

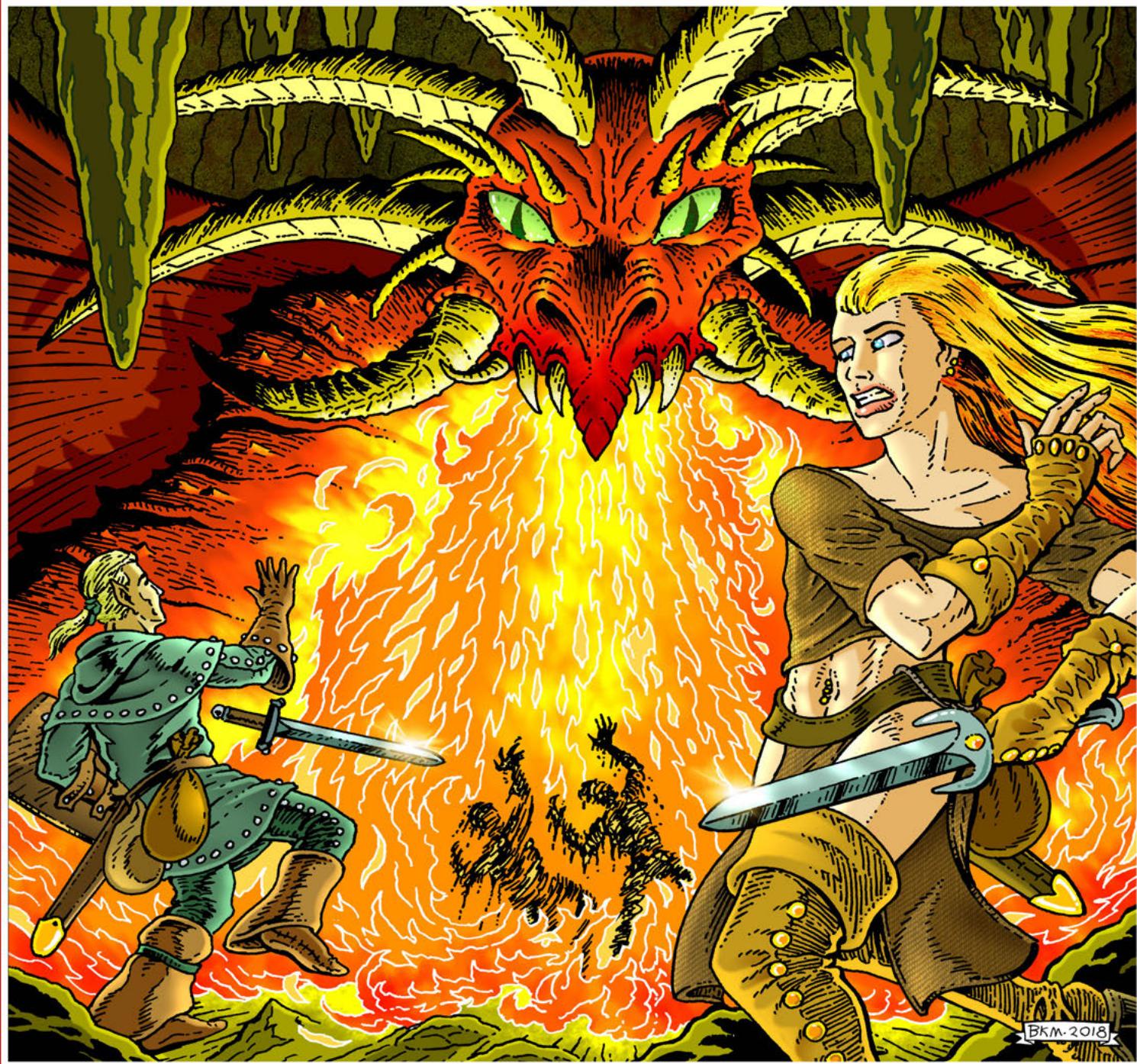
FOR THE FIRST  
EDITION GAME

# DUNGEON DELVE

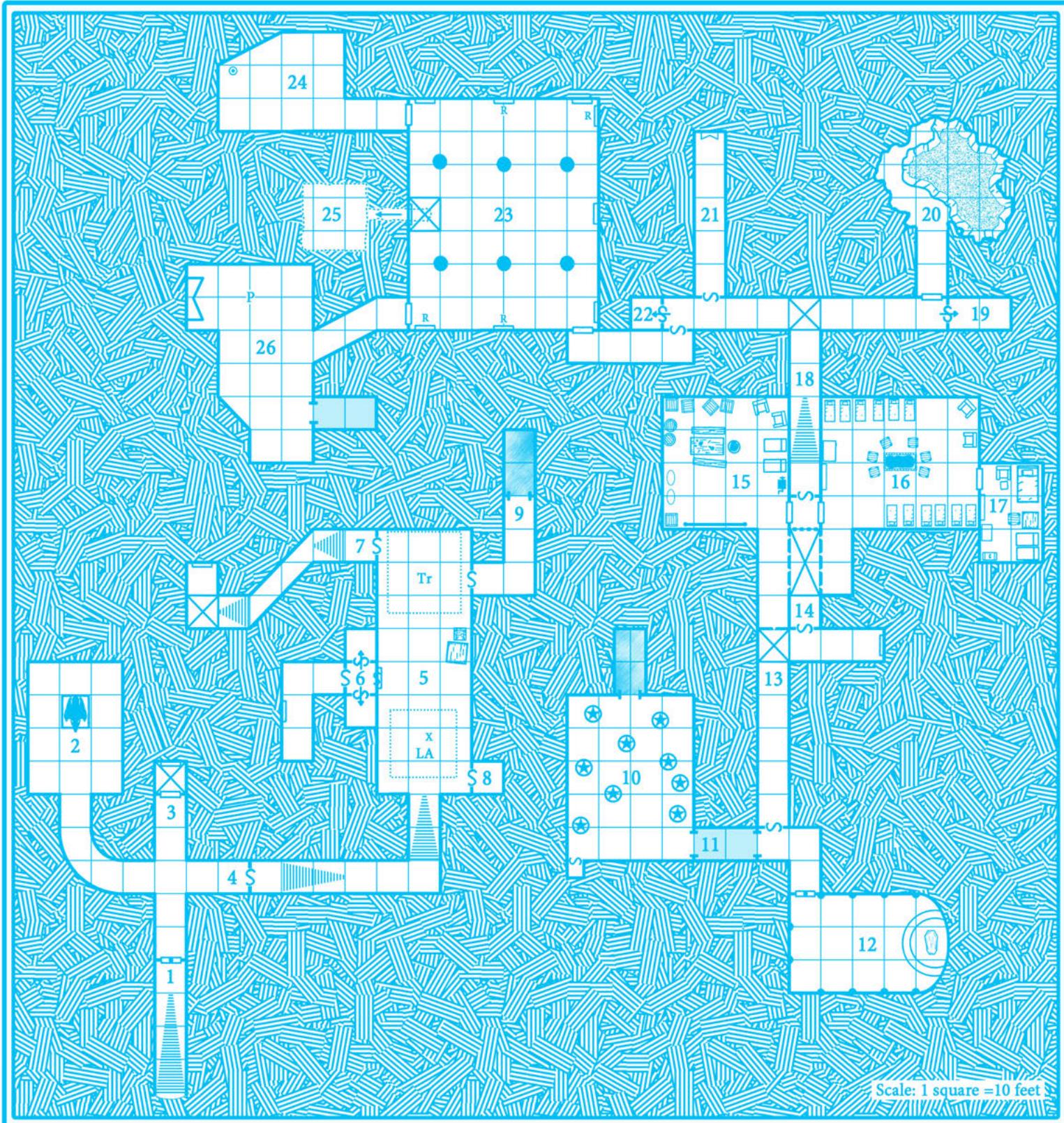
Fantasy Game Adventure

## DUNGEONS OF THE DREAD WYRM

by R. Nelson Bailey



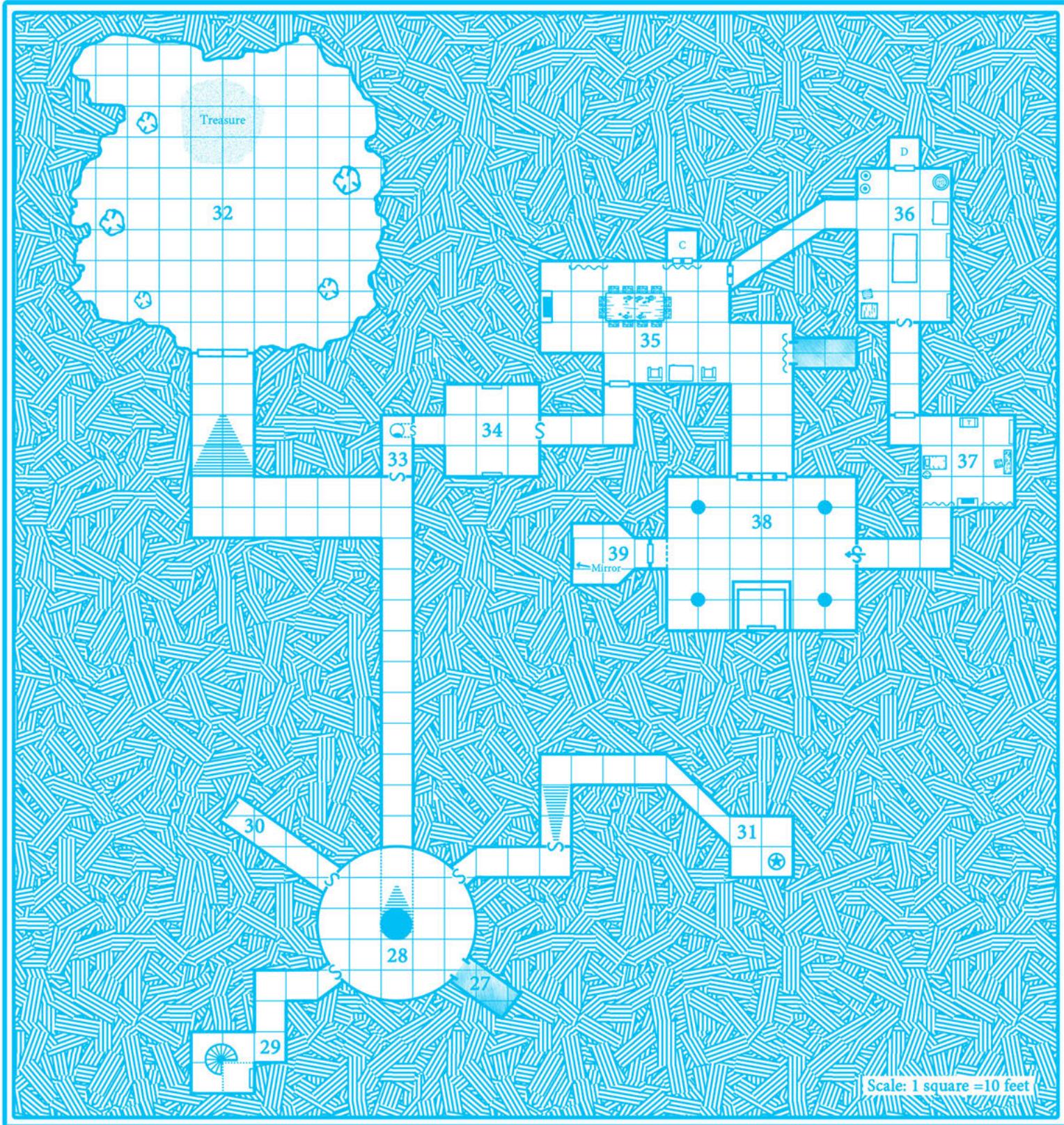
# MAP OF DUNGEON LEVEL I — THE GAUNTLET



## MAP KEY

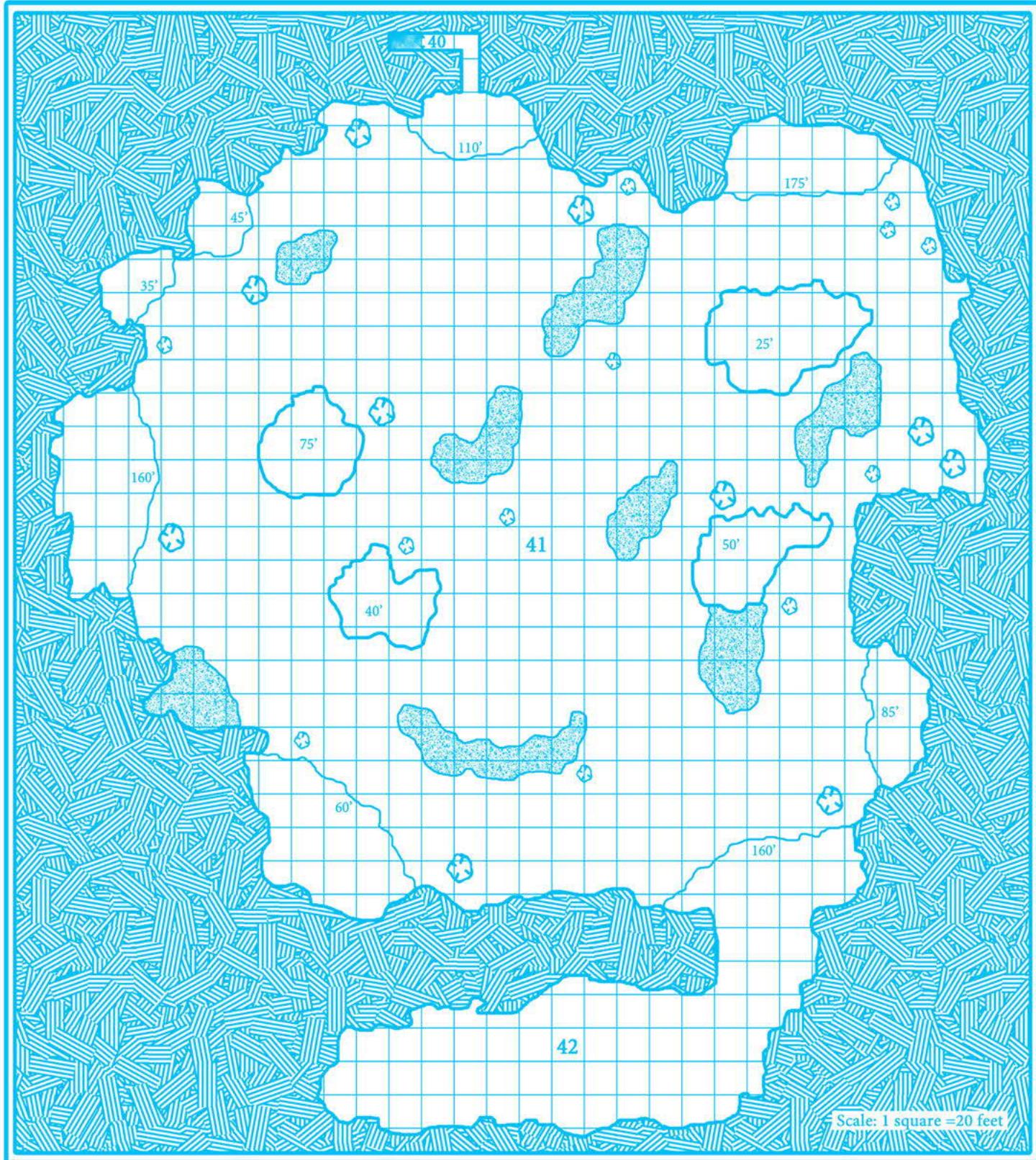
	Door		False Door		Archway		Portcullis		Covered Pit
	Locked Door		Secret Door		Magical Darkness		Stairs		Statue
	Double Door		One-way Secret Door		Out-of-Phase Passage		Spiral Staircase		Pillar
			Floor Trap Door		Loophole		Slide		Pilaster

# MAP OF DUNGEON LEVEL II — THE FALSE LAIR



	Illusionary Pillar		Curtain		Stool		Cabinet		Stone Table
	Relief Sculpture		Shelf		Chair		Winch		Chest
	Round Dais		Bed		Padded Chair		Large Table		Trunk
	Square Dais		Bench		Desk		Small Table		Box

# MAP OF DUNGEON LEVEL III — FELMURNUZZA'S LAIR



- Barrel
- Urn
- Vat
- Fireplace

- Fire Pit
- Brazier
- Weapon Rack
- Practice Dummy

- Bone Pit
- Latrine
- Stalagmite
- Magma Pool

- Ledge
- Dragonaut
- Sarcophagus

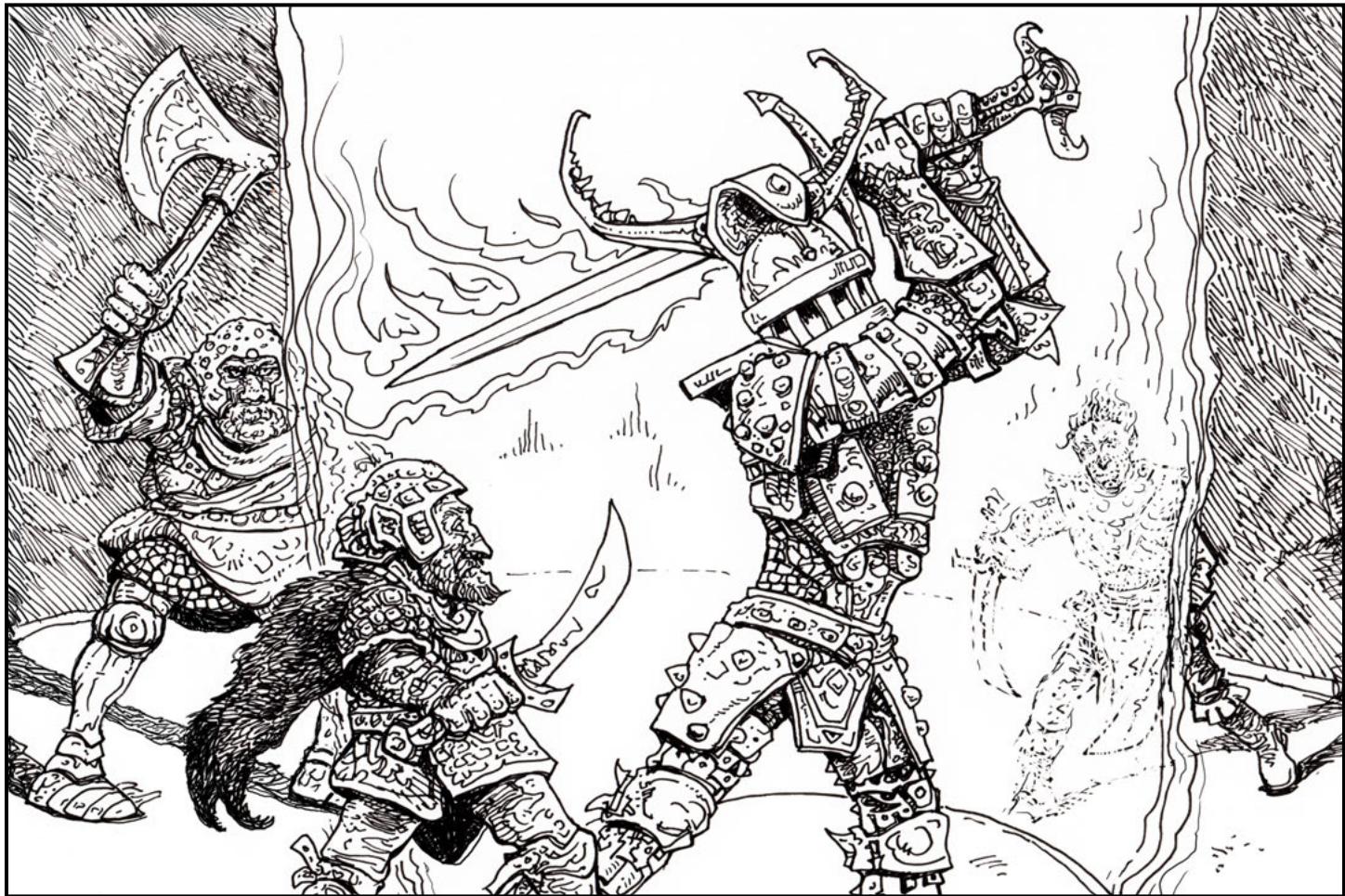


## DUNGEON DELVE ADVENTURE #2

# DUNGEONS OF THE DREAD WYRM

by R. Nelson Bailey

A FIRST EDITION ADVENTURE FOR 5-8 CHARACTERS LEVELS 10-15



Rumors hint that below a barren crag in a forlorn range of hills lies the lair of the great dread wyrm, Felmurnuzza. This dragon has mercilessly tormented, terrorized, and plundered the nearby civilized lands for hundreds of years. However, no one has seen her for many decades. Nonetheless, these kingdoms continue to pay the fell serpent tribute out of fear. Many now say that she sleeps that sleep of death — her legendary fabulous hoard unprotected and ripe for the taking. Of course, if the rumors of her death are not true, a grim death surely awaits those that seek to discover her treasures.

