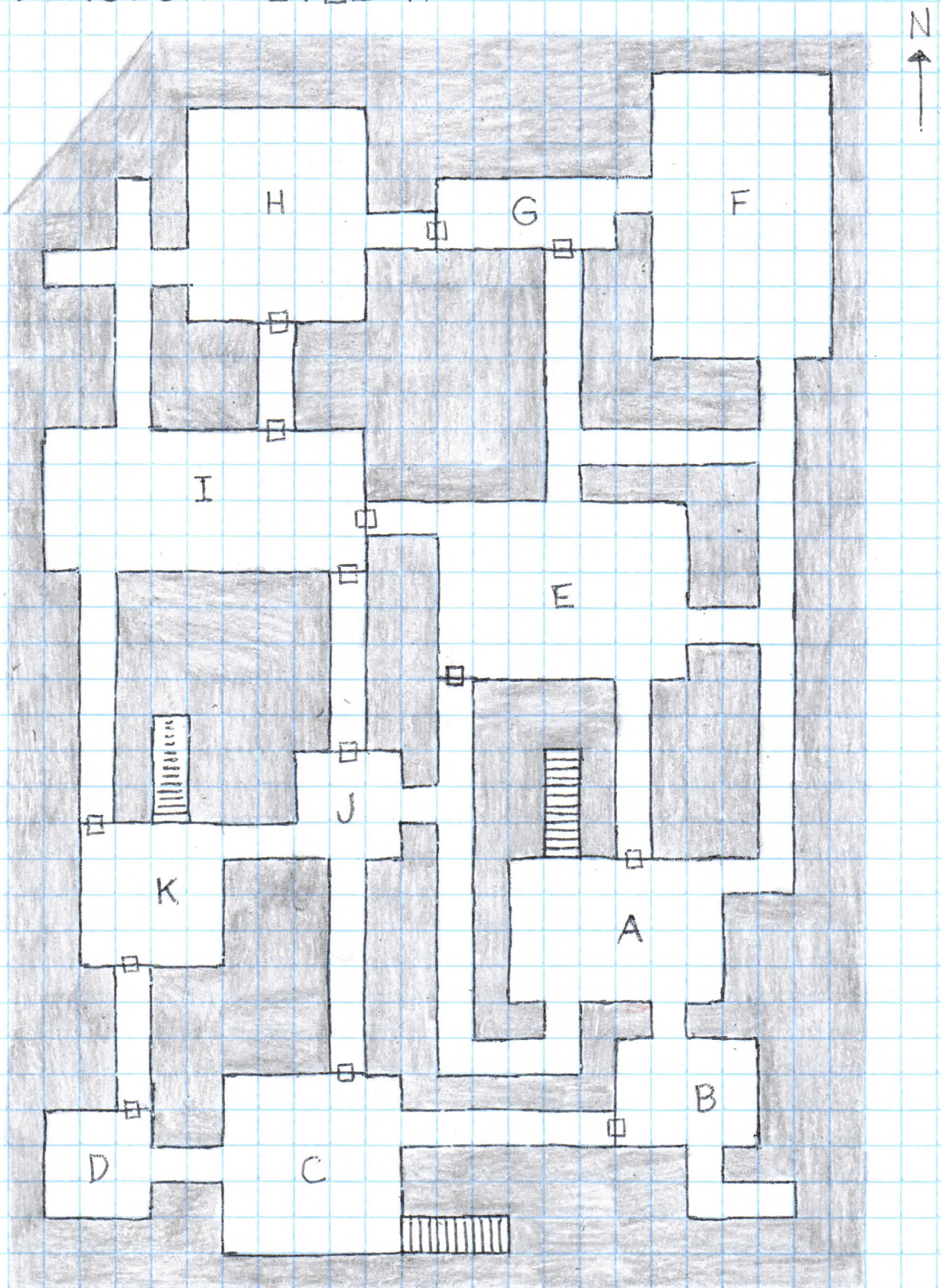
H. The top half of a human skeleton lies on the floor.

I. Two large spigots stick out of the north wall, two out of the west wall, and one out of the south wall. Each is made of 355 pounds of solid gold and worth 3,550 gp. Touching one will cause a black pudding to pour out of it and attack. The first such attack will automatically be by surprise. Any given spigot will be safe to touch after it has ejected a black pudding.

J. The bottom half of a human skeleton lies on the floor.

K. A **potion of control animal**, a suit of **plate mail +2**, and four 3' tall vases of gray clay sit upright in the northwest corner. If the vases are tipped over or if anything is stuck inside them, 4 furious efreet will emerge therefrom and demand all of the PCs' gems and jewelry. Refusal will bring immediate attack. Each efreeti wears a gold crown worth 3,650 gp. The stairs descend to dungeon level 97.

# DUNGEON LEVEL 97



One square = 10 feet

## DUNGEON LEVEL 97

A. Here dwell 6 flame salamanders that will permit characters to come down the stairs from dungeon level 96, but will not allow them to go back up without a fight. The salamanders guard a chest painted flame red that holds 6,288 ep and 24 gems (worth 1,000 gp each).

B. Here stands a petrified flame salamander in an attitude of attack. It is composed of a glossy, deep red stone. Any sharp blow will cause it to shatter into flying, pointed shards that will cause 2-5 points of damage to anyone within 6' of the salamander.

C. 3 gray-skinned cloud giants in pale blue robes make this their home. Giant-sized beds, tables, and chairs furnish the room. Stuffed in the feather mattresses are a total of 10,441 gp, 4 gems (worth 500 gp each), and a **ring of control human** (which the giants do not suspect is magical). They would not mind putting the PCs on their menu. The stairs ascend to dungeon level 93.

D. The cloud giants in room C use this as their food storage: tons (literally) of grain, dried beef, and dried fruits along with several hundred gallons of beer.

E. The acrid smell of chlorine pervades this chamber, so strong as to cause minor nosebleeds. This is the lair of 3 weird green dragons (HD 8) made entirely of translucent, bright green crystal. They neither talk nor sleep, but they will immediately attack with a vengeance (and have a morale score of 12). Though they do not guard any treasures, when each is slain it will shatter into chunks of crystal. Combing through the remains will reveal an emerald (worth 6,600 gp) from each slain dragon. The gems served as the dragons' hearts.

F. This chamber is rather hot and muggy and smells of oil. Lairing here are 13 loathsome trolls. Eight of them wear ruby necklaces worth 1,800 gp each, and they have a hoard of 8,235 gp.

G. This disgusting room serves as a dump for the trolls in room F. Any parts of victims that they do not eat, they throw in here. Consequently, about 18" of bones and less pleasant remains cover the floor. A search of 1-6 turns will reveal an **elven cloak** and **elven boots**.

H. 3 chaotic 12th-level patriarchs worship their enigmatic gods in this chamber covered with bas-reliefs of white eyes with pale pink irises 1' in diameter. They wear **plate mail +2** and bear **shields +3**. Two are armed with **maces +3**, and the third has a **staff of striking** (16 charges). They have memorized the same spells:

1st: **cause light wounds** (x2), **darkness**, **cause fear** (x2)

2nd: **blight**, **hold person** (x2), **resist fire**, **silence 15' radius**

3rd: **continual darkness**, **cause disease** (x2), **curse**

4th: **cause serious wounds** (x3), **sticks to snakes** (with a total of 51 sticks)

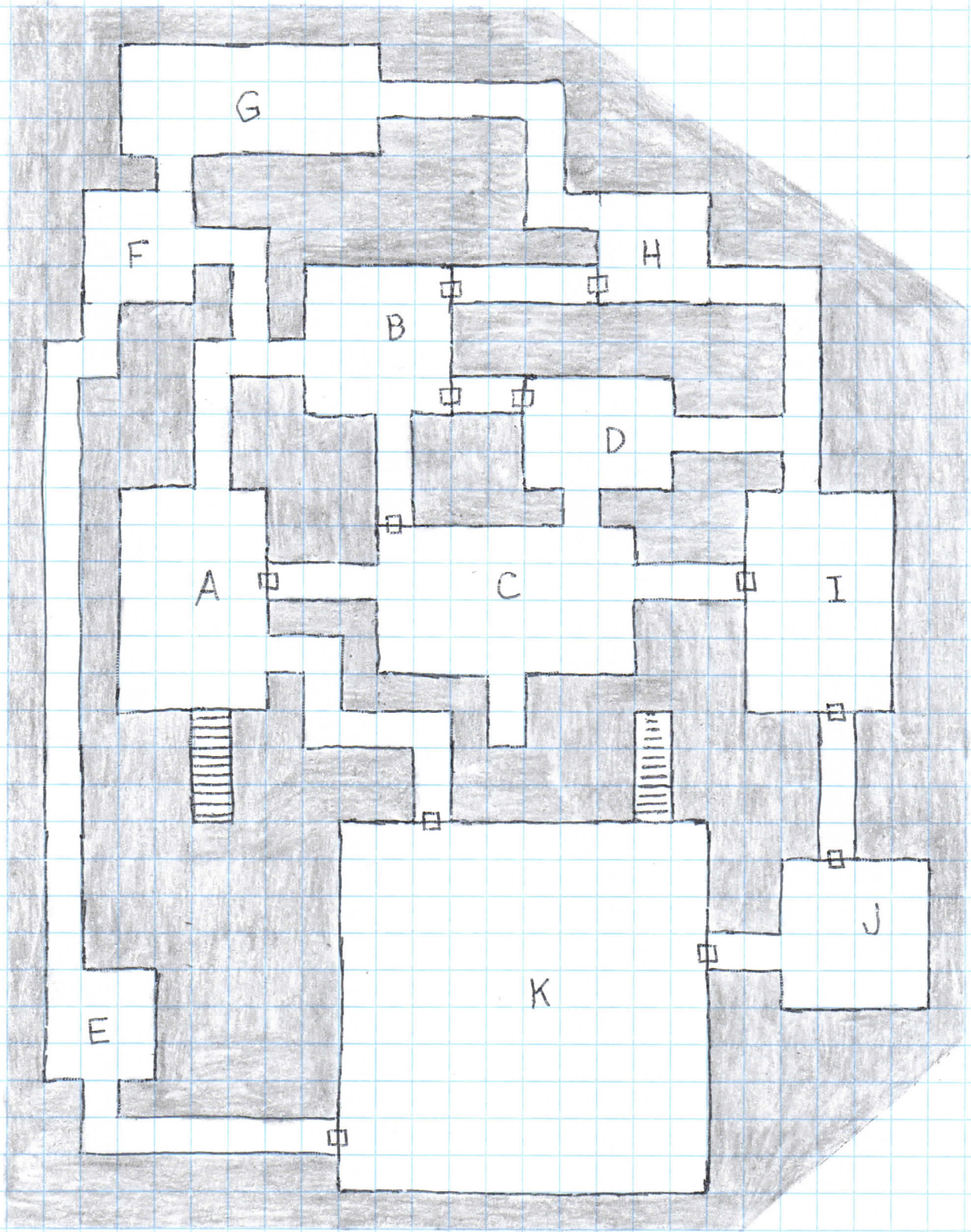
5th: **commune**, **insect plague** (will work in the dungeons), **finger of death**

I. 6 frost giants will give intruders a chilly welcome, always keeping big rocks handy for throwing. They have 20,357 gp in huge sacks.

J. This chamber seems empty, but stuck and hidden underneath the thick soot on the ceiling 20' above are 1,843 pp. They can be easily removed.

K. A pair of 11-headed hydras make life difficult for anyone trying to go down the stairs to dungeon level 98, or trying to steal their treasures: 3,294 gp loose on the floor and a high-quality sword with jeweled pommel and scabbard worth 5,000 gp.

# DUNGEON LEVEL 98



One square = 10 feet

## DUNGEON LEVEL 98

A. 7 inky black wyverns (with glowing orange eyes) on iron perches wait for victims. The stairs ascend to dungeon level 97.

B. In the center of the room is a 13' diameter circle painted on the floor with indelible mauve dye. Anyone and/or anything within the circle for more than 30 seconds will be teleported into the identical circle in room J.

C. Lairing here are 3 red dragons (HD 11) that neither talk nor sleep. They lie upon their treasure hoard scattered upon the floor: 8,448 ep, 7,392 pp, a **potion of control plant**, and a **ring of invisibility**. The dragons resent intrusion and will greet visitors with great goutts of flame. They will pursue foes only within this chamber and into room D.

D. Along all the walls are pale gray pillars, each carved with a solemn warrior maid holding her sword pointed downwards. Real red roses in full bloom upon thorned stalks twist and twine about the pillars.

E. Anyone coming into this room will be set upon by 5 foul-tempered hellhounds (HD 7). They will pursue prey up and down the hallways leading to this room, but they know better than to enter rooms F or K.

F. This room is 36° Fahrenheit. It serves as storage for the frost giants (room G). Great slabs of woolly mammoth meat hang from the ceiling, and along the west wall are stacked 12 mammoth tusks weighing 150 pounds each and worth 600 gp each.

G. This room is 31° Fahrenheit. Lairing herein are 7 frost giants who throw huge chunks of ice at foes and who use giant icicles for clubs. Each giant wears a silver ring (worth 2,000 gp) set with tiny flecks of diamond. In their bags they keep a total of 7,832 gp and 12 normal-sized gold flagons worth 250 gp each.

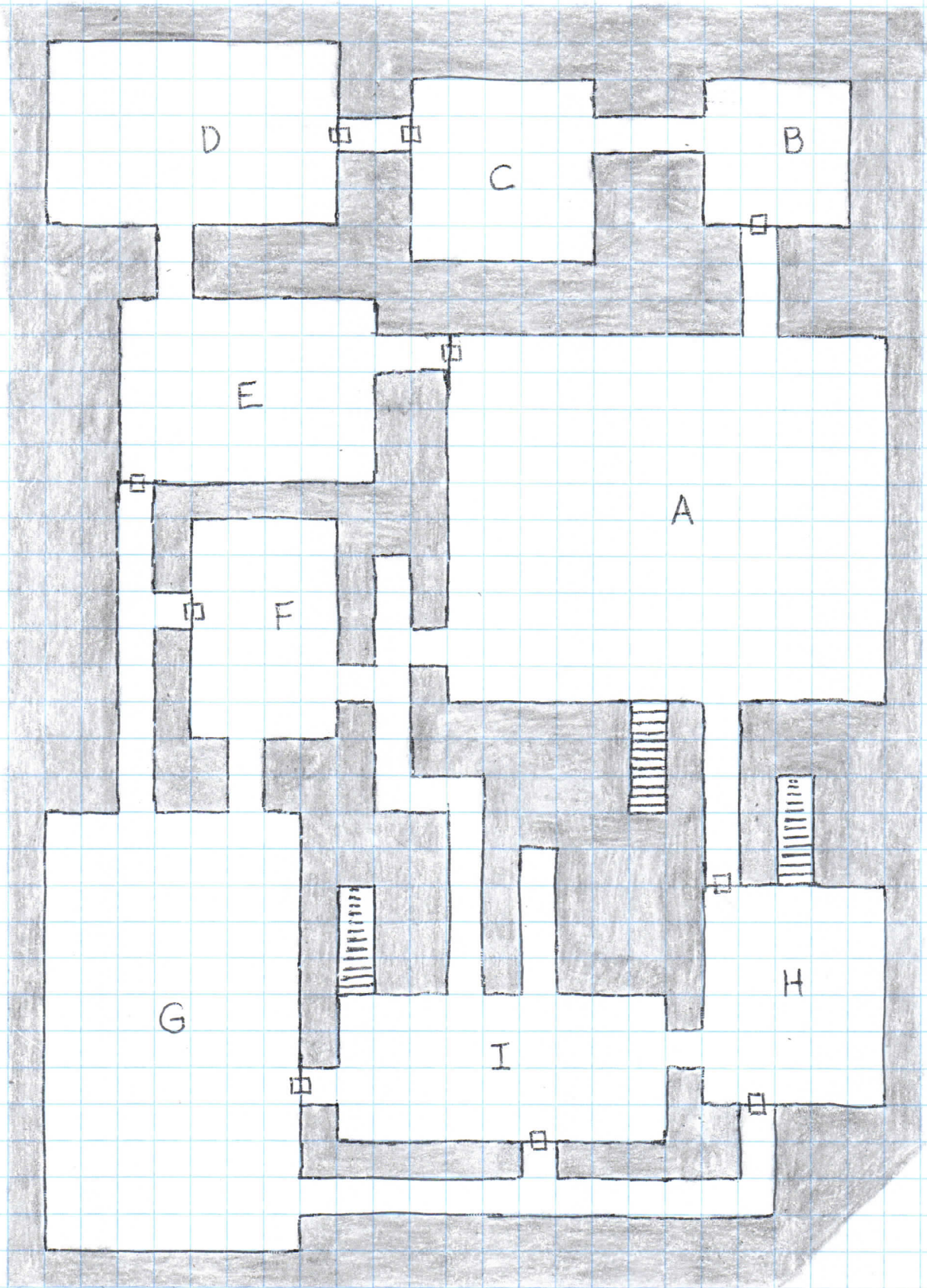
H. Snorting and bellowing can be heard well down the two halls that open into this room. Within are 5 aggressive gorgons trampling amongst the stone chunks and fragments of former victims. The gorgons will not pursue if intruders leave immediately upon entering the room, unless any of the intruders is wearing a red cape. In that case, the gorgons will pursue the unfortunates anywhere on the dungeon level.

I. A wholesome feeling fills this chamber. Those of lawful alignment will want to bask in it, while chaotics will find it repellent. If at least half of the PC party is lawful, a gold dragon will materialize in a burst of golden streamers of light. The dragon, speaking Common in a deep, dignified voice, will tell the party that he is willing to teleport any or all of them whenever they desire from this room to the surface outside the dungeons' entrance to the 1st level. The dragon will say nothing else. If attacked, he will vanish before the blow or spell lands and will not reappear for those PCs ever again.

J. In the center of the room is a 13' diameter circle painted on the floor with indelible mauve dye. Anyone and/or anything within the circle for more than 30 seconds will be teleported into the identical circle in room B.

K. 4 purple worms thrash about in this chamber in mindless hunger. The worms have shattered scores of white marble statues of noble men and women. Also scattered about the chamber are 2,277 pounds of gold nuggets (worth a total of 22,770 gp) and a **crystal ball with clairaudience**. The stairs descend to dungeon level 99.

