

CAMPIGN ADVENTURE

*THE FALL OF
STONEHAMMER
HALL*

FOR LEVELS 4-8

By RC PINNELL

The dwarves of Stonehammer Hall were renown for the volume of precious ores they mined. But when they dug too deep, and unleashed something that had been long imprisoned, they nearly brought about the extinction of the entire clan.

THE FALL OF STONEHAMMER HALL

FANTASY ADVENTURE MODULE FOR CHARACTERS LEVELS 4-8

INTRODUCTION

As noted above, this adventure is for mid-range type characters, with spell casters capable of using magic in the spell range of 1st to 4th level. The racial and class mix of the group should include at least 1 cleric, magic-user and thief, with several fighters and multi-classed fighter-types to round out the party. Dwarf characters will be of great benefit as their racial underground abilities might often come into play; as the adventure takes place in the former, abandoned, fortress of a dwarf colony, the ability of such characters to speak with the dwarf refugees will be an added bonus. The group should contain at least 3 PC, and as many as 6. Groups of a smaller size should augment their numbers with hirelings, while those at the greater figure stated should not consider taking any more than 3 with them; all hirelings should be 0 or 1st level types only. The general alignment of the group should be dominated by the desire to do good; chaotic, neutral and evil characters will not receive much aid or assistance from the dwarf refugees, and might even come into conflict with them. Such is not the purpose of the adventure, and should be avoided at all cost.

As implied by the above, this adventure can be used by *Advanced* systems that separate class from race. But it can be used, as well, by *Classic* rules that do not. Some minor alterations here and there within the text should be all that is required in order for you to accommodate your preferred style. Remember that conveying to your players the thrill of the adventure should be your primary focus. The mechanics involved should be secondary to the experience.

DUNGEON MASTERS INSTRUCTION

This module is generic enough in its design to allow you to easily place it within your own campaign world or a published one.

This adventure takes place in a recently abandoned dwarf colony. *Recent* is quite misleading, as dwarves are long lived, and the events that led to their current situation are actually a few decades past in human time; being more or less, roughly 40 years. Which may or may not be enough for rumors to have spread throughout the known world of their plight. You will have to determine this yourself. Given the fact that the dwarves would not, in all likelihood, have sent calls of distress to non-dwarves. If you decide that their current plight is known to the other races, whether commonly or as rare bits of rumor and gossip, you should make up tables of such so that the player-characters may discover this. Having them come into such information may well be the catalyst that entices them into the adventure.

Since the main plot of the module involves the dwarves uncovering an ancient evil relic, and the loss of all their clerical connection to their deities, it is important that you establish a well defined pantheon of dwarf gods and goddesses. For 1E systems this is easily done, as many published (Out-Of-Print) manuals are still available to guide you in this task. For Classic rules this presents a bit of a quandary. Since only humans can be of the cleric "class" in OD&D, Holmes, BX or BECMI, you will have to create, at least, a cleric "profession" that is not the same as the Cleric class for humans. One that not only serves the basic religious needs of the dwarf community, providing sacramental services to the flock, yet while not bestowing the *same* abilities as a Cleric upon the dwarf priests. An appendices, including a sample pantheon and template, is provided after the adventure to aid you in this, and should be altered as you see fit.

STARTING THE ADVENTURE

From rumors gathered, or perhaps an actual contract between them and some NPC to investigate the matter, the party has followed the long western road deep into the endless hills that mark the boundary between the civilized lands of the east and the wilderness to the west. Guiding their horses around long bends and up steep grades they come finally to a wide and deep ravine. Spanning the entire ravine is a 20' wide stone bridge, with 3' high stone walls lining each side of the

walkway. (See Map 1) Half way across, 4 towers rise above the bridge, 2 to each side of the walkway, which is supported by a large flat column of rock from below; the towers each being several stories high. (See Map 1&2) Beneath can be seen a natural formation of rock spanning the ravine; an arch with a tall and thick column of stone reaching upward that supports the bridge and towers. The shapes of diminutive peoples can be seen intermittently moving between the sets of towers across the walkway; some appear to be holding long spears and pole arms that reach high above their squat forms--perhaps a patrol of armed warriors. Guiding the horses onto the bridge the party can see the towers, where a large group of 30 dwarf men with spears and halberds form a line across the span blocking further progress

THE BRIDGE-GATE (See Map 2) MATRIX

1. COURTYARD This large area (about 50' x 80') is enclosed with a short wall of stone 4' in height, with breaks on the east and west sides to allow passage. On the west side (**A**) stand 2 ballistae armed and ready to fire, aimed at the entrance to the dwarf realm. 3 mail clad figures are always attending the devices. To the east of the towers the bridge appears damaged in places (**B**) and might even be ready to collapse under too much weight. 4 fire pits, 2 in the north and 2 in the south half of the courtyard contain continuous fires, with iron pots suspended above on iron rods; the pots used both for cooking meals and boiling water for cleaning. Being such, 4 columns of steam or smoke will always be rising from the fires. If the party rides up to the Tower-gates on their horses there is a 2-6 chance that the bridge will be compromised, causing the shaded areas (**B**) to collapse and fall into the ravine 100s of feet below; this could end up trapping the party on the remaining section of bridge along with the dwarves. This can be avoided if the party spots the damage and dismounts, thus guiding their horses carefully between the weakened areas. For *Advanced* rules, a dwarf or ranger will notice the danger with the same probability as a ranger surprising his enemies(3 in d6); for non-rangers, leading the party or otherwise, the chance to detect possible danger is 1 in d6. For *Classic* rules, figure a 2 in d6 chance for an dwarf, and 1 in d6 for all others. Those that sense danger ahead will be able to easily guide their horses across the bridge to the courtyard of the Gate-towers. Should the worst occur, and the bridge

begins to collapse beneath them, describe to the players the horror taking place and ask them what they intend to do, then begin to count aloud from 1 to 30. If they answer that they urge their horses to run as fast as they can toward the courtyard before you reach 30 then inform them they arrived just as the bridge collapsed behind them, falling 100s of feet into the ravine below. Should they dally about, anyone still out on the bridge at the time will surely plummet to his death. Naturally, you will have to adjudicate individual actions to the best of your skills and reasoning. Once they make it to the Bridge-tower, the leader of the dwarfs steps forward and asks, "**Have ye come to assist us, or be ye highwayman come to take advantage of our plight? Quickly, speak up!**" If the party takes the moment to observe they will notice that all is quiet about them, and that the guard of dwarfs is 3 ranks deep, with the closest wielding swords, hammer and mace and with shields, while long shafted spears reach over their heads and shoulders from those behind. Looking about more will reveal that from the upper stories and atop the 4 towers are figures of more dwarfs, perched and armed with crossbows, aimed at the party; roughly an additional 30 or so. Beyond the group on the walkway, past the towers, the party can see the bridge extends an equal distance they have already traversed, and ends at a ledge carved out of a wall of stone rising hundreds or more feet upward. On the ledge there appears to be a set of doors, closed. And on the bridge, between the western towers are 2 ballistae, manned by 3 dwarfs each, with large projectiles loaded and ready to fire towards the door in the mountain.

DEALING WITH THE DWARVES

Whether the party picked up rumors here and there or were hired by some distant dwarf kin or just happened to stumble onto the scene, the dwarfs of Stonehammer Hall will not easily depart with information when queried. They have struggled to survive all this time while forced to remain, to ensure that what is loose in the Hall does not escape; they are very battle worn and not all that cordial to outsiders. Many strangers have come over the years to investigate, or by chance, and attempted to enter the dwarf realm. Some for their own reasons and others out of the desire to help. But none, other than the thief, *Tyleia*, has ever come out alive.

You should devise a list of possible reactions the dwarf leader and his people might respond with as/when the party seeks information. While all the adults remember well the reason for their dilemma, they might not easily divulge much, or any, of the details. As previously stated in the "Dungeon Masters Instructions," the plight of the dwarves stems from their mining efforts. As they long ago uncovered something very baneful, a being of great evil, and unleashed its powers upon them. This being is located deep within the bowels of the mountain, below the Halls of the dwarfs, and has since surrounded itself with wicked and sentient creatures to protect it. As the dark and corruptive powers of the entity seeped up into the halls of the dwarfs and killed many of them, those that could, escaped, sealing the doors to trap it, and its minions, within. The doors are sealed tight, and not passable. The only egress into the Hall is through a tall watchtower rising out of the cliff face of the mountain (See Map 1). But getting there is not easy, requiring the skills of a thief, or equipment for climbing. The following table is suggested to provide information to the party when they inquire. This should come from the leader, for the most part. That which is "special" (#4, 9 & 10) is noted as such.

TABLE OF INFORMATION

Die Roll	Reaction
1	Dwarf cordial, but hesitant
2	Dwarf cordial, responding slowly
3	Dwarf cordial, open & friendly
4	Dwarf cordial, gossips freely
5	Dwarf reserved, non-responsive
6	Dwarf offended, silent & annoyed

If a result of 1-4 occurs then use the following list of responses to divulge information to the party. You do not have to roll for this, just choose which you wish to reveal, and whatever time and in whatever order.

1. It was a sad day for us when the miners broke their way through into those hidden caverns! Since then we have had to suffer for the lust that drives us to dig!
2. No one living here knows exactly what the miners found; the few that escaped, and are here, were in the outer caves when the evil was released.

3. By the time they (the miners) returned to the Hall the priests were already informing the King that something bad had befallen the colony. It wasn't long after that they had been excommunicated from the favor of the gods.

4. The King sent me and my men into the lower levels to repel the evil, but we weren't strong enough. Instead, it killed most of my men, turning them into zombies, that turned on us! *(Only Sven will respond with this information)*

5. Yes, those of us that managed to, escaped, closing all the great doors behind us and sealing them shut. We've been forced to remain here at the Bridge-Tower to make sure nothing from within gets out.

6. We dare not unseal the doors. We are not strong enough to hold back the evil within. From time to time groups have come by and ventured in, but had to gain entry through the watch tower there in the cliff. The human female, Tyleia went in once with her comrades; she came back--crazed with fear, and alone! She might remember the way, though I wouldn't trust her state of mind, much.

7. There is a trapdoor in the roof of the watchtower that will allow you entry to the Hall. But be careful, the tower is likely filled with undead servants of the evil within.

8. Sadly, the King and his entire family, and most of the colony, fell victim to the evil thing we unleashed. We, here, do not have the strength to enter and dispatch it. If you should agree to, we would be more than willing to allow you to take whatever coins, gems and treasure from the king's coffers you find, as long as you leave half behind.