DUNGEON DELVES by Dungeoneers Guild Games are classic-style adventures with minimal plot for use with the 1st edition game. With little effort they can easily be adapted to most fantasy role-playing games including the advanced 2nd edition game, the original game, the BECMI ("Basic") game, and most old-school renaissance (OSR) role-playing systems.

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## DUNGEON DELVE ADVENTURE #2

# Dungeons of the Dread Wyrm

### INTRODUCTION

**Dungeons of the Dread Wyrm** is an adventure for 5 to 8 characters of levels 10 to 15 (about 80 levels total). In this adventure, the player characters (PCs) will explore the lair of a powerful red dragon consisting of three dungeon levels. The dragon has placed many deadly traps, tricks, and guardians to thwart intruders from reaching her inner sanctum and looting her precious treasure. Many of these traps are unforgivingly deadly and they will likely kill the character of careless or inexperienced player. The Game Master (GM) should warn players: THIS ADVENTURE IS LETHAL — ONE OR MORE CHARACTERS ARE LIKELY TO DIE.

### BACKGROUND & NOTES FOR THE GAME MASTER

Legends concerning the red dragon, Felmurnuzza, dread tyrant of the northlands, are common among the sturdy peasant folk that live in the shadow of the pine-forested hills of the region. The lurking dread of her shadow appearing overhead has kept countless children paralyzed with fear during many late nights. When misfortune strikes these folks' lives — when their livestock takes ill or a powerful storm blows down crops — she is always to blame. These legends speak of a baneful reiver who has skewered a hundred score men on her talons and who can flatten an entire village with a flick of a tail as thick the mightiest of oaks.

The nobles and merchants of the kingdom that borders her territory are well aware of the dragon's bloody legacy of ruin. For over a century, this fell wyrm burned, ravaged, slaughtered, and mercilessly tormented their citizens. No one could stop her — not entire armies, nor powerful sorcerers. Nothing could stop her reign of terror and destruction.

After years of devastation, the leaders of the kingdom had had enough. They sent an ambassador to negotiate with the serpent. They would give her what she wanted — treasure. More treasure than even a king had seen, if she would agree to leave the people and their settlements in peace. To their surprise, Felmurnuzza was in consonance with this arrangement. It was agreed that every five years, the humans were to deliver her a cartload of treasure as tribute — coins of the realm, glittering jewels, masterfully crafted jewelry, and items imbued with magics.

For many years, this accord suited both parties. Felmurnuzza had a steady source of treasure her kind covets, all without lifting a scaly claw. The humans lived without the looming threat of imminent death from dragon breath or slow starvation when their crops were burned. However, this arrangement has taken a great toll on the humans by emptying the kingdom's coffers at an alarming rate. To make up for the shortfall, steeper and steeper taxes threaten to overwhelm the livelihood of the commoners

of the realm, who are pushed deeper and deeper into crushing poverty as the years pass.

To safeguard her great wealth, Felmurnuzza constructed a lair that is a veritable fortress so as to ensure that the human folk of the region could never dethrone her as the true sovereign of their lands. She threatened and enslaved sorcerers, miners, artisans, and engineers to construct a dungeon of devious traps that could stop anything from a small band of adventurers to an army from robbing her of her precious treasure. Here the dread serpent wiles away the days in contented slumber dreaming of precious jewels and mountains of coins yet uncollected.



### GETTING STARTED

This DUNGEON DELVE adventure contains little or no plot and has no predetermined adventure hook to get the players involved. This is by no means an oversight of design. Instead, it is an intentional feature that allows you — the Game Master — to make playing this module a unique experience, tailoring it to fit your own campaign with little difficulty. A minimal plot allows you to use this module as a stand-alone expedition, or as an adventure integrated into an existing campaign. As the GM, you should first read over the module in its entirety. Look for clues and hints in it to serve as seeds you can use to grow a plot. Think of the text of the adventure as the foundation and frame of a building that you side, shingle, and paint to fit your preferences and needs.



Listed below are a few plot suggestions to get you started:

1. The player characters come into possession of a map that shows the location of Felmurnuzza's lair. This is one of the many maps the dragon has distributed far and wide. The map contains cryptic verses to goad bold (foolish?) heroes to seek out Felmurnuzza's lair and challenge her for her immense hoard. The map contains much false information to frustrate any would-be thieves.
2. The local nobles and merchants have grown tired of the burden of paying the dragon tribute every quinquennial. They hire the player characters to find her lair and destroy her once and for all.
3. One of the player characters receives an old castle as an inheritance from a relative, payment of a debt owed to the character, drawing the *Throne* card from the *deck of many things*, etc. Unbeknownst to them, it is none other than the ruined castle that sits atop Felmurnuzza's lair.
4. An ancient prophecy speaks of a group of heroes that will free the kingdom from the bondage of the tyrannical dragon. The heroes will appear when a luminous star blazes so bright it can be seen in the daytime. Amazingly, the player characters fit the description of these heroes. As the bright star appears in the sky, a high priest from the kingdom seeks them out to fulfil this prophecy.
5. A noble in the kingdom has been caught spying. When the wealthy noble's lavish home was searched, letters were found that listed intimate details of local nobles, merchants, and other personages, plus economic and military secrets. The noble claims that Felmurnuzza had enlisted him to spy upon the kingdom. The dragon has designs to replace the king with a puppet king — none other than the noble spy. The king hires the party to thwart the dragon's machinations in his realm.
- 4 The dragon possesses an army of undead made up of skeletons, zombies, wights, vampires, and such. When her strength waxes, she will unleash this terror on the kingdom. (False)
- 5 Felmurnuzza is not of this world. She came through a magic portal from another plane where she was spawned. (True)
- 6 The dragon is just a lie fabricated by the lords of the realm designed to bilk the common people out of their hard-earned money. Just look at their extravagant lifestyles they live if you don't believe me. (False)
- 7 No one has seen Felmurnuzza since the start of the tribute arrangement eighty years ago. (True)
- 8 The old serpent lives under a ruined castle that sits atop a lonely crag in some nearby hills. (True)
- 9 Occasionally the dragon communicates directly with the leaders of the realm concerning when the tributes occur, how much must be paid, or where they should drop them off. Notes always mysteriously appear overnight in the king's palace in silver scroll tubes. Sages have noted that the handwriting has a distinctly elven look. (True)
- 10 Every five years the wagon of treasure is driven into the lower reaches of the hill range where Felmurnuzza lives and abandoned. A small group of humans appear a few hours later and drive the wagon away. No one is sure where the humans go, but the wagon is always found later deserted a few miles from where it was left. (True)

## RUMORS

The party may wish to learn about Felmurnuzza before entering her dungeons. By asking the right people, such as sages or archmages, the party can learn a few or all of the following rumors. Roll a d10 or select as you see fit from the following rumors:

### **1d10 Rumor**

- 1 Felmurnuzza is a massive 200' long, red dragon with a head the size of a house who can speak and use magic. (Partially true)
- 2 The dragon has been dead for some years now. A great demon from the pits of Abyss has taken over her lair where it rules with an iron hand. (False)
- 3 Felmurnuzza is believed to be about 800 years old, though this is not for certain. She came to this region

from the snowy mountains that lie to the north some 200 years ago. (Partially true)

- 4 The dragon possesses an army of undead made up of skeletons, zombies, wights, vampires, and such. When her strength waxes, she will unleash this terror on the kingdom. (False)
- 5 Felmurnuzza is not of this world. She came through a magic portal from another plane where she was spawned. (True)
- 6 The dragon is just a lie fabricated by the lords of the realm designed to bilk the common people out of their hard-earned money. Just look at their extravagant lifestyles they live if you don't believe me. (False)
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## ADVENTURE SECTIONS

The numbered areas on the module's maps are keyed to a specific encounter description that has one or more section headings detailing its contents and/or occupants. Each type of section heading is described below. Note that numbered areas will only contain those headings that are pertinent to the area. Thus, an area that contains no doors will not have a "Doors" heading.

**Illumination:** Notes the type of illumination in an area when first encountered by the PCs. Generally, the absence of this heading indicates that the area has no source of illumination.

**Door(s):** This section indicates whether or not any doors to the area are open, locked, and/or trapped when first encountered by the PCs. This might change with subsequent visits to the same area, so the GM should note any changes.

**DMs Note:** Alerts the GM of any special considerations of an area that might affect the PCs, occupants, or environment.



**Description:** This section provides a physical description of an area as it appears when first encountered by the PCs. The GM should not read this section to the players verbatim, but should instead paraphrase as they deem necessary. The area's description should be amended if its occupants or contents are destroyed, removed, or altered during the course of play.

**Encounter:** Any monsters or NPCs located in the area are noted in this section.

**Tactics:** This section provides general notes on the tactics used by any monsters or NPCs in combat upon encountering the PCs for the first time.

**Alert:** This section informs the GM of any special considerations that might arise after the PCs enter the area.

**Development:** This section notes any consequences that might arise from PCs entering a particular area that could later affect encounters in other areas.

**Alarum!**: This section notifies the GM to any actions or developments in the area when a general alarm has been raised.

**Treasure:** Any treasure found within the area is detailed in this section.

## ABBREVIATIONS

The following abbreviations appear throughout this module:

**AC** = Armor Class; **MV** = Move; **HD** = Hit Dice; **hp** = hit points; **#AT** = Number of Attacks; **Dmg** = Damage; **SA** = special attack; **SD** = special defense; **MR** = magic resistance; **Int** = monster's intelligence rating; **AL** = alignment; **L** = large size; **M** = medium size; **S** = small size; **xp** = experience point value; **THAC0** = the number to hit AC 0; **C** = chaotic; **L** = lawful; **E** = evil; **G** = good; **N** = neutral; **F** = Fighter; **MU** = Magic-User; **C** = Cleric; **T** = Thief; **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma; **d** = type of die; **rd/rds** = round/rounds; **cp** = copper piece; **sp** = silver piece; **gp** = gold piece; **ep** = electrum piece; **pp** = platinum piece.

## THE RUINED CASTLE

Felmurnuzza's dungeons lie under the ruins of an old castle atop a steep-sided crag a few days march from the borders of the kingdom. The player characters can reach the ruins via a narrow track that leads up a precipitous ridge to the top of the rocky hill. The castle sits perched on the edge of an overhang that looks out over a steep-walled valley hundreds of feet below. The ruins are little more than piles of rubble with a few intact walls no more than 15' high. The crumbling courtyard of the castle shows no obvious sign of a dragon dwelling there. However, amongst the fallen stones the party will find a set of stairs cleared of rubble. The stairs descend 30' to a wooden door set into an archway. It is

obvious that this door has been recently placed here — too new for supposedly abandoned ruins.

Players with some form of tracking skill, such as rangers, can spot human tracks around the ruins should they think to do so. These tracks lead from the door at the bottom of the steps, through the courtyard, and down the trail, and vice-versa.

## KEY TO FELMURNUZZA'S DUNGEONS

### PHYSICAL PROPERTIES OF THE DUNGEONS

Felmurnuzza had DUNGEON LEVELS I and II constructed from the existing castle dungeons and from natural caverns found below those, respectively. The natural caverns that form DUNGEON LEVEL III were created from an ancient magma chamber that lies far below the hill the castle sits atop.

**Walls:** Thin sheets of lead line the bedrock walls, floors, and ceilings of the worked areas of DUNGEON LEVEL I and II. Mortared stone covers these sheets. Finally, a layer of painted plaster conceals the stone walls. Flagstones cover the dungeons' floors. Ceilings have stone buttresses every 20'. Interior connecting walls are 1' thick.

**Ceiling Height:** Unless noted otherwise, the ceiling height is 10' in passages and 15' in rooms.

**Doors:** Most doors are constructed of heavy wood bound with iron and set with pull rings on both sides. Single doors can withstand 50 hp of physical damage — 80 hp for double doors — if the party needs to batter one down with brute force. A bar will add an additional 20 hp when in place. Unless noted otherwise, all doors open into rooms. The notes above also apply to secret doors.

**False Doors:** Unless noted otherwise all false doors resemble standard wooden doors except they will not open. Like these doors, false doors appear to open by pushing in. Battering down one of these doors reveals only blank, stone wall behind it.

**One-Way Doors:** One-way doors physically resemble normal doors, but only open from one side. The other side usually has no handle.

**Pit Traps:** The lid of a covered pit trap will drop whenever 40 lbs. or more is placed on it. When triggered, the hinged lid falls to one side. Six seconds after dropping, a hidden spring mechanism returns the lid to the closed position. Jamming a solid object between the lid and pit wall will stop it from closing. The lids have an effective Strength score of 16 for pushing/pulling purposes.

Any characters walking at the head of a group will most certainly fall into the pit trap. Characters directly behind them in the second ranks have a 50% chance not to fall in. Modify this roll by +5% for each point of Dexterity the character possess above 15 (e.g. a character with a 17 Dexterity score has a 65% chance of not falling in the pit).



## MAGICAL DEFENSES OF THE DUNGEONS

Powerful magics infused into the very walls of Felmurnuzza's complex serves to hinder those that try to circumvent its physical defenses.

**Scrying:** The lead-lined walls prevent all forms of magical and psionic scrying (crystal balls, clairvoyance, clairaudience, ESP, etc.) into or out of the dungeon. These forms of scrying will work within a room, but not between rooms or levels. This protection does not extend to any of the natural cavern areas.

**Stone-Affecting Spells:** The lead lining also prevents spells such as *rock to mud*, *stone shape*, *spike stones*, *passwall*, and so forth from affecting the stone or rock that lies behind it. These spells will affect the plaster and dressed stone that lay on top of it, however.

**Ethereal Movement:** Gorgon and basilisk blood mixed into the mortar of the dressed stone prevents ethereal movement and phasing between the dungeon levels. Furthermore, this ward checks ethereal movement within a dungeon level.

**Detection Spells:** An enchantment causes all walls, ceilings, floors, doors, and non-living, inorganic objects on DUNGEON LEVELS I and II to give off false positive readings when using *detect evil or good*, *detect magic*, *detect traps*, and *detect snares & pits* spells. For example, a character using a *detect traps* spell in a room will discover that its walls, doors, floor, ceiling, furnishings, and other objects are trapped even if they are not. This non-detection enchantment will begin to affect all items brought into the dungeons after one week.

Interference from this enchantment also lowers thieves' *find/ remove traps* ability by half their normal amount. Furthermore, thieves can pick up false positive readings from some areas not trapped. The chance of a thief finding a false positive in an area that contains no traps is the same as their reduced *find/ remove traps* chance. If a thief tries to remove one of these "false positive" traps, roll for the player as normal in secret. Whether or not the die roll succeeds, tell the player that their character cannot determine how to remove the trap.

**Archway Amulets:** AREAS 9, 10, 26, 27, and 35 contain teleportation archways that allow persons to move to and from specific rooms in the complex. See these sections for additional details. Felmurnuzza and her drow wizard servant, Inmaric, each possess unique magic amulets that allow them to teleport between any of the archways located in the complex and bypass any wards lain on them. For example, the archway at AREA 9 normally teleports those who enter it to AREA 10. However, those who enter with one of the amulets can enter the archway at AREA 9 and move to any one of the other three archways they desire and know about.

## RANDOM ENCOUNTERS

No random encounters occur within Felmurnuzza's dungeons. However, the GM should take care to note the locations of free-willed, intelligent creatures that can move around during the

course of the adventure. Once it has been determined that intruders are in the complex, these creatures will take proactive steps to thwart the party. What these actions will be is wholly up to the GM based on the actions of the party. For example, the party enters the **Silver Gate** room (AREA 38) and decides to rest there for some hours. If the party has yet to encounter Inmaric, the dark elf, then he has a good chance of discovering the party's location. He will then take appropriate action to effectively deal with them (rally any defenders left, summon monsters to deal with the intruders, lay ambushes, etc.). In short, play intelligent monsters as proactive defenders of their dungeons and not static automatons mindlessly waiting for the player character to appear and slay them.

## LEVEL I — THE GAUNTLET (USE MAP I)

Felmurnuzza designed the first level of her lair as a gauntlet of traps, monsters, tricks, and secret doors to thwart and frustrate intruders. The first eleven numbered areas will usually destroy all but the cleverest and most determined adventurers. After these trapped rooms, players will then have to fight their way through a bottleneck guarded by the dragon's human and ogre mage minions. If the characters survive these ordeals, more horrors await them in the deeper recesses of this level.

### 1. DUNGEON ENTRANCE

**Door:** The old stairs lead down 30' to a single wooden door bound in iron. The old and weathered portal is locked and barred from the other side.

**Threshold:** A relief on the lintel above the door's threshold shows the head of a fearsome dragon with its wings spread. Carved runes in the Common tongue on the relief read: "Woe and Death for Intruders Who Enter My Lair."

As the first character crosses the door's threshold, a *magic mouth* appearing just out of sight, lets out an ominous and mocking chuckle ("Mu-ha-ha-ha") and says, "YOUR FATE IS NOW SEALED".

**DMs Note:** Entering the complex activates the dragon construct in AREA 2 (see below).

### 2. FLAMING DOOM

**Description:** Soot blackens the walls and ceiling of this unadorned 30' by 40' room. A 9' tall, 7' wide, 9' long statue of a dragon sits across the room from the entryway. The dragon is constructed of bronze and sits on a 1'-tall pedestal. It sits on its haunches with wings folded, its mouth hanging open menacingly.

**Encounter:** The dragon is a magical construct called a dragonaut (see the "New Monsters" section for details). It attempts to de-



stroy any intruders that ignore the warnings given at the main entrance. The round after the party enters the complex it comes to life. First, a low hiss and slight rumble emit from the statue. The next round black smoke begins to issue from its mouth and its eyes flicker hellish red. On the third round, the dragon moves to destroy the intruders with its fiery breath. The construct stays active for one hour after its activation staying on guard for trespassers. After this time, it moves back to its resting spot in this room.