# DUNGEON LEVEL 99



One square = 10 feet

## DUNGEON LEVEL 99

A. The stairs coming down from dungeon level 98 open into a thick forest of fungus that fills this vast chamber and gives it a damp, earthy smell. All the fungi are of various shades of brown, green, and tan. Their size ranges from tiny to "trees" towering up to the roof 30' above. There are mushrooms, toadstools, morels, corals, puffballs, earthstars, stinkhorns, etc. Eating any of the fungi is not a good bet. If a saving throw vs. poison is failed, roll on the following table:

1. Extremely ill for 3-36 hours. Unable to do anything other than walk at half speed.
2. Dances uncontrollably for a number of minutes equal to constitution score, then must rest for an equal number of turns.
3. Hallucinates impossible technicolor dreamworlds for 6-24 hours. Can do nothing other than be guided by hand at one-third speed.
4. Forgets how to cast spells for 24 hours.
5. Forgets everything, including who he is, for 24 hours.
6. Loses 1 point to a random ability score for 24 hours.
7. Gains 1 point to a random ability score for 24 hours.
8. Has a delicious meal! Goes well with butter.

Skulking through the forest of fungi are 4 green dragons (HD 8) that neither talk nor sleep. They will attack with a 50% chance of surprise. One has a **ring of control plant** embedded in the scales of its belly. The only other treasure in the chamber are the 19 pounds of distinctive, rainbow-swirled tooth-fungi (worth 1,000 gp per pound).

B. This chamber, room C, and the corridor connecting them are filled with what seems to be a petrified marketplace, full of scores of buyers and sellers. Lairing here are 5 basilisks that guard 6 treasure chests holding a total of 4,842 gp, 11,437 gp, an **axe +1**, and a **potion of longevity**.

C. This chamber, room B, and the corridor connecting them are filled with what seems to be a petrified marketplace, full of scores of buyers and sellers. On the floor is a fragment of a statue of a noble warrior: its head and right arm and shoulder. It is part of the statue in room A of dungeon level 115.

D. A pale green gas, smelling of burning garbage, rises from two dozen small vents in this room and in chamber E. Herein lurk 5 chimeras. Their lion heads have manes of very fine, spun gold weighing 75 pounds and worth 6,000 gp each.

E. A pale green gas, smelling of burning garbage, rises from two dozen small vents in this room and in chamber D. Sculptures of pegasi stand in the four corners. The one in the northwest corner has a hollow head, concealing a platinum statuette of a pegasus worth 1,375 gp.

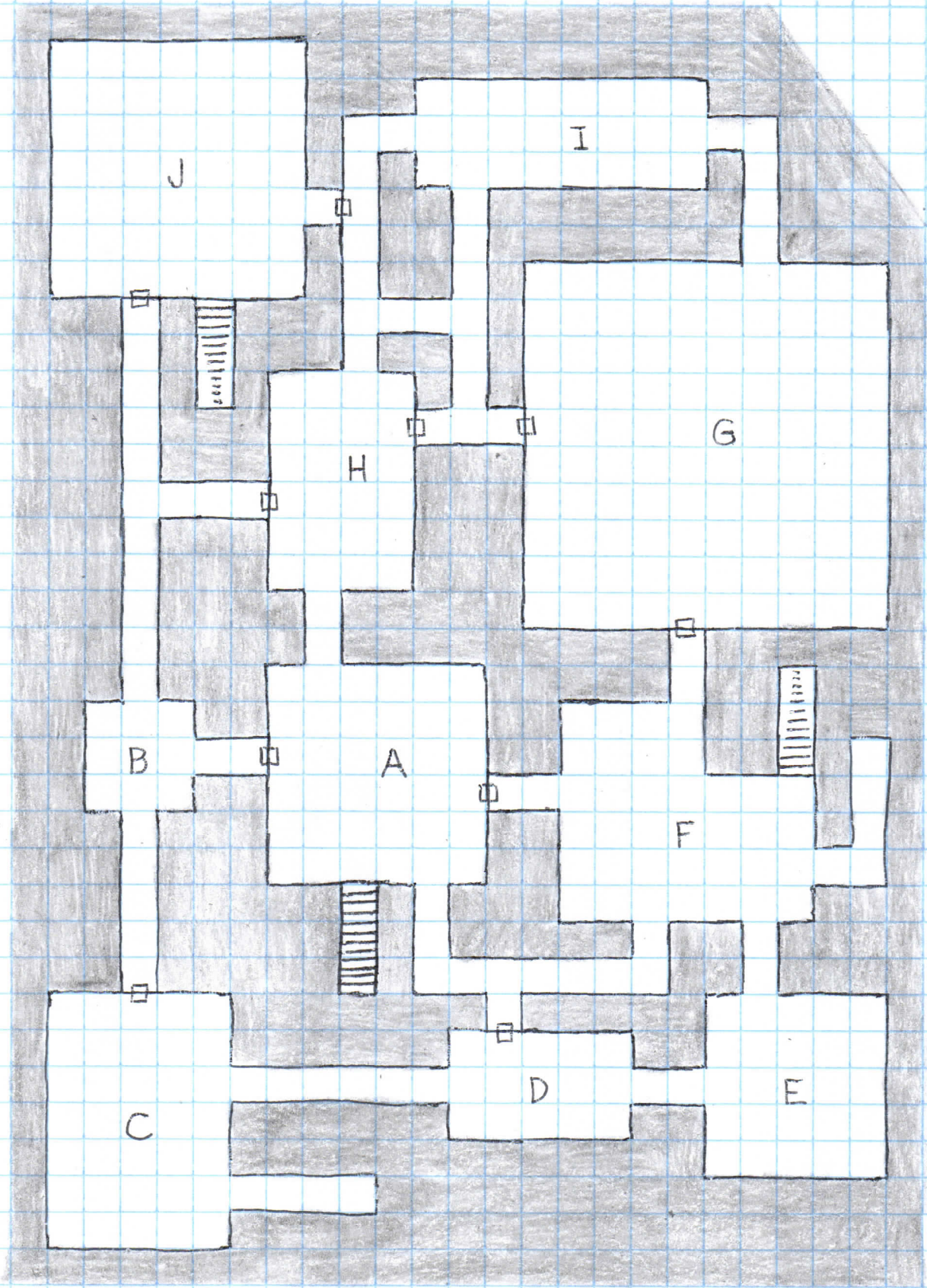
F. Some joker has painted in Common on the north wall: BILBO WAS HERE.

G. A forest of natural quartz crystals fills this chamber. 8 stone giants call it home. They are not an unpleasant sort, and they will attack only in self-defense or to protect the beauty of the crystalline forest. One giant has a **scarab of protection**, and there are 392 pale blue quartz crystals that are worth 50 gp each.

H. This chamber is 22° Fahrenheit. It serves as the lair of 5 frost salamanders. Their treasure is 26 rainbow ice crystals worth 1,000 gp each and a **wand of enemy detection** (15 charges). Note that the ice crystals will melt and become worthless in temperatures over 32°. For every 10 minutes of melting, a crystal will lose 100 gp of its value. The stairs descend all the way to dungeon level 115.

I. An odorless, pale blue mist obscures the floor to a depth of 1'. The stairs go down to dungeon level 100.

# DUNGEON LEVEL 100



One square = 10 feet

## DUNGEON LEVEL 100

A. The freshly-slain corpse of a red dragon lies on the floor. It is riddled with arrows. The stairs ascend to dungeon level 99.

B. 6 invisible stalkers have been bound to this room and to the adjoining corridors. They may not go past the doors into rooms A, C, H, or J. As soon as anyone or anything steps foot into this chamber, the invisible stalkers will attack, pursuing their victims through the passageways if need be.

C. The odor of ozone fills this chamber as well as the corridors leading to the east. The stone of the walls, ceiling, and floor has been polished to a dull, silvery-gray sheen. Here lair 3 blue dragons (HD 9) that neither talk nor sleep. They will not immediately attack intruders. Instead, they will demand a magic item in return for safe passage through the room. The PCs can choose which magic item to surrender since the dragons are not particular. Note that the demand will be renewed if the PCs return to this chamber. The dragons guard a **potion of heroism**, a **scroll of protection from elementals**, and "Spring". This latter is a framed, circular (2' diameter), colorful depiction of a young maiden in a green dress amongst a scene of spring: baby animals, young buds, etc. At first glance it looks like stained glass, but closer inspection will reveal it to be crafted of precious and semi-precious gemstones. The gnomish word for "Spring" is figured near the bottom of the work. It is worth 25,000 gp.

D. Scorch marks from lightning darken the floor and walls.

E. A hush fills this chamber, and any words spoken will echo loudly.

F. Images of giant, brazen hammers adorn the walls. Standing near the chamber's center are 2 bronze golems, one facing southeast and the other northwest. They will attack only those who disturb the treasure hanging on the northern wall by the stairs (which descend to dungeon level 105): "Autumn". This is a framed, circular (2' diameter), colorful depiction of a kindly 50-year-old woman in a dress of smoky brown-orange. She stands amidst red, orange, and yellow autumn foliage, while at her feet are pumpkins and an abundance of other fruits of the harvest. At first glance it looks like stained glass, but closer inspection will

reveal it to be crafted of precious and semi-precious gemstones. The gnomish word for "Autumn" is figured near the bottom of the work. It is worth 31,000 gp.

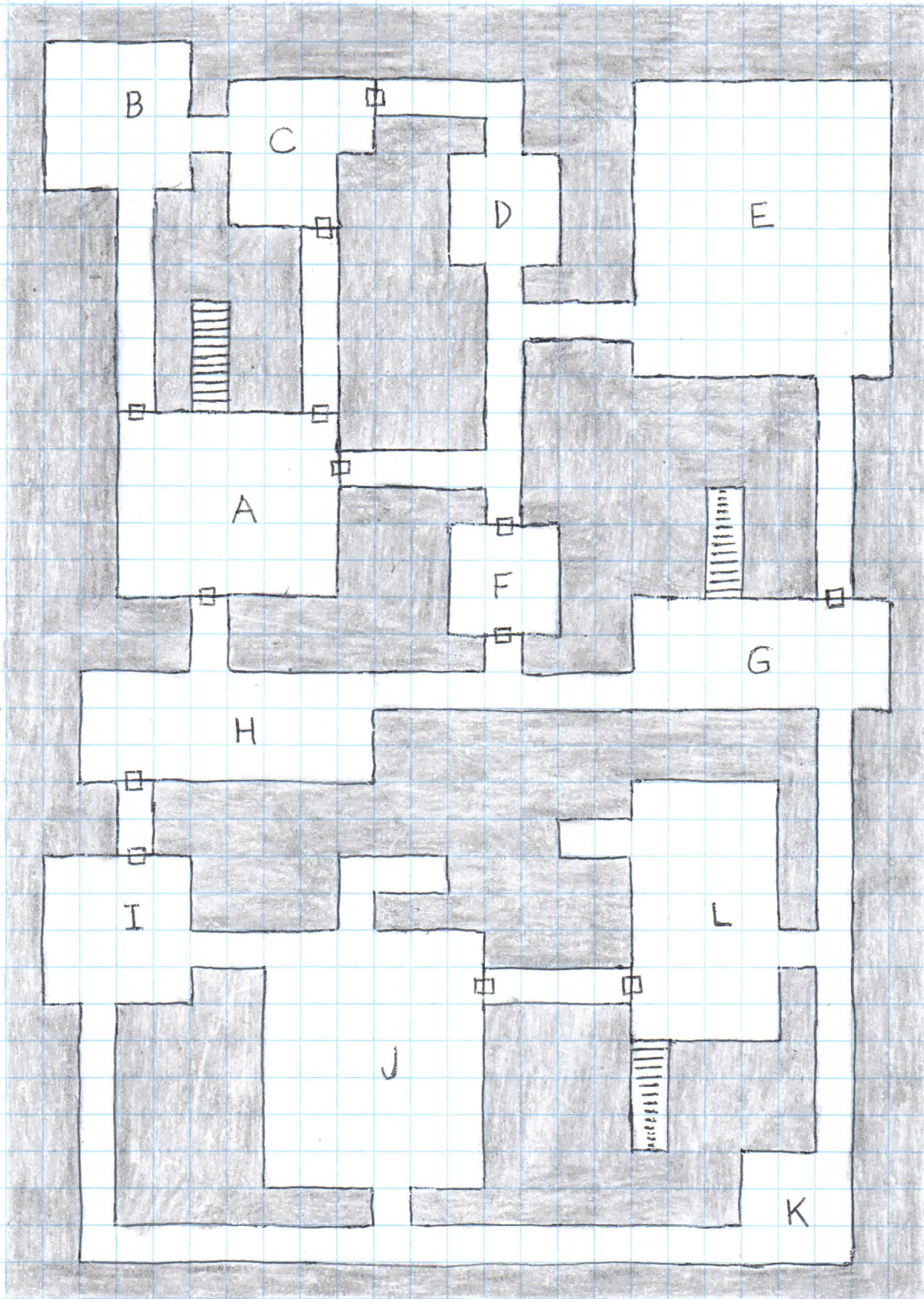
G. This huge chamber fluctuates between 1° above and 1° below freezing. The walls and ceiling alternately freeze and slowly melt, and a cold, humid mist fills the room. Making their lair here are 5 white dragons (HD 8) that neither talk nor sleep. They will attack anything with the effrontery to wander into their home. They guard "Winter", which is a framed, circular (2' diameter), colorful depiction of a white-haired crone leaning on a staff amongst a scene of snow and ice. At first glance it looks like stained glass, but closer inspection will reveal it to be crafted of precious and semi-precious gemstones. The gnomish word for "Winter" is figured near the bottom of the work. It is worth 31,000 gp.

H. Dwelling here are 6 hellhounds (HD 7) that guard "Summer". This is a framed, circular (2' diameter), colorful depiction of a beautiful woman in a flame-red dress amongst green-leaved trees and flowers in full bloom. At first glance it looks like stained glass, but closer inspection will reveal it to be crafted of precious and semi-precious gemstones. The gnomish word for "Summer" is figured near the bottom of the work. It is worth 19,500 gp.

I. On the floor in several small heaps are a total of 26,865 ep. If anyone picks up any of the coins, he must make a saving throw vs. spells or turn (along with everything in his possession) into a pile of electrum pieces equal in number to his experience points divided by 1,000. The following spells will restore such a transformed victim: **remove curse**, **dispel magic**, or **stone to flesh**. A **wish** will restore any number of PCs, and it can also be used to eradicate the magic of the coins, thus allowing them to be taken.

J. 3 cloud giants lair here. Their only treasure is an electrum piece. If the PCs wish to go down the stairs to dungeon level 101, the giants will insist upon first flipping their coin. Heads means that they will allow passage down, tails means that they will not allow it.

# DUNGEON LEVEL 101



One square = 10 feet

## DUNGEON LEVEL 101

A. Oozing around on the walls, ceiling, and floor are 4 black puddings that are blood red in color. In the center of the chamber stands a gold statue (weighing 2,238 pounds and worth 22,380 gp) of a rearing black pudding. Leaning against it are a **war hammer +1** and a **scroll of protection from undead**. The black puddings will attack only those who move the statue. The magic items are free for the taking. The stairs ascend to dungeon level 100.

B. This is the lair of 6 flame salamanders who do not particularly miss hot temperatures because they carry their warmth within them: Their blood is molten gold. Spilled blood will harden and cool in 3 hours. Each salamander's blood weighs 420 pounds and is worth 4,200 gp.

C. On the floor are 9 pieces of flat, irregularly-shaped gold worth 2 gp each.

D. Puddles of dark, dirty water cover about a third of the floor.

E. A wet, rotting, swampy odor fills this chamber. Shallow puddles of foul water dot the floor. Lairing here are 4 black dragons (HD 7) that neither talk nor sleep. They wile away their time counting and re-counting their 10,490 gp and admiring their 10 gold necklaces (worth 700 gp each) and a **sword +1, wishes** (with 4 wishes). A **magic mouth** on the southern wall will truthfully declare (in Common) to intruders: "THE DRAGONS WILL ALLOW YOU TO LEAVE IF YOU LEAVE BEHIND ALL OF YOUR GOLDEN TREASURES."

F. In this chamber are hoarded piles of magic armor: leather, chain mail, plate mail, and shields of +1, +2, or +3 enchantment. Most are of curiously archaic and ornate fashion. Typically, only by leaving armor of equal sort can armor be taken from the pile, though each PC has a one-time, 1% chance of being able to take one shield or suit of armor without leaving any behind.

G. Atop a pedestal in the northwest corner sits a **censer controlling air elementals**. Removing it from the pedestal will cause 5 air elementals (HD 12) to appear and attack. They will pursue only to recover the censer. The stairs descend to dungeon level 106.