9. Yes, I went into the dwarf Hall. I know the way. But it is not a place for the meek, or faint of heart. I will show you, but only if I may go with you, and claim as payment a certain item that I saw before my comrades were slain. Just it, and no more--no coins, no gems, nothing! *(Spoken by Tyleia, if she is approached and asked)*

10. My business here is my own. But I will gladly join your company, providing what aid I can, as long as I receive an equal share of the profits in the name of my goddess! *(Said by Brother Angus, if approached)*

Living in fear within the 4 towers is all that remains of the dwarf colony of STONEHAMMER. A total of 150 dwarfs that includes 75 warriors (1HD), 15 miners, and 60 women and children (40/20). The warriors are led by GLURK SVEN, F5 (60 hp) and his 2 assistants--WEEBO, a F4 (34 hp), and TOF, a F2 (14 hp). All three warriors are Lawful (Good), wear plate mail and shield, and carry a short sword, hammer or mace, and dagger.

Only Glurk has a magical item (+1 hammer). All the other warriors are clad in chain mail with or without shield; 25 bearing spears, with hammer and dagger on their belts, 25 having crossbows and short sword (these include the ballistae crews), 25 with pole axes and maces. Of the non-warriors, all wear normal clothing (for AC9/10) and are non-combatants.

The towers(T1-4)are home to all that is left of the colony. The women and children reside on the 1st & 2nd levels, while the warriors sleep on the roof-if weather permits; otherwise, in rooms mentioned in the description to follow. The 15 miners keep to their tents on the north side of the facility (C on the map).

T1-GROUND LEVEL. Entry This is a small chamber (10'x10') with stairs leading to levels above. Two chambers (1-2) are quarters for 5 dwarf females in each. They are non-combatants, having 1-8 hp each, and AC9 or 10, and Lawful (Good) depending on rules systems. They are young adult to middle aged women, that appear very tired and overworked, and scared to speak with non-dwarves. Room (4) is a dormitory for 10 young dwarfs. A utility room at the top of the stairs is sometimes used by the warriors when inclement weather prohibits them from sleeping on the rooftop (5). It is also used to store weapons, tools, and other sundry items the dwarves were able to escape with.

T2-GROUND LEVEL. Entry, similar as above. 5 dwarf females reside in each chamber (6-7) having more or less the same characteristics as those previously noted. Utility chamber (8) contains 2 bunks, with a footlocker under each, and serves as quarters for WEEBO and TON, as well as other warriors when weather is bad. Room (9) is that belonging to SVEN. The leader's room is sparsely furnished with a bed, desk and chair, and inside his footlocker beneath the bed is a small leather bag containing 40 GP, 9 PP and a GEM (x1400 GP value). Atop the desk is a stack of parchment scrolls, some blank, others scribbled upon.

T3-GROUND LEVEL. Entry, as previously described. Mainly a foyer with minimal furnishings, and stairs leading up to levels above. 5 dwarf women are found in rooms (11-12), similar to those already mentioned. 10 young dwarfs dorm in room (13), while the utility room (14) serves as a storage chamber and barracks on those occasions of inclement weather when the soldiers cannot sleep on the roof (15).

T4-GROUND LEVEL. Entry, as noted before. And as before, 5 dwarf women of similar information above can be found in both rooms on this floor (16-17). Rooms (18-19) belong to 2 NPC not listed in the roster above. In the former is TYLEIA, a female Thief-5 (29 hp) S12 I14 W10 D15 C15 CH13. She has (but does not wear often) +1 leather armor, a sword, and a *Potion of Invisibility* in a backpack, along with other normal traveling gear, beneath her bunk. She is Neutral, and might be convinced to join the party if the arrangement for reward satisfies her; lured here by rumors, she is down to her last 50 CP. Part of a former band that intended to sneak in and explore the dwarf dungeons, her party ran into an ambush and only she survived, escaping through the great Tower on the cliff, and managed to climb back down and to the safe haven of the bridge Gate-towers. Though she knows the way in, her mental state is unstable, due to the horrors she experienced within the Hall. Chamber 19 is occupied by a mysterious old man wearing a hooded robe, despite the warmness of the temperature around him. A sage and scholar of his Order, he is BROTHER ANGUS, a Priest-4 (20 hp) of the Goddess *FIRMANA*. S13, I13, W16, D12, C10, CH12 Lawful (Good). His spell casting ability will vary from system to system: 5 1st/4 2nd for *Advanced* rules and 2 1st/1 2nd for *Classic*. His normal compliment includes **Cure Light Wounds**, **Protection from Evil** and **Find Traps** (for *Classic* rules) or **Bless**, **Cure Light Wounds** x2, **Detect Evil**, **Remove Fear** and **Augury**, **Find Traps**, **Silence 15' Radius** and **Slow Poison** (for *Advanced* rules). In any case he wears a +1 *Ring of Protection*, carries a mace, and has normal traveling gear in a backpack under his bed. A small leather bag tied to his belt contains 50 SP, 15 GP and a ring (worth 300 GP). The reasons for his presence are vague and unclear to the dwarves. He offers little information, other than to indicate it is his deity's will that he enter the dwarf hall. Thus far, they have refused to allow such. You may make up any bit of history and background, including his true reason for being here, as you desire. It is likely he will attempt to join a strong and *decent* appearing group (his *Detect Evil* spell will assist him in determining this!).

GETTING THINGS GOING

During this phase of the adventure it is possible that the players will want to explore the Gate-tower itself, or at least try to understand what holds it up and if there

are other avenues of approach or escape. Do not prohibit such activity unless they attempt to snoop inside the towers themselves. What spare rooms the dwarfs had are already being used, and the dwarfs are not, at this point, inclined to allow more boarders. If the party agrees to assist the dwarfs, by entering the Hall and dispatching the evil within, then the dwarfs will be more cordial and willing to accommodate the party. If the players do not wish to honor the dwarfs' agreement, and intends to enter the Hall without their consent, the party will have to find its own way in. The front gates are not an option under any condition, as all of them have been sealed tight, with traps guarding each set of double-doors. The only other *known* way is through the Watch Tower that protrudes out from the face of the cliff just south of the bridge. The dwarves have never used the tower to exit the Hall, being fearful of the steep slopes plunging into the ravine below, but Tyleia is very familiar with it, having scaled the cliff face with her own party once before.

ENTERING THE HALL--THE BACK DOOR

Once the party has decided to investigate the Hall it will have to cross the bridge west of the Gate-towers. Their horses will be of no further use to them from this point on, and they should arrange for the dwarves to watch and care for the animals. The west side of the bridge is in much better condition and does not pose a threat to the party. Thus, crossing it will be boring and uneventful. Upon reaching the mountain face they will come to a stone archway 15' high at the apex leading into the mountain (See Map2, #2). On the south side a ledge 5'-7' leads south along the face of the cliff and is easily seen (2). Should they enter the tunnel they must go about 60' before encountering the 1st set of double-doors(B-1). These are impassable (see p.8) and the party must back-track to the entrance, and make its way along the ledge (2-A) going south. Once on the ledge the group must move single file (though a hobbit and dwarf/or elf could walk side by side) until they come to a place where they will find a rope laying against the face of the cliff(C). This is how Tyleia made her escape before, and is the only means up to the Watch Tower, unless the party has magical means to fly or levitate. If you wish to have the party reach the Watch Tower without much difficulty simply allow each character to climb the rope, informing the players that

each will have to make a Dexterity Check for every 40' ascended; roll some dice behind whatever screen you normally use and pretend as if you are making such checks, then inform the party--much to your false dismay--that they all have reached the bottom of the tower and must now ascend it. Again, pretend to make checks while allowing them to reach the battlements atop the roof. For it is *there* that they will meet their first true challenge. **Note:** if you wish to make the scenario more challenging and potentially lethal, then actually make such Checks, with those that fail falling victim to the rope/line snapping, and the character plunging into the ravine to his certain death. You may use whatever "Check" mechanic you wish to achieve this. Obviously, clever players with characters possessing items and abilities allowing flight or floatation of some type, will circumvent the risk of this possibility. You will have to adjudicate all reasonable actions attempted by the players to have their characters reach the top of the Watch Tower. Once the party has reached the top of the tower they will be "officially" at the start of the dungeon exploration. And it is here that they will encounter their first brush with death.

WATCH TOWER MATRIX

ROOFTOP. When the party arrives atop the tower they will immediately notice 3 things: several iron spikes driven into the roof with the rope that they've been climbing attached to them(A); the outlines of a small door in the roof (B); and 3 winged statues perched on the battlements (C)--1 each on the south, west and north. These are actually **Gargoyles** (HP 24, 22, 20) that will attack them as soon as the entire party is present. Also, at (D) appears to be the rotted remains of an adventurer; 24 PP can still be found within the leather bag tied to the belt around its waist. If Detect Magic is cast the belt will reveal positive, as it is a magical **Belt of the Troll** (regenerates 1-3 hp per round upon whomever is wearing it until the person's normal maximum is reached. It will also close all wounds and prevent the wearer from going comatose and losing more hp if *Advanced* rules are used; if *Classic* is used instead, the character may drop to 0 hp but will not die. Instead, he will become unconscious for 1 day, until he regains 1 hp.) The body is that of a former comrade of Tyleia that died, allowing her to escape. She does not remember, for her mind is still in shock from the event.

LEVEL 1

1 HALLWAY. Dropping through the trapdoor in the roof will pose little effort to those characters that are 6' tall or more; as they can simply lower themselves as far as they can then let go, dropping a mere 3' to the floor below. Others that may be shorter (especially dwarfs or hobbits) will need assistance of some sort, or the drop could be potentially damaging. Once all are down and in the upper level (1) they will immediately see a flight of stairs descending to the west, and a 10' wooden ladder lying on the floor against the angled wall to the east. At the bottom of the stairs is a trap (X) that, when triggered, will release a 10 cubic feet volume of *GAS*. Characters must make a Save throw vs. Poison or they will become so fearful and nervous as to suffer a -2 penalty to all hits they attempt for the next 3 hours. Only time or a neutralize-poison spell will counter the affect. The corridor turns south 10' beyond the base of the stairs and continues another 20', with a door in the last 10' of the eastern wall.

2 BARRACKS. This 20' x 20' room contains 6 double-bunks, indicating up to 12 persons slept within at times. They are in disrepair, the wooden frames cracked and splintered, with the straw stuffing in the mattresses protruding through rips and tears. If the party enters bearing bright light such as a lantern they will see small shadowy figures dash under the bottom bunks and into the mattresses, followed by a burst of squeaking noises. Should they investigate, a pack of 9 **Giant Rats** (4 hp each) will rush forth attacking the party. A thorough search of all the mattresses will yield the following: 1-100 CP, 1-100 SP, 1-100 EP, 5-20 GP.