The dragon moves forward on metal wheels hidden under the pedestal. The construct can move throughout the passages of the entry complex (AREAS 1 to 4) but cannot move over stairs.

**Bronze dragonaut:** AC 0; MV 6"; HD 16; hp 72; #AT 1 or 2; Dmg 5d10 fire breath (5" long cone, 2" at its terminus; save vs. Breath Weapon for half damage)/4d6 crush; SD +2 or better magic weapon needed to hit, *detect invisibility* (always active); MR cold-based spells inflict half or no damage, *chill metal* acts as a *slow* spell, immune to all other spells; Int Non- (0); AL N; Size L; xp 11140; THAC0 7; New Monster.

### 3. TRAPPED CLOSET

**Description:** This 10' x 10' closet holds a pair of traps to ensnare and discourage uninvited guests.

**Pit Trap:** Just beyond the first door lies a 10' covered pit trap (see the "Pit Traps" entry for details). Anyone stepping on the trap will fall into a 50' deep pit, its floor covered in 1' tall spikes. Victims falling into the pit will suffer 5d6 points of damage from the fall, and will land on 1d3+1 spikes that each inflict 1d6 damage. Furthermore, this pit is cone-shaped with its bottom being 20' wide. The sloped walls prevent scaling by thieves or characters with similar abilities.

**False Second Door:** This door is locked. Unlike other false doors in the complex, it opens to reveal a stone wall behind it. The only thing of interest here is a bronze plaque mounted on the wall bearing the words: "Fools never heed good advice." The plaque has an *explosive runes* spell (q.v. 3rd level magic-user spell) placed on it. Any characters reading the runes cause the spell to detonate, suffering 6d4+6 damage (no save allowed). All others within 1" of the explosion gain a save vs. Spells, and suffer only half damage if successful.

### 4. SECRET STONE DOOR

**Door:** This secret door stretches the full width of the passage (10'), and constructed of 6 inch thick stone. Those inspecting this secret door can determine that it can pull up, pull down, or slide to the left or right. Opening it by any method other than pulling it up causes the door to fall on its opener inflicting 2d12 damage (no save allowed to avoid). Other characters standing within 10' of the door, can make a Dexterity check to leap away from the falling slab. With a successful check, they will take half damage.

### 5. HALL OF THE EXALTED ONE

**Description:** Felmurnuzza designed this hall to illustrate her glorious reign as tyrant of the north and to snare greedy, unwary intruders. Brightly colored murals cover all four walls. The floor is constructed of alternating black and red tiles that form a concentric ring pattern. A jug and a box rest on a small table that lies against the east wall. A golden statue lies in a niche on the north wall. In the south end of the room, near the stairs, sits a copper pot that holds two keys. A single door is located in the middle of the west wall. This room also contains four secret doors.

**Wall Murals:** The murals depict in great detail an enormous red dragon (Felmurnuzza) accomplishing many noteworthy deeds. From left to right around the room the murals show the dragon laying waste to the countryside, destroying whole armies, smashing a mighty hillside castle to bits, taking a great number of slaves to work under the hillside (including many dwarven miners, and human and elf wizards), laying powerful magics on a dungeon dug into a hillside, roasting scores of captives alive with her flaming breath, sitting atop a massive mound of treasure in a high-ceilinged cavern, and finally the dragon is shown transforming into a skeletal undead dragon with burning red eyes.

**Copper Pot:** A small copper pot that holds two iron keys sits on the floor (marked by an "X" on the map). The keys seem the normal sort, only differentiated by their teeth patterns. The keys open the secret doors in AREAS 8 and 9. The pot really serves as bait for a lurker above hidden on the ceiling waiting to ambush gullible adventurers. It surprises those that move under its hiding place on a 1-4 on a d6. (The dotted line with the letters "LA" on MAP I notes this creature's location.)

**Lurker above:** AC 6; MV 1"/9"; HD 10; hp 65; #AT 1; Dmg 1d6; SA 90% undetectable, smothers victim in 1d4+1 rounds; Int Non- (0); AL N; Size L (20' wingspan); xp 2410; THAC0 10; MM 62.

**Door & Table:** The small table and the door on the west wall are really two disguised killer mimics lying in wait for victims. They attack any one that touches them. If prodded first by the characters, the mimics hold their form, attacking only when a living creature touches or attacks them.

**Killer mimics (2):** AC 7; MV 3"; HD 10; hp 52 each; #AT 1; Dmg 3d4; SA surprise, glue holds victims fast; SD camouflage; INT semi- (2-4); AL N; Size L; xp 1924 each; THAC0 10; MM 70.

**The Golden Dragon:** A 1' deep, 1' wide, and 2' high niche set in the center of the north wall holds a 2' tall golden statue of a dragon set with two walnut-sized rubies for eyes. This statue is a cheap fake — gold plated lead with glass gems (5 gp value). A thief who makes a successful Intelligence check can tell that it is a fake, but only if the character moves directly in front of it to inspect it closely for a 1d3 rounds. Furthermore, the statue is affixed to the niche and will detach only if pulled with great force. All of this serves as part of a ruse to lure esurient thieves to walk over a trapper placed in front of the niche. (The dotted line with the letters "Tr" on MAP I notes this creature's location.)



**Trapper:** AC 3; MV 3"; HD 12; hp 78; #AT 1; Dmg 4 + armor class; SA 95% undetectable surprise, victims smothered in 6 rounds; SD half or no damage from fire and cold-based attacks; INT highly (13-14); AL N; Size L (20' x 25'); xp 4098; THAC0 9; MM 95-96.



## 6. SECRET DOOR CLOSET

**Door:** The secret door that leads to this area lies behind the mimic disguised as a door (see AREA 5). The mural painted over this door depicts an army of dwarf thralls tunneling under a mountain. Cruel-looking human overseers mercilessly beat these ragged slaves with scourges.

**Description:** The secret door opens into a 10' x 10' closet that hides three other secret doors — two one-way and one normal. All three doors are constructed of  $\frac{1}{2}$ " thick solid iron. Each door can withstand 80 hp of damage from heavy weapons (battle axes, maces, etc.) before being destroyed. Due to their hardness, weapons used to batter down these doors must save vs. Crushing Blow to avoid breaking whenever they inflict maximum damage.

**One-Way Secret Doors:** The north and south secret doors located in the closet open by pulling them down where they disappear into the floor. However, when pushed more than halfway down, each door trips a spring mechanism located below the floor. One round later, the spring releases the door slamming it shut and locking it tight for 24 hours. Those trapped in the closet, or their companions on the other side, will have to batter down the doors or use magic to get out.

**Western Secret Door:** The secret door on the west wall of the closet opens into an L-shaped hall. A false door located on the west wall appears to slide to the left to open, when inspected. Opening this door causes six poison-coated darts to fire from the south

wall. 1d3+3 darts will strike those opening the false door. Each dart strikes as a 10 Hit Dice monster and inflicts 1d3 damage. Those struck must save vs. Poison or die (**Type D insinuative poison** — *chance to detect: 15%; save modifier: +1; onset time: 1 segment; damage: death, 0 hp if save is successful*).

## 7. SLIDE STAIRS

**Door:** The section of mural over this secret door depicts a dragon blasting a life-sized paladin with its fiery breath. Those that look closely can find a slot on the paladin's mouth the size of a coin. Inserting a flat piece of metal, like a coin or dagger, into the slot opens the door.

**Description:** The secret door opens to a diagonal passage with two descending 10' staircases. The passage ends just after a 90-degree turn to the right.

**Slide Trap:** The second staircase is trapped. Anyone stepping on these stairs causes it to turn into a slide that drops the victims onto a covered pit. The characters at the head of the party who set off the trap will automatically drop into the pit. Characters immediately behind them can avoid falling into the pit by making a successful Dexterity check with a -4 penalty to their roll. Those that succeed in making their ability check stop themselves from sliding. Those not able to stop their slide fall into a 30' deep pit and take 3d6 points of damage. To make matters worse, each character will land on 1d3 of the twelve green slimes that coat the pit bottom.

**Green slimes (12):** AC 9; MV nil; HD 2; hp 14 each; #AT nil; Dmg nil; SA consumes wood, leather, and metal, infects living flesh turning it into a green slime in 1d4 rounds; SD immune to most physical attacks and spells; INT non- (0); AL N; Size S (3' patch); xp 638 each; THAC0 nil; MM 49.

## 8. HIDDEN CLOSET

**Door:** A painting of a skeletal dragon with baleful, burning eyes covers this secret door. The secret door is locked; one of the keys found in the copper pot in AREA 5 will unlock this door.

**Description:** The door opens into an empty 10' x 10' closet. A ring coated with *oil of invisibility* (q.v. see **"New Equipment & Magic Items"** for details about this magical oil) lays on the floor. Each character entering here has a 1 in 6 chance (1 on a d6) to stumble upon this item; those searching the floor will automatically find it. Players can wipe off the oil to reveal a thick gold ring covered with decorative etchings. This is actually a **ring of three wishes**. However, this ring bears a curse that whomever uses a wish will get what they desire but at the expense of something else to them or their companions. This exchange is always malefic to the wish-user in some way. For example, a character who wishes their wounds fully healed finds that a like amount of hit points are taken from one or more of their companions. The Game Master must decide the exact nature of the ill-effects of a character's wish. Whatever it is, however, it should be immediate, dire, and, if possible, embarrassing.



## 9. BLACK ARCHWAY

**Door:** A secret door lies behind a section of mural painted to show a treasure hoard buried below a mountain. One of the keys from the copper pot in AREA 5 opens the door.

**Description:** A passageway leads to a marble archway decorated with dragon motifs. Beyond the archway, a wall of pitch-blackness caused by ten *continual darkness* spells screens a small room. Each *light* or *continual light* spell cast within the blackness will negate one of the darkness spells (thus ten are needed to remove them all). Those entering the blackness are teleported to the receiving archway located in AREA 10.



## 10. CHAMBER OF STATUES

**Illumination:** Three dozen crystals set in the ceiling bathe this room in a soft, cerulean light equal to the light of a single torch. The crystals (5 gp value each) cease to emit light if removed.

**Description:** This chamber serves to destroy those who have made it through the deadly trap gauntlet and have discovered the entrance to the second part of the level. The room contains nine statues, an archway, and a false door. The wall plaster is painted a dirty ivory color, ceiling and floor tiles are deep blue, and the heavily pitted walls and floors show signs of recent repairs.

**Archway:** This archway looks and functions exactly as the one found in AREA 9. The only difference is this archway has the phrase “ALL HAIL THE TYRANT OF THE NORTH” carved into the decorative scrollwork. Those passing through this archway without first speaking the name ‘Felmurnuzza’ are teleported 50’ above the bottom of the pit in AREA 3 (no save allowed

to avoid this effect). Those who speak her name before entering return to AREA 9.

**The Black Statues:** Nine randomly scattered statues stand within this chamber. They depict a human fighter, a human wizard, a human cleric, a gnoll, a halfling thief, an elf, an ogre, a dwarf, and a small dragon. Each life-sized statue is constructed of black obsidian and mounted on a 1’ tall black, stone pedestal.

All statues but the dragon are posed as if they are holding a weapon; close examination reveals that they have holes drilled in their hands where weapons would likely fit. Placing the appropriate weapons in the correct order in each statue’s hand will cause a number of effects to happen. The appropriate weapons are as follows: long sword for the fighter, wand for the wizard, hammer for the cleric, dagger for the thief, bow for the elf, axe for the dwarf, glaive for the gnoll, and club for the ogre. Players can find matching weapons located in a hidden closet found in this room (see below). Players must also place these weapons in the correct height order of the races either from largest size to the smallest (i.e. ogre, gnoll, humans, elf, dwarf, halfling), or vice versa. When this is done, the crystal lights grow brighter and flash three times before the 20’ long, 10’ wide section of rock at AREA 11 phases out of existence to form a passageway, and its archway phases into sight.

If placed in the wrong order, or if the wrong weapons are placed in the statues’ hands, the crystal lights change from blue to red and the room fills with acidic *death fog* (q.v. 6th level illusionist spell) vapors. All living creatures in the fog suffer 1 point of damage the 1st round of contact, 2 hp the 2nd, 4 hp the 3rd, and 8 hp on the 4th and each succeeding round (no save allowed). Additionally, starting on the 4th round and each round thereafter, all non-living matter in the cloud must save vs. Acid on the ITEM SAVING THROW table in the DMG, or be destroyed. The death fog dissipates after 12+1d4 rounds. The obsidian statues and weapons are immune to the effects of the acid. After the fog dissipates, the crystal lights turn blue again and the order sequence resets (i.e. the PCs will have to remove all weapons and start anew.)

**Hidden Closet:** A secret door conceals a 3’ wide, 3’ deep, and 6’ high closet that holds eight life-sized weapons fashioned from obsidian. There is a long sword, a wand, a hammer, a dagger, a short bow, a battle axe, a glaive, and a club. See “**The Black Statues**” section above for details.

**Note:** The players do not have to use the obsidian weapons for the effects to occur; they can use any weapon of a similar type.

## 11. PHASING ARCHWAY

**Description:** The stone archway located here is decorated with dragon-motif reliefs and has only blank wall in its center. Placing the right weapons in the correct order in the statues’ hands in AREA 10 will cause the 10’ x 10’ x 20’ section of rock beyond it phases out of existence (i.e. moves to the Ethereal Plane), creating a passageway that allows for access deeper into the dungeon.



The archway and stone passage return to their previous state one turn after the weapons are removed from the statue's hands.

The archway on the opposite side (east side) operates simply by standing in front of the archway for one full round. The rock section will then temporarily phase out of existence to allow passage. It reverses states after one turn has passed.

## 12. THE BURNING CHAMBER

**Illumination:** Flames fully illuminate this room (see below).

**Door:** The door to this room is hot to the touch and bolted from the outside. Players can see light flickering from under the door, and will hear the sound of crackling flames, if listened for.

**Description:** The most startling feature of this room is that flames leap up from the very stones of the floor. The flames cover the entire room sans the dais (see below). These magical flames reach almost to the ceiling and reduce visibility to only a few feet. Touching these very hot flames inflicts 1d6 damage, while full exposure to them inflicts 4d6 damage per round unless magically protected. A successful *dispel magic* cast in the room versus a 16th level caster, very large amounts of water, or powerful cold-based spells (e.g. *cone of cold*, *ice storm*, etc.) will extinguish the flames in the area of effect of the spell for one full round.

The 50' x 30' room has a 15' high vaulted ceiling. Pilasters covered in decorative bas-reliefs ring the walls. A 4' high, two-step dais holds a large, soot-covered alabaster sarcophagus sitting on a 1' high pedestal. High reliefs on this stone coffin depict holy men, saints, and paladins. Opening the sarcophagus's heavy lid requires a successful *open doors* roll. Inside lies a juju zombie masked by an illusion to make it appear as a serene-looking, unconscious female paladin dressed in plate mail and holding a long sword. Touching the zombie breaks the illusion. Special magical treatments and enchantments make the zombie impervious to fire and turning by clerics and paladins. It also has *stoneskin* (q.v. 4th level magic-user spell) cast upon it by a 16th level caster. The zombie's sword is a **cursed sword of berserking** that is also treated to resist fire.

**Juju zombie:** AC 6 (3 in plate armor); MV 9" (6" in plate armor); HD 3 + 12; hp 36; #AT 1; Dmg 3d4 fist or 3d4+2 long sword; SA +1 or better magical weapon to hit, climb walls as 6th level thief; SD piercing and blunt weapons inflict half damage; MR immune to mind-affecting spells, poison, magic missiles, death magic, and fire, electrical, and cold-based spells; INT low (5-7); AL N(E); Size M; xp 254; THAC0 13; MMII 131.

**The Bronze Rod:** Searching the sarcophagus, players can locate a hairline crack that rings the inside slab. By using a lever, this false bottom lifts to reveal a 2 inch deep cavity. The only thing of interest in here is a hexagonal **bronze rod** capped with hematite on one end — one of three sections the players will need to open the archway in AREA 26 that allows them to get to DUNGEON LEVEL II. The rod is 12 inches long, 2 inches wide, and covered

in magical runes and sigils. One end is flat, while the other has a nub that looks like it connects to another piece (a female end). Note that all of the rod's pieces are immune to fire, lightning, and acid-based attacks.

## 13. TRAPPED PASSAGEWAY

**Description:** This short L-shaped passage just beyond the phasing archway has a number of features.

**Pit Trap:** Those falling into this tilting pit will drop 30' onto 1' tall spikes that cover its floor. Victims falling into the pit suffer 3d6 points of damage from the fall and land on 1d3+1 spikes that inflict 1d6 damage each.

**Spyhole:** Players can locate the spyhole cover as a secret door. See AREA 15 for details.

**False Door:** Anyone opening this door will cause a loud cacophony of trumpets to blare until the door is shut again. The trumpets alert the guards in AREAS 15 and 16 unless the player immediately states that they shut the door. In this case, the guards are alerted on a roll of 1-4 on a d6.

## 14. FORTIFIED PASSAGE

**Secret Door:** A wire connected to the secret door leading into this passageway rings a gong in AREA 15 when opened (players will hear it too, though only faintly). A thief that successfully detects this trap can attempt to disarm the alarm at half their *find/remove traps* normal chances due to its cunning placement.

**Description:** This undecorated hallway ends with a lowered portcullis. The passageway ends 10' beyond the gate, and two wooden doors lies on each side of it.

**Portcullis:** A wrought iron portcullis blocks the passageway that leads to the entrances guard barracks at AREAS 15 and 16. A winch located just inside the door of AREA 15 opens this gate. Of course, characters can try to *lift gates* to open it.

**Loopholes:** Four 6 inch wide, 3' high loopholes on each side of the passage allow the guards in AREA 15 and 16 to attack into the hallway in safety. Placed 3' off the ground, the loopholes have covers that blend in with the surrounding stonework when in place. Characters can locate these as secret doors. The guards use these loopholes to fire arrows at any player characters in the hall, or to attack them with their spears.

**Pit Trap:** This 10' wide, 20' long pit trap will only open if a guard in AREA 15 pulls a release lever located there. Those standing on top of the trap are dropped into a 20' pit suffering 2d6 damage each. Unlike the other pit traps found in the complex, however, the lid of this pit will not automatically close, but must be reset manually by pulling the lever again (see AREA 15 for details).



## 15. READY ROOM

**Illumination:** Two torches and a brazier light this room.

**Description:** This crowded room holds many amenities and supplies for the guards stationed here. Furnishings include a trestle table with two benches, a large brazier for light and heat, a box of torches, a barrel each of water and ale, two boxes of dried food-stuffs, two padded chairs, two sleeping pallets, and two wooden practice dummies. A box holds 100' of rope, a dozen 6 inch iron spikes, a hammer, a 500 lb. pulley, a pot of thick grease, and a crowbar. Another box holds 100 bolts and 100 arrows. A weapon rack holds six heavy crossbows, twelve short bows, fourteen normal spears, twelve normal long swords, a battle axe, and a morning star. Four shields and a lewd 4' x 10' tapestry are mounted on the walls for decoration. A chess set, dice, and playing cards lie on the table.

**Gong:** A small gong hangs from the ceiling in one corner of the room. This device will sound if the secret door leading to AREA 14 is opened, alerting the guards here of the presence of intruders in the complex.

**Spyhole:** The guards can watch the southern passage of AREA 13 through this 2 inch wide spyhole. The guards will hear the party in the hall on a 1-2 on a d6 (double chance for loud noises; check each round if the noise continues).