H. A scattering of black coals is near the western wall.

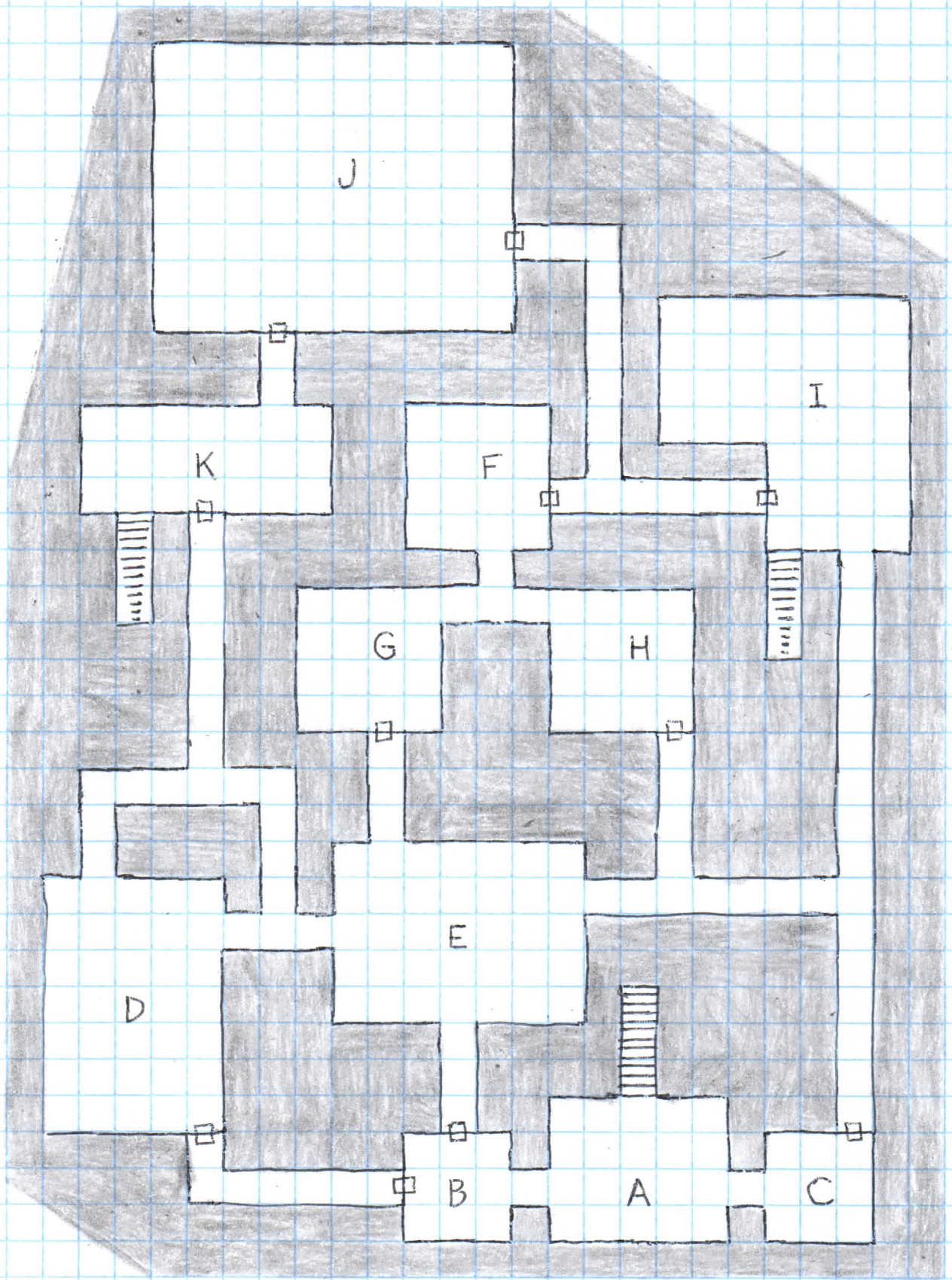
I. Two 12-headed, scarlet-striped hydras lair here, guards of the fire giants in room J. An open chest overflows with 6,695 gp, and a ruby (worth 1,000 gp) sits atop the coins. The hydras will always attack, and they will not leave this room except to pursue prey into room J.

J. Half a dozen big braziers heat this chamber and give it a sullen glow. Residing here are 6 fire giants amongst their giant beds, tables, and chairs. The monsters all carry 5 throwing stones in their pouches. If hungry (75% chance), the giants will immediately attack intruders. Once half of the giants are slain, they will yell for their hydra guards (room I), which will arrive in 2 or 3 rounds. Each giant wears a gold necklace (worth 2,000 gp) and a gold ring (worth 1,000 gp). Hidden in one of the beds is a small sack holding 51 blue tourmaline crystals (worth 100 gp each), a **spell scroll: raise dead**, and a **wand of secret door detection** (15 charges).

K. Scrawled on the southern wall in the common tongue is the following: "RUN FOR YOUR LIFE."

L. Lairing here are 3 cyclopes that guard 11 amphorae containing a total of 482 platinum, Platonic solids weighing 1 pound each and worth 50 gp each. There are roughly equal numbers of each of the five types of Platonic solids. The stairs go down to dungeon level 102.

# DUNGEON LEVEL 102



One square = 10 feet

## DUNGEON LEVEL 102

A. On top of a pedestal in the center of the room is a huge oriental amethyst worth 21,500 gp. If the gem is disturbed, roll on the following table:

- 1: The water elementals from room B rush in and attack.
- 2: The fire elementals from room C rush in and attack.
- 3-4: Both the water elementals (room B) and the fire elementals (room C) rush in and attack.

If both types of elementals charge in, 50% of their attacks will be directed at their elemental foes rather than at PCs. The stairs ascend to dungeon level 101.

B. Five granite bowls atop pedestals are full of water. If any are disturbed, a water elemental (HD 12) will erupt from each bowl and attack with a 4 in 6 chance of surprise. They will never pass beyond rooms A or B.

C. Coals burn in six censers atop tripods. If any are disturbed, a fire elemental (HD 12) will burst from each censer and attack with a 4 in 6 chance of surprise. They will never pass beyond chambers A or C.

D. Two amber golems in the form of tigers pace in circles around a treasure hoard heaped in the chamber's center: 11,022 ep, 5,662 gp, 1,302 pp, and a **medallion of ESP 90'**. The golems will attack any who pass through the circle walked by the golems. Clever PCs who acquire the treasure without passing by the golems will not be attacked.

E. No violence of any sort, whether direct or indirect, can be perpetrated in this room. Offensive spells and magic items simply will not work herein. If there is any doubt in the DM's mind as to whether something counts as violence or not, it counts.

F. Four chaotic 12th-level wizards spend most of their time in this research and study room. They have the following magic items: **wand of cold** (14 charges), **efreeti bottle**, **ring of control animal**, **potion of gaseous form**, and **ring of telekinesis**. Each wizard wears a rich silken robe (worth

2,000 gp) of heliotrope with intricate patterns of arcane symbols woven in platinum threads. Also, each wizard wears a platinum choker set with unknown black gems (worth 7,200 gp). Items of value in the room include: vials of various powered precious stones (worth a total of 14,000 gp), a small platinum cage worth 1,000 gp, and (written in a lost, prehistoric language) "a quaint and curious volume of forgotten lore" (worth 8,000 gp). The wizards have the same spells memorized:

- 1st: **charm person, magic missile (x2), shield**
- 2nd: **invisibility, phantasmal force, web, wizard lock**
- 3rd: **fire ball, hold person, lightning bolt**
- 4th: **confusion, wall of ice, wizard eye**
- 5th: **cloudkill, feeblemind, pass-wall**
- 6th: **anti-magic shell, projected image**

G. The wizards in room F have traced in silvery particles on the floor various magical diagrams: pentacle, magic circle, thaumaturgic triangle, pentagram, and thaumaturgic circle.

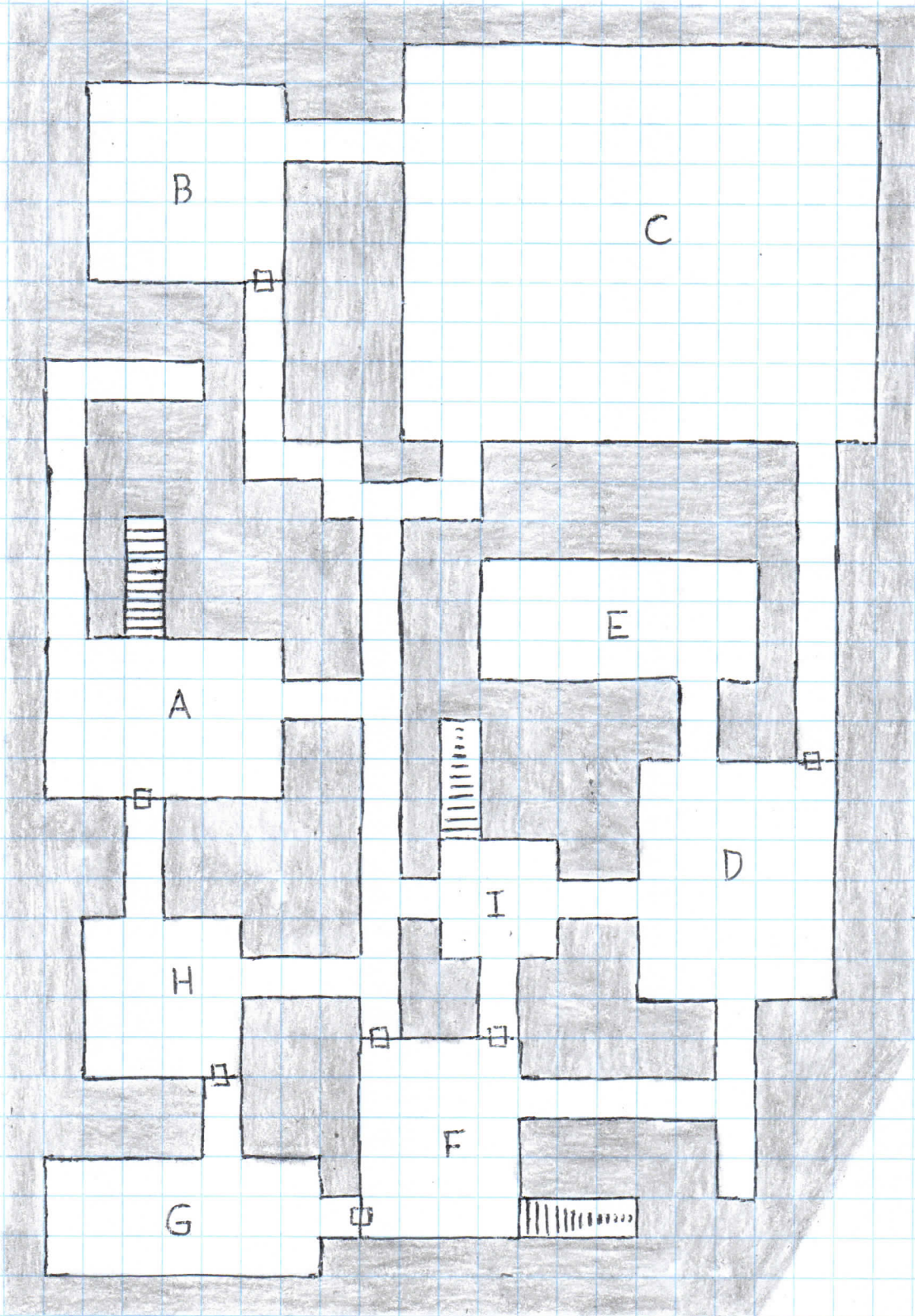
H. This is the bedchamber of the wizards in room F. While the furnishings are nice, none is of particular value.

I. Clomping around are 5 gorgons with hoofs of weird, alien, magnetic metal. Each of the 20 hoofs is worth 1,000 gp. The gorgons guard a **sword +1** and a **spell scroll: stone to flesh**. The stairs go down to dungeon level 104.

J. 4 efreet reside here, guarding a **ring of x-ray vision**. They wear silks of various shades of red, orange, and yellow woven from rays of the sun (total worth: 22,500 gp). The efreet are not aggressive, but they will attack anyone who is rude to them.

K. A gnome or a dwarf must have lost one of his boots, which lies near the stairs which descend to dungeon level 103.

# DUNGEON LEVEL 103



One square = 10 feet

## DUNGEON LEVEL 103

A. Clumps of dirt cover the floor to a depth of 6". Trudging through it are 5 earth elementals (HD 16) that will ignore intruders the first time that they enter this chamber. If, however, they ever come back, the elementals will attack. Within each elemental are 9 gems worth 500 gp each. The stairs ascend to dungeon level 102.

B. Swirls of dark, choking smoke whirl around this room. After 1 turn, the smoke will coalesce into 5 angry efreet which immediately attack. They are bound to never go beyond rooms B and C.

C. A sourceless light as of the moon illumines the low, smooth dunes of pale golden sand that cover the floor. In the middle of this great chamber, towering up to the 30' high ceiling, is a deserted palace of jeweled bronze out of a dream of an Arabian night. Though on the outside it is only 40' in diameter, it seems endlessly vast when entered. Within it is full of all riches and opulence: Persian carpets, silks, gold, jewels, etc. Any treasures taken out of the room will vanish in a wisp of blue-gray smoke, reappearing in the palace. Even a **wish** cannot alter this.

D. Small, stinking toadstools growing from the floor and walls provide the 9 trolls living here most of their meals, so they are eager to add some fresh meat to the menu. When each of these trolls is finally slain, it will melt into about a quart of iridescent ichor that is worth 2,100 gp. The trolls guard 657 gp, a **spear +2**, and a **potion of invulnerability**. If anyone is so unwise as to eat the toadstools, he must make a saving throw vs. poison or suffer 1-8 points of damage and continue taking 1-8 points of damage each round until he makes his saving throw (a new one allowed at the beginning of each round).

E. Two dozen unremarkable paintings (none larger than 4' by 3') hang from the walls. Most are worthless, but 3 particularly ugly paintings of farmers going about their daily tasks are by an artist whose work is unaccountably valued by collectors, who would pay 4,000 gp for each of the two larger paintings, and 3,800 gp for the smaller one.

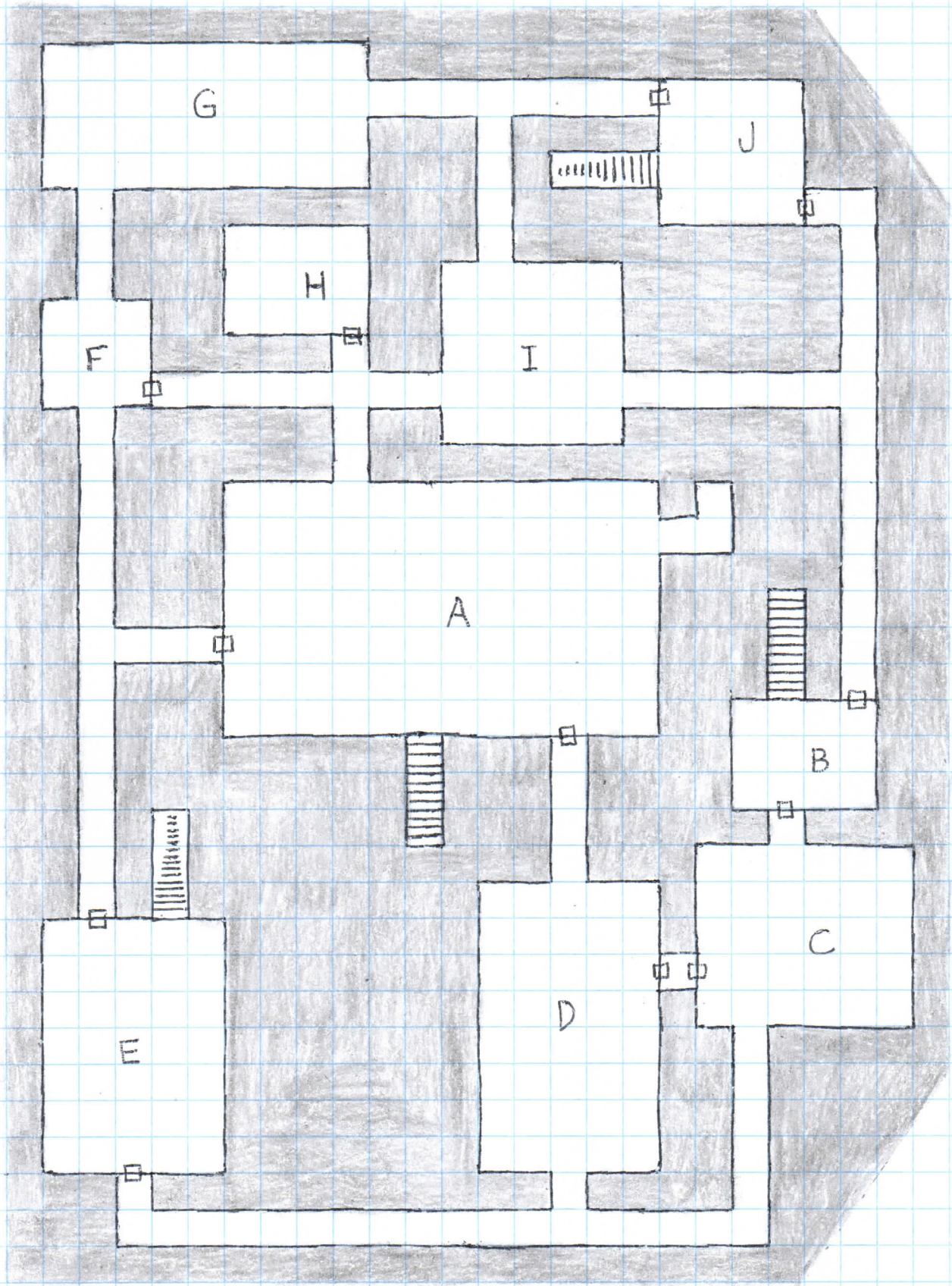
F. This room is 103° Fahrenheit, which is on the cool side for the 7 flame salamanders making it their lair. They will attack humans, but demi-humans will be attacked only in self-defense. Each of the salamanders has 2 topaz eyes worth 2,000 gp each. They guard 826 gp in a bag and a suit of golden **plate mail +3** taken from a slain lord. (See room G.) The stairs descend to dungeon level 112.

G. 3 chaotic 12th-level lords dwell here, each wearing golden **plate mail +3** and wielding a two-handed sword. They have a locked chest (with one lord wearing the key upon a chain around his neck) holding 3,823 pp. The lords passionately hate the salamanders in room F for slaying one of their comrades, so the lords will offer an alliance to PCs to help wipe-out their hated foes. They will propose that the PCs keep any and all treasure won from the salamanders except for the suit of magical golden plate mail. The lords will honor their agreement.

H. Two bronze golems stand motionless, one facing each open passageway. The golems wear extraordinary golden gloves that weigh only 20 pounds each in spite of being worth 7,000 gp each. One also wears beneath its right glove a **ring of control animal**. Of course, the golems will attack if foolish PCs start tugging on the gloves.

I. Exceptionally greedy characters will want to pick up the copper piece on the floor. The stairs go down to dungeon level 104.

# DUNGEON LEVEL 104



One square = 10 feet

## DUNGEON LEVEL 104

A. 5 chimeras keep watch over a herd of 50 snow-white goats. The chimeras will not harm those peacefully passing through, but woe betide anyone who attempts to harm or steal one of the goats or their treasure! In that case, the chimeras will attack with such utter ferocity that they will add +2 to their "to hit" rolls. In the dead-end is a polished, white marble box containing 3,000 gp, a gold goblet (worth 150 gp), 19 gems (worth 1,000 gp each), and a **staff of power** (17 charges). The stairs ascend to dungeon level 103.

B. A troll corpse, burned to a crisp, lies on the floor. The stairs go up to dungeon level 102.

C. This is the lair of 12 trolls so dark a green as to be almost black. An elven corpse has 107 gp and 12 pp in its pouch. Small ledges on the walls hold 23 grotesque, gold statuettes (worth 1,000 gp each) of troll heroes.

D. Lairing here are 7 wyverns, their scaly hides a rainbow pattern. Whenever one is slain, its body dissolves into a sparkling rainbow mist that disappears in 3-18 hours. If such a mist is bottled (quart-sized or larger), it will not dissipate and will be worth 2,500 gp. The wyverns guard 172 gp, a **magic bow +1**, and a **potion of healing**.