3. QUARTERS. This odd-shaped room appears to have been occupied by only 1 person. A single bunk, similar to those previously described but in better condition, stands against the southeast wall. On the west wall opposite the door is a coat rack with four pegs sticking out--2 with garments hanging from them. Both of these are dwarf sized cloaks, and while neither are magical, they are made to withstand severe cold--used for exploring the deep underworld. Thus, anyone that dons one of the garments, will remain warm and unharmed under extremely cold temperatures (as low as -20C). Driven into the long angled wall is a set of brackets. Between these rest what appears to be a long sword. If Detect Magic is cast upon it the item will respond as

positive. That is because it is a Cursed weapon! While it is +1 to hit, trapped within it is a sentient being of mischievousness, and there is a 10% chance when the weapon is used (per attack swing) that it will actually turn upon and attack an ally of the wielder. Thus it is Chaotic (neutral). Upon approaching the bunk the party will discover a small, motionless shape. This is the former occupant of the room, a low-level officer of the guard who died long ago and fell victim to the evil within the Hall. He is now a **Zombie** (24 hp), and will rise and attack (as a 3HD creature) anyone that approaches! A footlocker under the cot is secured with a large padlock. This is rusty and weak and can be broken by blunt force if struck for enough damage; consider the device AC9(10) and having 20 hp. Only blunt weapons/items will break it loose; bladed weapons must make a Save (vs. Turn to Stone for *Classic* rules, and vs. Crushing Blow for *Advanced*!) or they will shatter upon landing their first successful hit. If a thief attempts to Open the Lock, he gains a +20% bonus to his roll due to the mechanism's poor condition. While this makes entry easy, there is also a Needle Trap that will shoot out and jab the hand of anyone handling the lock unless it is detected and removed! The needle will only do 1 hp of damage. Inspection of it will reveal it is coated with a sticky substance that may have been poisonous at one time; however the poison is no longer potent. Inside the footlocker is dwarf-sized clothing (shirt, pants, socks, vest, long-johns, etc) and a pair of small sized boots; these will fit a dwarf, or hobbit with big feet. None of the items are magical. And in addition, searching the box will produce a small leather bag containing the following: 50 GP, 3 small gems (x15/30/50 GP value).

4. TOILET. This room contains only a large, round urinal resting in the center on the floor. Made of some type of polished stone, the bowl is 4' long, 2' wide and 2' deep. It is currently filled to overflowing with blackish yellow liquid that has spilled out, and the stench within the room is choking. If they study the bowl they will see movement within, as there are currently 6 **Giant Centipedes** within (4 hp each)! If they actually search it for 1 Turn they will find a ring on the bottom. If a Detect Magic spell is cast upon it, the ring will respond as positive, for it is a +1 *Ring of Protection*. The bowl is very heavy, weighing 100 pounds without the liquid. If they attempt to tip it over, you must adjudicate the odds of their success.

LEVEL 2

5. MIDDLE BARRACKS. 9 small double-decker cots fill this chamber, indicating up to 18 persons occupied the room at times in the past. As the bunks are 3' wide by 5' in length, they do not take up much space on the floor. This allows the presence of several chairs and a square table pushed against the south wall of the chamber. A (Secret) door in the wall there allows access to the chamber further beyond (see map) There are 2 footlockers beneath each bottom cot, each 2' long by 1' wide and 1' deep. Inside each of these are old and moldy clothes. Some contain leather items such as belts, belt pouches and bags and, if searched, might be the following-- 0-99 CP, 0-99 SP (d100-1) per footlocker. Atop the table are old and cracked plates, utensils and drinking mugs; many covered or partially filled with rotted and petrified organic materials and foul smelling and sour liquid. None of it is safe to ingest and doing so might result in contracting a serious disease. 2 *Secret* chambers lie south & southwest of this room. The first, or middle room, is filled with maces and battle axes standing on their heads and leaning against the walls. There are about 25 of each and all appear to be in fairly good condition. A second (Secret) door in the southwest corner of this room leads to another chamber. Nestled between the 2 stairwells, this chamber is cramped with a short ceiling height of 4'-6', and wooden studs and truss beams supporting the stairs above. Whether the dwarves used this chamber or not clearly it has not been entered in a long time, as dust and cobwebs fill the space between the stairwells. If searched there is a 1 in 6 chance per turn of finding a black stone covered with dust. Whomever first grabs it is unfortunately cursed to possess the object until/unless a *Dispel Evil* spell is cast upon the person. Until then, he will suffer a -2 to hit on all attack rolls! While the room is being searched, there is a 1 in d6 chance per Turn that the creature dwelling beneath the stairwells will drop down to investigate any unusual activity. Up inside the rafters and beams dwells a **Black Widow Spider** of unusual size and strength: 5HD (40 hp) doing 2-16 hp of damage with her bite, as well as injecting poison into her victim that requires a Saving Throw vs. Poison to avoid death in 1-3 rounds. Her venom is so toxic that even if a *Save* is made, the victim will sustain 1-12 additional hp of damage. She has no treasure, except for the cursed stone that recently fell from her web and she has not yet found.

6. SENIOR OFFICERS QUARTERS. Four small cots stand up against the south and east walls (2 at each) of this room. Though identical in size to those previously described these appear to be of much finer construction and craftsmanship. The stuffed mattress upon each is in good condition with no rips, tears or holes. The pillow and blankets atop each are of better material. A small square table and 3 chairs stand at the north end of the room. Atop the table are four plates and utensils, and four large drinking mugs. Beneath each cot is a footlocker, with a padlock securing it. The locks appear to be in fair condition, requiring a thief to make his Open Locks check in order to gain entry into them; none of them are *trapped*. A thorough search within each will yield a suit of traveling clothes and boots (sized for a dwarf), a belt with 2-7 pouches and the following: 0-99 CP(d100-1), 0-99 SP(d100-1), 0-45 EP(5d10-5). There is a 25% chance per each footlocker of one of the following items being present:

Roll d6

1	Small gem worth 25 GP
2	Non-magical ring worth 50 GP
3	Silver dagger (1-4) or hand axe(5-6)
4	10-60 GP
5	Potion of Extra Healing
6	Ring of Protection +1

LEVEL 3

7. LOWER BARRACKS. This large chamber is filled with 15 double-decker bunks, 3 tables, 30 footlockers and 15 chairs. All of the furniture is smashed and broken; though the bunks remain standing, their mattresses have been ripped to shreds and are scattered about. The whole place reeks of decay and filth, being littered with the petrified remains of what appear to be 4 dwarfs; mold, fungus and feces is spread throughout. Searching the room will yield nothing of value, and likely (10% cumulative per Turn spent) alert the creatures within the next chamber (8).

8. LOWER ARMORY. Filled with broken or bent weapons and shields, 2 **Ghouls** (16, 14 hp) lie in wait within the chamber. Former adventurers who entered the Hall decades ago, they have devolved into these nasty creatures in order to continue *Living*. If alerted by noise from the outer room, they will slip out to attack. They have no treasure.

LEVEL 4

9. KITCHEN & DAY HALL. With the tower so far away from the main colony, the soldiers doing guard duty required a kitchen and eating facility. This was it. A stone oven is set into the east wall with a vent shaft going up to the surface of the cliff. 3 large wooden tables in the southern part of the chamber could seat all the soldiers at meal times; though less were usually present due to rotating schedules. Storage cabinets are built into the wall of the stairwell, with a preparation table north of the fire pit. The central floor space between the pillars was, at one time, stacked high with boxes and crates of food stuff and other sundry items the soldiers would need during their tour of duty within the tower. Now, the area is one big pile of liter, filth and trash. Residing within it is a colony of 50 unusually ferocious **Giant Rats!** (4 hp each), led by an even larger **RAT KING** (12 hp) that does 3-12 hp damage and attacks as a 1HD monster! The King is a pet of the evil entity dwelling deep beneath the Hall, and has been blessed by its master by having an *Enlarge* spell and *Permanency* cast upon it. To prevent his "eyes and ears" of the watchtower from suffering too easy a defeat the evil being placed an invisible *Ring of Regeneration* (of the Vampire) upon the toe of its front left foot. (For *First Edition* rules this functions as stated in the DMG. If using *Classic* rules the ring will benefit the wearer by transferring the number of hp of damage it does upon an enemy unto itself; this applies only if the wearer is currently below his normal maximum, and does not grant hp above that.) Finding this item is possible, though not easy. (If a *Dispel Magic* is cast upon the item by a level 20 MU it will become visible; for each level below 20th, the chance of success decreases by 5%) Beside the ring on the Rat King's toe, the creatures have accumulated the following which lies scattered within their nest: 1-100 CP, 1-100 SP, 1-100 EP, 1-20 GP, 1-6 PP. For each Turn spent searching the party will find one type of the number listed. There is also a 5% chance of contracting a disease per turn spent digging through the nest.

10. STAIRS. Descending 200' over a linear distance of only 180-190' makes for a steep incline from the Hall of the dwarves to the watchtower. This is far too steep to be able to climb swiftly when the need arises. Thus, the dwarfs created a rope system that could be used to pull the dwarves up from below more swiftly. However, they

disassembled this device when they were forced to flee the Hall, and all that remains of the mechanism is a few pieces that cannot restore it to its former function. The party is faced, therefore, with the perilous task of having to use the steep stairs to descend into the realm of the dwarves below. Unless magical means are used to assist them--or some other clever contraption--they must resort to their own 2 feet. If forced to do so, their individual movement per turn will be 1/3rd that of normal. And if forced to climb the stairs on foot, their rate is 1/4 normal. Due to the severity of the angle involved, descending runs a higher risk of slipping and falling. Each character should make an ability Check by rolling his Dexterity or less on a d20 in order to safely descend per move turn. Failure indicates the person slipped and is falling downward. Extenuating circumstances will likely need to be applied (should others be in front of the victim, ropes connecting them all together, etc.), but generally, the victim will fall for up to his normal move range unless there is something to prevent this from happening; this will inflict 1d6 of damage per 10' of falling. A Strength Check will be made should a character slip and fall at the halfway point of his normal move range to see if he has managed to stop his falling somehow. If so, no further movement will follow and no further damage incurred. Should he fail, he will continue, possibly suffering more in the process. Once all the characters have reached the bottom of the stairs, they will technically be in the halls of the dwarves.

This ends the section concerning the Watchtower.

THE DUNGEONS OF STONEHAMMER HALL

It should be clear (to you the DM)--very quickly--that the party will most likely enter the dwarf Hall, not from the front--or main entrance--but from another location (the Watchtower). And upon examining the Matrix, that the chamber/room numbering (sequence) begins at the main entry, and not where the party first enters the dungeon. This may seem awkward, at first, as the characters begin exploring the dungeon, but it will soon pass as they expand their search into the boundaries and limits of the dungeon level. The numbering is meant to reflect what would be the normal sequence of events had the party entered the Hall back in its days of glory.