**Rope:** A rope dangling from the ceiling will cause the gong in AREA 16 to ring if pulled.

**Winch & Lever:** A floor-mounted winch opens the portcullis in AREA 14. A wall-mounted lever next to the winch causes the lid

of the pit trap there to drop when it is thrown. Moving the lever back to its original position will reset the trap, causing the pit doors to close.

**Encounter:** Six human fighters wait in this room to defend the blocked passageway from attackers. Unless alerted to the party's presence by an alarm, they will be sitting around eating, practicing with their weapons, and playing dice or cards.

**Guards**, human, 7th level fighters (6): AC 0 (plate mail, Dex); MV 6"; hp 53 each; #AT 3/2; Dmg 1d8+1 long sword, 1d6+1 spear, or 1d6 short bow; SD unaffected by sleep, charm, and mind-affecting spells; AL CE; Size M; xp 1024 each; THAC0 14; each guard has 17 Strength and 16 Dexterity.

All guards are equipped with quality *plate mail +1, long sword +1, spear +1, short bow +1*, ten *arrows of fire*, and ten normal arrows. See the "New Equipment & Magic Items" section for details about quality items and the magic arrows. Furthermore, each man carries a key to his personal trunk in AREA 16.

These unsavory human fighters have stringy, greasy hair, dirty clothes, bad teeth, offensive body odor, and spidery tattoos that cover their faces. The tattoos are magical in nature — a rare and eldritch enchantment to protect them and ensure their loyalty. The tattoos render the men immune to all mind-affecting spells (*forget, hold person, confusion*, etc.) and enchantments (magical sleep and charm-related effects).

**Tactics:** The guards have trained intensively under the leadership of the ogre mage to repulse invaders here. See "The Battle in the Hallway" section for details on the guards' tactics.





### The Battle in the Hallway

Guarded at all times by Felmurnuzza's fanatical, degenerate servants, this hallway serves as a bottleneck where they will stand and fight any intruders who have made it this far into the lair. The hallway's defenders include the guards in AREA 15 and 16, and their ogre mage leader, Yahlma, in AREA 17.

The guards in AREA 15 will probably be the first alerted to the presence of intruders by the trumpet trap in AREA 13, by the gong alarm trap on the secret door in that same area, or by hearing noise made by the party. Once alerted, the guards need a full round to grab their weapons. One of them also pulls a rope which sounds an alarm in AREA 16. They then listen at the door or loophole covers to determine if the party is in the hall. They wait until the party nears the portcullis to pull the lever that will drop them into pit trap in AREA 14. Then they attack any characters still left in the hallway with spear thrusts or arrows through the loopholes. Behind the wall, the guards have 90% cover but can only attack targets directly in front of them. This covers provides them a +10 bonus to their Armor Class giving them an effective AC of -10! Additionally, don't forget that those with 90% or better cover take no damage from some spell effects if they successfully save (q.v. DMG, p. 65).

Once alerted, the guards in AREA 16 and their ogre mage leader in AREA 17 also join the fight. These guards will need four full rounds to don their armor and weapons if not already alerted. Once readied, these men will move to fire arrows down the hallway or through the loopholes on their side to prevent the player characters from moving closer to the portcullis.

Yahlma needs two rounds to don her armor and equipment. She then casts *fly* on herself and then polymorphs into a male human to avoid drawing attention to her nature. She will use her offensive magical abilities and *wand of lightning bolts* to support the guards in the hallway.

The guards and ogre mage will only join in melee if the party breaches the portcullis. Otherwise, they stay put behind the defensive wall, firing arrows and spells to wear the party down. The guards and ogre mage will fight to the death.

### 16. BARRACKS

**Illumination:** A lit fire pit and a single torch illuminate this room.

**Description:** This room serves as the barracks for Felmurnuzza's twelve human guards. Half of them stay in here cooking or resting, while the other half stand guard in the ready room (AREA 15).

This room contains a 5' wide, 10' long fire pit, four stools, two padded chairs, a large sack of coal, a pantry cabinet filled with foodstuffs, a shelf with cooking utensils and dinnerware (wooden plates, wooden cups, spoons, labels, pans, pots, carving knives, forks, tongs, etc.), and twelve beds. Each bed has a locked 2' x 2' x 4' trunk next to it.

**Gong:** A small gong hanging in a corner will sound when their comrades in AREA 15 need to alert them to the presence of enemies.

**Encounter:** Six off-duty guards rest in here at all times (statistics identical to those in AREA 15).

**Tactics:** See "The Battle in the Hallway" section for details on the guards' tactics.

**Development:** If captured and questioned, the guards claim to know nothing about what lies beyond the secret door located on the north side of AREA 14 (i.e. AREA 18). They also say that they are tasked with maintaining the traps and rooms up to this point (the "front parlor" as they call it). The guards leave the complex once every week or so to hunt, and once every few months to procure supplies. They have not seen Felmurnuzza in years but have seen a drow elf — a male wizard named Inmaric. The drow visits them every couple of weeks to give them instructions, check on their morale, or to renew magical traps and effects.

**Treasure:** Each human guard keeps his personal treasure in his trunk. Four of these trunks are trapped with needle traps set in the lock; those struck by a the needle must save vs. Poison or suffer 35 points of damage in one round (Type C insinuative poison — chance to detect: 40%; save modifier: +2; onset time: 1 round; damage: 35 hp, 0 if save is successful). In addition to personal effects (clothes, shoes, lucky charms, etc.), each trunk holds  $1d4 \times 100$  gp, and has a 50% chance to have  $1d4$  pieces of jewelry ( $1d4 \times 100$  gp value each).

### 17. OGRE MAGE'S QUARTERS

**Illumination:** A lit brazier lights this room.

**Description:** This room contains a large bed covered in skins, pelts, and six silk pillows (50 gp value each), a padded chair, an ottoman, table with a stool, two sleeping pallets (for the slaves), a cask of fine wine (250 gp value), and a large woven carpet covering the floor. A shelf holds four crystal goblets (100 gp value each) and a crystal decanter (250 gp value). A cabinet holds high-quality foodstuffs, including sweet cakes and jars of honey.

**Encounter:** The female ogre mage leader of the guards, Yahlma, dwells in this room with her two orc slaves (male: hp 4; female: hp 3). These two know little of the complex other than the fighters' and ogre mage's quarters, if questioned by the PCs.

The light blue-skinned, hunchbacked ogress gives the human rabble that serves the dragon much-needed discipline and tactical insight. She wears **chain mail +3** (sized for an ogre), uses a **shield +2**, wields a **scimitar of speed +2**, has a **wand of lightning bolts** (8 charges), and carries a small key that opens the locks to her treasure chest (see below). Additionally, she has **stoneskin** cast on her by Inmaric, and has the same tattoos as the human guards that give her immunity to mind-affecting spells and enchantments (q.v. AREA 15).



**Yahlma**, ogre mage: AC -1 (chain mail +3; shield +2); MV 9"/15"; HD 5 + 2; hp 40; #AT 1 (3/2 w/scimitar); Dmg 1-12 (+2 w/scimitar); SD regenerates 1 hp/rd, unaffected by sleep, charm and mind-affecting spells; INT exceptional (15-16); AL LE; Size L (10½' tall); xp 1116; THAC0 15; MM 76.

**Spell-like Abilities:** *fly* (12 turn duration), *invisibility*, *cause darkness* (1" radius), *polymorph self* (into a bipedal creature 4' to 12' tall), *charm person* (1/day), *sleep* (1/day), *gaseous form* (1/day, as potion), and *cone of cold* (1/day; as from a *wand of frost*). Each spell-like ability is usable one per round, at will.

**Treasure:** Yahlma keeps her treasure in an invisible chest that sits in a corner. The chest is double locked, and thieves suffer a -20% to their *open locks* rolls due to their quality. Opening the chest or smashing it to bits unleashes an *energy drain* spell (q.v. 9th level magic-user spell). This spell automatically strikes the nearest creature within 30' of the chest. The victim is permanently drained of two energy/experience levels if they fail a saving throw vs. Death Magic with a -4 penalty to the roll. The chest holds the following treasure:

- A leather sack containing 1,000 gp and 500 pp.
- A lacquered box that holds **potions of ESP, extra-healing, and poison** (this one looks identical to the *extra-healing potion*) kept in stoppered, platinum-chased metal bottles (100 gp value each).
- A pair of gold earrings set with emeralds (1,000 gp value).
- A turquoise-studded belt with a gold buckle (500 gp value).
- A gold-thread embroidered, green silk robe (sized for a human) which appears to be worth 300 gp which is really a **robe of powerlessness**.
- A section of a **bronze rod** similar to the one found in AREA 12. This piece has male and female ends.



## 18. SECRET CORRIDOR

**Door:** The secret door that leads from AREA 14 to here is *wizard locked* by a 16th level caster.

**Pit Trap:** A covered pit trap lies at the T-intersection past the stairs. Those falling into this pit will drop 50' onto 1' tall spikes that cover its floor. Victims falling into the pit suffer 5d6 points of damage from the fall and land on 1d3+1 spikes that inflict 1d6 damage each. The spikes are also coated with poison (**Type D insinuative poison** — *chance to detect*: 15%; *save modifier*: +1; *onset time*: 1 segment; *damage*: death, 0 hp if save is successful). Those impaled on the spikes must save vs. Poison or die.

## 19. HIDDEN SMALL ROOM

**Description:** This small 10' x 20' room has a one-way door that cannot be opened from the inside. The door can be forced open as if it were magically held door with a successful *open doors* roll, or battered down by taking 80 points of damage from blows by heavy weapons. With a successful search the walls (equal to locating a secret door), a character can discover a folded-up scrap of parchment crammed into a crack in the wall. It contains a hastily scrawled note in shaky handwriting. It reads:

*"We have finally located the portal that leads to the lair of the dread fire wyrm. Bremal has successfully passed through this doorway of shimmering colors and returned again. Time is short — I must go now. My only hope is that others will heed this note and not fall for false passages. Gods be with you.*

*A humble friar"*

The “doorway of shimmering colors” refers to the **silver archway** in located in AREA 26. Anyone foolish enough to heed the misdirecting advice of this note will subject themselves to the *prismatic wall* effect of the archway located there and suffer its dire consequences.

## 20. PIT OF BONES

**Description:** The door opens into a natural cave with a 10' high ceiling. A large pit fills most of the room. Countless bones fill this 40' deep pit up to 3' from its rim. The bones are mostly human, humanoid, and demi-human along with those of a few random monsters. Most show signs of fire damage. Felmurnuzza dumps the bones of those enemies she does not wholly devour here.

**Encounter:** The spirits of three magic-users Felmurnuzza kidnapped to construct her lair inhabit this cave. Due to their forceful wills, their spirits survived after death as preternaturally powerful haunts of double normal strength. A round or two after entering the cave the party will see three floating balls of light rise out of the bone pit. Each haunt selects a single victim to attack (choose victims randomly; multiple haunts can attack the same victim). Each successful attack by a haunt drains two points of Dexterity from its victim but causes no physical damage. When a victim's Dexterity reaches 0, the haunt possesses their body.



Possessed victims immediately flee the dragon's dungeon for the surface (the haunts know the way out). Once on the surface they head to their hometown some 100 miles to the west where they will continue to work on important experiments left unfinished.

**Haunts** (3): AC 0/victim's AC; MV 6"/victim's move; HD 10; hp 50 each; #AT 1; Dmg nil (attack drains 2 points of Dexterity each hit)/victim's attack mode; SA assume ghostly form or ball of light, when victim's Dex reaches 0 it possesses their body; SD (defenses apply only for natural form) silver or magic weapon needed to hit (weapons only inflict 1 point of damage plus bonuses), normal fire inflicts 1 point of damage/rd, magical fire inflicts full damage, an *exorcism* destroys a haunt forever, cannot be turned; INT non-(0); AL N; Size M; xp 2650 each; THAC0 10; MMII 74-75.

## 21. CORRIDOR OF THE EYE

**Description:** This dead-end corridor has a bas-relief of a single 3' wide closed eye with an O-shaped mouth underneath it. There is nothing else of interest in this area.

*The Eye of Reckoning:* Approaching within 20' of the relief causes its single eyelid to open revealing a sickly yellow eye with a black slit pupil. Each melee round the eye can unleash a volley of eight *magic missiles* (q.v. 1st level magic-user spell) from its mouth striking the closest character it can see. The eye can strike a single target, or divide the volley evenly between all characters in the hall (50%/50% chance). Each missile unerringly strikes its target and inflicts 1d4+1 damage. The eye has 60' infravision and can see invisible creatures and objects as well. A *blindness*, *light*, or *sleep* directed at the eye will keep it from launching the missiles for the duration of the spell, as will a *command* (only if 'stop' or 'sleep' is used), or a successful *dispel magic* versus a 16th level caster, but only for the remainder of the round in which it's cast and the following round. The eye has an Armor Class of 0 and can withstand 30 hp of damage before being destroyed.

## 22. HIDDEN CLOSET

**Description:** This 10' x 10' closet has a 10' high ceiling. Each of its four walls has a 1 inch wide stud set into it that is located 5' from the ground. Characters pressing in a stud will hear a faint clicking sound. The ceiling is actually made of a 10' cube of solid stone. Pressing in all four studs will cause a 75 ton, 10' x 10' stone block that serves as the ceiling to fall into the closet. Any characters in the closet when the block is freed are instantly killed. Those standing immediately next to the doorway can save vs. Breath Weapon with a -4 penalty to escape the room. Those that fail this save are crushed to death under the stone block.

## 23. HALL OF DOORS

**Illumination:** Four demon-headed cressets mounted on each wall illuminate this room. The flame from these lights burns endlessly, and will not spoil infravision. If removed, the torches become normal torches. They burn for 1 hour before extinguishing.

**Description:** This large room has a 30' high ceiling and contains twelve doors and six pillars. The floor is constructed of black tiles. Snaking between the pillars is a mosaic of red tiles depicting a large, rampant red dragon. The pillars are painted black and silver. Reliefs of demon and dragon heads adorn their bases and capitals.

**Trapped Doors:** The doors and false doors in this room are of the standard variety. Opening any of the four false doors marked with an "R" on the map causes *reverse gravity* (q.v. 7th level magic-user spell) for twice the normal duration (i.e. 2 segments) in the entire room. This effect instantaneously smashes all within its confines against the ceiling inflicting 3d6 points of damage. The gravity then switches back to normal, dropping them to the floor for another 3d6 damage. Victims gain no saving throw to avoid this affect. However, the GM might allow the door opener a saving throw vs. Spells with a -4 penalty to maintain a strong enough grip on the handle so they are not smashed into the ceiling when the trap is sprung. **Note:** Don't forget to save vs. Crushing Blow on the ITEM SAVING THROW table in the **DMG** for all items carried for both falls.

The false door in the center of the west wall is trapped (see AREA 25 for details). The other four false doors in this room are the normal, untrapped variety.

**Hidden Niche:** The middle, southern pillar holds a 6 inch x 6 inch secret compartment that lies 4' up from the ground. Characters can locate this by searching for secret doors on the pillars. The niche holds a smooth, egg-shaped green stone with a pentacle etched onto its surface. If checked for outside of the complex, the pentacle radiates abjuration magic. Anyone holding the stone gains the benefits of a *protection from evil* spell (q.v.), and it prevents undead with less than 8 Hit Dice from physically harming them.





## 24. WORKERS' TOMB

**Description:** Cobwebs coat the ceiling, while dust and scattered human bones cover the floor of this dank chamber. The walls of the room have a slightly glassy look to them, as if a very hot fire partially melted the stone. The only other thing of interest here is a large, ancient-looking 3' tall ceramic urn that sits on the floor.

**The Hoary Urn:** In this room, Felmurnuzza burned to death most of the artisans and engineers that she kidnapped and forced to construct her lair. Their spirits returned as undead to haunt the room. The dragon subsequently sealed these undead in the ceramic urn. Opening or smashing it causes all eighteen wraiths and ten spectres to spring out and attack any living being they encounter.

**Wraiths** (18): AC 4; MV 12"/24"; HD 5 + 3; hp 30 each; #AT 1; Dmg 1d6; SA energy drain (1 level); SD silver or magic weapons needed to hit; MR immune to poison, paralysis, sleep, charm, hold, and cold-based spells; INT very (11-12); AL LE; Size M; xp 755 each; THAC0 15; MM 102.

**Spectres** (10): AC 2; MV 15"/30"; HD 7 + 3; hp 40 each; #AT 1; Dmg 1d8; SA energy drain (2 levels); SD +1 or better magic weapon needed to hit; MR immune to poison, paralysis, sleep, charm, hold, and cold-based spells; INT highly (13-14); AL LE; Size M; xp 2050 each; THAC0 13; MM 89.

**Treasure:** Characters searching the jar will find the third section of the **bronze rod** (see AREA 12 for details). This one is capped with ivory on one end and a female connector on the other.

## 25. THE FORSAKEN PIT

**Trapped False Door:** Opening this false door causes the top of a pit trap to spring open, dumping those standing on it into a smooth chute. The pit top then immediately moves back into place and

locks for 24 hours. Quick-thinking player characters standing near the pit can try to grab its top to stop it closing by making a successful *bend bars* roll. If successful, the character can keep it from fully shutting. Those failing to stop the lid suffer 1d3 damage as the top crushes their fingers on the side of the pit.

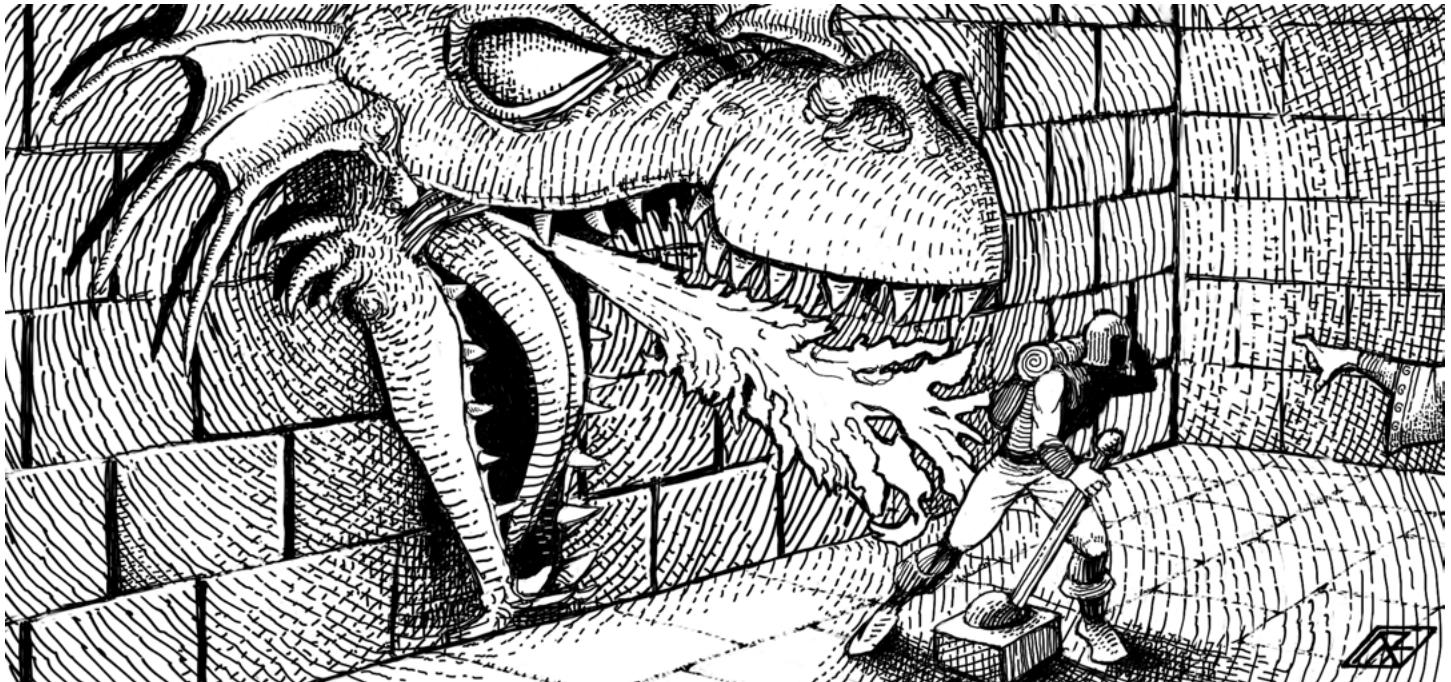
**The Chute & Pit:** The 25' long, greased chute dumps those falling into the pit in a rough-hewn 20' x 20' chamber (1d6 points damage). The chamber holds human, humanoid, and animal bones, including the desiccated corpses and rotting gear (armor, backpacks, rope, etc.) of two unfortunate adventurers; none of this equipment is of any value to the player characters. Two hungry will-o-wisps trapped in the chamber immediately attack those falling into their domain.