E. 4 green dragons (HD 8) that neither talk nor sleep brood upon their vast mound of 41,596 ep. They know exactly how many coins in their hoard, having counted them many times. The dragons will allow passage to any who give them all of their electrum coins. Those without such coins or who refuse to yield them will be attacked. The wicked drakes particularly like it when prey flees down the false staircase that ends in a stone wall. Such unfortunates will find themselves choking to death on the dragons' chlorine gas.

F. Oafishly written on the walls in frost giantish are rude comments about dwarves and gnomes.

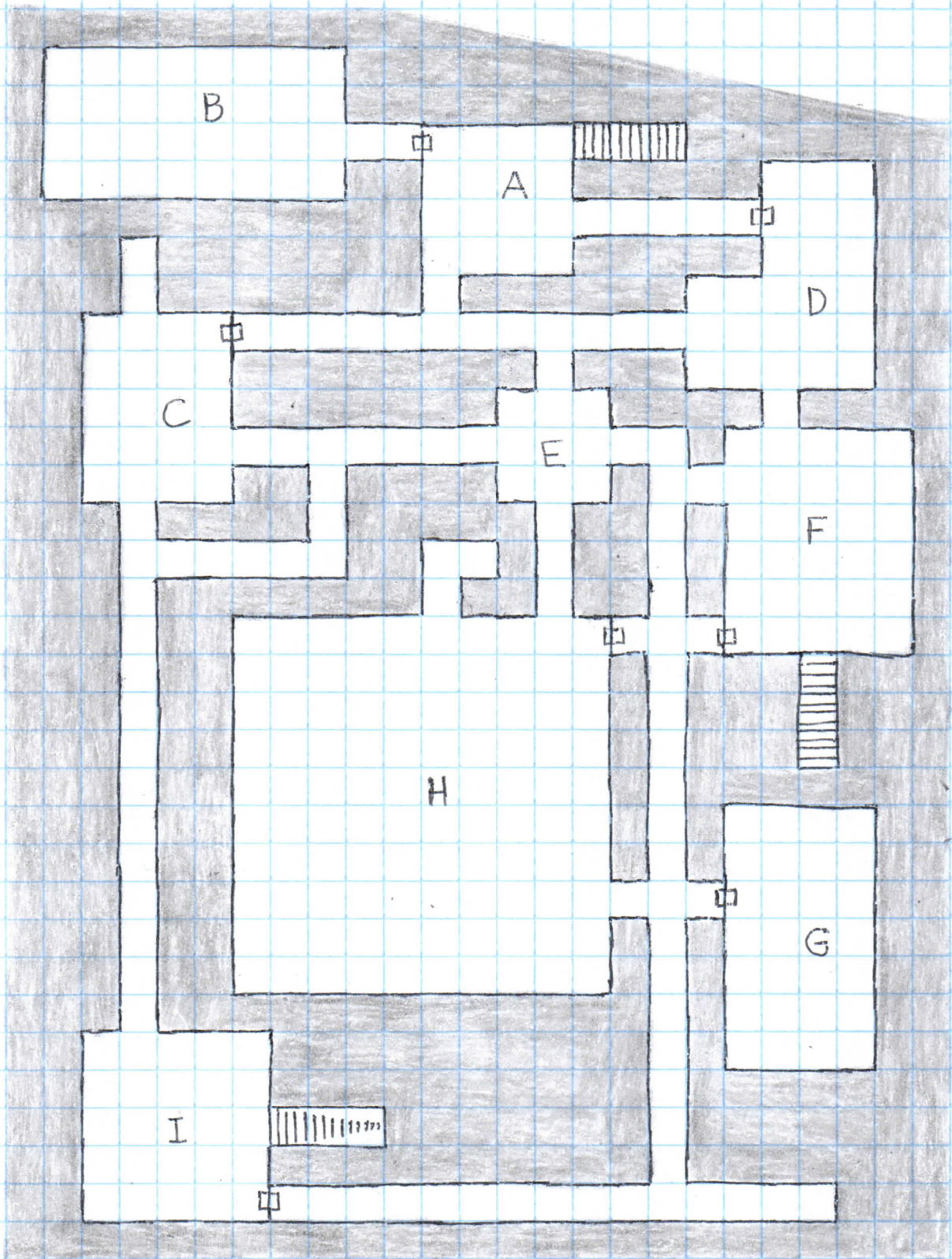
G. Huge blocks of ice keep this chamber 32° Fahrenheit. The 6 frost giants lairing here can use the icy chunks as missile weapons. If the PC party does not contain any dwarves or gnomes, then the frost giants will propose an alliance to slay the hellhounds in room J, honorably agreeing to split the wine guarded therein. Such a deal will be offered only 50% of the time to a party including a dwarf or gnome (and the party will be attacked without question the other 50% of the time). Each giant's jeweled helm is worth 800 gp. Their treasure trove consists of 7 human-sized platinum combs (worth 300 gp each), 6,011 gp, 32 green and blue gems (worth 100 gp each), and a **war hammer +2**.

H. A huge, brazen double-pan balance scale fills the room. If a creature stands in either pan, his hit points will permanently shift 1-6 hp towards average. For example, a 13th-level lord with a constitution score of 17 has an average of 66 or 67 hp. Suppose a 13th-level lord with a 17 constitution had 62 hp and stood in the pan. He would gain 1-6 hp (up to a maximum new total of 67 hp). But if we suppose that he instead had 71 hp, then he would lose 1-6 points (down to a minimum new total of 66 hp). There will be no effect on those whose hp are already average, or on those who have already stood on one of the pans.

I. The only thing in this room is the pronounced smell of vanilla.

J. Lairing in this room are 7 hellhounds (HD 7). A wine rack on the eastern wall holds 44 bottles of old, rare wines (worth 400 gp each) of elven, dwarven, and gnomish makes. The stairs go down to dungeon level 105.

# DUNGEON LEVEL 105



One square = 10 feet

## DUNGEON LEVEL 105

A. Two tiger-shaped amber golems stand in front of the western door. The patriarchs in room B have commanded them not to move unless the door is touched, in which case the golems will attack. Unless ordered by the patriarchs, they will not leave this chamber. The stairs ascend to dungeon level 104.

B. This is the fane of an evil feline god. 6' tall, black stone statues of panther-headed humans line all of the walls, a burning oil lamp at the feet of each statue. Anyone entering ("Blasphemers!") will be attacked by the 3 chaotic 13th-level patriarchs who worship within. They all have **plate mail +2, shields +2, and war hammers +3**. One also wields a **staff of withering** (16 charges). Every patriarch carries 11 tiger's eye gemstones, holy to their cult, worth 1,000 gp each. They have the same memorized spells:

1st: **cause light wounds** (x3), **darkness, cause fear**

2nd: **blight, hold person, resist fire, silence 15' radius, speak with animal**

3rd: **continual darkness** (x2), **cause disease, curse, striking**

4th: **cause serious wounds** (x4)

5th: **commune, insect plague** (will work underground), **quest, finger of death**

C. A musty smell fills this empty chamber.

D. Three 12-headed hydras lair here, liking nothing more than to bite and eat. When any of their heads takes at least 8 points of damage, it will explode into a shower of 7 gems (worth 50 gp each). The hydras will certainly pursue prey. They guard a **potion of diminution** and a **displacer cloak**.

E. In this chamber the PCs will hear echoes of themselves from an earlier time in the dungeon. While this is uncanny, the real problem is that each time they enter this room, there is a 1 in 4 chance that the echo they hear will be of one of their clerics, elves, or magic-users (regardless of whether he is living or dead) casting an offensive spell, which will affect the party. Normal saving throws apply.

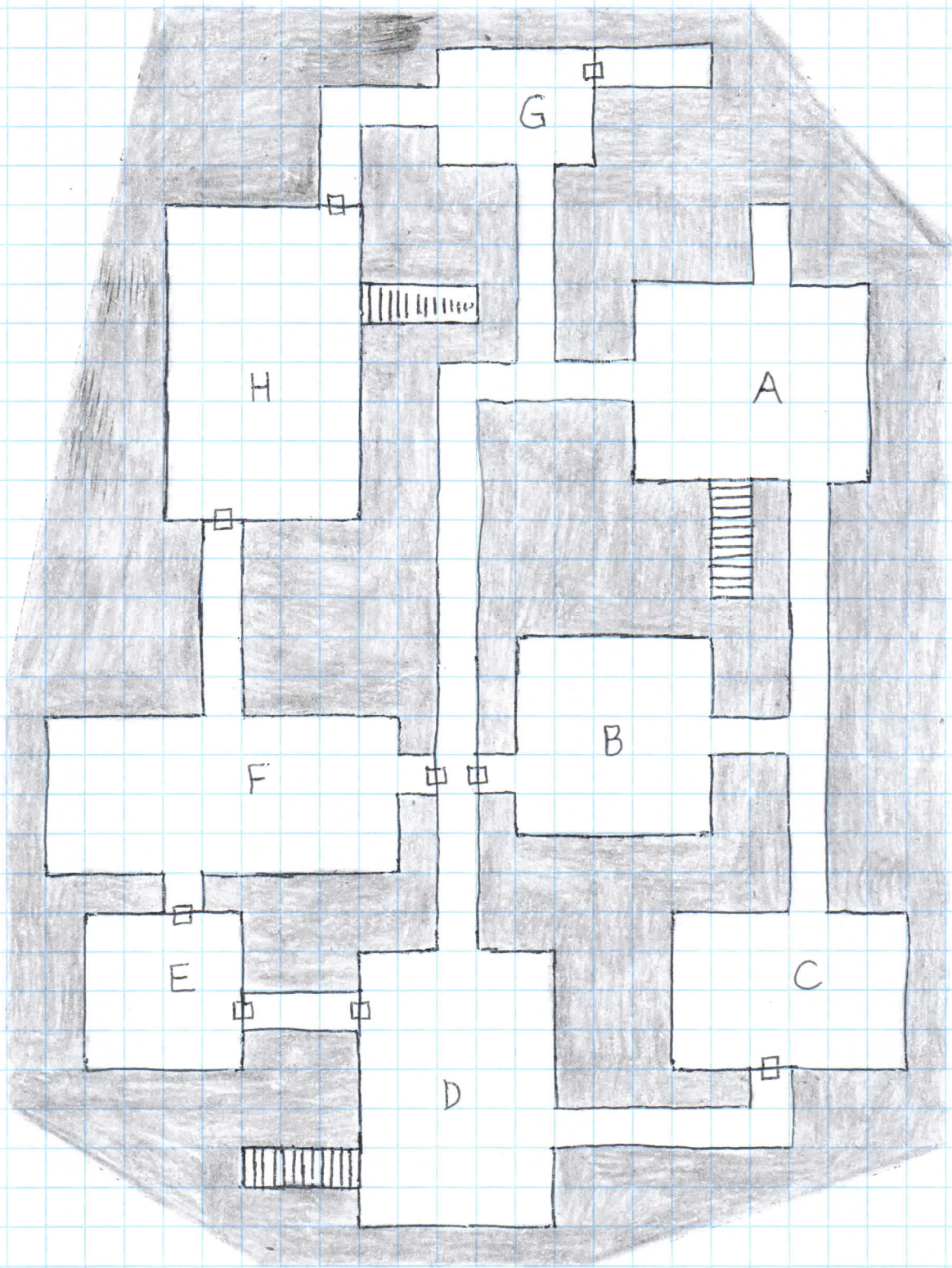
F. Several dozen hydra teeth are scattered upon the floor. The stairs go up to dungeon level 100.

G. Lurking here are 3 chaotic 13th-level master thieves. They wear **leather armor +3** and are armed with **short swords +2** and **magic bows +1**. One also has a **potion of invisibility**, and another wears **boots of traveling and leaping**. They have a small chest holding 118 gp, 86 pp, 42 gems (worth 500 gp each), and a necklace (worth 2,000 gp). The thieves have a grudge against the patriarchs in room B, and they will try to convince the PCs to help them kill the patriarchs. These unpleasant fellows, however, will attack the PCs as soon as the patriarchs are defeated.

H. All the stones of the walls and ceiling of this vast chamber are painted sky blue with white, wispy clouds. It serves as the lair of 4 blue dragons (HD 9) that neither talk nor sleep. Each of them wears a huge collar set with topazes worth 7,000 gp. The dragons guard an antique lyre worthy of the finest musician (worth 3,000 gp) and a **ring of spell storing** that contains the following 6 spells: **invisibility, infravision, lightning bolt, massmorph, feeblemind, and disintegrate**.

I. Each of the 4 cyclopes lairing here has a glowing green gem (worth 7,500 gp) for an eye. The gems will cease glowing 1 round after its cyclops is slain. The monsters guard a **wand of polymorph** (10 charges). The stairs go down to dungeon level 106.

# DUNGEON LEVEL 106



One square = 10 feet

## DUNGEON LEVEL 106

A. This is the dwelling of 7 fire giants who will allow intruders to pass through their home--once. They will be told in no uncertain terms to not come this way again. The giants have big, black lava rocks that they can use as missile weapons. In their bags are a total of 1,049 gp. Displayed on a long table are a **ring of fire resistance** and 20 small glass vials of an unusual liquid gold that is room temperature and never solidifies. While the liquid gold does not have any magic powers in and of itself, it does have magical potentialities, so a magic-user or an alchemist would pay 1,000 gp per vial. The stairs lead up to dungeon level 105.

B. Atop a table of polished black wood near the north wall is a **sword +1, +3 vs. regenerating creatures** and 18 tiny bottles containing delicately-colored liquids. Each in fact is a rare and unique perfume mixed by an ancient perfumer using secret formulae lost to time. A wealthy woman would give 1,500 gp per bottle. Unfortunately, 8 invisible stalkers will attack anyone who takes more than a step away from the table with the sword and/or the perfumes in his possession. The stalkers will leave the room only to retrieve the treasures they guard.

C. A herd of 6 gorgons resides here. Scattered throughout the room are 394 spheres of pure platinum, each weighing 1 pound and worth 50 gp. PCs can take up to 50 of the spheres without the beasts seeming to care, but beginning with the 51st sphere taken, there is a 5% chance per sphere over 50 of the gorgons losing patience and attacking.

D. Shriveled red rose petals are strewn across the floor, giving the room a pleasant fragrance. The stairs ascend to dungeon level 101.

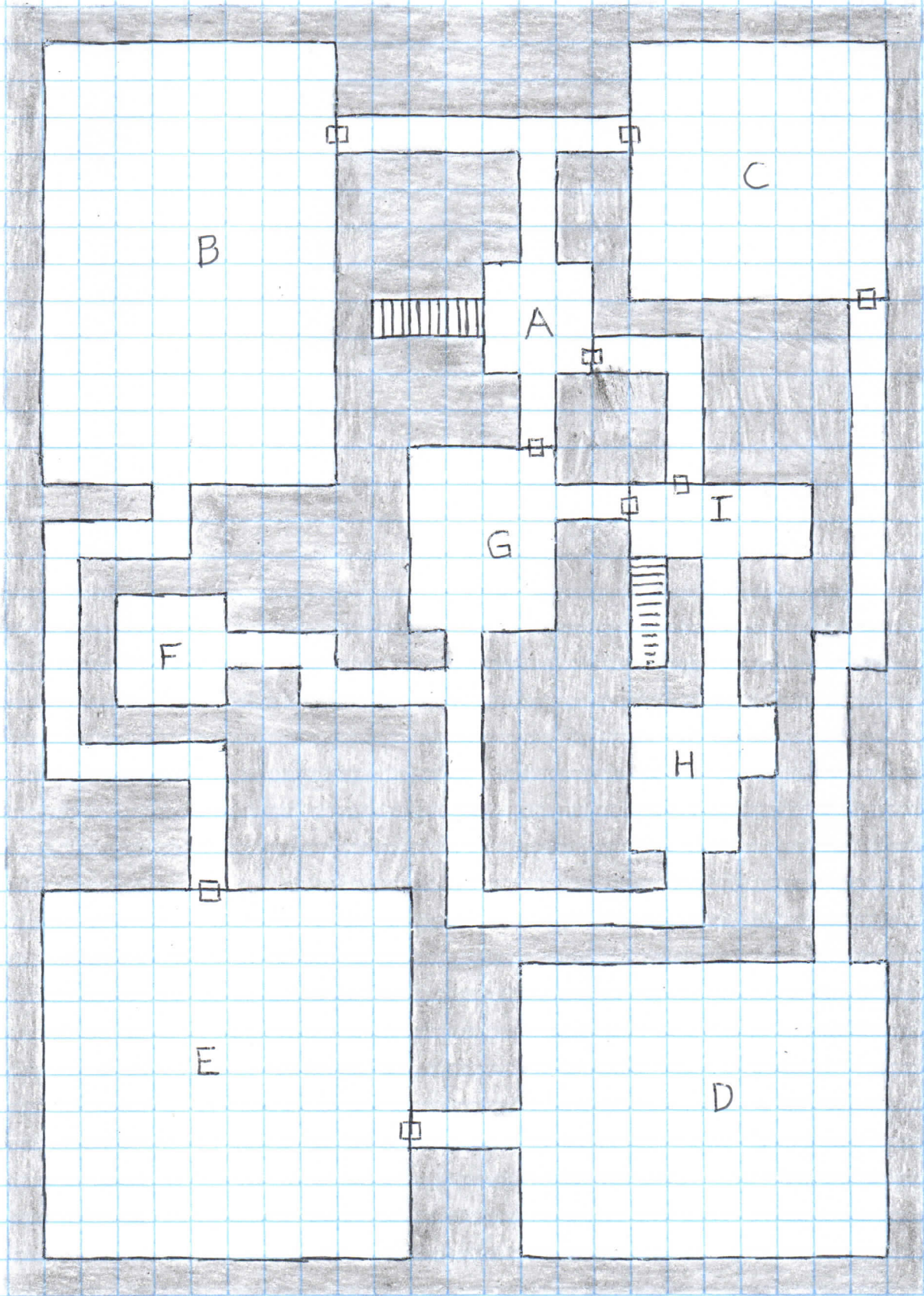
E. The fresh corpse of an elf has seemingly been looted of all of its valuables. The elf, however, succumbed to a strange and sorcerous curse: His heart was transmuted into a beautiful chunk of agate of more than a dozen different shades of green. It is worth 11,000 gp. If anyone respectfully disposes of the corpse (burial, entombment, cremation, etc.), the heart will magically emerge from the body.