Generally, ceiling height in any room will be no more than 7'. Doors will be between 5' to 5 & 1/2', 3' wide and 4" thick, made of stone. The main entry (1), Great Hall (2) and cavern (9) have much higher ceilings--15' to 25'. All the doors will be shut and stuck closed unless they are noted as otherwise in the description. The floors are smoothed stone and covered with dust and dirt. Iron hooks every 60' within corridors once held oil lamps, the soot of past use can be seen on the walls.

1/B1-4. THE MAIN ENTRY. Mentioned earlier as being impassable by any means, some explanation is needed at this time. The physical properties of the gates are, in themselves, quite stunning. At 7' in height, and 4' in width, they are 2' thick and weigh in the vicinity of 4000 lbs. each. The dwarfs' ability to master and craft stone enables them to create objects from the material that defy understanding by the other races of the world. Diminutive as they may be, the dwarves can create (and have throughout their history) gigantic works out of the stone of the earth. It is this affinity with the earth and its natural components that allow the dwarfs to fashion huge structures that seem to defy physics.

To move the huge pieces of stonework the dwarves devised intricate and complex balancing mechanisms. These were used not only to move large portions of stone about during their mining activities, but were also incorporated into everyday use within their own dwellings; thus allowing heavy and secure doors to be utilized for protection. When they were forced to flee their Hall, they closed all the great double doors within the main entry corridor, and disabled the balancing devices, thus creating barriers of solid stone weighing tons! Not sure if such would be enough to imprison the evil being they had unleashed upon themselves, they called upon their deity, pleading for aid. Hearing their cries, and knowing the Stonehammer clan to be honorable and mindful of their worship, *GOLDSKIN*--the goddess of the dwarves--placed an enchantment upon each of the gates, a resistance to magical attack, that would prohibit magic spells from weakening the valves. Thus, physically, the doors are so massive in weight that not even a storm giant can open them unless it intends to pound them to rubble; doing so would require a gigantic tool/weapon, such as a Maul or spade, inflicting at least 500 hp of damage upon each door. In addition, the doors have a continuous magical resistance as placed upon them by a L25 caster. (In

First Edition rules, simply follow the text regarding MR. For *Classic* rules, this means that for each level below 25th, a wizard or cleric has a cumulative -X% chance of casting a spell at the gates successfully. Or, simply put, 16% at L8, 14% at L7, 12% at L6, 10% at L5 and 8% at L4) Against spells that are designed to affect earth, rock and stone, the gates also receive a Save Throw that, if made, simply nullifies the spell's chance to work at all. The Save Throw is vs. Spell, and a 3 or better is needed.

It is evident that egress through the main entrance into Stonehammer Hall is not very likely concerning the party. If, however, the players are particularly clever and resourceful, you will have to adjudicate their actions and determine if such can successfully open or bypass the gates.

WANDERING MONSTERS

When the dwarf miners uncovered the prison of the evil entity decades ago they were immediately killed. Those that went in search of them suffered the same fate, until it was realized that something foul was amiss. While the King hesitated to abandon the Hall, those that had already perished were turned into minions of the being, and began raiding the upper levels, per their master's commands. These are basically *skeletons* and *zombies*, with the former having 2HD and the latter, 3HD; they otherwise conform to the descriptions given in the monster manuals for either advanced or basic rules.

In addition to these, many other creatures have evolved as a result of entering the Hall to explore and search for the abandoned treasure of the dwarf king. Humans, hobbits and elves have, over time, fallen prey to the evil essence within the Hall, and to the minions themselves. Thus, there are also skeleton and zombie versions of all these, as well as human ghouls, and Wights. Along with them, the essence of the evil being below has attracted other Undead types to the location. Thus there might be encountered a Spectre, or Wraith, or even a Vampire when exploring the Hall. And if all that isn't enough, there are the hordes of "standard" creatures roaming about that one would normally associate with ruins or an abandoned dungeon: giant rats, spiders, molds and creeping oozes! The tables below should be consulted to determine what type of "wandering" encounter might appear as the party moves throughout the Hall.

WANDERING ENCOUNTER TABLE I

(Make an encounter Check Every Turn. 1 in d6 indicates such)

Roll d6	Encounter
1-4	5-20 giant rats
5	2-12 huge/large spiders
6	1 gray ooze or black pudding

WANDERING ENCOUNTER TABLE II

(Make an encounter Check every 3 Turns. 1 in d8 indicates such)

Roll d10	Encounter
1-2	2-8 dwarf skeletons
3-4	2-5 dwarf zombies
5-6	1-6 skeletons*/1-4 zombies*
7	1-3 ghouls
8	1-2 Wights
9	1-2 Wraith
10	1 Vampire or Spectre

None of the creatures listed above will be carrying or in possession of treasure of any kind. Use the normal rules of "Surprise" and "Distance" when the party and such monsters come into contact with one another. Use both tables continuously. (*= non-dwarf) *Note: if any room in the Matrix to follow is described as "empty" you may also roll from either table to determine if one of these types might be present.*

2. THE GREAT HALL. This enormous chamber is, at first sight, breathtaking. Round stone columns, 3' in diameter and 20' in height appear throughout, that appear to support a ceiling high above; buttresses along the east and west walls work in conjunction, with long carved arches of stone that rise up and span the entire chamber from side to side. Feasts are (were) clearly held within, as 9 long wooden tables (B) with benches stand in the far western section of the hall. All of these appear to be covered with litter. Broken and smashed plates, mugs and utensils are in abundance, along with platters, pitchers and urns. Long rotted and now crystallized, organic matter is stuck to these and the tables; often in large piles upon the latter. Three large fire pits (A) 18' across and 3' deep apparently were used for cooking, and providing heat; whether all were in use at the same time is not clear. Each, now, is filled with burnt logs and debris piled high, as much as 5' above the rim of the pits; deep ash fills the bowls. Smashed and broken instruments--flutes, lutes, drums--lie strewn along the south wall of the room; none are intact or remotely capable of being played. Six (6) tapestries,

each 20' wide by 15' in height, cover sections of the north wall. These depict various woven scenes of the dwarves discovering, exploring, and carving out the caves that were originally here. All of these are covered with dust and soot, and will require extensive effort to clean and make presentable again. None are of much value to non-dwarves, but might fetch a meager sum on the open market where dwarves might be (figure a base value of 100GP per item). Six small doors appear in the eastern wall of the chamber, apparently leading to smaller rooms; all are stuck closed at the moment.

Should the party enter this chamber haphazardly and without caution, they will not notice the large group of dead dwarfs behind and beneath the tables. If they fail to pause and inspect the hall visually before entering these creatures will lie in wait, attacking the group when it reaches the western most fire pit. In all there is 12 **dwarf zombie-juju!** Having 3+12HD (HP 2x24, 2x22, 2x21, 2x19, 2x17, 2x15) these creatures are superior to standard zombies: AC6, attacking as if 6HD, and doing 3-12 points of damage per hit. They require magic weapons to hit them, taking only 1/2 damage from blunt or piercing weapons; axes, broad, bastard 2-hand swords, halberds, etc., do normal damage. They are treated as a Spectre with regard to clerical Turn Undead attempts. They can throw weapons as missiles with regard to daggers, axes, etc., and will do so before closing upon the party. They are unaffected by illusion, charm, hold spells, as well as poison, electricity, magic missiles, death and cold spells; fire does only 1/2 normal damage, while acid and holy water have full effects.

Though there is no visible treasure within the room, should the party search the fire pits there is a 1 in d6 chance per turn they will find the following.

East Pit: 1-100 CP, 1-100 SP, 1-100 EP, 20-40 GP

Center Pit: Ring of the Paladin*

West Pit: 1-10 gems (base value 50 GP ea.)

* The Ring of the Paladin doubles the range of the Detect Evil ability, as well as the number of times a "lay of hands" can be used, by paladins found in First Edition. For *Classic* rules, simply allow the ring to grant any Lawful character a bonus of +2 to AC and Saves, or +1 to any Neutral ones, vs. evil or Chaotic monsters.

3-4. KITCHENS. These 2 rooms adjacent to the great hall are, essentially, for food preparation. While food is cooked in the 3 large pits in the hall, it is then taken to one of these chambers where it is prepared along with the accompanying dishes that are served. Thus they contain tables where the work is done, and shelves along the walls where utensils, tools, and miscellaneous ingredients such as spices and herbs are stored.

5-6. PANTRY'S. Both of these chambers are jammed with barrels filled with salted water, salt, or vinegar used to store certain foods. In addition are a few containing smoked-cured meats, vegetables and other edibles the dwarfs liked. As these have all been here for decades, untouched, all have become spoiled, rancid, and in some cases, even toxic. Between rooms 4 & 6 is a storage room (C) filled with plates, mugs, pitchers, eating utensils, etc. Most are intact, as the entry door is stuck tight. Just north of room 5 is a smaller one (D) that is much cooler than the others; apparently due to its contact with the solid stone of the mountain. But even so, such has not kept the stored contents from becoming crystallized and useless; typical foodstuff can be found within--much of it covered with a thin layer of frost.

7. MINERS' QUARTERS. This section of the colony is (was) home to the miners. Approximately 24 of them resided within apartments E-F & H, while the smaller rooms of G, I-J are storage sheds used to hold a variety of sundry items the miners used in their daily tasks. Though 15 of the miners managed to escape and are now living outside the Hall (see Bridge-Tower at the beginning of the text) they were not able to flee with all of their worldly belongings. Thus, in the barracks where they slept will be found 24 small footlockers, closed, and still containing much of their personal things. Though these are mostly average, normal items of clothing, and so on, if each chest is searched it is possible the following will be found within. 1-100 CP, 4-40 SP, 2-16 EP, 1-10 GP, and a 10% chance of finding a non-magical ring or gem(worth 100-600 GP). These chambers are built more like freestanding structures, and thus have great space between the roofs and the ceiling of the cave. This has allowed a large colony of **spiders** to establish nests within the space. After 3 turns of exploring the area, these creatures are 30% likely to investigate what is moving about. If so they will attack anything appearing edible (like characters)!

If they do not, but the party explores the roof areas, they will also attack. There are 8 total, being very large--2HD (HP 16, 15, 14, 13, 12, 11, 10, 9) Having dragged many victims up to their lair, the roof tops are littered with bones, skulls, and shreds of clothing. For each turn spent searching the entire rooftop area, there is a 10% chance of finding the following.

Roll d8 Discovery

1	1-100 CP, 1-100 SP, 1-100 EP, 10-60 GP
2	1 non-magical ring (base value 150 GP)
3	1-6 small gems (base value 50 GP ea.)
4	2 medium gems (base value 150 GP ea.)
5	1 large gem(base value 300 GP)
6	Scroll*
7	Misc. Item**
8	Misc. Weapon**

*50% chance of being Protection type. Otherwise, roll on appropriate tables to determine type, and level/s.