**Will-o-wisps** (2): AC -8; MV 0"/18"; HD 9; hp 56, 45; #AT 1; Dmg 2d8; SD limited invisibility; MR immune to all spells except *magic missile*, *protection from evil*, and *maze*; INT exceptional (15-16); AL CE; Size S; xp 1872, 1740; THAC0 12; MM 101.

## 26. CHAMBER OF THE SILVER ARCHWAY

**Description:** A diagonal passageway leads to an oddly shaped chamber. A 15' tall, 15' wide dragon head sculpture in high-relief mounted on the west wall dominates this room. The head is painted red with piercing black eyes. A small pedestal and an archway are the only things of interest in the room. A bas-relief on the south wall depicts a great skeletal dragon sitting in a high-vaulted cavern surrounded by an immense hoard of treasure.

**Pedestal** (marked "P" on the map): A 6 inch high, stone hemisphere sits atop 1' high square pedestal on the floor in the spot marked by a "P" on the map. A 2 inch wide, 6 inch deep hexagonal-shaped hole pierces the top of the hemisphere. Player characters that assemble the three-piece rod (see AREA 12) find that either end fits perfectly into this hole. When inserted, play-





ers can use the rod to rotate the hemisphere back, forward, or side-to-side. Because of its smoothness, its low center of gravity, and the amount of force needed, using ropes or poles to pull or push the rod proves ineffective. Moving the rod towards the dragon's head causes a *prismatic wall* to appear in the archway (see below). Moving it in any other direction causes the head to breathe a cone of fire (40' long x 20' wide) the first time, a lightning bolt the second (5' wide x 80' long; this bolt will rebound off the far wall and double back on the character), and a stream of acid the third time (5' wide x 40' long). Any character hit by a breath weapon suffers 12d6 damage (save vs. Breath Weapon for half damage; those using the rod a suffer -4 penalty to their saving throw). Continued shifting of the rod causes the breath weapons to cycle through this sequence endlessly. Note that the rod is immune to all three of these effects.

Due to the rod's unique magical properties, using another similar object in the hexagonal hole will not cause the room behind the archway to open or the prismatic wall to appear. Such an object, however, will cause the dragon relief to breathe when shifted into any of the four positions.

**Silver Archway:** The silver archway located to the southern end of the room is constructed from a single massive piece of polished hematite (6,000 gp value), and only blank wall lies behind it when first seen by the PCs. Inserting the completed three-piece rod into the pedestal and moving it to the forward position (see above) causes two things to occur here. First, the stone behind the archway phases out of existence revealing a 20' long, 10' wide room. Next, a shimmering veil of rainbow colors appears in the portal. The veil is really a *prismatic wall* (q.v. 7th level illusionist spell). Touching the ivory end of the three-piece rod to the hematite archway will cause this barrier to vanish. However, touching it with the hematite end will cause the offending character (along with the rod) to be teleported into the juju zombie's sarcophagus in AREA 12 (no save allowed to avoid this effect). Otherwise, players can drop each color as per the standard method as indicated in the spell's description. A *dispel magic* spell cast at the archway will cause the prismatic wall to blast a *prismatic spray* spell (q.v. 7th level illusionist spell) directly in front of it and will not remove the wall. Those entering 10' into the room beyond the wall are teleported to AREA 27.

## Level II — The False Lair (use Map II)

The second level of Felmurnuzza's lair is located 400' further into the hillside and down 150' from DUNGEON LEVEL I. This level serves as a false lair for Felmurnuzza and quarters for her servant, Inmaric, a drow magic-user.

## 27. TELEPORTER ARCHWAY

**Description:** Characters teleported from AREA 26 find themselves walking out of a magical darkness-filled archway (see AREA 9 for details) fashioned of polished jet (7,500 gp value). To return to DUNGEON LEVEL I, characters must touch either

end of the three-piece rod to the archway and enter into the shadowy corridor. Those who pass back through the archway without touching the rod to it are teleported 50' above the bottom of the pit in AREA 18 (no save allowed).

## 28. CHAMBER OF THE VAULTED NIGHT

**Illumination:** Phosphorescent stars on the ceiling give off a faint pale light that dimly illuminates this room.

**Description:** The walls, floors, and ceiling of this vaulted, 20' high circular chamber are painted dull black. A mural depicting flying dragons is painted on its ebon walls. A large, golden pillar sits in the middle of the chamber.

**Night Sky Mural:** A large, continuous mural painted on the walls of the chamber depict three red dragons and a skeletal one flying through the night sky. Silvery, moonbeam-touched clouds and night-draped mountain peaks surround the dragons. One dragon clutches a silver-leaf star, one a gold-leaf comet, another a mother-of-pearl moon, and the last dragon, the skeletal dragon with gleaming red eyes, clutches a golden coronet. These four objects sit about 5' off the ground.

Touching any of the celestial objects (star, moon, or comet) causes one of the three secret doors in the room to give off a soft silver light and open (see area description for details).

**Golden Coronet:** Touching the coronet reveals that it has the feel of cool metal instead of painted plaster. If grasped, the character will find that they hold a real, gold coronet of exquisite workmanship (5,000 gp value). When held, it gives off a faint golden glow similar to a magical aura. If checked for outside the complex, it indeed radiates magic. However, the coronet is cursed. Those foolish enough to don the coronet are *teleported without error* (q.v. 7th level magic-user spell) to the Abyss while simultaneously a Type III demon is teleported in their place. Neither the character nor the demon are allowed saving throws to avoid this effect. The demon immediately attempts to *gate* in additional demonic assistance. It then blasts the party with its *fear* ability before engaging in melee.

**Type III demon (glabrezu):** AC -4; MV 9"; HD 10; hp 66; #AT 5; Dmg 2d6/2d6/1d3/1d3/1d4+1; SA psionics; SD half damage from cold, electricity, fire, and gas attacks; MR 60%; INT average (8-10); AL CE; Size L (9½' tall); xp 3324; THAC0 10; MM 18.

**Spell-like Abilities:** *fear* (as wand), *darkness 15' radius*, *levitate*, *polymorph self*, *pyrotechnics*, *telekinesis* (4,000 gp weight), *telepathy*, *teleport without error*, *gate* in one type I-III demon (30% chance of success). Each spell-like ability is usable one per round, at will, as a 10th level caster unless noted otherwise.

The unfortunate character who donned the coronet is teleported to a random layer of the Abyss with all of their gear. The cursed coronet, however, stays behind in the dungeon. The GM should randomly determine where exactly the character ends up on the Abyss's 666 layers. Unless they have access to magics that can instantly return them to the Prime Material Plane, it is likely that



character will be stranded on the plane for the duration of the adventure, possibly longer.

**Illusory Pillar:** A gilt, 10' wide pillar sits in the center of the room. This pillar is really an illusion that hides an iron golem. The illusion will not disappear when touched; a successful *dispel magic* versus a 16th level caster will dismiss it, however. The construct will not move until one of the characters tries to enter the area occupied by the illusory pillar or successfully dispels it. The golem wields a sword and brown mold covers its chest. Flames spring from the sword's blade once the golem starts moving. Due to the proximity of the flaming sword, at the start of the second round of melee, the brown mold quadruples in size, effectively covering the entire golem. The increase in size allows the mold to drain heat from all living beings within 5' in a 360-degree radius of the golem. The flaming sword becomes a normal sword once the golem is destroyed.

**Iron golem:** AC 3; MV 6"; HD 18; hp 80; #AT 1; Dmg 4d10+8 flaming sword; SA poison gas; SD +3 or better magic weapon needed to hit; MR only affected by electrical and fire-based spells; INT non- (0); AL N; Size L (12' tall); xp 14550; THAC0 7; MM 48.

**Brown mold:** AC 9; MV nil; HD nil; hp nil; #AT nil; Dmg nil; SA drains 1d8 per 10 degree of body temperate over 55 (4d8 for humans, demi-humans, and most humanoids) to all creatures within 5'; SD fire causes it to grow, only harmed by cold-based attacks; INT non- (0); AL N; Size varies; xp nil; THAC0 nil; MM 71.

**Secret Tunnel:** The golem stands on a 4' high, 12' wide stone pedestal. The pedestal slides away if pushed with a combined Strength of 18 to reveal a 10' long set of stairs that lead to a secret passage that allows access to the rest of the dungeon level.

## 29. TRAPPED STAIRS

**Door:** This door will not open unless the silver-leaf star on the mural in AREA 28 is touched.

**Description:** A passage beyond the secret door leads to a spiral staircase constructed of stone. The stairs lead up 60' to a 10' stone platform. Opening the false door at the top causes the platform to collapse. Those on the platform suffer 6d6 points of damage from the fall. Anyone standing under the platform must make a successful Dexterity check or suffer 4d6 damage from falling debris.

## 30. DEAD-END HALLWAY

**Door:** This door will not open unless the gold-leaf comet on the mural in AREA 28 is touched.

**Description:** This 40' long hallway ends in a false door. A continuous *repulsion* spell (q.v. 6th level magic-user spell) on the door pushes back any who try to approach it within 20'. There is nothing of interest here.

## 31. SOOTHSAYING STATUE

**Door:** This door will not open unless the mother-of-pearl moon on the mural in AREA 28 is touched.

**Description:** The passageway ends in a 20' square room. A 10' tall statue of a red demon with black horns and bat wings (Type VI demon) sits in one corner.

**Demon Statue:** The statue's hinged mouth can open to reveal a small hollow cavity, if inspected. Those approaching within 10' cause the statue to speak the following: "Put a worthy offering in my mouth and I will answer any question you desire." The statue says no more after that. The "worthy" offering is a small magic item, which is destroyed after it is inserted into the mouth. The statue will answer up to three questions in this manner. Answers are answered unerringly with a "yes", "no", or short cryptic phrase. Inserting an inappropriate offering in the statue's mouth (i.e. anything other than a magic item) causes the demon to spit out a *fireball* (q.v. 3rd level magic-user spell) cast at 16th level of experience. It does this only once, and it will not answer any further questions once it occurs. The fireball has a delayed detonation of 3 segments. All characters have a 50% chance that they react quickly enough to take one action — flee, cast a spell with a 3 or less casting time, use a magic item, etc. — before the fireball rips through the area. The fireball fills the room, the entire connecting passage, and 15' into AREA 28. Anyone caught in the blast takes 16d6 damage (save vs. Spells for half damage).

## 32. FALSE DRAGON LAIR

**Door:** Two massive, 10' wide x 20' tall, bronze valves covered in ornate relief designs block the entrance to this cavern. Ornate scrollwork covers the stone lintel, and chasing on the doors depicts screaming human victims engulfed in flames.

**Description:** This 100' x 100' natural cavern has a 50' high ceiling that drips with 2' to 4' long stalactites. A few large stalagmites grow up from the floor. Bits of broken rock litter the floor. A large pile of treasure lies near the northern wall.

**Encounter:** The cavern is home to a skeletal dragon — created from one of Felmurnuzza's former mates — which now lies on the great pile of treasure. The opening of the bronze doors causes the creature to waken and stir; its baleful, burning red eyes flickering to life. A *magic mouth* at the rear of the cavern then roars, "DOOM TO THE DESPOILERS OF FELMURNUZZA'S LAIR. DEATH IS YOUR ONLY SAVIOR NOW" This monster fights to the death.

The skeletal dragon serves as a ruse to deceive intruders into believing that Felmurnuzza has become a dracolich. (The many depictions of a skeletal dragon in previous rooms and the fact that no one has seen her in years may lead characters to this assumption). Note that this dragon cannot fly and can be turned by a cleric or paladin as a "special" undead. Players defeating the skeletal dragon might not think to look any further, believing the adventure finished. This is precisely what Felmurnuzza wants



them to believe so they do not investigate any further on this level and eventually leave the complex.

**Skeletal red dragon:** AC 0; MV 9"; HD 15; hp 75; #AT 3; Dmg 1d8+8/1d8+8/3d10+8; SA breathe a cone of fire (90' long, 30' wide) inflicting 10d10 damage (save vs. Breath Weapon for half damage) (3/day), fear aura; SD +2 or better magic weapon needed to hit, edged weapons inflict half damage, turned as "special" undead by clerics; MR immune to poison, paralysis, sleep, charm, hold, fire and cold-based spells; INT semi- (2-4); AL N; Size L (48' long); xp 11200; THAC0 8; New Monster.

**Treasure:** The treasure pile consists of castoffs from Felmurnuzza's own hoard — low value coins, cheap jewelry, and a few fake magic items. The treasure consists of 41,456 cp, 25,711 sp, 63 gems (10 gp base value each), 32 pieces of jewelry (10 gp base value each). A two-handed sword, suit of plate mail, a staff, and wand have the *magical aura* spell (q.v. 1st level magic-user spell) cast on them to deceive characters that inspect them with a *detect magic* spell. Note that, unlike the rest of the complex, detection spells will operate properly in this area.



### 33. HIDDEN PRIVY

**Description:** The secret door opens into a 10' wide, 20' long room. The far end of the room contains a single latrine — a 5' wide, 3' high stone circle with a stone lid that has a moon-shaped cutout at one end. The 5' wide shaft below the latrine is 15' deep

and filled with foul-smelling sewage. This, however, is an illusion that will disappear when a character steps on the floor of the shaft. A secret door located at the bottom of the shaft leads to AREA 34.

## 34. THE DISAPPEARING FLOOR

**Description:** The passage opens into an unadorned 30' x 30' room with two false doors located on the north and south walls. A secret door lies directly across from the passage on the east wall.

**False Doors:** The false doors serve as triggers for a nefarious and deadly trap located in this room. Anyone attempting to open either false door causes the stone floor of the room to phase out of existence to the Ethereal Plane. Those standing on the floor plummet down a 350' deep shaft to a lake of magma that lies under the hill. Victims suffer 20d6 points of damage from the fall and 4d10 damage each round of exposure to the superheated rock. Characters within 10' feet of the western passage can attempt to leap to safety before the floor disappears by making a successful Dexterity check at half their normal score. Those near one of the false doors can attempt to hold on to its handle to avoid falling by making a successful Strength check with a -4 penalty.

Note that thieves' *find/remove traps* ability will not reveal the existence of a magically trapped floor. However, with a successful check, a thief can ascertain that the false doors are trapped but not how remove them.

Closing both false doors will cause the phased floor to reappear.

**Secret Door:** The secret door on the east wall opens into a passage that leads to AREA 35.

## 35. UNFRIENDLY DINING ROOM

**Illumination:** A fireplace and two oil cressets light this room.

**Description:** Even before entering this room, characters will smell wood smoke and cooking food. The chamber appears to be a pleasant looking dining room furnished with a large, polished dining table, a dozen chairs, two easy chairs, and a blazing fireplace. A large black cauldron holding a bubbling, toothsome-looking stew hangs in the fireplace. Dark wood paneling covers the walls. Two large tapestries depicting scenes of destruction and depravity hang from the walls. A large sideboard holds six silver cups (25 gp value each) and china for a dozen guests. A large red carpet decorated with flowing designs lies on the floor. A curtain hanging on the east wall hides magical darkness-filled archway fashioned of inlaid jade (10,000 gp value). Those entering this archway are teleported to the archway in AREA 9 (q.v.).

Like most things in Felmurnuzza's dungeon, looks are deceiving. An enchantment placed on the room's furnishings causes them to come to life five rounds after anyone other than Felmurnuzza, Inmaric, or those they designate safe enters the room. These objects will then attack any trespassers until destroyed. If left alone for more than one turn they return to their normal positions.



**Dining table:** AC 3; MV 6"; HD 10; hp 55; #AT 1; Dmg 5d4; INT non- (0); AL N; Size L (20' long); xp 2120; THAC0 10. Once every other round the table can make a charge attack striking up to three Medium-sized victims. With a successful hit, it can pin victims standing within 5' of a wall against it. Victims making a successful *bend bars* can free themselves. On the round after the pinning, the table will slam itself against the pinned victims with a +4 to hit and inflicting maximum damage (20 points).

**Dining chairs (12):** AC 6; MV 9"; HD 3; hp 15 each; #AT 1; Dmg 1d6; INT non- (0); AL N; Size M; xp 80 each; THAC0 16.

**Padded chairs (2):** AC 5; MV 6"; HD 5; hp 25 each; #AT 1; Dmg 1d10; INT non- (0); AL N; Size M; xp 215 each; THAC0 15.

**Cauldron:** AC 0; MV 3"; HD 8; hp 40; #AT 1; Dmg 2d4 scalding stew; INT non- (0); AL N; Size M; xp 950; THAC0 12. Those immersed in the cauldron (e.g. somehow falling in or being completely covered with the liquid) take 4d4 damage from the scalding stew.

**Tapestries (2):** AC 7; MV 6"; HD 4; hp 20 each; #AT 1; Dmg 1d6; INT non- (0); AL N; Size L (20' long); xp 165 each; THAC0 15. On a roll of 4 or better than needed to hit, the tapestry will attempt to bind one or both of a victim's feet (50/50% chance). They must immediately make a Dexterity check with a -2 penalty or fall prone. On the next round, should the tapestry again score a successful hit, it attaches to the victim's throat inflicting double damage each round thereafter until destroyed or pulled off.

**Sideboard:** AC 4; MV 3"; HD 8; hp 40; #AT 1 or up to 6; Dmg 2d8 or 1d3 x 6 cup/plate; INT non- (0); AL N; Size L (10' long); xp 775; THAC0 12. The sideboard will initially fire up to 6 cups and/or plates (1d3 damage each hit) each round until it runs out of ammunition (24 total), then it will make physical attacks thereafter.

**Carpet:** AC 6; MV 6"; HD 6; hp 30; #AT 1; Dmg 1d10; INT non- (0); AL N; Size L (15' long); xp 405; THAC0 13. On a roll of 4 or better than needed to hit, the carpet completely envelopes up to two victims causing automatic damage each round thereafter. Entrapped victims can only attack with small stabbing weapons (such as a dagger or knife) or use spells with only verbal components. A successful *bend bars* roll allows the victim to escape.