F. This chamber is 21° Fahrenheit with icicles hanging from the ceiling and a thin film of ice coating the walls. Patches of ice cover about a third of the floor. Luxuriating here are 5 white dragons (HD 9) that neither talk nor sleep. They idle away their days gazing upon and fondling the 3,144 chunks of perfectly clear and colorless rock crystal (worth 10 gp each) that they guard. The dragons are not aggressive, but they will defend their treasure fiercely, and they will grow irritated if anyone spends more than 4 minutes in their home.

G. Scraping sounds seem to come from the other side of the door on the east wall. When opened, however, nothing is there.

H. This is the domicile of a strange group of stone giants that will never speak to anyone other than fellow stone giants, and never about anything other than the precepts of their cult. They devote all their time to meditating upon and venerating past stone giant heroes. Along the west wall are stone shelves holding 29 statuettes (about 1' high) of their cult figures, carved from various colors of jasper in exquisitely grotesque fashion. Each is worth 500 gp. The giants also have 5,199 gp, a **potion of growth**, and a **wand of trap detection** (14 charges). The stairs descend to dungeon level 107.

# DUNGEON LEVEL 107



One square = 10 feet

## DUNGEON LEVEL 107

A. Slumped against the southwestern corner is a dwarf who died three days ago. The corpse is burned and bears signs of frostbite. The dwarf wears chain mail and helm, and he bears a shield and war hammer. In his hands are pen and parchment, with the following written in a shaky hand: "DON'T GO NORTH. BEWARE THE..." The stairs go up to dungeon level 106.

B. A harsh, sulfurous stench fills this grand chamber, and small puddles of flaming oil give it a hellish glow. Here lair 4 red dragons (HD 10) that neither talk nor sleep. The temperamental monsters will instantly torch anything that comes into the chamber, for they are obsessed by the thought of thieves coming to steal their hoard: 1,126 weird red crystals, each one unique, of an unknown substance (worth 25 gp each) and a **sword +1, casts light on command (30' radius)**.

C. This chamber is -9° Fahrenheit. Thick draperies of opaque ice coat the walls, and icicles up to 10' long hang from the ceiling. Enjoying the frosty temperature are 5 frost salamanders, which will charge to attack intruders. They guard 387 weird white crystals, each one unique, of an unknown substance (worth 75 gp each).

D. The stone of this chamber is pure white alabaster. A barrier of thick clouds obscures the ceiling. Dwelling here are 4 white-skinned cloud giants in white robes. They will imperiously order intruders to immediately leave by the way they came. Those disobeying will be pelted with boulders. The giants guard a **scroll of protection from lycanthropes** and a **potion of control cloud giant**. Should all four giants be slain, the clouds overhead will burst into a rain of 2,727 solid drops of platinum

(worth 5 gp each). Those without helmets must save vs. paralysis or take 1-3 points of damage.

E. The ceiling and walls are completely covered by huge bas-reliefs of hideously intertwined tentacles, feelers, eyes, mouths, and protuberances. All except those of chaotic alignment will feel creeped-out. Lairing here are 4 purple worms, thrashing about waiting for their next meal to wander in. Scattered on the floor are 281 weird purple crystals, each one unique, of an unknown substance (worth 100 gp each).

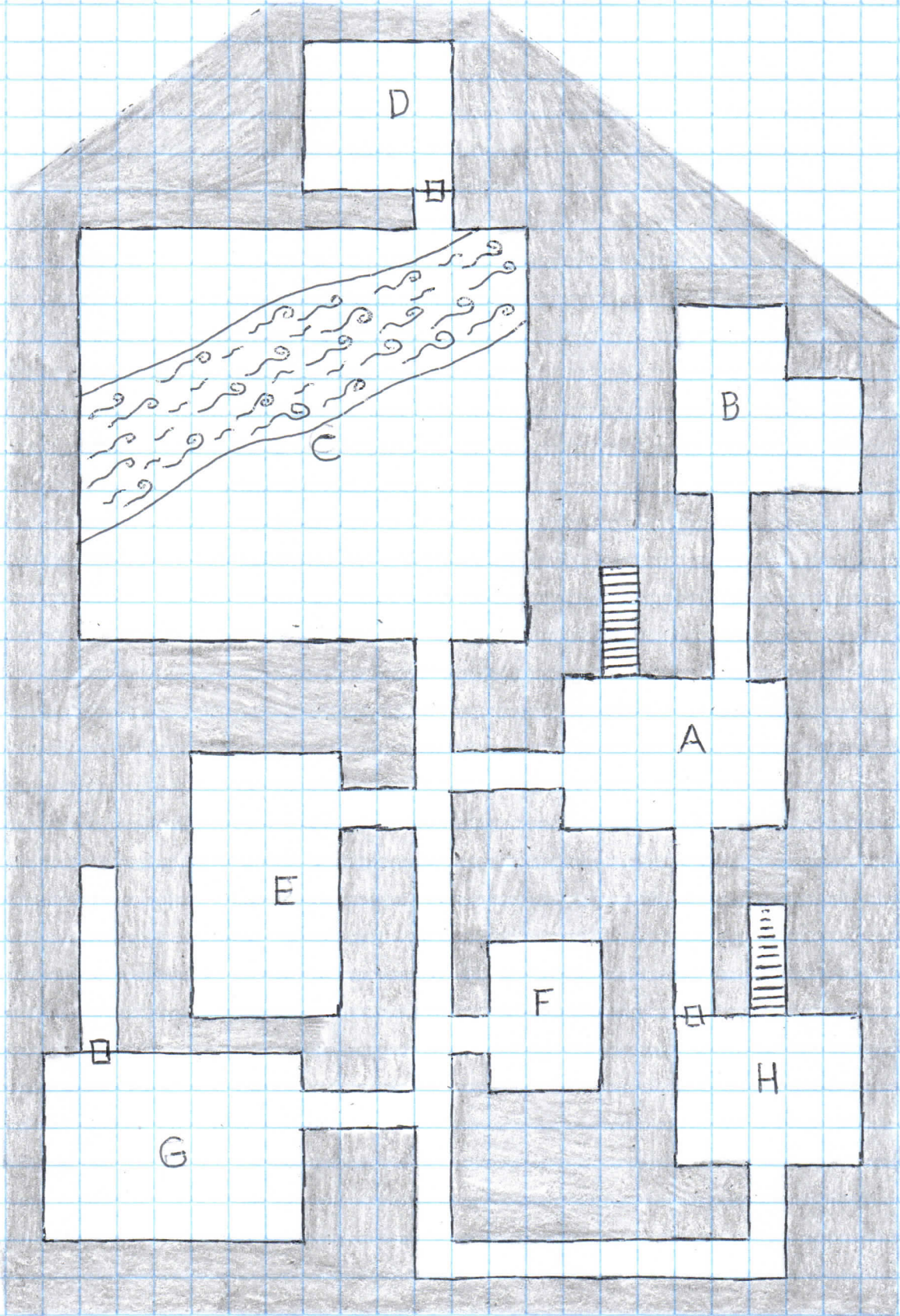
F. An invisible barrier prevents anyone besides thieves from entering this room, and even thieves will be able to push through the enchantment only with great effort. A large, opened chest sits near the center of the western wall. It is full to overflowing with the following treasures: 1,412 gp, 1,420 pp, 17 gems (worth 100 gp each) of all different colors, and a gold necklace (worth 1,600 gp) set with amethysts. Between the chest and the room's entrance are four corpses, all of which look like thieves. Anyone entering the room must save vs. death ray at -2 or drop dead.

G. This is the lair of 5 black dragons (HD 7) that neither talk nor sleep. They guard 382 weird black crystals, each one unique, of an unknown substance (worth 50 gp each).

H. A petrified black dragon rears up as though to attack. Lurking around it are 5 weird basilisks with bright purple hides that dimly glow.

I. A dead, purple-skinned basilisk lies before the western door. Its body is burned with acid. The stairs descend to dungeon level 108.

# DUNGEON LEVEL 108



One square = 10 feet

## DUNGEON LEVEL 108

A. Waiting for their next victims to come strolling in, 5 devil swine in human form spend most of their time at a table arguing while playing card games. They will pretend to be friendly, warning of the "elementals" in chamber C, and offering to sell a bowl "that will make all elementals obey you". It is in fact a **bowl commanding water elementals**. They will ask for 9,000 gp, but can be haggled down to 4,000 gp. If weakened characters come staggering back to this room, the devil swine will finish them off and reclaim their bowl to sell to the next band of fools. The devil swine keep 12,016 gp and 2,401 pp in three chests. The stairs go up to dungeon level 107.

B. A **magic mouth** on the north wall will say in Common: "DID THEY GET YOU WITH THE BOWL TRICK?"

C. A blue glow illumines this chamber, coming from the river of weird blue lava that flows towards the northeast. The temperature herein is over 100° Fahrenheit. This room is a war zone between 5 fire elementals (HD 16) to the northwest of the lava and 5 earth elementals (HD 16) to the southeast of the lava. Seven dead earth elementals lie in the southeast part of the room, and thirteen lie on the other side of the lava. All of the earth elementals (whether living or dead) include an unknown, glowing green metal in their bulk (worth 1,600 gp each). The thought processes of the elementals are too alien to permit of an alliance with non-elementals.

D. Trapped in this room by the heat and lava of room C are 5 black puddings. Their voracious hunger will drive them to immediately attack. Lining the walls are two dozen 8' tall statues of grim warlords from the ancient past. While the heavy, dark stone statues are themselves of no

worth, various parts of them (eyes, sword hilts, belt buckles, chestplates, crowns, etc) are adorned with a total of 47 gems worth 500 gp each.

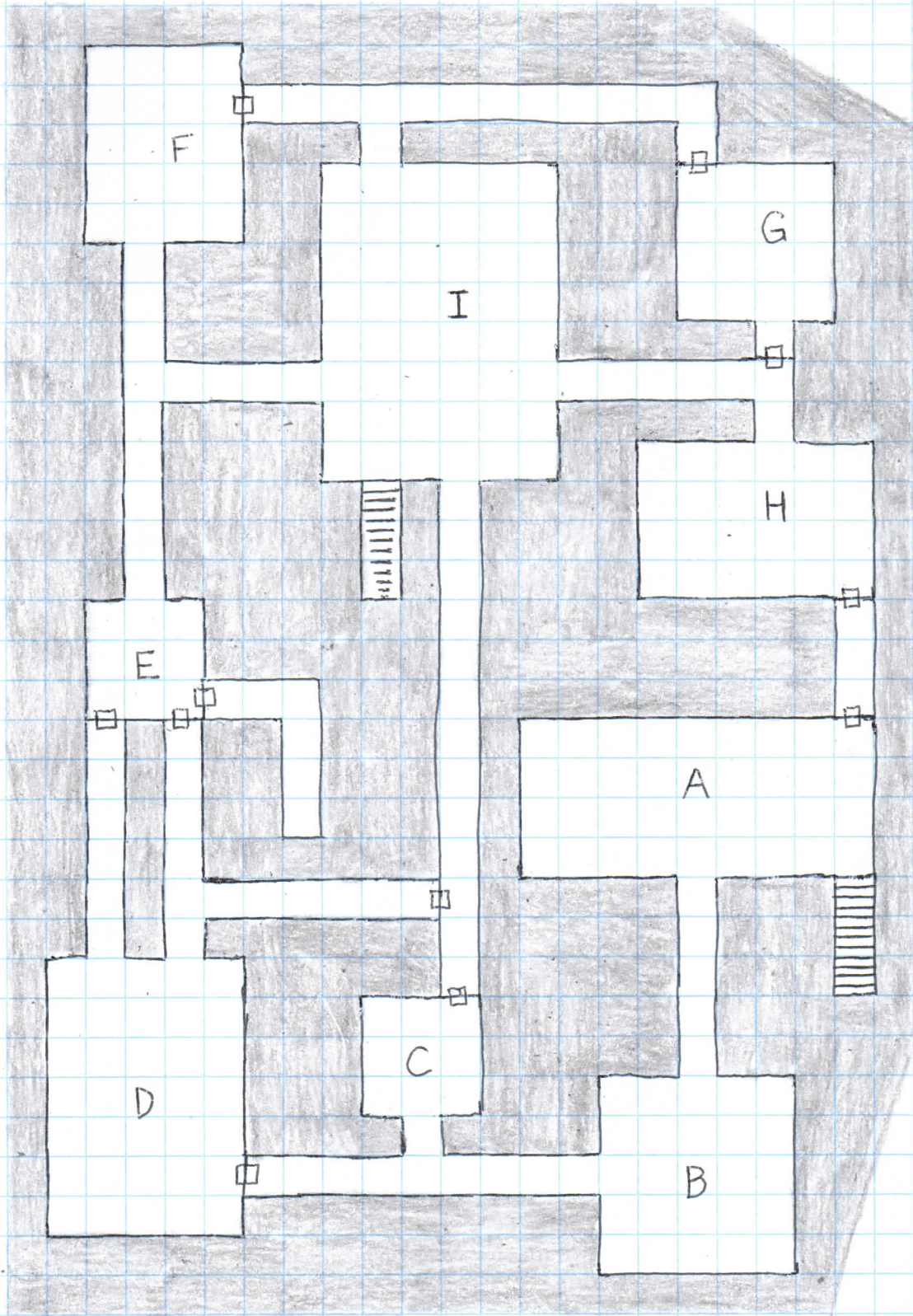
E. Three chaotic 14th-level master thieves plot mischief here. They all wear **leather armor +3** and are armed with **short swords +3** and crossbows with 6 **crossbow bolts +2** each. Amongst them they also have a **ring of x-ray vision**, **boots of levitation**, and **boots of traveling and leaping**. The thieves will feign friendship if the PCs look powerful, but they will attack otherwise. They wear a total of 7 pieces of jewelry (4 worth 2,000 gp each, 3 worth 4,000 gp each) and keep a total of 99 pp in their pouches.

F. Gravity does not exist in this room. Slowly floating about are 77 ep.

G. Covering the walls are mosaics formed of ceramic tesserae that depict many and varied scenes of ancient life: a running race, female dancers, hunters shooting a wild bull, worshipers bowing before a three-headed statue of a goddess, people reclining while eating and drinking, etc.

H. This is the lair of 6 gorgons which have a 50% chance of attacking each minute that the PCs are in the room. Standing in various spots are seven perfectly realistic statues (victims of the gorgons): a cleric, a dwarf, an elf, a fighter, a halfling, a magic-user, and a thief. Hidden inside of their petrified packs are the following treasures, unharmed by the gorgons' vaporous breath: 212 gp, 54 pp, 32 gems (worth 500 gp each), a **potion of clairvoyance**, and a **sling +1**. The stairs descend to dungeon level 109.

# DUNGEON LEVEL 109



One square = 10 feet

## DUNGEON LEVEL 109

A. Living here are 4 cloud giants, their chamber filled with typical giant-sized furniture and supplied with plenty of throwing boulders. The giants are not unfriendly, and they will offer to join forces with the PCs to wipe-out the hellhounds in room G. In return, the PCs can keep all of the hellhounds' treasure. The giants will honor their bargain, unless the PCs are so obviously weakened that they could be defeated with little effort. In the giants' bags are a total of 2,602 pp and a **wand of lightning bolts** (13 charges). The stairs go up to dungeon level 108.

B. Pacing back and forth herein are 3 leonine amber golems. They will not permit anyone to approach the treasures hanging on the south wall: 3 ancient spears, 3 ancient shields, and a **sword +2, charm person**, all of exotic make and barbaric splendor. A sage could identify the arms and armor as having been born by a mighty worm-slayer of old, who won eternal renown by his victories over purple worms. Each spear and shield is worth 3,400 gp.

C. An empty water glass of perfect clarity hangs suspended in midair in the center of the room. Nothing can move the glass from its place. If a beneficial magic potion is poured into the glass, the potion will be transmuted into a different beneficial potion (determined randomly). Any given potion can be transmuted only once. There is a 1 in 20 chance that the glass will instead change a potion into a delicious (but not magical) white wine.

D. Lairing here are four 12-headed hydras. Scattered about the room are 30 **arrows +1**. Each of the hydras' 48 heads has green crystalline teeth worth 415 gp per head.