** 50% chance of being normal. If magical-type is indicated then roll on appropriate tables to determine type.

8. STORAGE ROOM. This long rectangular chamber is currently filled with the broken and splintered debris of various items that were stored here. There is nothing left but useless junk. Searching will not yield anything of value to the party, though spending the time doing so might allow wandering creatures to come upon them in the process.

9. THE GREAT CAVE. This large natural cavern is the first area the dwarves began mining centuries ago. With a ceiling height varying from 30' at its edges to 70' at its center, the chamber has become a huge expanse as the dwarves removed earth and ore from it. When they finally cleared out its interior--leaving the floor space seen on the map--they discovered a large vein even deeper, slicing through the cavern running from the southwest to the northeast. They excavated this out only to find the crevasse left behind (X1), revealing a deeper chamber below. When they descended to explore it, was when the troubles began. The crevasse is now covered by a permanent illusion placed upon it by Elawene. Anyone stepping into the floor area designated by the narrow lines will fall into the deep pit below, taking 10d6 of damage. If the character survived, he must make a similar Check for each of his items vs. Crushing Blow, as they may have been destroyed in the fall as well. The illusion cannot be dispelled, but once learned of, can be avoided. In the

alcove section southeast of the crevasse (X2), is a large colony of bats; it's unclear how they get out of the cavern at night--perhaps through small tunnels in the ceiling above. Being normal bats (1 hp ea.) they do not usually attack explorers, but if molested or frightened, their shrieking could alert other monsters nearby, and their swarming could put out torches and confuse the party.

On one side of the crevasse, in a nook within the northwest section of the cave, grows a large patch of mushrooms. Over 1000 of the fungus stools rise up out of the soil here (X3). If harvested, cleaned and boiled into a broth, one full container (phial size) will, when drank, neutralize the poison of spiders; why it is only affective against arachnid poison is a mystery for the sages to unravel. There is enough organic material to concoct broth for 6 such containers. Getting to it will be a minor challenge for a party of the levels involved.

Throughout the cavern is bountiful evidence as to the dwarfs' mining activities. Shovels, spades, hammers, spikes lie everywhere. But nothing is as impressive as the set of railroad tracks (X4) laid from the crevasse to the eastern end of the cavern. Obviously used to transport ore in small rail cars from the crevasse to be processed elsewhere; what is oddly missing are the cars themselves. Not one is present within the chamber. The tracks end at location Y where an overhanging floor atop the next chamber appears to have been sheared away. If the party spends more than 6 turns exploring the cavern, the chance of a "*wandering*" creature to appear (from the previous tables) is automatic. Simply roll on either or both and conduct the encounter at that point.

10. WORKED ROOM. This area appears to have been carved and worked out of the actual cavern walls. There is also a level above it (see Map Supplement 1) that is open to the cavern itself. Since the rail tracks end just north of this, it is reasonable to assume that the ore was removed from the carts by some means at this location and then ported elsewhere for processing. If the party closely examines the floor in this area, they will notice shallow grooves, 2 lines, running south and out of the room. Should they follow them they will lead to area 11. There is nothing else of interest in the chamber or of value to the party.

11. DEPOSITORY. Several ore carts (3-4) have been tipped on their sides or completely over and are lying about this chamber. A huge square portal is built into the eastern stone wall and leads to a shaft dropping straight down to a chamber below. It is clear that the mined material was brought here, and deposited into the portal and down the shaft. The entire floor is covered with dust and soot. A corridor in the south wall leads to a set of stairs descending to below.

12. DORMITORY-NURSERY. This chamber is (was) used to house the young dwarfs of the colony. Double decked bunks--around 20--fill the main, large room, while cribs--3 in each--are located in the alcoves to the east, south and west. Chests of drawers stand in the main room, along with large boxes filled with toys. All are filled with sundry items associated with children. Nothing has been touched or molested. You are free to elaborate on specific items if you desire. In each alcove stands a changing table, with drawers beneath; these containing diapers, powders, pins and such. The doors leading to this chamber are locked, requiring a thief to pick and open them.

13. SHRINE OF GOLDSKIN. This area is a shrine to the dwarf goddess, GOLDSKIN. 15' long benches in each of the alcoves at the north end are intact, but have been turned over. The large chamber itself has been more or less desecrated. Tapestries that hung on the east and west walls (4' high by 15' wide) have been ripped from their hooks and lay, torn and shredded, upon the floor at the base of the walls; a strong stench arising from each as they appear soiled and stained with urine and feces. A stone altar built into the walls where they join at the southern end of the room appears to have been smashed and mutilated; large chunks are missing or laying upon the floor. Bits and pieces of candles, some melted, are scattered all about the floor. If the party is cautious when approaching the area they will surprise the 2 creatures currently within the chamber. At present 2 **Half-Wights** (HP 17, 15) are busy fighting with each other over a bauble they found upon the altar. These are former adventurers from previous parties that explored the Hall, and fell prey to the Wight in the levels below. Being only "half" strength creatures, they do not have the *level-drain* ability of their master, nor require magic weapons to hit them. Otherwise, they conform to the creature as described in most manuals. The bauble they are

fighting over is a *Gem of Seeing*; though they do not know of its magical properties. (For *First Edition* rules, consult the DMG regarding the item. For *Classic* rules, treat the object as if it has the ability of a Ring of X-ray Vision) If the party is not cautious and enters the area with little concern, the creatures will definitely be laying-in-wait for them to appear. There is nothing else of value or interest in the chamber.

14 & 15. DAY ROOM, EAST/WEST. Both of these chambers serve/d as day--or, multipurpose--rooms; back when the dwarves dwelled within the hall they would often be filled with laughing, singing, game-playing dwarfs taking brief pause from their daily demands. In those times the rooms contained tables and chairs in multitude--as many as 30 of the latter. Now, both are filled with rubble, smashed furniture, and reeking of foul excrement. It is possible "*wandering*" creatures may be present in either or both when the party arrives to investigate. There is no treasure in either.

16. FEMALES' BARRACKS. The doors to this chamber are shut tight and locked. 25 double-decked bunks stand within the room, indicating up to 50 individuals may have slept within; this may or may not be verified as the party searches, counting all the various items--such as hair brushes, necklaces, brooches, pairs of shoes, belts, and such, which generally add up to 50 each. But the 50 footlockers should be evident to the number that once resided here. 4 small dressing tables with 2 chairs at each stand against sections of the walls; bottles of scented oil, and tins full of powder and rouge stand atop the former, intact. With so many items within the chamber, it is hard to imagine that the occupants took anything with them--which isn't the case at all. In actuality, the majority of possessions once in the room are now gone--including anything of a magical nature. Thus, there is nothing of true value to the party, if they spend the time looking. Being that the doors are locked, it is not possible for "*wandering*" creatures to be present when the party enters the room.

17. MALES' BARRACKS. This large chamber is obviously another barracks. Standing throughout are 20 double-decked cots, again, implying that up to 40 dwarves slept here. Beneath the bottom cot of each is 2 footlockers, containing clothes and other sundry items of normal, everyday type. Blankets and pillows upon the bunks appear to be intact; though some are made

up and others not, the beds otherwise show no signs of being searched, molested or fouled. While the room is not locket, the door is stuck tight, and shows no signs of being recently entered and explored. (Unless you wish it to be, in which case you will have to make changes to suit your intentions) Otherwise, the room is empty, the air stale but breathable, and absolutely nothing of value or interest to the party. A door in the southwest corner opens into a short hallway running south and to a 2nd door. Beyond this one is a smaller chamber (K) with only 3 double bunks, and 6 footlockers. Though the latter are filled with similar items as those already mentioned, all seem to be of much nicer construction and appearance. The room also contains a small table and 6 chairs. Most likely, it was used by dwarves of a rank above the ones that occupied the larger chamber. And, unlike those other footlockers, these still contain remnants of their owners' meager wealth. Thus, if searched, each could yield the following. 0-99 CP, 0-99 SP, 0-99 EP (use d100-1 to determine amount), 2-20 GP and 0-3 small gems, base value 50 GP ea. (use d4-1 to determine number) Just west of the large room (17) and down the hall is located a 3rd chamber (L) that served as quarters to the male dwarfs of the colony. And like chamber (K) in relation to the large room, this one seems even nicer than (L). Having only 2 double bunks, and 4 footlockers beneath them, there is also a table and 4 chairs within the room. Each footlocker also has a lock, though in an open position and dangling freely. The insides of each, if searched, will yield little treasure for the party. 1-20 CP, 5-20 SP, 2-18 EP, 1-8 GP.

M. STAIRS DOWN. These lead to sublevel "N"--a series of 3 chambers that you can develop and stock as you desire. It should be guarded by lethal traps (poisoned darts, toxic gas, falling blocks should be sufficient) as the passageways lead to area "O" which is a secret treasure room of the king.

O. SECRET TREASURY. This is the king's hidden stash. His reluctance to leave all his treasure behind is what led to his death, and that of his family and the retainers that remained with him. 3 large wooden chests, 4' x 2' x 2', stand 1 in each alcove, secured by 3 metal padlocks. The western chest contains 25,000 CP; the eastern one contains 20,000 SP; and the northern chest contains 15,000 EP, along with the following.

+2 shield
+2 suit of chain mail (dwarf sized)
+3 hammer of throwing*
Gauntlets of Ogre strength*
Ring of the Spider**

*For *First Edition* rules see DMG. For *Classic*, See Basic & Expert Manuals.

**Grants immunity to venomous spider bites by injecting an antitoxin into the wearer throughout the day. Enough to nullify up to 3 such attacks before requiring 1 day to replenish its ability. If temporarily empty when bitten, wearer still gains a +2 bonus vs. poison against spiders.

P. WATCHTOWER STAIRS. This long flight of stairs is a 200' climb or descent to or from the Watchtower. The mechanism the dwarfs devised to expedite the trip has long been disassembled.

Q & R. SECRET DESCENDING STAIRS. These can only be reached if the secret entrance to them is found. They are currently "dead ends" and do not go any further than that shown on the map. You are free to continue them into lower chambers of your own design, and fill such with encounters if you desire. It is not required, and they are not necessary to this adventure.

S. STAIRS TO BELOW. A short flight (30') of stairs leads to a sublevel below the main Hall. Rooms S1-4 are/were where the raw ore was deposited via a chute above (See 11) and gathered here (S1) to be ported to the furnace (S2) and smelted. The remaining chambers is/was where the refined gold was cleaned and worked into bars and coin-nuggets. The entire floor of S2 is covered with slag, and the walls and ceilings with a coat of smoky grime. S4 contains 3 large work tables/areas, where tools and moulds lay undisturbed. Hiding under the table against the south wall is a **Rust Monster** (35 hp). It is very hungry, having devoured all that remained of anything edible to it, and will rush forth and attack anyone, or party, coming within 20'.