**C. Closet:** A tapestry hides the door to this small closet (marked "C" on **MAP II**) is *wizard locked* by a 16th level caster. It holds a flesh golem dressed in a servant's uniform, a broom, a dustpan, and a trash bin. Two rounds after melee ends in the dining room, the golem grabs the broom and dustpan and begins cleaning up any mess there. The golem ignores the PCs and will not attack unless attacked first or commanded to do so by Inmaric. Once it finishes tidying up, the golem returns to the closet.

**Elak, flesh golem:** AC 9; MV 8"; HD 9; hp 40; #AT 2; Dmg 2d8/2d8; SD magic weapon needed to hit; MR fire and cold-based spells slow for 2d6 rds, electrical attacks restore hit points immune to all other spells; INT semi- (2-4); AL N; Size L (7½' tall); xp 2380; THAC0 12; MM 48.

## 36. MAGICAL LABORATORY

**Door:** The door that opens from AREA 35 is *wizard locked* by a 16th level caster.

**Description:** Inmaric's laboratory holds much magical and alchemical equipment, as detailed below.

**Cabinet:** A wooden cabinet holds a variety of glass beakers, rods, tubes, alembics, and jars filled with various powders, liquids, and granulated substance. There is 1 in 6 chance that any one of these substances are harmful if ingested (save vs. Poison or suffer 3d4 damage).

**Stone Table:** This heavy stone table has a recessed surface with canals to drain fluids.

**Shelves:** Two shelves hold additional equipment such as metal dishes, a balance and weights, retorts, ladles, filters, tongs, and so forth.

**Vat:** A large 6' wide vat holds foul-smelling greenish water of a harmless nature.

**Urns:** Two stoppered urns sit in one corner. One urn holds aqua regia, the other holds liquid bitumen.

**Table:** A small wooden table with a stool lying next to it holds a large metal-bound book, stoppered jar, and a golden key.

**Book:** The 3' tall, 2' wide folio-sized book is a **manual of iron golems**. Its covers and pages are made of adamantine with the text etched onto the metal plates. It is surprisingly light, weighing only 10 lbs.

**Jar:** The ceramic jar holds an experimental magical fluid Inmaric is currently working to perfect. The jar and liquid inside detect as magic, if checked outside of the complex. This luminous, roiling golden fluid is *liquefiant fire*, a very dangerous and unstable substance. Any sharp jostling will cause its contents to explode, inflicting 6d8 damage to anyone in a 10' radius (save vs. Breath Weapon for half damage). Furthermore, touching the liquid — even a small amount — causes the entire contents of the jar to flow rapidly out, covering the touching object (up to 10' square, including anything touching the original object) in a matter of seconds. The burning fluid inflicts 4d4 damage each round for six rounds to living matter (no save allowed); non-living organic matter is destroyed after two rounds, metal in four, and stone in six. Magic items gain a saving throw vs. Magical Fire on the ITEM SAVING THROW table in the DMG each round of contact to avoid destruction; non-magical items gain no save and are automatically destroyed. A *dispel magic* versus a 12th level caster, *ice storm* (sleet version only), or *cone of cold* will nullify the burning liquid. The latter two effects will also inflict half their normal damage to the victim. Dousing the victim in a large amount of water will halt the burning damage for 1d6 rounds before the fire resumes burning. Magical protections versus fire (e.g. *ring of fire resistance, protection*



from fire scroll, etc.) will shield the victim from damage as if it were magical fire.

**Key:** This 10 inch long golden key has a handle fashioned into a dragon's head (300 gp value). It opens the silver door in AREA 38.

**Secret Door:** The secret door on the south wall is ensorcelled to instantly alert Inmaric when it opens.

**D. Stone Door:** The north wall of the laboratory holds a sturdy, stone door. The door opens to a small room covered in glossy red tiles (marked "D" on **MAP II**). An inch thick layer of dust coats the floor. Inmaric created this room to dispose of dangerous substances and failed experiments. One round after entering this room, there will be a bright flash of light and anything inside is instantly disintegrated. This effect continues each round thereafter until all living things or non-living objects within the room are vaporized. Living creatures are allowed a saving throw vs. Spells with a -4 penalty each round they remain in the room to the roll to avoid being disintegrated. Likewise, inorganic matter saves vs. Disintegration on the ITEM SAVING THROW table in the **DMG** each round to avoid destruction. Note that the door need not be shut for the disintegration effect to occur.



## 37. INMARIC'S CHAMBERS

**Description:** Felmurnuzza's right hand — a dark elf magic-user named Inmaric — lives in this room. It is furnished with a plush bed covered in silken sheets and pillows. A small night stand sits next to the bed. Two expensive hanging tapestries (500 gp value each) flank a fireplace. Other furnishings include a comfortable divan next to the wall, a large yellow and red carpet on the floor, a freestanding bookcase that holds many books and a finely fash-

ioned desk of polished dark wood with a padded chair. A large trunk holds extra (elf sized) clothes, boots, belts, and personal items.

**Fireplace:** This magical fireplace uses no fuel and turns on or off with a spoken command.

**Bookcase:** The bookcase holds fourteen non-magical books written in various languages on many diverse subjects: science, ethnography, philosophy, mathematics, and history. Each book is worth 10-100 gp (1d10x10) to the right buyer. It also holds five books of magical theory/studies worth 50-500gp each (5d10x10).

**Desk:** An ink well, quills, a candle, a box of wax sticks, a bottle of fine wine, a chased gold goblet (250 gp value), and heaps of parchments detailing Inmaric's magical experiments lie on the desk's cluttered surface. These 150 or so sheets are written in the drow tongue and are altogether worth 2,000 gp to the right magic-user or sage.

The desk's first drawer holds spell components and a **magic-user scroll** (*globe of invulnerability*, *feeblemind*, *true seeing*, and *fire shield* cast at 16th level usage).

The second drawer holds Inmaric's **spellbook**. This thick tome has wooden covers decorated with magical runes and designs. A *read magic* spell reveals the runes to proclaim that this is Inmaric the Ward-witcher's spellbook and that anyone who disturbs the book will suffer severe and immediate punishment. The book has a lock, but no key hole (a thief cannot pick it and a *knock* spell is equally ineffective). The lock unfastens only when the opener first utters the word 'garhizom'. Furthermore, a *feeblemind* spell (q.v. 5th level magic-user spell) strikes anyone other than Inmaric who opens the book. If the victim fails a saving throw vs. Spells their Intelligence and Wisdom score is reduced to a combined total of 0-5 (1d6-1) until the spell's effects are negated.

The drow's spellbook contains the following spells:

Level 1: *burning hands*, *charm person*, *comprehend languages*, *detect magic*, *enlarge*, *friends*, *grease*, *hold portal*, *identify*, *jump*, *magical aura*, *magic missile*, *protection from evil*, *read magic*, *shocking grasp*, *sleep*

Level 2: *darkness 15' radius*, *detect invisibility*, *ESP*, *forget*, *invisibility*, *magic mouth*, *mirror image*, *ray of enfeeblement*, *uncontrollable hideous laughter*, *wizard lock*

Level 3: *clairvoyance*, *clairaudience*, *dispel magic*, *explosive runes*, *fireball*, *fly*, *invisibility 10' radius*, *lightning bolt*, *slow*, *suggestion*, *tongues*

Level 4: *black tentacles*, *charm monster*, *dimension door*, *fire shield*, *ice storm*, *magic mirror*, *polymorph self*, *polymorph other*, *stoneskin*, *wall of fire*

Level 5: *animate dead*, *conjure elemental*, *cone of cold*, *feeblemind*, *monster summoning III*, *stone shape*, *teleport*, *wall of stone*

Level 6: *chain lightning*, *disintegrate*, *geas*, *globe of invulnerability*, *repulsion*, *spiritwrack*, *true seeing*

Level 7: *forcecage*, *monster summoning V*, *reverse gravity*, *sequester*, *vanish*

Level 8: *incendiary cloud*, *power word: blind*, *trap the soul*



The third drawer holds scores of letters, correspondence, property deeds, and various seals. The letters and correspondences are from important human nobles and merchants dating back decades. If read, these documents reveal that Inmaric and Felmurnuzza — under manifold aliases — have infiltrated and corrupted the rulers of nearby human nations at the highest levels. The dragon has threatened, bribed, and coerced the leaders and important officials to bow to her will and ignore her as a danger to humanity. The documents take 1d4+1 hours to read in their entirety. The property deeds indicate that the dragon owns two dozen buildings, including luxurious inns, keeps, towers, mansions, and large tracts of farm and grazing land. The dozen or so seals are forged replicas of important human personages used to produce fake official documents.

**One-Way Door:** The door at the end of the passage only opens from this room. On the opposite side, it appears as an unopenable secret door. A small loophole allows Inmaric to spy on any activity in AREA 38.

**Encounter:** Unless alerted to the presence of the party, there is a 90% chance Inmaric will be present here lounging on the divan or sitting at his desk. In addition to working on his own magical experiments, he also oversees the upkeep and day-to-day operations of the complex for Felmurnuzza.

**Inmaric the Ward-witcher**, male drow, 16th level magic-user: AC -2 (Dex, ring, cloak); MV 12"; hp 32; #AT 1; Dmg 1-4+3 *dagger* +3; AL CE; Size M (4' 10" tall); xp 7140; THAC0 13; S 7, I 20\*, W 12, D 19, C 11, CH 9.

\*Magically enhanced Intelligence; immune to 1st & 2nd level illusion/phantasm spells.

**Drow Abilities:** Infravision (120'), 90% resistant to sleep and charm, +2 to all saves vs. magical effects, move silently (q.v. as elf), surprised only on a 1 on a d8, vulnerable to bright light, can cast the following spells once per day (as a 16th level caster): *dancing lights, faerie fire, darkness, levitate, know alignment, and detect magic*.

**Equipment:** Red robes, *dagger* +3, a *ring of protection* +4, *cloak of the dragon* (see the “**New Equipment & Magic Items**” section for details), a large pouch with spell components, and a **magical amulet** that allows him to move safely through all of the teleporting archways (see the “**Archway Amulets**” section for details).

Inmaric has pre-cast *stoneskin* on himself, and has memorized the following spells:

Level 1: *charm person, enlarge, magic missile (x2), protection from good*

Level 2: *detect invisibility, ESP, invisibility, mirror image, uncontrollable hideous laughter*

Level 3: *clairaudience, dispel magic, explosive runes, lightning bolt, slow, suggestion*

Level 4: *black tentacles, dimension door, fire shield, polymorph other, wall of fire*

Level 5: *cone of cold, feeblemind, monster summoning III, teleport, wall of stone*  
Level 6: *chain lightning, repulsion, true seeing*  
Level 7: *monster summoning V, reverse gravity*  
Level 8: *incendiary cloud*

**Tactics:** With his extraordinary intelligence, Inmaric fights the player characters with cautious determination. He avoids directly confronting a group of determined intruders without preparation, especially one that has multiple fighters. If caught off guard, he immediately uses *dimension door* or *teleport* to reach a safe area on this level to contemplate his tactics and prepare for battle. If the party seems especially strong, Inmaric will go to AREA 35 to summon the flesh golem, Elak, to his side, and then will retrieve the magic-user scroll from his desk. He will always cast *protection from good, fire shield* (hot-version), *invisibility, true seeing*, and *monster summoning V* in that order just before confronting the PCs in battle. He fights to the death defending the complex.

## 38. CHAMBER OF THE SILVER GATE

**Illumination:** Four demon-headed cressets mounted on the pillars illuminate this room. The flame from these lights burns endlessly (unless removed) and will not spoil infravision.

**Door:** The double doors that open into this room are *wizard locked* at 16th level casting. However, they will open automatically for anyone bearing the golden key from AREA 36.

**Description:** Hazy smoke fills this large chamber. Four stone pillars carved to resemble grotesque and bloated demons hold up the 30' high, vaulted ceiling. A 15' wide, white-tiled pathway leads up to a two-step dais constructed out of rose-colored marble shot with black. A massive silvery portal is placed atop the dais. The walls are painted with red, black, and white horizontal stripes.

**Encounter:** Two bored-looking smoke mephits dressed in red-and-black livery and bearing short-hafted halberds lounge on the dais steps. Their names are Pogwit and Sodoff. When the doors open, these two insouciantly pick up their weapons and rise to attention. All the while, one mephit puffs away on a large cigar. If approached, they announce that they guard the entrance to the lair of the dread wyrm, Felmurnuzza. Anyone wishing to enter into her lair must first announce their name, title, and reason for their visit. Those failing to do so will be turned away with snide remarks.

Crude and sarcastic, the mephits incessantly gripe about their crummy job, the pathetic pay, and the shabby food they receive. They respond to any questions with wiseass quips and rude jokes. However, if bribed with considerable offerings of alcohol and money (50 gp or more each), they freely tell the party what little they know. Listed below are a few selected questions the party might ask them and how these two might respond.

*How does the door open?* A key is needed to open it. They don't know where it is located, but that it is made from gold.





*Who uses the door?* A human female and a male dark elf make use of it occasionally, but they don't know their names (the female is Felmurnuzza in polymorphed form, but they are not aware of this fact). The male draw they identify as the mage, Inmaric.

*Where does the door lead?* To Felmurnuzza's lair. However, they have never seen the dragon enter or exit here.

*What do you know about other parts of the dungeon?* They know nothing about what lies outside of this room. (This is true, since neither Felmurnuzza nor Inmaric have told them anything about the other locations or occupants, and they have never left this room.)

*Are there any other doors in this room?* No amount of bribes will get them to reveal the existence of the two secret doors located in this room.

**Tactics:** The mephits will try to intimidate any aggressive player characters by calling them names, insulting them, and talking about how they personally know powerful demons lords and princes ("Do youse know Orcus? I's do. Pretty damn well, if I do says so myself."). They only attack in self-defense, and even then, they will most likely drop their weapons and flee if wounded.

**Smoke mephits (2):** AC 4; MV 12"/24"; HD 3; hp 18 each; #AT 2 or 1; Dmg 1d2/1d2 or 1d10 halberd; SA breathe a ball of soot every other round (1d4 damage plus blindness for 1d2 rds, no save), *invisibility* (1/day), *dancing lights* (1/day), *gate* in 1d2 mephits (1/hour; 20% chance of success); SD coughs up flame upon death (1 hp damage to all within 10'); INT average (8-10); AL CE; Size M (5' tall); xp 159; THAC0 16; FF 64-65. Each mephit carries its entire personal wealth: 3d4 copper pieces.

**The Silver Gate:** This 10' wide, 20' high door fashioned from silvery-blue adamantine gives off a constant faint, pale blue light. Ornate etchings of snaking dragons decorate its surface. Runes in the Common tongue above the door read, "Speak the Name of the One You Seek." Enchantments laid on the door keep it from opening by spell or by force. It unlocks only when the golden key from AREA 36 touches it. The door opens by sliding to the left.

Opening the door reveals a swirling vortex of amber and carmine vapors — a fixed, one-way planar gate that leads to the Para-elemental Plane of Magma. Inmaric purposefully misled the mephits into believing that this is the entrance to Felmurnuzza's lair, therefore *detect lie* spells will reveal no deception. Anyone entering the portal is instantly sent to the Plane of Magma (no save allowed for this action). Characters without magical protections against fire must save vs. Breath Weapon or die instantly. Those that survive suffer 4d10 points of damage per round on this plane.

Anyone who calls out a name (such as Felmurnuzza) through the portal draws the attention of **Dzeluul**, the archomental Prince of Molten Fires (see the "New Monsters" section for details). The moment after a character calls a name within 30' of the open portal, the swirling vortex begins to ripple and churn. 1d3 rounds later, the archomental appears as a massive fire giant-like face haloed in flames and dripping magma. This powerful being cannot

fully enter the Prime Material Plane unless someone standing in front of the portal speaks his name. Instead, the incensed prince reaches one of his arms through the vortex to grab the offending summoner. His gargantuan 20' long arm can stretch up to 45' attacking as a 16+ Hit Dice monster. A character or creature seized thusly is immediately dragged through the portal with little hope of escape. Once on the Plane of Magma, Dzeluul will then devour the unlucky soul.

Other player characters can attempt to save their fellow party member escape certain doom. A character that touches the golden key to the adamantine door before Dzeluul pulls the victim through the portal (i.e. beats the archomental on initiative, has the key in their possession, and is close enough to the door to quickly shut it) causes the gate to close. This action forces Dzeluul back to his home plane without claiming a victim as a prize.

**Dzeluul**, archomental prince: AC -5; MV 18"; HD 22; hp 99; #AT 1; Dmg 6d8; SA radiates heat inflicting 2d4 to all within 10' (no save), hurl magma blob for 3d10 damage, alter size, psionics; SD +2 or better magic weapon needed to hit, weapons striking must save or melt, water and cold-based attacks inflict +1 damage per die, immune to fire-based attacks; MR 75%; INT exceptional (16); AL CN; Size L (variable); xp 27865; THAC0 7; New Monster.

**Spell-like Abilities** (as a 20th level caster): *detect invisibility*, *dispel magic*, *know alignment*, *suggestion* (12 hour duration), *telepathy*, *teleport without error*, *fire charm* (60' radius; 3/day), *confusion* (3/day), *produce fire* (3/day), *read languages* (3/day), *read magic* (3/day), *meteor swarm* (1/day), *telekinesis* (6,000 gp weight; 1/day), *summon* 1d3 magma para-elementals, 3d6 magmen, or 2d6 lava children (1/day).

## 39. MAGIC MIRROR PORTAL

**Door:** A permanent illusionary wall hides the entrance to this small room (this wall is denoted on Map II by a dashed line.)

**Description:** A 10' wide, 15' tall mirror of polished silver affixed to the wall opposite the door into to this room serves as a magic portal that leads to Felmurnuzza's cavern. To enter the portal, a player character must grasp the reflection of the door's handle in the mirror and pull it open. (Obviously, the character will need some sort of light source to use the mirror's door.) Characters who then walk through the reflection of the open doorway are teleported to the archway at AREA 40 located on DUNGEON LEVEL III.

## LEVEL III — FELMURUZZA'S LAIR (USE MAP III)

Felmurnuzza dwells in this immense cavern with her two red dragon consorts. This cavern is the remnant of an ancient magma chamber that lies in the heart of the hill located 250' north of DUNGEON LEVEL II and 350' down. The magma has mostly receded, leaving only a few shallow pools in AREA 41. Heat from the magma pools keeps the air temperate at about 120 degrees



Fahrenheit. The entire level smells of sulfur and a mist of volcanic vapor fills the air. These vapors are not thick enough to reduce vision or harm characters — they only smell bad. Natural chimneys in the ceiling, each only a few inches wide, funnel these vapors to vents located on the hillside.

## DRAGON TACTICS

It is possible that Felmurnuzza has learned that the player characters have entered her lair long before they reach this area. As noted in AREA 40, she is automatically alerted each time the archway there is used. Furthermore, there is also a 30% chance per day that she telepathically contacts Inmaric. Of course, he will alert her to the presence of intruders in the complex, should he know that information. If this is the case, all three dragons will be ready and waiting for the party and cannot be surprised under normal conditions. Felmurnuzza and her consorts will make their last stand here, refusing to give up the lair she spent so long constructing to a party of miscreant adventurers.

Once she is aware of intruders on this level, Felmurnuzza telepathically alerts her two consorts in AREA 41 of the situation, and then casts *invisibility* on herself. She then flies across the great cavern (AREA 41), landing on one of the lower ledges or flat-topped pillars near the entrance so that she can scan the ground with her *detect hidden or invisible creatures* ability. From this vantage point, she sizes up the party by watching their movements and listening to their conversations with her keen hearing. Note that, due to her massive size, Felmurnuzza can only land on the larger ledges (i.e. the 60', 160', and 175' high shelves) in the cavern.