E. Hideous demon faces are carved into the three doors' interior sides.

F. An odor of brine pervades this shrine. Performing unspeakable rites to their blasphemous marine gods are 3 chaotic 14th-level patriarchs. They all wear **plate mail +3** and bear **shields +2** and **war hammers +3**. One also wields a **staff of commanding** (20 charges). The patriarchs will attack anyone who dares to enter their fane. Near the walls squat platinum idols of aquatic abominations, and the patriarchs wear similarly execrable platinum jewelry set with a total of 22 pearls (each worth 1,000 gp) of weird, watery colors. The idols and jewelry are so abhorrent as to be worthless unless melted down, which will yield 220 pounds of platinum worth 11,000 gp. The patriarchs have memorized the same spells:

1st: **cause light wounds** (x2), **darkness**, **cause fear** (x2), **resist cold**

2nd: **blight**, **know alignment**, **hold person**, **resist fire**, **silence 15' radius**

3rd: **continual darkness**, **cause disease** (x2), **curse**, **striking**

4th: **cause serious wounds** (x5)

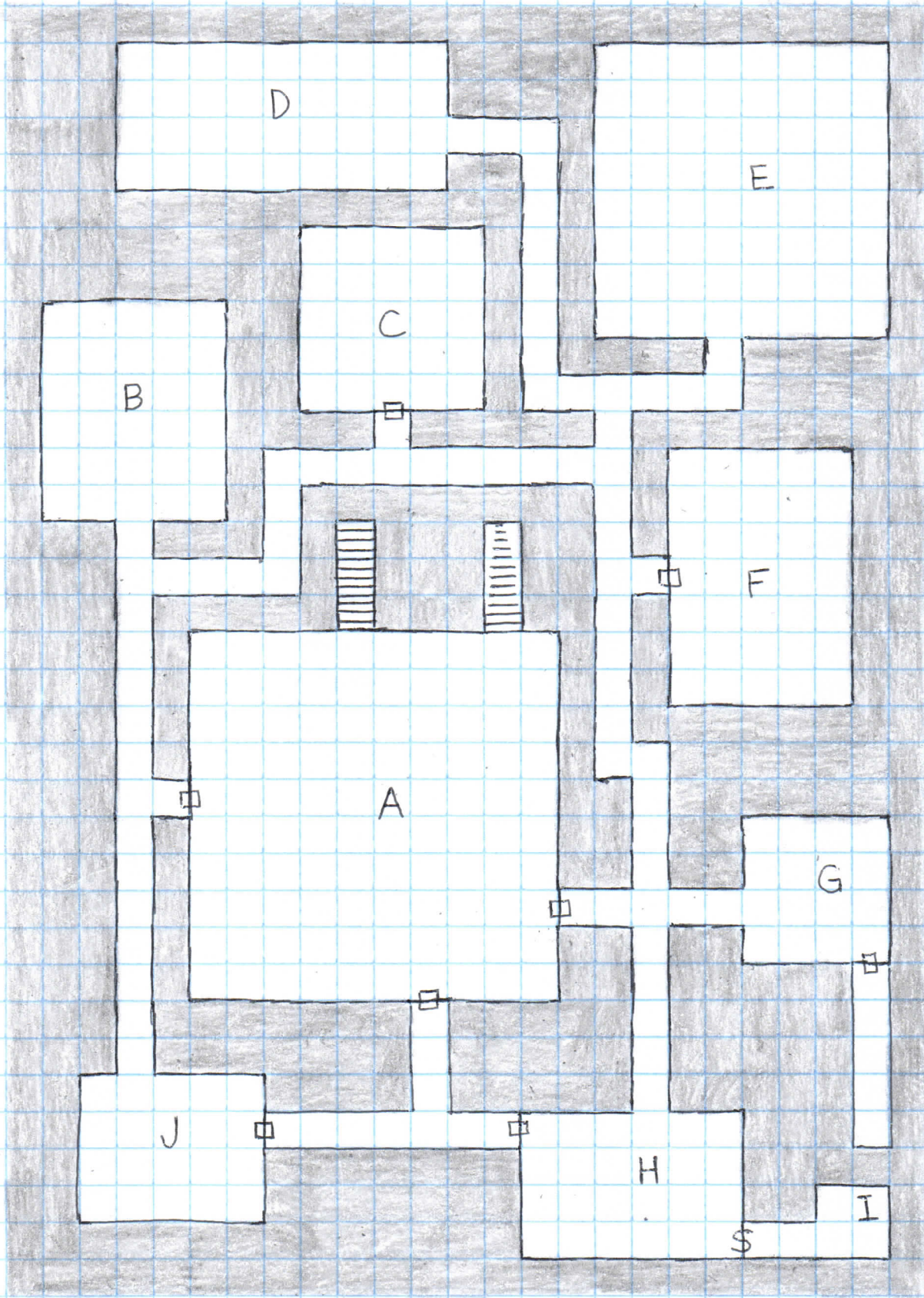
5th: **insect plague** (will work underground), **quest**, **finger of death** (x2)

G. Chewing and hacking on bones are 8 hellhounds (HD 7). The foul-tempered brutes will immediately make a run at intruders. Each hellhound wears a jeweled collar worth 1,600 gp. A mangled human corpse still has 219 gp in his backpack.

H. Some fresh blood stains are on the floor of this empty room.

I. This is the nesting place of 5 purple worms which will eagerly swallow any intruders. Six of the teeth of each worm are made of amethyst (worth 1,000 gp per tooth). Carelessly tossed onto the floor is a **ring of djinni summoning**. The stairs descend to dungeon level 110.

# DUNGEON LEVEL 110



One square = 10 feet

## DUNGEON LEVEL 110

A. The choking odor of chlorine pervades this chamber. Carved on the walls are dozens of bas-reliefs of grinning or leering faces (10' diameter), many with their tongues stuck out. Lairing here are 4 green dragons (HD 8) that neither talk nor sleep. They spend most of their time reclining upon their mounded treasure hoard of 29,336 gp. The wicked drakes will slay anyone entering their den. The western stairs go up to dungeon level 109, and the eastern stairs go down to dungeon level 111.

B. Here lies a troll's head seared by acid.

C. Here stand five statues of beautiful, semi-transparent, aqua blue waves (8' high at their apex) just before crashing. Even a dwarf or a gnome will not recognize the stone of which the statues are made, but it sure looks valuable. Because the statues are far too heavy to budge, greedy adventurers might be tempted to try to break pieces off of them. Unfortunately, the statues are in fact 5 water elementals (HD 16) in a weird form of rest, and hitting one will cause it to animate and attack. A second one will similarly animate and attack the next round, and a third the round after that, etc., until all five are in melee. The elementals will not leave this room.

D. 13 stinking trolls enjoy a horrid repast of dwarf, elf, halfling, and human (provided by the last party of adventurers to come this way). The beasts will welcome additions to their feast, hurrying to add PCs to the spread. Grotesquely, the trolls all wear rings, crowns, bracelets, necklaces, etc. worth a total of 21,700 gp.

E. Many **continual darkness** spells keep this chamber perpetually inky black. Lurking within are 5 black dragons (HD 7), their

infravision working just fine. They neither talk nor sleep. The dragons will not attack anyone who does not touch their treasure trove of 24,302 gp.

F. Three cyclopes rest on thick, white fleeces while eating huge black grapes the size of grapefruits. One cyclops, gingerly holding open a normal-sized scroll, reads from it in an ancient tongue to the other two. The cyclopes will ignore intruders who do not disturb them. The cyclopes possess 24 scrolls containing lost and ancient philosophical texts written in a dead language. Each scroll is worth 1,000 gp. The cyclopes will fight to the death to protect their scrolls from theft, and one of the cyclopes will lay a dying **curse** (-2 to all saving throws for the entire party) on those who steal the scrolls.

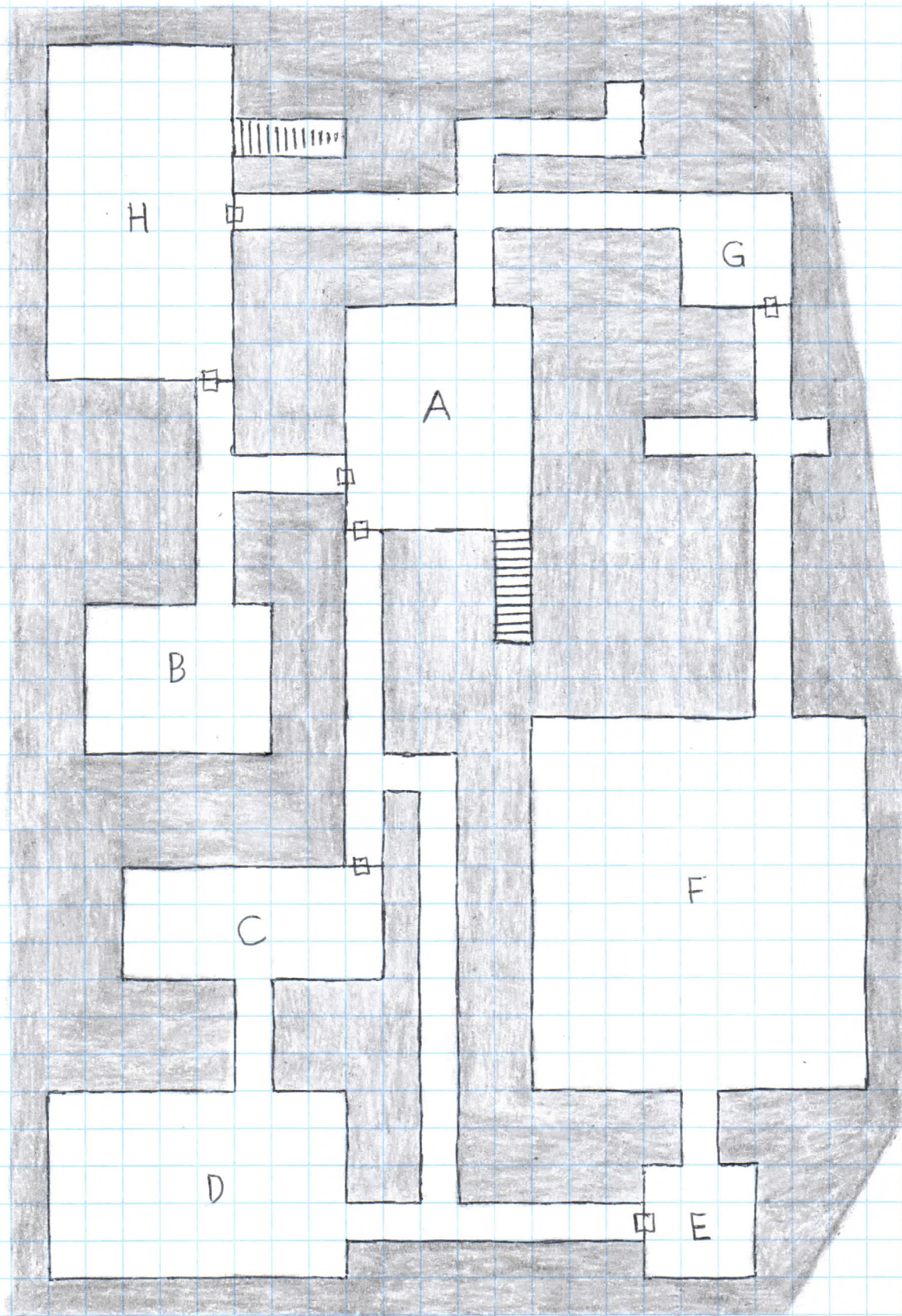
G. Here lie two troll heads seared by acid.

H. Two bronze golems stand motionless, flanking the entrance to the corridor leading north. On the eastern wall (where a "secret door" is marked on the map) is an 8' high by 5' wide mirror of perfect clarity. It casts an undistorted reflection with an uncanny addition: It reflects two bronze golem heads, as though they were on the floor directly in front of the mirror. If the heads of the bronze golems (who will not give up their heads without a fight!) are put in that place, the mirror will magically transform into a normal door.

I. In the room's center is a low table covered in an exceedingly dark purple velvet. Displayed thereon are 298 brilliant gems (worth 100 gp each) of every imaginable color.

J. In yellow paint on the eastern wall is the following in Common: "DON'T TRY IT!"

# DUNGEON LEVEL III



One square = 10 feet

## DUNGEON LEVEL 111

A. Six black puddings are conjoined in one big, disgusting, quivering mass. If disturbed, they will detach at the rate of 1 black pudding per round and attack. If the puddings are not disturbed but the PCs remain in the room for at least 1 turn, the black puddings will detach at the same rate and attack. When each monster is killed, it will shrivel and congeal into an amorphous lump of pure platinum weighing 86 pounds and worth 4,300 gp. The stairs ascend to dungeon level 110.

B. Some spilled mead and a few scraps of roasted mammoth meat are on the floor.

C. A big brazier of glowing red-orange coals near the western wall illumines this chamber which serves as the dwelling of 8 fire giants. Their cots are arranged along the other three walls, and an oaken table and benches are in the chamber's middle. The giants spend much of their time sharpening, oiling, and otherwise caring for their huge swords. They possess 24 rubies (worth 1,000 gp each) and an **amulet vs. crystal balls and ESP**. The giants will give directions to the frost giants in room H and will make and honor the following offer: "Go kill the frost giants. You can keep whatever treasures you win from them. We'll give you a ruby for every frost giant head you bring us."

D. Brightly-colored silks and cushions cover the floor, and the odor of sweet incense fills the room. Lounging upon the cushions are 5 efreet, taking turns smoking from an enormous hookah of solid gold. Every efreeti wears a golden crown (worth 4,300 gp) set with red and blue gems. The efreet are effusive in their courtesy and will even share their hookah. If the efreet are attacked, the hookah, silks, and cushions will vanish, leaving only a **mace +1** behind. The efreet will fight to the death.

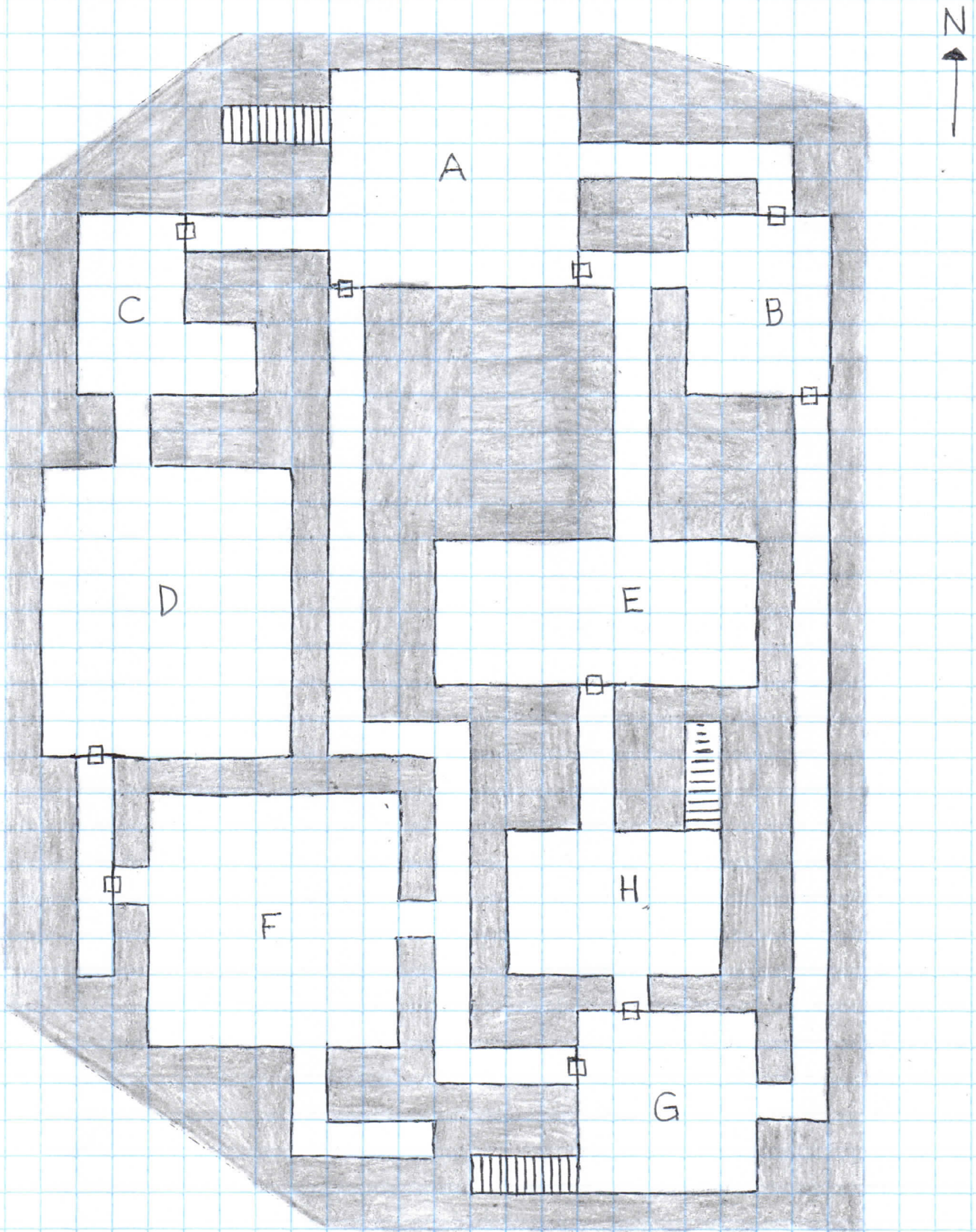
E. Pale, pearlescent light as from the full moon fills this room with a cold, soft glow. Scattered upon the floor are about 50 pounds of rubble from a broken piece of granite. Appearing as one of the stones (about 1" in diameter) is a polished precious opal that displays every color of the spectrum against its white background. It is worth 12,000 gp. The illusion masking the opal's true nature persists only as long as the mysterious light of this room shines upon it.

F. A hush fills this vast, chill chamber. Loose upon the floor in the center of the room are 6,443 pp and a **sword +1, +3 vs. undead**. Against the west and east walls are 5 huge masses of transparent ice, a white dragon (HD 9) in the midst of each. They are frozen in attitudes of attack. Intruders can travel through and even stay in this room without danger, but woe to those who so much as touch the treasure! If that happens, the dragons (which neither talk nor sleep) will explode from the ice and viciously attack.

G. This room appears to be identical to room E, but there is nothing of value herein.

H. This room is the feasting hall of a band of 10 frost giants, all brothers. They spend their days eating the breads, meats, and cheeses that magically replenish themselves each day upon their table, washing it down with an endless supply of mead. The giants keep hidden in their pockets 24 sapphires (worth 1,000 gp each) and a **wand of cold** (12 charges). They will propose to the PCs a joint foray against the fire giants in room C. They will agree to let the PCs keep the fire giants' treasures. The stairs descend to dungeon level 112.

# DUNGEON LEVEL 112



One square = 10 feet

## DUNGEON LEVEL 112

A. Anyone entering this room will be attacked by the 7 insane wyverns perched on T-shaped posts, swooping down upon intruders. The wyverns will fight to the death. Casually tossed on the floor near the northeast corner is a **bag of holding** that contains 12 pieces of jewelry: 1 bracelet worth 400 gp, 10 rings worth 1,200 gp each, and a gold necklace set with sapphires worth 5,000 gp. The stairs go up to dungeon level 111.

B. Several inches of translucent blue ice coat the walls, floor and ceiling of this 6° Fahrenheit chamber. The floor is so slippery that a PC in combat will either have to be careful not to fall (thus having a -2 to hit), or he can throw caution to the winds (in which case he must roll equal to or under his dexterity score on a 20-sided die at the end of each melee round, failure indicating that he has fallen and will be unable to attack the next round). The treacherous footing does not affect the 5 frost salamanders which make this their lair. As each one is slain, its head will shatter into 55 white crystals (worth 100 gp each) that are inalterably as cold as ice. The frost salamanders guard a **sword +1, +3 vs. enchanted monsters**.

C. The roars of the chimeras in room D can be heard clearly here. Colorful murals cover the walls, depicting heroes mounted upon pegasi fighting against chimeras, dragons, wyverns, and purple worms.

D. Lairing here are 6 chimeras. They will ferociously roar at intruders, giving them 3 rounds to leave the way they came before attacking. Mottled green and red metallic scales cover the chimeras' dragon heads. The scales of each head weigh 26 pounds and are worth 6,500 gp. Against the middle of the east

wall is a chest of polished white oak containing a **potion of fire resistance** and a suit of azure **plate mail +1**.