T. STAIRS UP. This flight of stairs leads to an upper level (T1-3) and eventually to the king's quarters (18-20). Along the way are 3 rooms. T1 & 2 appear to be a guard post and sleeping room. A table and 6 chairs still remain in the former, and 3 bunks in the latter. There is nothing of value remaining in either. Upon reaching T3 anyone standing within will be able to look out upon the eastern part of the great cave (9) and see the tracks below. This may have been a platform from which the

king could observe the miners at work, but is not easy to so clearly define. The edge of the floor here has collapsed and a jagged edge remains(Y). Across the opening is a sticky, intricate web preventing anyone from going further. Hiding in the cave above this is a **Giant Black Widow Spider** (30 hp) that will scurry down the rock and investigate, should her web be molested in any way. She has no treasure, unless you wish to include some. To the east is a door in the wall to another passage and a set of stairs leading further up to (U) and the king's quarters.

U. KING'S QUARTERS

18. PRIVATE HALL. In days past the king of Stonehammer Hall would hold meetings here, and audience with visitors on important business. The chamber is still intact, and occupied. Sitting in his great chair on a riser against the south wall is King Samuel Stonehammer VI--or what's left of him, anyway! Dressed in royal finery that appears to have lost its elegance, a moment's inspection will reveal that the corpse wears 2 rings, one on each hand, and a necklace of gold. Long dead, his corpse is now merely a tool under the command of the evil that dwells deep below the Hall. It will not immediately attack anyone that enters the chamber; though it does have all the powers of a **Zombie, Juju** (40 hp). Instead, a magic-mouth placed upon it will issue forth warnings to intruders to "*turn back while you can*" and "*disturb not the domain of Elawene!*" The King's corpse serves as an early warning device for the evil entity below, and can be used (sparingly) to talk to intruders to determine their intentions. You must use your own judgment as to what you want "the voice" to say or ask, and what to answer if questioned by the party. The creature Elawene will not divulge its true identity or location under any circumstances. If the king's corpse is attacked or threatened, it will retaliate within its abilities. If the corpse is destroyed, Elawene will know, and prepare a greeting for the intruders when they reach the lower levels. A dozen small but comfortable seats are lined against the east and west walls, 6 at each. A large round carpet covers the floor in the center of the room about 10' across. If the corpse is searched, the 2 rings and necklace can be removed, and are very valuable! One ring is a *Ring of Spell Storing* (contains the cleric spells, Cure Light Wounds, Slow Poison, and Prayer) and the other a *Ring of Spell Turning!* The

latter must be taken into consideration if combat occurs. The necklace acts as a *Displacer Cloak!* And must be taken into account as well. All of these items can be found in DMG or Basic and Expert manuals, depending on which rules system you are using. Other than them, there is nothing else of value or interest within the chamber. A door in the south wall exits into a small corridor. A secret door in the south wall of this leads to a trap at area U2. If triggered, it will release a poisonous gas cloud; those that make their Save suffer 2-24 hp damage, those that don't--die! The gas will remain in the area for 6 turns unless some means is employed to disperse it. After its initial release, its toxicity is greatly lessened, and each turn thereafter, will only inflict 1-12 hp of damage from inhaling, or 1-6 if a Save vs. Poison check is made. In the east and west angled walls is a secret door leading to the inner chambers of the king.

19. KING'S PRIVATE CHAMBER. This room is splendidly furnished. In the southern alcove stands a 4 post bed with a canopy, and curtains that enclose it. A writing desk and chair stand against the southeast wall of the main chamber, and a dressing table with a fairly reflective mirror 2' x 2' x 2" thick along the southwest wall. Laying atop the table is a score of personal items that include brushes, combs, pins, a shaving mug and razor, cuff links, buttons, and so on. None are of great value individually. A tall (6') wardrobe with 2 closed doors stands against the north wall. Within the wardrobe a search will reveal 3 drawers on the bottom, and a larger open compartment with hangers supporting garments. The drawers are filled with very fine dwarf-sized apparel--socks, stockings, underwear, etc. Beneath the bottom drawer is a secret compartment, and within this is a pair of soft leather boots. These are *Boots of Levitation*, and if a Detect Magic is cast upon them it will indicate they are magical. Hanging among the shirts are several cloaks. If searched, one will have a secret pocket (requires a Find Traps to detect) and within, a ruby key made from the gemstone. Atop the writing desk are parchments, scrolls, and a journal all written in ancient dwarf. The parchments mostly appear to be memos, instructions and so on regarding fairly mundane goings on in the Hall years past: notes to the Captain of the Watchtower about changes in the guard schedule, or general notices to the populace about the routine cleaning and maintenance of the place. But the journal is more of a

detailed account of the actual history of the Stonehammer clan, how they came to find the location, and began the lengthy process of digging and carving it out. It is very detailed in the mining involved; which is likely boring to non-dwarves. But it eventually reaches the time of the dwarves discovering the deeper level of the cavern. In essence, the following entries should suffice to reveal to the party the story behind the fall of Stonehammer Hall.

The last of the great golden vein was extracted today. But in doing so, a lower chamber was revealed. We will descend into it on the morrow.

It is deep, the lower chamber, but the miners assure me they can reach it easily.

Digging has begun below. Indications are that the caves below go even deeper.

Some of the miners have vanished! I have ordered the Captain of the tower to investigate.

No news of the miners, OR the Captain! I fear we have opened up an avenue to something we should not have.

Creatures are among us! Our own return to attack us. And worse, they come with dark and twisted companions! Woe, I fear for my people. I shall begin ordering evacuation of small numbers as not to arouse panic. Those departing can await us in the Bridge-tower.

We are being swarmed! I cannot leave until all my people are outside and safe.

It is too late for me and my family. I have ordered my loyal retainers--those that have remained, to close and seal the great gates from within. Perhaps this will prevent the evil things from escaping the Hall, and exterminating my people completely!

What have we done?!

They are coming!!

There is nothing else of major interest to the party within the chamber. Nor is there a "set" encounter of any kind. If you wish to include one, you may design something yourself, or roll from the "wandering" encounter tables indicated earlier, and place a monster in the chamber. It is not necessary to do so, unless you wish to add one.

20. THE QUEEN'S CHAMBER. Similar in shape and design to the king's, it also contains much the same in furnishings--except for being feminine in nature. If the party has been careless in its approach and not concerned with stealth, then the characters will find hiding within the Queen and her 2 daughters. All are treated as **Zombie, Juju** (HP 35, 33, 31) in regards to their abilities. Hiding within the wardrobe and under the bed is the Queen and 1st daughter, while 2nd daughter has used her Thief's Climb skill and is clinging to the corner of the ceiling above the secret door. The Queen and 1st daughter will launch hand axes and daggers at the first living thing that enters, and as the party rushes in to retaliate, 2nd daughter will drop down upon any magic-user in the party. Unlike the king's belongings, many of the Queen's are made of silver and gold, and thus have some value. Thus, atop her dressing table, there will be 1-6 of each from table 1, and among them will be found 5-20 items of value. (Roll 5d4, then d20 to determine type.)

1. Anklet	11. Comb
2. Armband	12. Coronet
3. Belt	13. Crown
4. Small box	14. Diadem
5. Bracelet	15. Earring
6. Brooch	16. Goblet
7. Chain	17. Headband
8. Choker	18. Locket
9. Clasp	19. Pin
10. Collar	20. Tiara

Use the following table to determine the value (if any) of each item. (Roll 3d6 to determine value per type)

3-8	10-60 GP(d6x10)
9-10	10-80 GP(d8x10)
11-12	10-100 GP(d10x10)
13-14	51-150 GP(d100+50)
15-16	100-400 GP(d4x100)
17	200-500 GP(d6x100)
18	200-800 GP(2d4x100)

V. & W. DESCENDING CORRIDORS. These 2 long slanting hallways descend to the lower level of the hall.

21. UPPER TEMPLE. This chamber served as the 1st temple of the colony until the one below could be dug and carved out of the mountain. Once the larger one below was finished, this one was more or less dropped, with activity reserved for the greater temple. Though it

is (was) visited occasionally, the chamber has sat more or less quiet for decades. Now, since the evil being Elawene has been released from her imprisonment below, the chamber serves as a guard station, for it is always occupied by a minion of GOLDSKIN, a **MOVANIC DEVA** (53 hp) to prevent Elawene and her wicked drones from defecating the temple. The deva is Lawful Good, appearing as a translucent female dwarf with wings, bearing a *flame-tongue sword*, and will be of some assistance to parties of the same alignment. Her abilities are described in the 2nd monster manual of *First Edition* rules, and the DM should look there for details. If you are running *Classic* rules use the following abilities: AC -5, M 120'/40 or 300' flying, HD 11+4 ATK3 D 1-6/1-6/1-6 +5 to each, SA/SD can cast cure blindness, detect traps, neutralize poison (3x day each) once per round; immune to level loss-energy drain attacks, cold, electrical, magic missile, petrification, poison, normal fire, gas, MR +5 to all saves Lawful Good, S-M size. Only her physical manifestation can actually be destroyed. And if so, she returns to the outer plane of her deity where she must reform--taking 10 game years. She is not present to answer questions, but to detect the presence of evil approaching the temple. To that end she exists, and will attempt to destroy any evil being coming within 40' of the site. The reason she does not guard the greater temple below is due to the fact that the dwarves failed to consecrate it according to GOLDSKIN'S criteria. Thus the temple will be a safe haven to rest in and recover spells.

This ends the part concerning dungeon level 1 of Stonehammer Hall.

LEVEL 2, SOUTH

As with most communities, those functions deemed of greater importance arise first. With the Stonehammer clan, their belief in and worship of GOLDSKIN is/was central to their philosophy of life, and the Shrine (at area 13) was one of the first chambers carved out, and dedicated to the deity. As time passed and the Hall expanded, the Upper Temple (21) came into being, as the priests demanded the king to erect a superior place more in line with their dedication to the goddess. For some of the clergy this wasn't enough, and they petitioned the king to have his miners dig a more complex level, solely for them. He agreed.

What resulted became not only a new temple for the priests to perform their rituals of worship, but an entire complex complete with private quarters, a kitchen and dining room, and 2 other chambers for their use. Ironically, their zeal to worship in a new shrine was cut short, when the miners discovered even deeper levels below the great cavern, and unleashed the evil being that resided within. Thus, the former quarters of the priests of GOLDSKIN have now become their own tomb, as they fell victims to the dark power that floated up from below.