The dragons wait until the party is well within the great cavern and they are engaged with the fire bats (see AREA 41) to begin their attack. The two male consorts strike first while Felmurnuzza waits invisibly on her perch for these two to either destroy the party or be slain. For their first attack, the pair flies down to snatch an unsuspecting PC and drop them into a magma pool. A successful attack roll versus AC 2 indicates that victim in their grasp lands directly into one of the pools (see AREA 41 for details

and damage). Next, they will strafe the remaining party members with their breath weapons before landing to engage in melee.

While her consorts tangle with the PCs, Felmurnuzza prepares for battle by casting *protection from good* and *mirror image* on herself in that order. As a highly intelligent dragon, she is not foolish enough to rush out to confront a full-strength group of adventurers. Her initial actions will be to blast the party with her fire breath weapon while perched on low pillars or ledges, or to strafe them with it while flying. The dragon will also use her spells, such as *slow* or *dispel magic*, to diminish the PCs offensive capabilities. Furthermore, Felmurnuzza will attempt to snatch victims and drop them from a lethal height, or to isolate individuals on ledges where she can finish them off with tooth and claw attacks. Only when the party is weakened sufficiently will she land to engage in melee.

Note that Felmurnuzza's wing size is one and one-half the length of her body (i.e. 144'). This keeps her from making any fancy maneuvers while flying in the cavern. Usually she will just glide from pillar to ledge in a straight line. She is very experienced in flying in this tight space, thus she knows well her limitations.

## 40. THE FINAL ARCHWAY

**Description:** Characters teleported from AREA 39 via the magical mirror find themselves exiting a shadowy, 15' wide archway constructed of solid gold (50,000 gp value) that depicts cavorting demons and serpents. Characters walking back through the archway return to AREA 39 through the mirror in that room.

Anyone exiting this archway whose is not wearing one of the magical amulets possessed by Felmurnuzza and Inmaric immediately alerts the dragon to their presence (see “**Archway Amulets**” section for details).

Beyond the archway, a passage of undressed stone leads to AREA 41.



## 41. THE GREAT CAVERN

**Illumination:** The magma pools located here (see below) shed illumination in a 60' radius. Shadows drape the areas between the pools, while the rest of the cavern is cloaked in total darkness. Streaks of fire-trailing sparks from flying fire bats (see below) race through the air like little shooting stars, briefly lighting the upper portions of the cavern.

**Description:** A vast cavern — 560' by 480' — serves as an antechamber to the lair of the great wyrm, Felmurnuzza. The domed-shaped ceiling arches 260' overhead. Large stalagmites, 10' to 30' high, rise up from its floor. Due to the lighting conditions, players will not know the exact dimensions of the cavern, but can discern that it is of immense proportions.

**Rubble Strewn Floor:** Rock debris fallen from the ceiling or from shattered stalagmites litter the floor of the cavern. Some of these fragments are up to 5' wide/high.

**Ledges:** A number of large ledges ring the cavern. Their heights are noted on **MAP III**. Players will have to use ropes, magical means, or climbing abilities to reach these.

**Pillars:** Four immense naturally-formed, flat-topped pillars rise up from the cavern floor. Their heights are noted on **MAP III**.

**Magma Pools:** A number of magma pools dot the floor of the cavern. The light from these pools casts a hellish radiance on the cavern walls. The magma level sits 10' below the lip of the pools. The heat from the molten rock is so intense that anyone standing within 5' of the lip suffers 1d6 points of heat damage each round of exposure. Anyone falling into the magma suffers 4d10 damage per round of contact.

**Encounter:** Felmurnuzza's two huge, ancient red dragon consorts dwell in this cavern. One normally rests on the 160' shelf on the west side of the cavern, while the other stays on the 175' shelf to the north. Both are fiercely protective of their mate out of a combination of respect and fear. Neither dragon possesses any treasure of their own. Both can speak but do not use spells. See the "**Dragon Tactics**" section for details about their reactions to intruders and battle tactics.

**Huge ancient red dragons (2):** AC -1; MV 9"/24"; HD 11; hp 88 each; #AT 3; Dmg 1d8/1d8/3d10; SA breathe a 9" long cone of fire, 3" at its terminus (3/day), fear aura; SD save as 22nd level fighter, attack form resistance (fire); INT exceptional (15-16); AL CE; Size L (48' long); xp 5808 each; THAC0 10; MM 33-34.

Additionally, the cavern is home to a colony of sixty fire bats. These creatures roost on small ledges high in the upper portion of the cavern. These fiery bats soar about the cavern trailing sparks and smoke as they leap into and out of the magma pools. A few rounds after the party enters this area, 4d4 of these creatures will fly down and attack the party. Each round thereafter, an additional 4d4 bats join in the fray. Note that fire bats have the ability to detect invisible creatures, so can easily spot hidden PCs. These monsters have no treasure and will fight to the death.

**Fire bats (60):** AC 8; MV 6"/20"; HD 2; hp 11 each; #AT 2; Dmg 2d4; SA automatic damage to victim for 2 rds. after the first hit, detect invisible creatures; SD immune to fire, water extinguishes their flames; INT semi- (2-4); AL NE; Size S (2' long, 4' wingspan); xp 50 each; THAC0 16; MMII 16.

## 42. FELMURNUZZA'S CAVE

**Description:** This large cave has a 60' high ceiling. Overturned stalagmites and fallen stalactites litter the floor. Natural curtains made of yellow and white minerals flow down the cave's walls. A vast treasure hoard litters the floor.

**Encounter:** Felmurnuzza spends nearly all of her time in this cave, usually sleeping or counting her prodigious treasure hoard. This fell creature is not a typical red dragon but a more powerful variety called an *infernal dragon* (see the "**New Monsters**" section for details). Rumors concerning her extraplanar origin prove true, as this type of dragon originates from the Lower Planes, and is the offspring of Tiamat, the ruler of evil dragonkind.

**Felmurnuzza,** huge old infernal red dragon: AC -5; MV 15"/36"; HD 20; hp 120; #AT 3+; Dmg 2d12/2d12/6d12; SA breathe a 18" long cone of fire, 6" at its terminus (3/day), up to two wing buffets (2d12 damage), tail lash (6d12 damage), fear aura, spell ability (see below); SD save as 30th level fighter, attack form resistance (fire), immune to normal missiles; INT genius (18); AL CE; Size L (96' long); xp 21800; THAC0 7; New Monster. She wears a **ring of mind blanking**. This item protects Felmurnuzza from magical scrying and mind-influencing spells (see the "**New Equipment & Magic Items**" section for details about this item). She also wears a **magical amulet** (gold set with a 5,000 gp star sapphire). The amulet functions as per Inmaric's (q.v.) with the additional abilities of *teleport without error* (q.v. 7th level magic-user spell) and *polymorph self* (q.v. 4th level magic-user spell). Both are usable twice per day.

She casts spells as a 20th level magic-user and has currently memorized the following spells:

Level 1: *charm person, protection from good*

Level 2: *invisibility, mirror image*

Level 3: *dispel magic, slow*

**Treasure:** Felmurnuzza's treasure hoard lies in a disorganized heap on the cave floor. It consists of the following:

– 85,450 cp, 57,578 sp, 41,999 gp, 16,545 ep, and 8,590 pp (all coins loose).

– 210 10 gp value gems (74 agates, 45 pieces of turquoise, 40 pieces of quartz, 37 pieces of malachite, and 14 pieces of aventurine) all loose.

– 55 50 gp value gems (20 pieces of onyx, 16 bloodstones, 13 pieces of lapis lazuli, and 6 carnelians) all loose.

– A gilt coffer (1,250 gp value) that holds 10 amethysts (100 gp value), 10 pieces of coral (100 gp value), 10 pieces of jet (100 gp value), and 5 deep blue garnets (500 gp value).

– A small gem-studded chest (2,000 gp value) holds 5 emer-



alds (1,000 gp value), 4 fire opals (1,000 gp value), 3 rubies (5,000 gp value), and a large diamond (10,000 gp value).  
– 126 50 gp value pieces of jewelry (34 rings, 43 necklaces, 14 clasps, 35 earrings) all loose.  
– A set of ebony and ivory prayer beads (250 gp value).  
– A silver holy water font (1,000 gp value).  
– 3 gold platters (500 gp value each).  
– A jeweled broad sword with a cat head pommel (750 gp value).  
– Two ivory handled knives (75 gp value each).  
– A gilt skull with decorative chasing (350 gp value).  
– An electrum belt set with a topaz (1,250 gp value).  
– Two gold bracelets (250 gp value each).  
– A gilt sedan chair with mother-of-pearl inlay (3,500 gp value).  
– A lacquered box holds a chalice carved from chrysoberyl and covered in decorative etchings (2,500 gp value).  
– A platinum necklace set with small diamonds (7,500 gp value).  
– An orb carved from a single jacinth with decorative platinum chasing (10,000 gp value).  
– A lacquered box set with etched ivory inlays and a padded interior (500 gp value). It holds four potions: **undead control** (vampires), **human control**, **elixir of health**, and **oil of acid resistance**.  
– An ivory wand case with platinum chasing (1,000 gp value).

This item receives +4 to saves versus all types of fire due to a protective dweomer laid upon it. Inside is a **wand of force**.

- **Sword +5** (NSA) in a jeweled scabbard (1,500 gp value).
- **Mace +2**.
- **Quiver of endless arrows +1**.
- **Elven chain mail +4**.
- **Ring of regeneration**.
- **Bowl of commanding water elementals**.
- **Scroll of protection from demons** in a bone scroll tube.
- **Set of wings of flying**.

## THIS ENDS THE QUEST FOR THE DREAD TYRANT, FELMURNUZZA.

### CREDITS

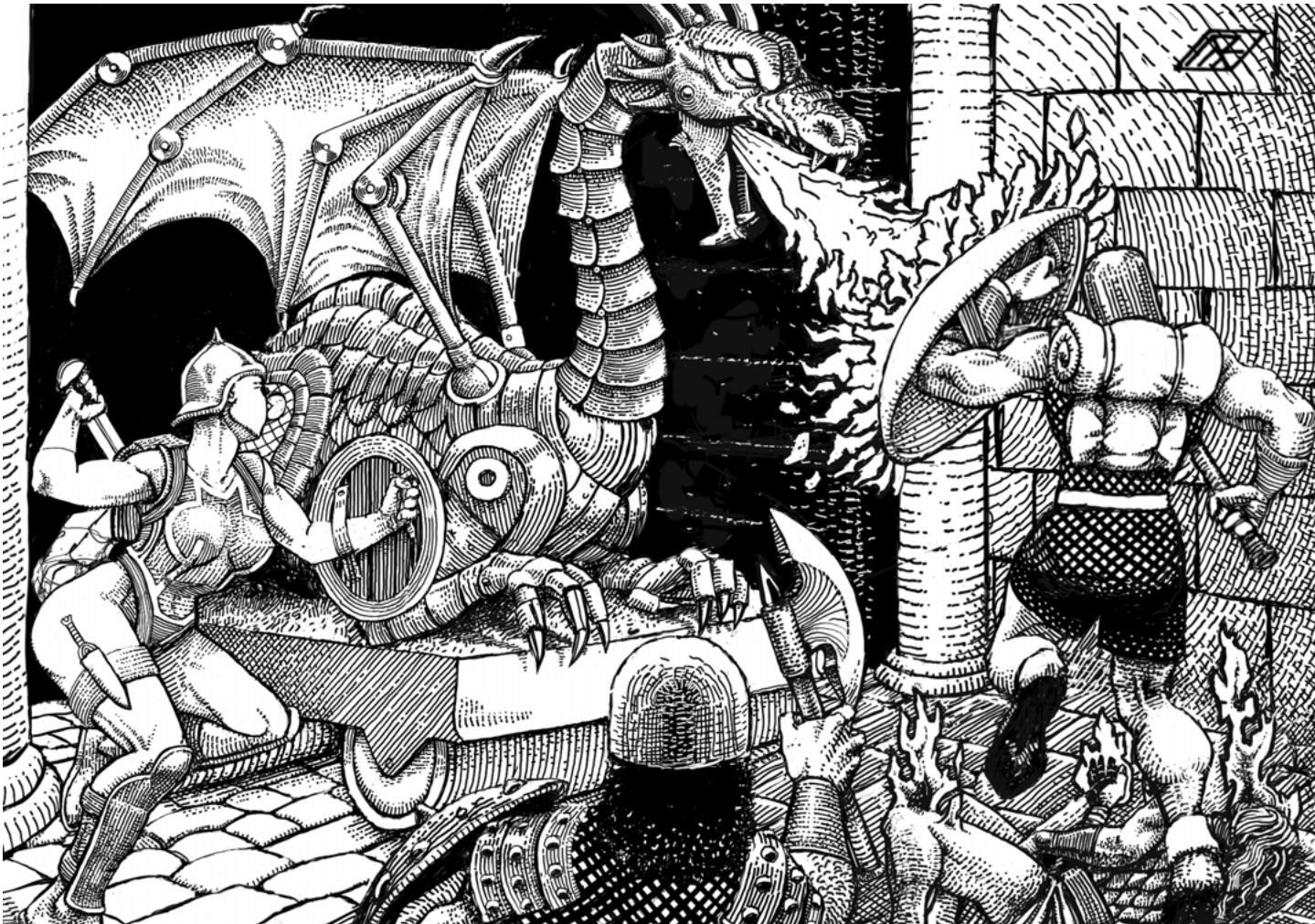
**Design, Development, Layout, & Maps:** R. Nelson Bailey

**Editing:** R. Nelson Bailey, Rob Hand, Greg Earle, Dan Shoemaker, Jonathan Biedron

**Cover Art:** Bradley K. McDevitt

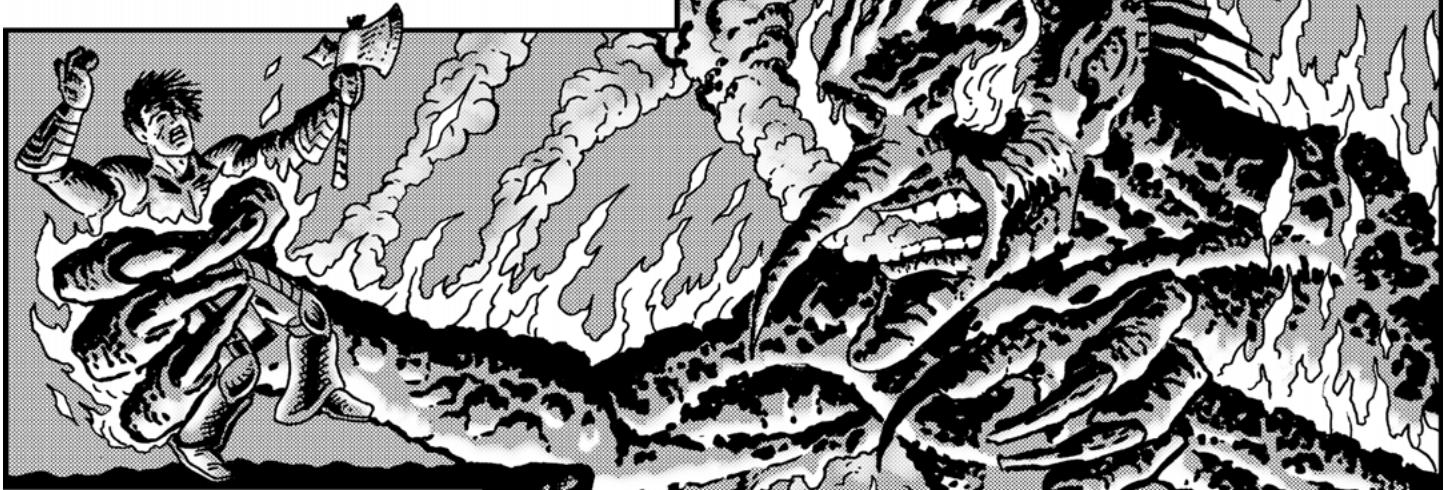
**Interior Art:** Ryan Jack Allred, Russ Nicholson, Bradley K. McDevitt, Chet Minton, Matthew Ray

**Playtesters:** Joe Brewer, Greg Earle, Rob Hand, Jason LaMaire, Alex Severns, Jerry Severns, Raymond Severns, Dan Shoemaker, Brent Spotswood, Russ Whitsell





## — NEW MONSTERS (OPEN GAME CONTENT) —



### ARCHOMENTAL

#### Dzeluul (Prince of Molten Fires)

FREQUENCY: Unique (very rare)

NO. APPEARING: 1

ARMOR CLASS: -5

MOVE: 18"

HIT DICE: 22 (99 hit points)

% IN LAIR: 40%

TREASURE TYPE: U, V

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 6d8

SPECIAL ATTACKS: Magma, height/limb change, spells

SPECIAL DEFENSE: See below

MAGIC RESISTANCE: 75%

INTELLIGENCE: Exceptional (16)

ALIGNMENT: Chaotic neutral

SIZE: L (18' to 36' tall)

PSIONIC ABILITY: 185

Attack/Defense Modes: All/all

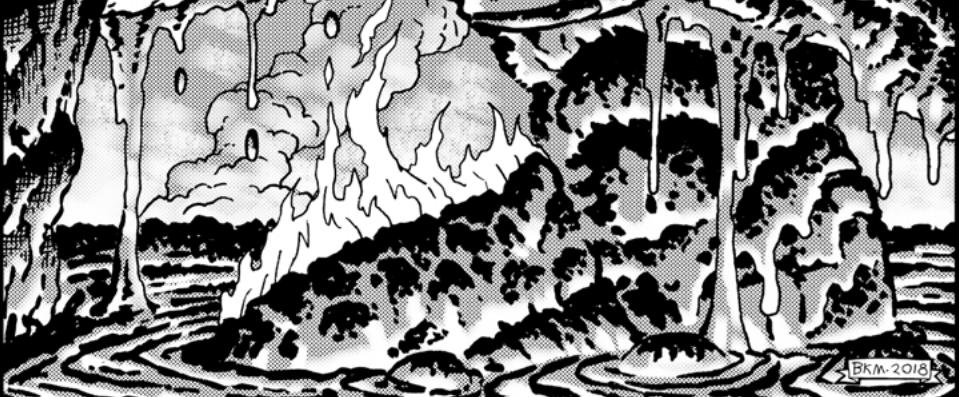
LEVEL/X.P. VALUE: X/27,865

(for material form only)

Archomentals are powerful beings that inhabit the Inner Planes (c.f. "elemental princes of evil"). On their home plane, archomentals are considered demi-powers that possess additional exigent abilities afforded to all demigods (q.v.).

Dzeluul appears as a cross between a fire giant and a troll made of molten rock, wreathed in flickering flames and dripping super-heated magma. He is able to alter his height from 18' tall to 36' at will. Additionally, his limbs and neck can reach up to two and one-half times their normal lengths. Thus, his arms can reach up to 45' when he is at his maximum height of 36'. His body radiates intense heat that causes all within 10' of him to suffer 2d4 damage per round unless protected against fire (no save allowed).