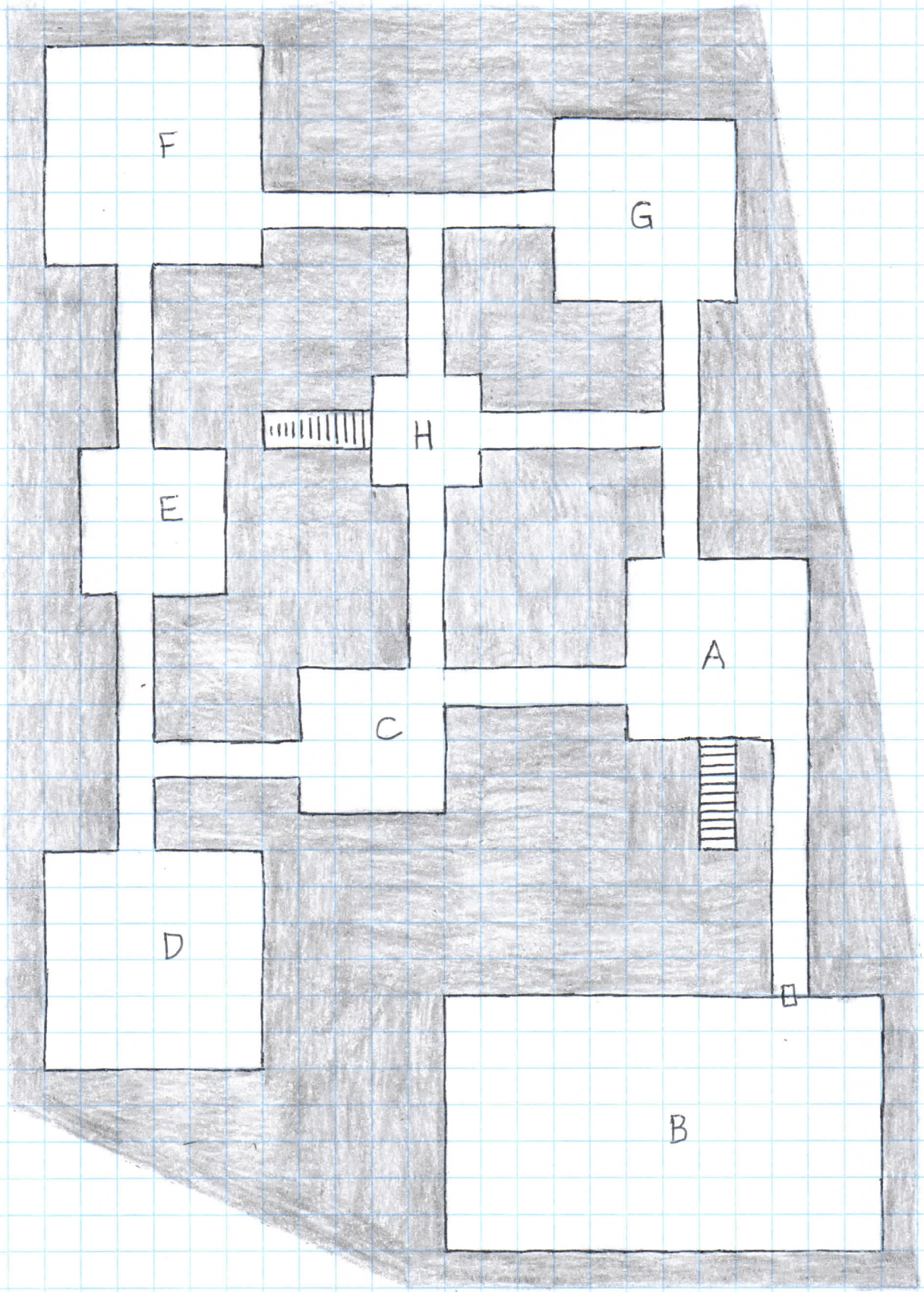
E. A couple hundred pounds of shattered ice melt upon the floor in this otherwise empty room.

F. All three entrances slope down about a foot into this chamber that is filled with 1' of stinking, stagnant, brown-green water. Twisted trees hanging with thick moss grow out of the floor. Lurking in the midst of this hideous forest are 4 black dragons (HD 10) that neither talk nor sleep. They have a 50% chance of surprising PCs. Near the northern wall is a 10' high statue of a rearing black dragon, carved from black marble. It is hollow and will break after taking 20 points of damage. Within the statue is concealed 5,615 pp and a **ring of protection +1, 5' radius**.

G. The stone of this chamber is black granite, and bas-reliefs of demonic drakes cover the walls. This serves as the domicile of 4 chaotic 13th-level lords in black **plate mail +3**, bearing black **shields +3**, and wielding **swords +3**. Their ornate, draconic helms are covered with black gemstones and worth 6,600 gp each. One lord wears a **girdle of giant strength**, and another has a **horn of blasting**. These desperately wicked men will attack all who do not yield to them all of their treasures. The lords have a total of 78 pp in their pouches. The stairs ascend to dungeon level 103.

H. This chamber is completely filled all the way up to the ceiling with crystal clear water. Some enchantment keeps the water from spilling out of the room. The stairs descend to dungeon level 113.

# DUNGEON LEVEL 113



One square = 10 feet

## DUNGEON LEVEL 113

With the exception of room B, this dungeon level is made of pale, blue-white marble. A hush, a chill (48° Fahrenheit), and a disturbing feeling that things are not quite right fill the level. The PCs have only a 1 in 6 chance of surprising monsters (except for the dragons in room B).

With the exception of the coins in room B, all of the non-magical treasure in this dungeon level are 6" tall statuettes made of a pastel stone that even dwarves and gnomes cannot identify. About 50% of the statuettes are pale yellow, and the others are either lavender, mauve, or coral. The statuettes are of human figures that are beautiful and graceful, yet disquieting. Each is unique and worth 1,000 gp.

A. This is the domain of 4 mysterious, chaotic 13th-level wizards. They possess the following magic items: **staff of power** (28 charges), **wand of negation** (18 charges), **crystal ball with clairaudience**, **mirror of life trapping**, **ring of protection +1**, **ring of spell storing (invisible stalker)**. The wizards wear hooded, pale yellow robes that hide their entire bodies and faces. They will move to block PCs from leaving by any way other than the stairs up to dungeon level 112. The wizards never make a sound, even when casting spells. They have the same spells memorized:

1st: **charm person** (x2), **darkness**, **shield**

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

3rd: **clairvoyance**, **dispel magic**, **hold person** (x2)

4th: **confusion**, **dimension door**, **wall of ice**

5th: **cloudkill**, **feblemind**, **teleport**

6th: **anti-magic shell**, **disintegrate**, **flesh to stone**

The wizards have 37 of the disturbing statuettes. If slain, their bodies fade away into nothingness.

B. An impossible forest of lodgepole pine fills this chamber, and a thin mist slowly swirls along the floor. Lairing within are 4 green dragons (HD 11) that neither talk nor sleep. They guard a large

chest holding 6,173 pp, a **crystal ball with ESP**, and a **spell scroll: remove curse, cure serious wounds, raise dead**.

C. Milky white quartz crystals (worthless) that dimly glow cover the walls. Any human (demi-humans are immune) spending at least 5 minutes in this room must save vs. turn to stone, failure indicating that his flesh has transmuted into animate milky white quartz. Such a character can still do anything that he could normally do, and he will still heal 1-3 hp per day of complete rest. His natural AC becomes 3, but if he is reduced to 25% or less of his full hp, there is a 50% chance that he will shatter with each hit he thereafter takes in melee. A **remove curse** will be ineffective, but a **wish** will restore the character to normal.

D. This is the lair of 6 gorgons whose breath turns victims into white stone. 11 such statues are in the chamber. The gorgons guard 21 of the disturbing statuettes and a **staff of commanding** (15 charges).

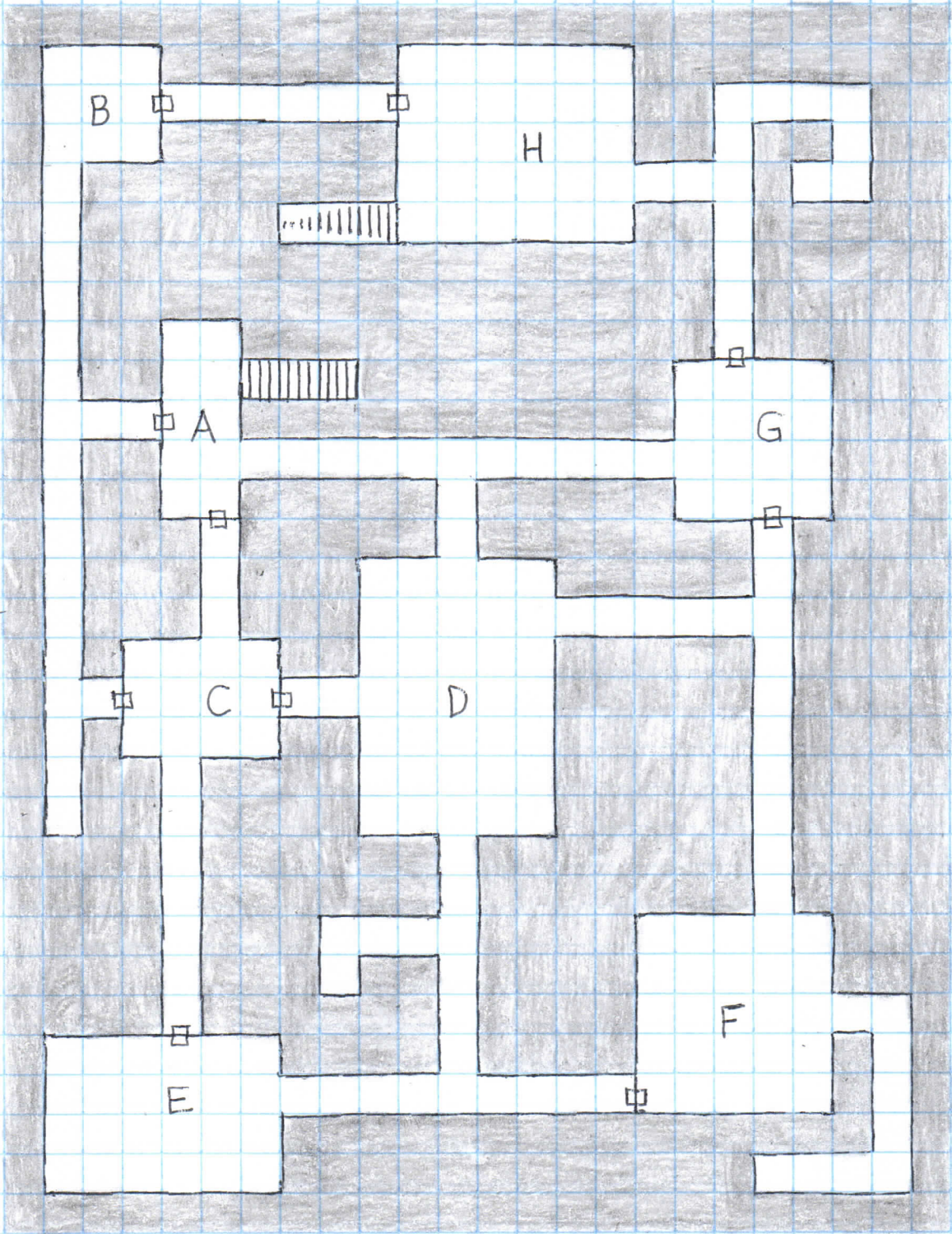
E. In this chamber are 6 white statues (victims of the gorgons in room D) and 9 black statues (victims of the basilisks in room F).

F. Lairing here are 5 basilisks whose gaze turns victims into black stone. 5 such statues are in this room. The basilisks guard 14 of the disturbing statuettes, a **mace +2**, and a **scroll of protection from undead**.

G. Herein are 8 black puddings that are pure white in color. 36 of the disturbing statuettes are displayed on shelves on the east wall.

H. If the black (white) puddings in room G have not already been exterminated, there is a 40% chance of 2-5 of them being in this room. The stairs descend to dungeon level 114.

# DUNGEON LEVEL 114



One square = 10 feet

## DUNGEON LEVEL 114

All of the non-magical treasure in this dungeon level is a scattered set of 49 scrolls of parchment made from blue dragon hide, faded with extreme age to a pale sky blue. The scrolls are immune to the effects of fire and of electricity (whether mundane or magical). They consist of well over a thousand subtly linked prose poems (in a dead and forgotten tongue) of exquisite delicacy and refinement that perhaps allude to a unified story or theme. The words thereof "are clear as crystal, limpid and musical as bubbling springs, words which sparkle and glow like...poisoned diamonds... more precious than jewels, more soothing than music, more awful than death". Each scroll is worth 2,700 gp individually, while the complete set of 49 scrolls will command 140,000 gp from the discerning bibliophile.

A. On the floor is the burned-out stub of a torch. The stairs ascend to dungeon level 113.

B. Two bronze golems stand motionless in the center of the room. They face one another and together hold a small chest of pale pink marble. If the chest is touched, one golem will attack while the other will set the chest down and join the fight the following round. The golems will never pass through a door. Within the chest are 9 of the ancient scrolls and a **scroll of protection from magic**.

C. Two oaken tables and eight chairs are in this room, and oak shelves filled with scrolls in dead and lost languages cover the walls. The scrolls are of nearly every subject imaginable. Amongst all these worthless scrolls is 1 of the ancient scrolls worth 2,700 gp.

D. Soft, white-tan sand covers the floor to a depth of 6". Lairing within this chamber are 5 blue dragons (HD 12) that neither talk nor

sleep. They will attack intruders, but they will not pursue out of the room (except to recover their treasures), content to send lightning bolts down the corridors. Buried in the sand near the middle of the east wall is a sandalwood box holding 14 of the ancient scrolls and a pair of **boots of levitation**.

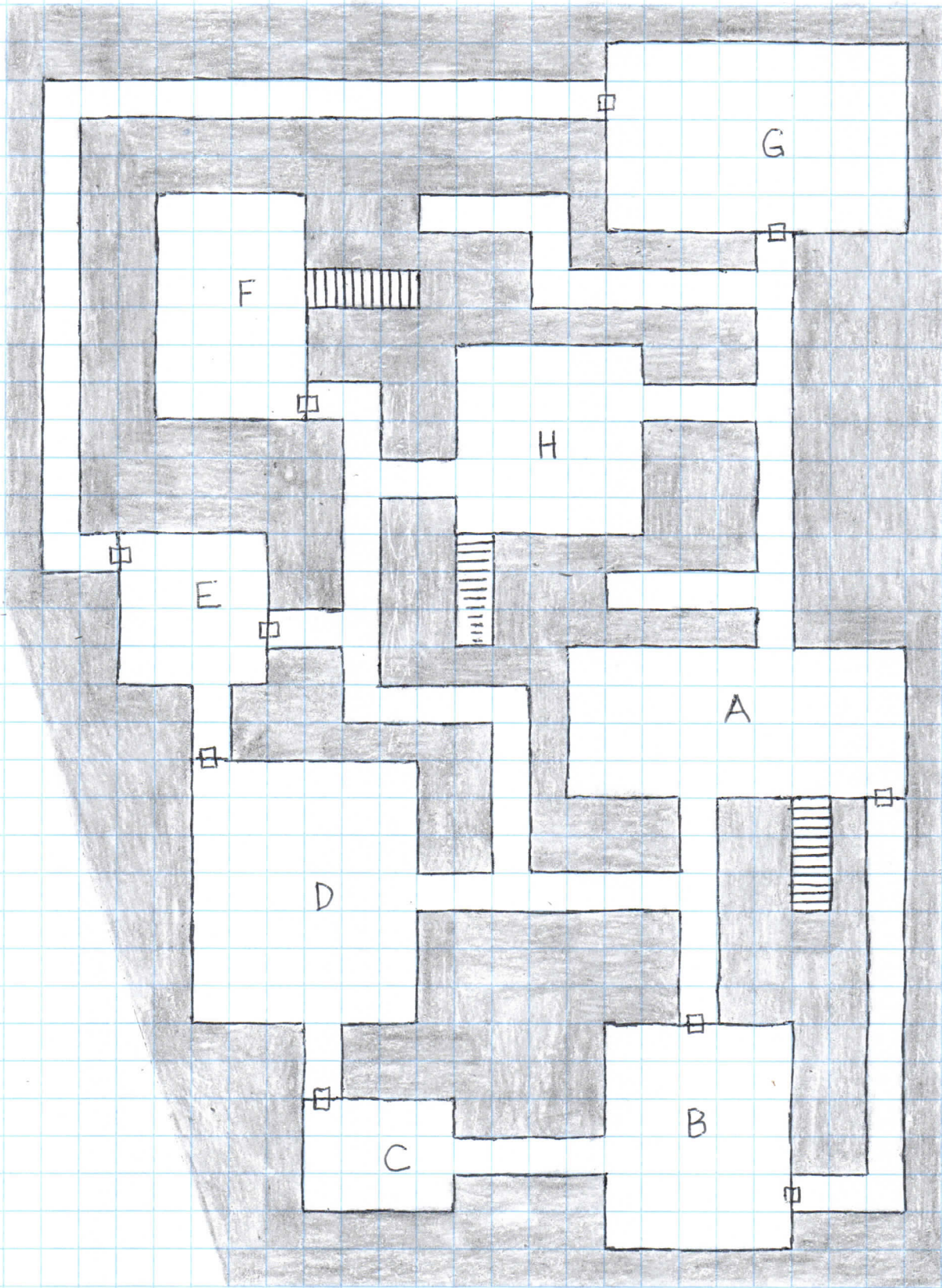
E. Flames about 1' high dance upon the floor, and anyone within the room will take 1-8 points of damage per round from the fire. On a stone pedestal in the southwest corner are 10 of the ancient scrolls. If the scrolls are disturbed, 6 fire elementals (HD 16) will rise from the flames and attack with a 50% chance of surprise. They will leave this room only in pursuit of the scrolls.

F. Lazily pacing within this room are 4 leonine amber golems which will attack only in self-defense. Vaguely visible inside their semi-transparent amber bodies are a total of 8 of the ancient scrolls. On the floor is a **sword +1, locates objects**, free for the taking. The golems will leave this room only to recover the scrolls that they keep.

G. A 30' by 30' carpet of intricate geometrical designs covers much of the floor. The tramping of countless feet have rendered it worthless.

H. In the center of the room is an iron-bound chest with 8 alert hellhounds (HD 7) lying around it. They will whine and snarl as though longing to attack but forbidden to do so. If anyone disturbs the chest or goes into the midst of the hellhounds, they will all attack every living thing in the room, pursuing prey into the eastern corridor. Within the chest are 7 of the ancient scrolls, a **potion of ESP**, and a **dagger +1**. The stairs descend to dungeon level 115.