1. PRIESTS' QUARTERS. 12 priests of GOLDSKIN resided here at one time, serving the spiritual needs of the Stonehammer clan: the Head Priest, Senior Priest, and 10 lesser priests. (For *First Edition* rules, consider them to have formerly been a C8, C5, 5xC2 and 5xC1. For *Classic* rules, they would have all been considered Acolytes, having no spell powers, but retaining the ability to Turn Undead as granted by their goddess.) The quarters of all--including the Head and Senior priests --are very sparsely and humbly furnished. Those of the Head and Senior priests (A & B) contain a cot, and a foot-locker beneath, a chair and a writing table, while the rooms of the lesser priests (C) contain only a double deck bunk and 2 footlockers. The doors to each room are closed tight and stuck, requiring an Open Doors check to enter. But other than a layer of dust covering everything within each, there is nothing of value or interest to the party (If using *First Edition* rules, you may roll for items that the priests might have possessed on the table from DMG p.175, and distribute those--if any--within the rooms. If you do, and any of them possess magic weapons, those will not be present, as they will be in use by the priest/creatures as they are encountered.)

2. STUDY. This large chamber contains 4 tables; 2 being long, against the south walls, and 2 smaller square ones against the north wall. 10 chairs stand accompanying these--2 each at the smaller tables and 3 at the longer ones. Atop the long tables are 10 small tomes, 6"x9"x2" and are filled with dwarf writing describing the rituals and behavior expected of the priests of GOLDSKIN. Clearly, these are 'primers' for the lesser priests, and this chamber, a place of study and silence. If the party noisily searches the room it is possible the creatures in the chamber to the south might hear and investigate. The chance being 20%.

3. VESTRY. Identical in size and shape to the study just mentioned, this chamber contains 2 large cabinets against the north walls filled with robes and accessories the priests wear when performing various functions. There are 6 that appear more elaborate than the others, as they belong to the Head and Senior priests (3 for each). The remaining 20 sets of clothing are used by the lesser priests. A large table stands against the south wall, covered with a cloth, and atop this dozens of religious items such as prayer beads, cups, holy symbols and so on. If the party enters the chamber with the element of surprise it will catch the 4 creatures within off guard. Currently, 4 **Zombie, Juju** (HP 26, 24, 22, 20) are lurking about the chamber, wandering aimlessly as if searching for something. If the party was particularly noisy exploring the chamber to the north there is a 20% chance the creatures will sneak out and around, coming in from the east and west to surprise the intruders. (If you are using *First Edition* rules, and the priests possessed magical weapons as indicated from the discussion under room 1, then the creatures will have these for their use. Otherwise, they will have normal weapons--those being hammers or maces)

4. KITCHEN OF THE PRIESTS. The purpose of this room is obvious, as a cooking pit is built in to the north wall, cabinets stocked with jars of food stand against the east and west walls, and a preparation table along the south wall. Filled with nothing but mundane and sundry items, the party will find nothing of value for them within. That is the least of their concern, however, for 3 **Grey Ooze** (HP 22, 20, 18) have recently discovered the chamber and are waging a sort of war over which it will be home to. These are indicated by an X on the map, and if they are approached, will attack the party. Melee within the room could alert the creatures in the one beyond. For each turn in combat allow a flat 15% chance of such being heard by those in the next chamber (and vice versa).

5. DINING HALL OF THE PRIESTS. This simple chamber contains 3 long tables pushed together to form a U-shape, with 12 chairs placed about them. There 3 long wooden cabinets, 1 against the north, south and west walls; only the west one contains anything--which includes mostly broken plates, cups and pitchers. At present there are 4 **Zombie, Juju** (HP 30, 28, 26, 24) beneath the tables, and these *might* have magical weapons (See 1 & 4 previously).

6. **LOWER TEMPLE.** Since this temple was never properly consecrated, GOLDSKIN paid no attention to the chamber. As a result, the evil power that seeped up from below was easily able to enter it and corrupt the priests during a massive service with all attending. At present the former Head and Senior priest and 2 lesser ones are within the chamber (see locations X on the map) and will be hiding--either in the ceiling corners of the alcoves or behind the eastern partition before the altar--as soon as the party enters. They are, as the others, now **Zombie, Juju!** (HP 35, 33, 31, 29) and may or may not have magical weapons (See area 1 as described); if they do they will employ them against the intruders. The altar itself is not a holy object, thus it is not protected by GOLDSKIN or her minions.

LEVEL 2, NORTH

When the dwarves discovered the great gold vein in the cavern above (level 1, area 9) they immediately began to dig it out. Being over 100 feet in length and 10' to 30' wide it took much of their effort and time to remove the vein. As they got near the bottom what was left of the ore caved in, falling into this level, below the great chamber. Wanting to extract every last ounce, the dwarves descended into the crevasse, discovering not only this lower level, but more streaks of the ore all about. Thus, their excavation continued, until they opened up a tunnel leading even further downward. It was then that their troubles began, for as the miners explored even deeper, they unintentionally freed the evil entity imprisoned below.

7. **CAVERN OF THE CREVASSE.** Once the dwarfs descended to this level they began enlarging the bottom of the crevasse. This chamber was the first of their efforts. When the party first enters the chamber there will be 6 **Giant Lizards/Gecko** (HP 23, 22, 21, 20, 19, 18) hiding within cracks in the walls. Once these are dispatched, it is possible an additional 1-3 will return, from other locations (out hunting, perhaps), and require dealing with. Such will occur on a roll of 1 on a d6, checked every 3 Hours. If the party searches, there is a 5% chance per hour spent that they will find a small nugget of gold that the miners missed. If they do, it will be so small as to be insignificant (having a base value of 1/2 to 1 GP).

8. **CAVERN.** Unlike the crevasse cavern that has no ceiling per se, this chamber (and the next) is more true to a natural cave. The ceiling height at its peak is a good 15', making it a rather large chamber. A dead-end tunnel to the south is currently occupied by a large **Umberhulk** (HP 60) that will lumber forth and attack the party as soon as it detects their presence. It has no treasure.

9. **CAVERN.** The other true cavern on this level, it has a ceiling of 20-22'. Residing within at present are 2 **Minotaur Lizard** (HP 66, 64) if *First Edition* rules are used; or 4 **Tuatara** (HP 46, 44, 42, 40) if *Classic* rules are used. These creatures have been drawn to the area from other caverns within the mountain by the dark force of Elawene. They do not have any treasure. But, the mummified body of a dwarf miner is located at (D), sitting in the alcove, its back against the wall and will yield a *Ring of Invisibility* if discovered; unfortunately, for him, the item did not prevent his demise.

If the party explores the remaining tunnels it will find at location (E) a sticky web completely filling this area. Oddly, there is no sign of the arachnid/s that created the web. If not discovered in advance, it is possible the party will walk or run into it, if they are moving without care or fleeing from a previous encounter. In which case, the standard means of getting free of it should be employed.

10. **TUNNEL TO BELOW.** When the dwarves began expanding the depths of the crevasse they uncovered this tunnel descending deeper into the earth. Those miners that ventured down to explore eventually opened up more chambers, releasing the evil being, Elawene, that was trapped within.

This ends the section regarding the lower levels of Stonehammer Hall.

LEVEL 3 THE CAVERNS OF THE COLOSICUS & THE FREEING OF ELAWENE!

Decades ago, when the dwarves discovered an underground tunnel below the cavern they were excavating, they followed it, in the hope of discovering even more golden veins rippling through the deep earth. What the miners found, instead, was beyond their own belief.

The colossal cavern the party may now explore is more than a staggering image to the eye, it is unbelievable! Over 300' east to west and more than 500' north to south, it is simply incomprehensible how it was created and why it hasn't collapsed in on itself. The walls of the cavern are sheer cliffs straight up and down (more or less), with a ledge-trail that begins at location 1 and moves counter-clockwise, slowly descending until it comes to the bottom at area 11. Ledges along the eastern wall are accessible from the north and south, though difficult to reach (as explained later). Though the colossal chamber begins deep below the surface, if we establish the entry (1) as elevation 0'--for mapping purposes (and easier on the players as well)--then the mind boggling depth of -690' helps present a clearer 3 dimensional picture for you and your players. For the chamber is not only colossal in breadth and width, but in depth as well.

Formed by natural forces out of the rock of the earth, a trail/ledge exists for reasons not clear. As mentioned, it moves counter-clockwise from location 1 at a steady decline of 17 to 20 degrees; for every 120' forward(see the X's on the map), the trail drops on average 30'. With the trail ranging from 6' to 10' wide, it is easy to negotiate. The ledges along the eastern wall leading to areas 2 & 3 do not have this decline and are all at the same level as the entry (1) point. The ceiling of the great cavern generally slopes downward from north to south. In the northern half the peak of the dome is about 60' above the entry point, but in the southern half, it is about the same (being 0' elevation). When the party enters the chamber, the total darkness around them should be emphasized; creating a sense of being enclosed. While torch and lamp light will not reveal the true vastness of the chamber, you should convey to the players as much as possible within the boundaries of their perceptions. For example, dropping lighted torches from the trail-ledge will reveal some sense of dimension for them. Shooting lighted arrows from a bow into the darkness ahead (or to the side, if possible) should be informative as well. Sound is not much help in the colossal cavern, for it is so large that echoes cannot be generated. Should the party possess and employ pets, such as pigeons or other flying animals, they may be able to learn something from the flights of these creatures. Several features will be encountered as the party descends the trail to the cavern's depths, and these are explained in the matrix that follows.

One final cavern note: the ecology of the cavern is not usual. In most cases such as this, the environment would be cold and, often, dry. But that is not what the characters will find, here. Instead, they will encounter a biome of moist, warm air and water; comfortable enough that they will not need heavy clothing to keep from suffering chill. On the contrary, the temperature of the air within is quite comfortable, being 70F at the entry point, and becoming even warmer as they descend (1F degree for every 50'). This results in the lower (water filled) level of the cavern actually being around 83.5F. The air, of course, is more humid the lower they descend.

WANDERING ENCOUNTERS & EVENTS

"Wandering" creatures are kept to a minimum for 2 reasons: the logical ecology of the cavern, and the little amount of space (on the trail-ledge/or a ledge) for such an encounter to reasonably occur. Thus, most (if they do appear) will be flying or crawling types. Therefore, as the party descends roll a Check every 3 Turns, with a result of 1-2 on a d6 indicating something has occurred. Then, use the tables that follow to determine what the nature of the occurrence is.

UNUSUAL ENCOUNTER/EVENT TABLE 1

Roll d8	Description
1.	Bats, Giant (5-60)
2.	Bats, Mombat(1-2)
3.	Cloaker(1-2)
4.	Margoyle(1-2)
5.	Scorpion, Large(1-6)
6.	Scorpion, Huge(1-2)
7.	Event
8.	Event

SPECIAL EVENT TABLE

Roll d6	Description
1.	Cave in, ceiling/wall
2.	Cave in, ledge
3.	Disgusting assaults
4.	Eerie noise/sounds
5.	Offensive odors
6.	Strange lights/sights

If an "event" is indicated on table 1, then roll again and consult table 2 to determine what has occurred. Once determined, read the following descriptions concerning the particular event.