Dzeluul attacks as a 16+ Hit Dice monster once per round with either a claw or bite that inflicts 6d8 damage. Once every other round, the archomental can hurl a blob of magma with a range of



1" to 24" that inflicts 3d10 damage. A blob that strikes by a margin of 4 or more than needed 'to hit' is a direct hit that coats the victim in liquid rock inflicting 2d6 damage each successive round for the next 2d4 rounds. Victims can nullify this continuing damage by scraping off the magma (assuming the magma does not destroy the scraper), or cooling it with a large amount of water or cold-based spells (e.g. *ice storm*). Dzeluul can only be struck with magic weapons with a +2 or greater enchantment. Weapons striking Dzeluul must save vs. Magical Fire or be destroyed.

Dzeluul is immune to paralysis, poison, petrification, and fire-based attacks. Water or cold-based attacks inflict +1 point of damage per die.

Once per day, Dzeluul may summon 1d3 magma para-elementals, 3d6 magmen, or 2d6 lava children to serve him. Additionally, he can use the following spells, one at time, at will, as a 20th level caster: *detect invisibility*, *dispel magic*, *know alignment*, *suggestion* (12 hour duration), and *teleport without error*. Thrice per day he can use *fire charm* (60' radius), *confusion*, *produce fire*, *read languages*, and *read magic*. Once per day he can cast *meteor swarm* and *telekinesis* (6,000 gp weight). Dzeluul can communicate with any intelligent creature via telepathy.

Dzeluul lives at the bottom of a vast volcanic rift on the Para-elemental Plane of Magma where it borders the Elemental Plane of Earth.



## DRAGON, INFERNAL

	<u>Black</u>	<u>Blue</u>	<u>Green</u>	<u>Red</u>	<u>White</u>
<b>FREQUENCY:</b>					
On lower planes:	Uncommon	Rare	Rare	Rare	Uncommon
All other planes:	Very rare	Very rare	Very rare	Very rare	Very rare
NO. APPEARING:	1-4	1-4	1-4	1-4	1-4
ARMOR CLASS:	-1	-2	-3	-5	-1
MOVE:	18" / 36"	15" / 36"	15" / 36"	15" / 36"	18" / 40"
HIT DICE:	12, 14 or 16	16, 18, or 20	14, 16, or 18	18, 20, or 22	10, 12, or 14
% IN LAIR:	30%	50%	40%	60%	20%
TREASURE TYPE:	H (X 2)	H (X 2), S (X 2)	H (X 2)	H (X 2), S (X 2), T (X 2)	E (X 2), O (X 2), S (X 2)
NO. OF ATTACKS:	3+	3+	3+	3+	3+
DAMAGE/ATTACK:	2d8/2d8/6d8	2d10/2d10/6d10	2d10/2d10/5d10	2d12/2d12/6d12	2d8/2d8/5d8
SPECIAL ATTACKS:	Breath weapon, spell use, wing & tail attack				
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
INTELLIGENCE:	Low to very	Average to highly	Low to very	Highly to genius	Semi- to average
ALIGNMENT:	Chaotic evil	Lawful Evil	Lawful Evil	Chaotic evil	Chaotic evil
SIZE:	L (60' long)	L (84' long)	L (72' long)	L (96' long)	L (48' long)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil	Nil
LEVEL/X.P. VALUE:	12 HD - X/5,950 + 16/hp 14 HD - X/8,250 + 18/hp 16 HD - X/10,950 + 20/hp	16 HD - X/10,950 + 20/hp 18 HD - X/13,650 + 25/hp 20 HD - X/18,200 + 30/hp	14 HD - X/8,250 + 18/hp 16 HD - X/10,950 + 20/hp 18 HD - X/13,650 + 25/hp	18 HD - X/13,650 + 25/hp 20 HD - X/18,200 + 30/hp 22 HD - X/24,800 + 35/hp	10 HD - X/4,500 + 14/hp 12 HD - X/5,950 + 16/hp 14 HD - X/8,250 + 18/hp 18 HD - X/13,650 + 25/hp 20 HD - X/24,800 + 35/hp

Infernal dragons are evil dragonkind that originate from the Lower Planes (Acheron through Pandemonium), or more rarely, from the Inner Planes. They are created one of two ways: they are either Prime Material Plane dragons selectively bred using eldritch methods by the denizens of these planes (devils, daemons, demons, etc.), or are the progeny of Tiamat and her consorts. These dragons often serve as guardians for powerful beings that dwell on those planes. In rare instances, one will travel to the Prime Material Plane to dwell there.

To determine the size of a dragon roll 1d8: 1-2 = small (use lowest Hit Dice listed), 3-7 = average (middle Hit Dice), or 8 = huge (highest Hit Dice). Like Prime Material dragons, infernal dragons pass through eight life stages that indicate how many hit points per die they possess. However, these dragons live twice as long and take twice as long to reach the next growth stage. Roll 1d8 to determine the life stage of a dragon encountered: 1. Very Young = 1-10 years (1 hp/Hit Dice); 2. Young = 11-30 years (2 hp/Hit Dice); 3. Sub-adult = 31-50 years (3 hp/Hit Dice); 4. Young Adult" = 51-100 years (4 hp/Hit Dice); 5. Adult = 101-200 years (5 hp/Hit Dice); 6. Old = 201-400 years (6 hp/Hit Dice); 7. Very Old = 401-800 years (7 hp/Hit Dice); 8. Ancient = 801+ years (8 hp/Hit Dice).

Infernal dragons are twice the size of their Prime Material cousins and considerably more deadly. Their breath weapons are also twice the dimensions of standard dragon types, and they can breathe any number of times per day as long as the total damage inflicted is not more than three times their maximum hit points. Thus, a breath weapon attack can be broken into smaller damage increments. In addition to their claw and bite routine, infernal dragons can strike opponents on either flank with a wing buf-

fe that inflicts damage equal to a claw attack. Opponents on the dragon's rear can be struck with a tail lash that inflicts damage equal to a bite. Victims struck with a wing or tail attack must also make a Dexterity check or be knocked prone.

The *fear aura* of infernal dragons is stronger than standard dragon types. Creatures with 2 or fewer Hit Dice will flee in panic (no save allowed), those with 3 or more Hit Dice must save vs. Spells or stand paralyzed with fear (50%) or flee (50%), and those with 8 or more Hit Dice are unaffected. Saving throw adjustments for the fear aura of each life stage are as follows: Adult = 0, Old = -1, Very Old = -2, and Ancient = -3.

Due to the lower planar breeding process, most infernal dragons are somewhat less intelligent than standard types. However, those that are the offspring of Tiamat (10%) have an Intelligence score equal to or greater than their Prime Material equivalents. Any intelligence loss does not affect magic use, as 100% of infernal dragons can use spells. The number of spells employed is equal to their growth stage, per the standard dragon type.

Infernal dragons are immune to normal missiles (q.v. 3rd level magic-user spell of the same name), and possess *telepathy* (q.v. as psionic ability of the same name) that allows them to communicate with any intelligent creature. They cannot be subdued and have infravision with a range of 120'.

Except for those noted here, these dragons possess all of the standard statistics and abilities inherent to all dragons and their respective color breed (q.v.), including breath weapon type, special defenses, chance of sleeping, saving throws, and other abilities (senses, weaknesses, covetousness, etc.).



## DRAGON, SKELETAL

	<u>Black</u>	<u>Blue</u>	<u>Green</u>	<u>Red</u>	<u>White</u>
ARMOR CLASS:	4	3	2	0	4
HIT DICE:	12	14	13	15	11
DAMAGE/ATTACK:	$1d4+4/1d4+4/3d6+4$	$1d6+6/1d6+6/3d8+6$	$1d6+6/1d6+6/2d10+6$	$1d8+8/1d8+8/3d10+8$	$d4+4/1d4+4/2d8+4$
SPECIAL ATTACKS:	Breath weapon 10d6, fear aura	Breath weapon 10d8, fear aura	Breath weapon 10d8, fear aura	Breath weapon 10d10, fear aura	Breath weapon 10d6, fear aura
ALIGNMENT:	Chaotic evil	Lawful evil	Lawful evil	Chaotic evil	Chaotic evil
SIZE:	L (30' long)	L (42' long)	L (36' long)	L (48' long)	L (24' long)
LEVEL/X.P. VALUE:	$X/4,550 + 16/\text{hp}$	$X/6,350 + 18/\text{hp}$	$X/6,350 + 18/\text{hp}$	$X/9,700 + 20/\text{hp}$	$X/4,550 + 16/\text{hp}$

FREQUENCY: Very rare

NO. APPEARING: 1

MOVE: 9"

% IN LAIR: 90%

TREASURE TYPE: E

NO. OF ATTACKS: 3

SPECIAL DEFENSE: +2 or better magic weapon needed to hit, edged weapons inflict half damage, turned as special undead

MAGIC RESISTANCE: See below

INTELLIGENCE: Semi- (2-4)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

Skeletal dragons are undead chromatic dragons magically animated by magic-users or clerics of at least 15th level and who are evil in alignment. Creating a skeletal dragon requires a complete, undamaged skeleton of an adult or older dragon. Magic-users must cast *animate dead* followed by a *limited wish* or *wish* spell to animate the skeleton, while clerics cast *animate dead monsters* followed by a *commune*. Skeletal dragons possess only a dim intelligence but are very cunning. They obey the commands of their creator.

Skeletal dragons attack with a claw and bite routine. They also have the breath weapon of the same type and dimensions as they possessed while living, usable thrice per day. The mere sight of one of these undead horrors will cause all beings with 5 Hit Dice/levels or fewer to flee in terror (save vs. Spells to avoid). Those with 6+ Hit Dice/levels do not flee due to a failed save, but receive a -2 penalty to all attack rolls.

A magic weapon of at least a +2 enchantment is needed to hit a skeletal dragon. Additionally, slashing and piercing type weapons inflict half the normal amount of damage, while blunt weapons inflict full damage. As undead, these creatures are immune to poison, paralysis, sleep, charm, hold, and cold-based spells. Attack forms similar to their breath weapon, whether normal or magical, inflict no damage on them (i.e. black skeletal dragons are immune to all acid attacks, blue to electrical/lightning, red to fire, etc.). Each vial of holy water that strikes a skeletal dragon inflicts 2d4 damage. Clerics can turn it as "special" undead.

Like their living counterparts, skeletal dragons are arrogant, greedy, and desire to hoard treasure.

## DRAGONAUT

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 0

MOVE: 6"

HIT DICE: 12 (56 hit points), 14 (64 hit points),  
or 16 (72 hit points)

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: 5d10/4d6

SPECIAL ATTACKS: Breath weapon, crush

SPECIAL DEFENSE: +2 or better magic weapon to hit

MAGIC RESISTANCE: See below

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

SIZE: L (9' tall, 7' wide)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: X/bronze = 12,390; brass = 9,402;

tin = 6,864

Dragonauts are magical constructs fashioned to resemble a dragon statue mounted on a 1' tall platform. Rollers hidden under the platform allow the construct to move. There are three types of dragonauts: bronze, brass, and tin. Magic-users of at least 16th level can construct a dragonaut with the following spells: *wish*, *polymorph any object*, *geas*, and *detect invisibility*. Additionally, bronze varieties must also have *wall of fire* cast on them; brass *chain lightning*; tin *cloudkill*. Materials cost 1,250 gold pieces per hit point and it requires four months of construction time.

The creator of a dragonaut controls it with simple verbal commands. These can be direct commands ("attack", "stop", "move", etc.) or conditional commands ("at sundown move to the courtyard" or "destroy any intruders that enter the room"). Commands are carried out unfailingly and without question.

Each type of dragonaut possesses different hit points and type of breath weapon as noted on the table below. The construct can attack targets directly in front of it each round with its breath weapon. The head of the dragonaut allows for side-to-side and up-and-down movement with a limited traverse of 45 degrees. All three types of breath weapons inflict 5d10 damage. A successful will save vs. Breath Weapon reduces damage by half.



Type	Hit Points	Breath Weapon	Range
Bronze	72	Cone of fire	5" long, 2" at terminus
Brass	64	Lightning bolt	8" long, 1/2" wide
Tin	56	Chlorine gas	5" long, 2" wide, 2" high

In addition to its breath weapon attack, the dragonaut can also roll over opponents directly in front of it or behind it. Victims must be 10' or less in height. It can hit up to three tightly packed, medium-sized victims. The attack requires a successful 'to hit' roll. If successful, the dragonaut rolls over victims inflicting 4d6 damage. Furthermore, victims failing a saving throw vs. Death Magic are trapped under its rollers taking an automatic 4d6 damage each round thereafter until freed or the dragonaut moves away.

Dragonauts *detect invisibility* at all times (q.v. 2nd level magic user spell).

Only magic weapons of +2 or greater enchantment harm dragonauts. Cold-based spell inflict half damage on these constructs (no damage if they successfully save), while a *chill metal* spell acts as a *slow* spell. All other spells have no effect on them.

### — NEW EQUIPMENT & MAGIC ITEMS — (OPEN GAME CONTENT)

#### Quality Weapons & Armor

Quality weapons and armor are not magical in nature. Instead, they are expertly crafted items produced by master weapon-smiths, leatherworkers, or bowyers. Any standard weapon, armor, or shield can be of quality nature with the exceptions of caltrops, garrotes, sling stones, whips, and elfin chain mail. Due to their superior craftsmanship, durability, and precision, quality weapons and armor have a +1 'to hit' or bonus to Armor Class, respectively. They also gain saving throws of +1 versus physical attack forms, such as fire, frost, acid, crushing blow, etc. Quality armor does not have reduced weight as per the magical types. These items cost ten times the standard PHB cost and take three times longer to manufacture than the normal sort.

#### Arrows of Fire

These magical arrows always have red fletching and a head coated in a viscous, oily substance. When fired from a bow, the head of the arrow immediately bursts into flame, and inflicts normal arrow damage (1d6) plus 6 points of fire damage when it hits. These arrows cannot hit creatures struck only by magic weapons, although the fire would inflict damage on those creatures susceptible to fire. The arrow is always consumed after it is fired. *Arrows of fire* are found in groups of 1d6+1.

X.P. Value: 50 each

G.P. Sale Value: 100 each

#### Cloak of the Dragon

This magical cloak is fashioned from the scales of a red dragon. It functions as a combination of a *cloak of protection* +4 and a *ring of fire resistance* (q.v.) Rumors tell of the existence of other types of dragon cloaks crafted from the scales of white, blue, or black dragons. If true, these types are exceptionally rare.

X.P. Value: 5,000

G.P. Sale Value: 45,000

#### Oil of Invisibility

This magical oil causes any object coated with it to turn permanently invisible. Once coated, a non-living object will only become visible if the oil is rubbed off. Naturally occurring abrasions, such as brushing up against objects, will cause the oil to fade a little with each exposure. Living creatures doused with the oil must make a successful *system shock* roll or immediately die. Creatures that survive must bear with the difficulties that comes with being invisible at all times, as deemed appropriate by the GM. Each vial contains enough oil to coat one man-sized creature, a suit of plate mail, six long swords, 10 daggers, or 50 coin or gem-sized objects.

X.P. Value: 750

G.P. Sale Value: 4,000

#### Quiver of Endless Arrows

This magical quiver is always found holding an accompaniment of twenty arrows. The quiver replenishes any and all arrows removed from it 24 hours after the first one is fired. Arrows removed must be fired within 1 turn after being drawn or they turn to dust. Ten percent (10%) of quivers produce +1 magic arrows.

**Normal Arrows:** X.P. Value: 1,000      G.P. Sale Value: 5,000

**Magic Arrows:** X.P. Value: 2,500      G.P. Sale Value: 12,500

#### Ring of Mind Blanking

This potent magical ring confers to its wearer protection from magical and psionic-related forms of detection and mind-influence/control as per the 8th level magic-user spell *mind blank* (q.v.). The wearer cannot be detected by means of magical scrying, divination, or detection, whether by device or spell, including *wish*-related spells. Nor can they be effected by spells that effect the mind, including, but not limited to, spells such as *charm*, *sleep*, *fear*, *suggestion*, *telepathy*, etc. See the *mind blank* spell description for a full list of devices and spell-effect that wards the wearer of this ring.

X.P. Value: 5,000

G.P. Sale Value: 50,000

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**Available now.**

**DD #2: DUNGEONS OF THE DREAD WYRM.** No one has seen the wicked red dragon, Felmurnuzza, ravager of the northlands, for decades. Some believe that she has perished, while others believe that she sleeps away the years ensconced in her fortress-like lair. Rumors suggest that over the centuries she has amassed a vast hoard of treasure that is second to none. Cunning traps, devious tricks, and powerful guardians defend the dragon's dungeons from would-be looters. This challenging adventure is for characters levels 10-15.

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**Forthcoming.**

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**Forthcoming.**

**DD #5: MYSTERY OF THE WOOD OF DARK BOUGHS.** A strange blight has descended on the land turning crops and plant life into ash. Now the village of Alfandi accuses its neighbors of using black magic to destroy their crops. The villagers intend to execute eight men accused of causing this blight in a few days' time. The families of the men implore the adventurers to intervene and search for proof of their innocence before it is too late. The adventurers who investigate will discover a confusing magic forest and a fetid swamp, home to loathsome frogmen. An adventure for characters levels 3-5.

**Forthcoming.**

**DD #6: THE BURNING PITS OF CER-NOTH.** Hidden somewhere in the wild, craggy hills lies the lost dwarven stronghold of Cer-Noth. In centuries past, a clan of industrious dwarves mined, smelted ore, and constructed wondrous objects in their labyrinthine dungeons. Their stronghold was said to sit over the 'burning pits', an area of geothermal activity that gave their home its name. The dwarves are long gone now, but the legends of a great treasure hidden in a vault still fire the imagination of treasure-seekers to this day. Does this treasure still exist, or have looters already discovered its secret hiding place? An adventure for characters levels 4-9.

**Forthcoming.**

**DD #7: THE FORLORN CASTLE.** Something stirs within the abandoned keep of Huginn's Nest. Legends tell of the betrayal and rebellion of its former masters who were sealed alive in the crypts below the castle's ramparts as punishment for their crimes. Now, strange men creep like furtive shadows through the mountain valleys around the keep at night, returning to the darkness of the castle at dawn. Travelers and shepherds who wandered too close to Huginn's Nest have disappeared without a trace. The adventurers must investigate to find out what these mysterious beings are up to and put an end to their nefarious deeds. An adventure for characters levels 5-10.

**Forthcoming.**

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## DUNGEON DELVE #2

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### DUNGEONS OF THE DREAD WYRM

by R. Nelson Bailey

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#### Could this finally spell doom for Felmurnazza?

Winged death — blood reiver — scaly doom. Just a few of the names given to the great red wyrm, Felmurnazza, by those who suffered under her fiery reign. While her name is still a furtively whispered epithet for destruction and ruin, no one has seen this dragon of terror for many years. Despite this fact, the kingdoms and nations she trampled under her scaly claws still regularly send her a fortune in tribute. Once every five years, a wain loaded with gold, jewels, valuable crafts, and items of magic are sent into the wild hills where she is said to dwell and left there for her. All of this the fearful leaders of the kingdoms do to safeguard against the looming threat of destruction of their villages and towns from her flaming breath if they fail to do so.

Some say that Felmurnazza sleeps away the years there on a bed of treasure fit for ten kings. Others say that she perished decades ago or was simply a legend used to frighten bucolic villagers. One thing most agree on, however, is that somewhere under those barren crags lays the old serpent's lair along with her ill-gotten riches. Bold adventurers have sought to locate this place — most have never returned. Those few that have made it back to civilization always do so empty handed. Just who or what guards this treasure is unknown. All seem to agree that whatever it is, it is deadly and well hidden from those that seek to loot the dread wyrm's great hoard.

#### An Adventure For Characters Levels 10-15

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