# DUNGEON LEVEL 115



One square = 10 feet

## DUNGEON LEVEL 115

A. Standing in the middle of the chamber is a life-sized marble statue of a noble warrior, its head and right arm and shoulder missing. If the statue's lost fragment (in room C of dungeon level 99) is joined to the rest of the statue, it will animate just long enough to bestow a **wish** (which can be used at any time) upon its benefactor. The stairs lead up to room H of dungeon level 99.

B. This is the home of 4 cloud giants. In their pockets are 6 normal-sized gold necklaces (worth 1,100 gp each), and one giant wears a jeweled belt worth 900 gp. On a table are a **spear +3** and a **spell scroll: wall of ice, contact higher plane, control weather**. The giants are not particularly aggressive, but they are dismissive of "little runts".

C. The cloud giants in room B throw into this chamber their unwanted table scraps.

D. A burning smell as of scorched minerals fills this chamber. Rough, broken, black lava rock covers the floor to a depth of 3". 4 red dragons (HD 13), that neither talk nor sleep, make this their lair. They spend most of their time resting upon their great mound of treasure: 12,985 pp and an **efreeti bottle**. They will not necessarily attack intruders, and might even allow free passage (once). If, however, anyone should steal so much as a single coin of their hoard, the dragons will pursue him to the ends of the earth and will fight to the death.

E. A chaotic 14th-level wizard and his sister, a chaotic 14th-level witch (a female wizard), plot mischief here. They wear blood red robes, and he has a **staff of wizardry** (5 charges), a **ring of control plant**, and a **dagger +3**, while she has a **wand of fire balls** (12 charges), a **wand of polymorph** (19 charges), and a **ring of djinni summoning**. The witch dropped her **staff of wizardry** in a losing battle with the purple worms in room G. The siblings will demand that the PCs help them retrieve the staff, promising the PCs all of the worms' gemstones. This is a lie, for the two will attack the PCs as soon as the witch has her staff in hand. They have the same spells memorized:

1st: **charm person, light, magic missile, shield**

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

3rd: **dispel magic, fire ball, hold person, lightning bolt**

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

5th: **cloudkill, feeblemind, teleport**

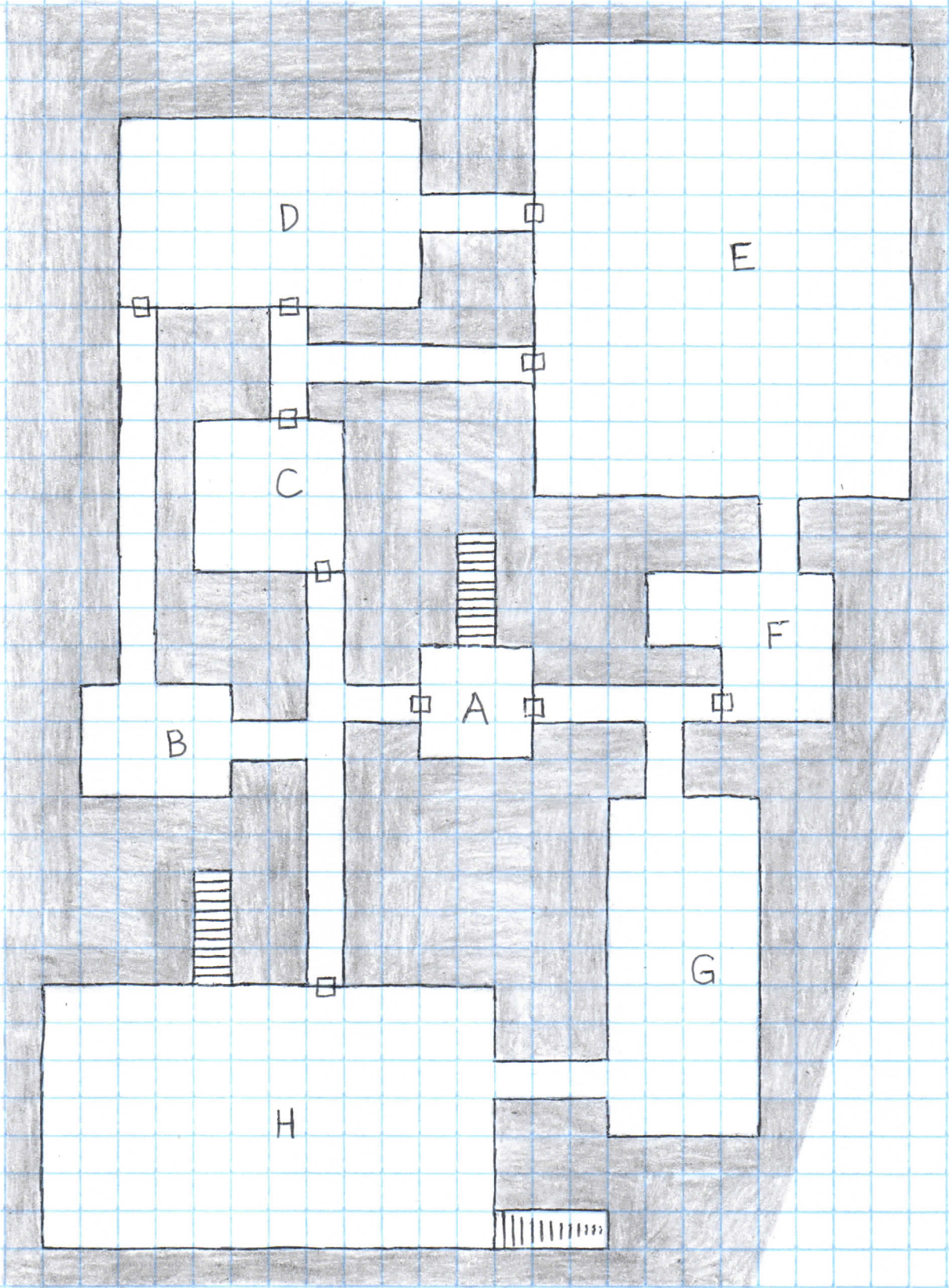
6th: **anti-magic shell, disintegrate, projected image**

F. A human skull sits upright on the floor near the west wall, facing the stairs that go up to dungeon level 114.

G. Bas-reliefs of life-size purple worms, writhing and intertwining, completely fill the walls. Lairing here are 7 purple worms, which will attack with blind hunger, along with 4 burned and putrefying purple worm carcasses, slain by the wizard and witch from room E. Her **staff of wizardry** (20 charges) has been dropped on the floor about halfway between the two doors. Each purple worm, living and dead, has 42 amethysts (for a total of 462 gemstones), worth 100 gp each, embedded in its bulk.

H. Dwelling here are 5 efreet, come from the City of Brass to rescue their brother trapped in the **efreeti bottle** in room D. If the PCs will go on a joint foray with the efreet against the dragons, the efreet will honorably agree to allow the PCs to keep the dragons' entire hoard except for the bottle. Every efreeti wears 8 gold rings (each set with a differently-colored gem: red, orange, yellow, green, blue, purple, black, or white) worth 500 gp per ring. They will agree to give the PCs a complete set of 8 rings for every dragon head they bring back from room D, or all 40 rings if they bring back to them the **efreeti bottle**. The stairs descend to dungeon level 116.

# DUNGEON LEVEL 116



One square = 10 feet

# DUNGEON LEVEL 116

All the stone of this dungeon level is a reddish tan sandstone. The doors are also made of sandstone, swinging open on massive stone hinges. The doors' stonework will impress even dwarves and gnomes. Sand covers all the floors to an average depth of 3". The temperature throughout the level is 88° Fahrenheit.

A. Crude wooden racks hold scores of weapons made entirely of wood and stone: battle axes, spears, daggers, clubs, short bows, and arrows. Abstract designs in red dye (in the style of prehistoric cave paintings) cover much of the walls and ceiling. The stairs go up to dungeon level 115.

B. In the southwest corner is an 11' high sandstone sculpture of a noble and intelligent Cro-Magnon head, wearing curious headgear, facing towards the center of the room. The lords in room C know this as the Oracle. If addressed, the Oracle will boom out in a melodious prehistoric language: "ASK. OF THE DUNGEONS, I KNOW ALL." It will answer any one question regarding the dungeons (including their inhabitants and contents) with complete accuracy. The Oracle will treat other questions or comments with stony silence. After a question is answered, it will speak again: "A MOON MUST WAX AND WANE BEFORE YOU ASK AGAIN." In other words, the Oracle will answer a question from the PCs only once per month.

C. This is the dwelling of five neutral 14th-level lords. They have the features of Cro-Magnons, and they are dressed only in hide loincloths and sandals. Every one of them has an 18 strength, dexterity, and constitution. All are armed with stone battle axes, spears, daggers, and short bows. They speak only a prehistoric language (the same as spoken by the Oracle in room B). The lords are not particularly aggressive, but they will not hesitate to attack offensive PCs. They will agree to help PCs wipe-out the 4 Tyrannosaurus rex in room E for an equal share of the treasure. The lords have a pile of 69 uncut gemstones worth 500 gp each.

D. Grazing upon the hardy grasses growing in big clumps out of the sandy floor are 8 Triceratops. Scattered about are 529 pounds of platinum nuggets (worth a total of 26,450 gp). If the PCs move silently and slowly from one entrance to another, the Triceratops will take no notice. Loud noises, sudden movements, or spending more than 1 turn herein will cause the Triceratops to charge those disturbing their primeval silence. Clever PCs, if they open the eastern door, can get the Triceratops to charge into room E and engage the 4 Tyrannosaurus rex in a battle to the death.

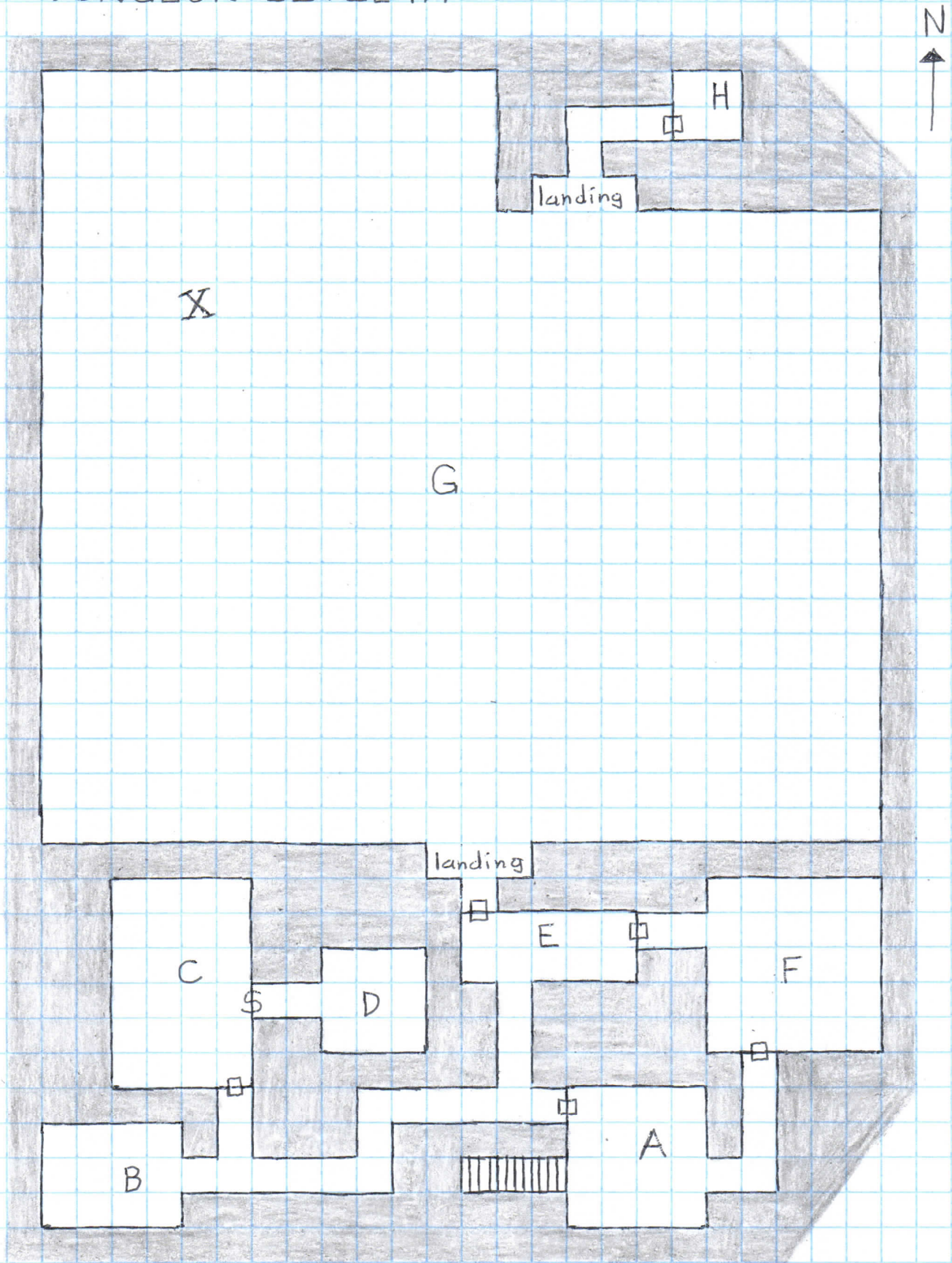
E. Lairing here are 4 voracious and truly nasty Tyrannosaurus rex. They will instantly attack anything that moves. Scattered on the floor are the following uncut gems: 14 worth 10 gp each, 20 worth 50 gp each, 34 worth 100 gp each, and 39 worth 500 gp each. By opening the door to room D, clever PCs can get all 4 of the Tyrannosaurus rex to go into the lair of the 8 Triceratops for a fight to the death.

F. The western wing of this room is filled with dozens of stinking man-ape pelts. Dinosaur bones and skulls cover the floor of the rest of the room.

G. This is the lair of 8 Stegosaurus, munching on the thick grasses growing out of the sandy floor. They will angrily attack anything that dares intrude upon their lair. Scattered on the ground are 260 pounds of platinum nuggets (worth a total of 13,000 gp), 43 uncut gems worth 10 gp each, and 130 uncut gems worth 100 gp each.

H. Wallowing on the muddy floor are 7 giant crocodiles, eager for their next meal to come walking in. Mixed in the mud are 569 uncut gems of every shade of green imaginable, each worth 50 gp. The stairs leading north go up to dungeon level 85, and the stairs leading east go down to dungeon level 117.

# DUNGEON LEVEL 117



One square = 10 feet

## DUNGEON LEVEL 117

A. The strong stench of goats fills this room, which serves as the lair of 4 cyclopes. Hidden beneath one of the piles of worthless skins that they use for beds is a pair of **gauntlets of ogre power**. When the last cyclops is slain, it will turn to stone and crumble. Amongst the rubble will be 199 gems worth 100 gp each. The stairs ascend to dungeon level 116.

B. Illumination a little brighter than daylight fills this hot chamber (temperature: 110° Fahrenheit). Lairing within are 7 flame salamanders, guarding a set of **drums of panic** and enjoying their memento that they brought from another star: A 3" globe of indestructible, colorless glass that contains yellow star-essence (plasma) from Gamma Virginis B. While it shines brighter than the sun, it emits no heat. The right buyer would give 13,000 gp for this unique treasure. The only way to release the plasma from the globe is with a **wish**, and whoever makes that wish had better be standing far away. The released plasma will consume itself with a blast of unearthly radiation, causing the following amount of damage (no saving throw) to all living things:

100 points of damage to all within 50'  
90 points of damage to all within 51' to 60'  
80 points of damage to all within 61' to 70'  
70 points of damage to all within 71' to 80'  
60 points of damage to all within 81' to 90'  
50 points of damage to all within 91' to 100'  
40 points of damage to all within 101' to 110'  
30 points of damage to all within 111' to 120'  
20 points of damage to all within 121' to 130'  
10 points of damage to all within 131' to 140'

C. This is the lair of three 12-headed hydras which will fiercely attack all intruders. They guard a **mace +3** and an unparalleled seashell about 6" in size. Its volutes, whorls, spikes, tubercles, and nodules are bewilderingly complex yet with an inner harmony that defies logic and a beauty that eludes description. Its swirled hues are all the colors of the spectrum, but faded to the subtlest of tints as though by a million years of being washed by the sea. The discerning collector would pay 5,500 gp for it. On the wall at the location of the secret door is a 6' tall mosaic of a sword.

D. Lying on the floor is a normal sword. Though it is of exceptional make, there is nothing fancy or superfluous about it. It is in fact an heirloom, passed

down from father to son for centuries, lost in battle by the Castellan (see dungeon module **B2: THE KEEP ON THE BORDERLANDS**) years ago. He would pay 10,000 gp for its return.

E. On the floor are the shattered remains of a vase painted with images of chimeras.

F. Lairing here are 6 chimeras. They will attack all intruders, but they will never pass beyond the doors of this chamber. On the floor is a human skeleton wearing a helm and a breastplate. Both are silvered and set with white and blue gems arranged in the shapes of eagles with outstretched wings. The helm is worth 5,300 gp, and the breastplate is worth 8,000 gp.

G. Both of the two landings measure 10' by 30', and on the southern landing is a 25' long river boat (30 hull points) with 8 oars. The vast chamber itself is filled with fresh water 120' deep, and within slowly swims a dragon turtle. If someone or something is in the water, the dragon turtle has a cumulative 10% chance per round of attacking. On the map, X marks the spot for treasure. There, beneath 120' of water, is a small galley with about four dozen human skeletons within as well as three large chests that together hold the following treasures:

14,017 pp  
11 pink pearls worth 10 gp each  
12 white pearls worth 50 gp each  
16 lavender pearls worth 100 gp each  
10 sea green pearls worth 500 gp each  
3 black pearls worth 1,000 gp each  
7 platinum and aquamarine rings worth 500 gp each  
8 platinum and aquamarine bracelets (1,000 gp each)  
11 platinum and aquamarine necklaces (1,000 gp each)  
1 platinum and aquamarine tiara worth 5,000 gp  
a **ring of water walking**

H. This room is empty, but about half a minute after anyone enters, an illusion appears of two bearded men in shirts with uncouth, alien letters upon them (spelling "GARY" and "DAVE"). They will say in the common tongue, "We hope you boys have been enjoying yourselves. If you've had enough, this will teleport you to the surface." Then a shimmering doorway will appear in midair, showing the surface world at the entrance to the 1st level of the dungeons. Those stepping through will be safely teleported there.