SPECIAL EVENT DESCRIPTIONS

CAVE-IN, CEILING/WALL. Should this Event occur it means a section of the ceiling somewhere above the characters has come loose and fallen down upon 1 or more of them. Or, that a portion of the wall of the cave directly beside them has come (broken) loose and down upon 1 or more of them. In the case of the former, (to avoid lengthy and potentially TPK Events) you should simply roll 6d6 for damage, then determine if the falling earth and stone strikes only 1, or a few, or all of the party. If it strikes the characters, then the player/s must also roll a Dexterity (or less) Check to avoid being knocked off the trail-ledge; if more than 1 is involved, the characters get a bonus of -1 to their roll; if all are involved each receives a -2 to their roll, as the falling debris is spread out even more, and does not have the same force involved as if striking fewer of them. Should a character be knocked from the ledge, additional damage--or death--might result; unless secured to one another by rope or able to counter the fall by some magical means. To determine this, you must also determine from the party's position along the trail how far they are above the watery lower level below. If you are using *First Edition* rules you may consult the **Wilderness Survival Guide** to determine additional falling damage. For *Classic* rules, simply apply an additional d6 of damage for every 10' the victim falls according to the distance you determine. Naturally, if the distance is too great, the character/s will die as a result.

CAVE-IN, LEDGE. In this event, a section of the trail-ledge the characters are walking upon has collapsed and/or given way, dropping 1 or more of them into the dark depths below. Again, should the group be roped together, or individuals have magic means to counter such an event, then falling will either be prevented, or a non-issue. But like the scenes described above, you must determine, should a fall result, the extent of the damage inflicted upon the character/s. Use the same resource as mentioned for *First Edition*, or mechanic stated above in the case of *Classic* rules.

DISGUSTING ASSAULTS. This event implies that some type of offensive matter--fecal or urine or...?--has either dropped upon the party/individual, or been hurled from some point in the surrounding darkness. You may elaborate on this as you desire.

EERIE NOISE/SOUNDS. When this happens it means that the party hears something other than coming from themselves. It can include moans, creaking noise, the flapping of wings, shrills, shrieks, slaps, flaps, splashes, drips, footsteps, screams or just about anything you can imagine.

OFFENSIVE ODORS. Is just what it implies. As the party is moving along the trail-ledge they might suddenly be overwhelmed by an obnoxious scent coming from up ahead, or behind, or above, or to the side. It could last for a mere moment, or as long as a Turn, and might actually seem to travel along with them in this regard. The source/s of this is left up to you to determine.

STRANGE LIGHTS/SIGHTS. This event can include the fleeting glimpse of a shadow, or some other "thing" that the party *thinks* it saw. As the cavern is a place of naturally organic growing lichens and molds, it is possible that twinkling lights blinking in and out could come from the ceiling and walls. As darkness, and distance would play a big part, it is possible the party might mistakenly assume the lights to be near when, in fact, they are very distant; or vice versa.

Clearly only the 1st 2 Events pose a serious threat (or damage) to the characters. The latter 4 are included to create "*atmosphere*" to the scenario. They (the last 4) are not intended to actually harm the party, but as a mechanic--a, tool--for you the DM to use to incorporate a mood into the setting as the characters experience it.

COLOSICUS CAVERN MATRIX, UPPER LEVEL

- 1. CAVERN ENTRANCE.** (EL. 0') The tunnel leading down from above has deposited the party here. Standing upon the open ledge, they can easily see it narrows to the west into a trail that descends into the darkness. To the east the wider ledge continues, with small 3' breaks in-between; jumping from one to the next should not be difficult or require an ability check unless you desire the players to do so. (As the cavern has been previously described in detail, such will not be repeated here) At this "Entry" ledge (1), the air is crisp and cool, but not excessively (about 70F). Torches, lamps, and spells that create light, will be needed for the party to continue exploring.

2. LEDGES OF THE EASTERN WALL. These are the same width, or near about, to the Entry ledge, continuing south along the eastern wall. Running parallel in elevation to the entry, the southern trail is broken into sections, separated by short distances of from 3' to 5'; not enough to pose a serious challenge to members of the party--even a hobbit! There are 2 such ledges before the party reaches this encounter area. As they do, they will possibly notice in the center a rather large piece of rock appearing to stand there, with 2 long tendril like appendages. It is a **Storoper** (HP 20) in a very injured condition--having recently lost the other 2 of its *arms*. Though it is injured it is still a threat if approached without caution. If killed and gutted, the party will find 4 gems in its gizzard (200, 250, 350, 500 GP values). It is not possible to continue on to the next ledge from here without magical means, or at least some use of a thief (see map).

3. THE UNGAINABLE LEDGE. As previously mentioned, getting to this ledge is not easy. Obviously, if the party has magical means of flying or floating, such will not be the case. But gaining access by normal physical means--such as those of rock climbing, cave spelunking and thief's skills,--will require the members to make several if not many ability/skill Checks. You will have to determine what these will be, and when they should occur, and what the results will be if failure is indicated; obviously, falling should follow the same parameters as previously described in the "Events" section. Currently residing atop the ledge is 2 **Cloakers** (HP 40, 38). Note that, if these creatures are killed, it does not affect the appearance of those described in the "Wandering" Encounters & Events section; or vice versa. The 2 encountered here have managed to gather a small bit of treasure over the decades; mostly in the beginning, from when the dwarves first entered the cavern. Thus, loosely spread around their ledge, is the following: 2 suits of dwarf leather armor (one being +2 magical!) 3 helmets, a magical footman's pick +3, and a non-magical ring (100 GP value).

4. THE GREAT BAT COLONY. Approximately 1000 **normal bats** cling to the ceiling of the cavern at this location. While they might often become a bother, with small groups breaking loose and flying about the chamber--even becoming "wandering" encounters--for the most part they will not assault the party unless the characters utilize an unusual amount of light.

5. GREATER BAT REFUGE. Though a smaller group (about 20) of creatures nest in the canopy of the cavern here, their massive size and malevolent temperament make them a potential threat to the characters. These being **Mobats**, and having greater HD (HP 35, 2x33, 2x 31, 2x29, 3x27, 2x25, 2x23, 2x21, 2x19, 2x17), they will actively hunt throughout the cavern, potentially bringing them into contact with the party. Thus, any encountered in the "Wandering" Encounters & Events section and slain, should be deducted from the amount given here. They have no treasure.

6. THE CURTAIN OF WATER. When the characters reach this location they will see that the trail-ledge ends, having collapsed ahead of them. Flowing down the wall of the cavern here is a curtain of warm water (about 70F) from a hole above. This *curtain* completely fills the span between the trail-ledge--about 35'--that was washed away by the process. Getting across this expanse is not, logically, likely; the sheer weight and force of the water makes attempting such foolish. But, fortunately for the characters, a strange feature of the cavern exists nearby. 3 large columns of stone, sheared off and flat across the top, rise out of the dark depths below in a diagonal pattern from southwest to northeast in this sub-chamber (See map). By some strange twist of fate, these columns rise in height as well, like stepping stones, from one side of the expanse to the other; the lower being near the southwest trail-ledge, and the higher near the northeast ledge. Getting across these and back onto the trail will not be easy, but at least the characters can avoid the waterfall. At roughly 12'-17' apart, simply jumping from one to the other is not likely without some kind of aid; either of a magical nature, or using physics in some manner. It is left up to you to determine what type of *mechanic* you think should be applied to the players' attempts to move from one column to the next. You may devise a simple Check system, or one more elaborate. Whatever you decide, remember only the falling damage already established in previous sections; it is best to remain consistent in this regard. Once the characters have gotten back on the trail-ledge, then allow them to resume their normal manner of play and continue on with the adventure.

7. THE TROLL BRIDGE. At this location the trail-ledge rounds a bend in the natural wall of the cavern. To the north, roughly 40'-60' in the distance, it is possible with the light sources at their disposal, that the characters can see another wall of the cavern (see map) and a ledge there (7). They might also see the faint outline of a stone bridge about 5' below the lip of the ledge, and realize that it spans the expanse and might be possible to cross over. This should pose no serious challenge, as the stone bridge is a natural arch connecting the 2 walls, about 10' wide and 20' thick; it will easily support the weight of the entire group. If they are cautious, and shine their lights across the dark expanse they will see only several, large, glob-like rock formations sitting on the ledge. These will animate and attack the party once everyone is upon the bridge. The creatures are a weird mixture of Margoyle and Troll; a bizarre breeding that produces a monstrous foe, called a **Maroll**. AC 3 HD 6+3 (HP 50, 45) M9" #AT3 DAM 3-7/3-7/3-10 SA Nil SD Surprise on 1-4 in d6, magic weapons needed to hit, Regeneration as Troll, MR Standard, INT Low, AL Chaotic evil, Size S-M If the creatures gain Surprise, they will lob 2 large stones each at the characters; with each successful hit doing 1-10 hp of damage. They will not rush onto the bridge at all, preferring to allow attackers to come to them. Over time they have stockpiled a small amount of treasure from inquisitive adventurers. On the shelf around them lie the following. 500 CP, 500 SP, 500 EP, 100 GP.

Once the monsters are slain the party can explore the shelf. They will discover a trail-ledge leaving the area going west and north, clockwise. They will also notice that it has an incline, and not a decline. This leads to the actual lair of Elawene and her guardian-lover!

SANCTUARY OF ELAWENE, THE DARK ONE!

When the dwarves discovered the Colossal Cavern they did not find the next 2 caves. Instead, they descended down to the lowest level, and found Elawene inside a cage, a cell, imprisoned! Banished to the location by her demonic Overlord for displeasing him, she had endured a century of loneliness before the dwarves stumbled upon her. But her "charm" quickly beguiled and fooled them, and she convinced them to free her. Upon doing so all the miners were killed, and she attempted to flee the material plane. But she discovered that, though she was free of the cage in which she had been imprisoned,

she could not return to her own plane of existence, for a magical anklet she wore prevented her from doing so. Even worse, it bound her to the cell, and she soon learned that she could go only as far as the caves within the eastern walls of the cavern--caves 9 & 10. Filled with rage and humiliation, she turned to the dwarf miners she had reduced to zombies, and sent them back up to the colony from where they came. As other dwarfs came to investigate the disappearance of their friends, they too were drained of their life force and sent back to the surface; other beings, adventurers that followed, would fall as well, becoming evil minions of her lust for revenge. In time, her essence attracted other beings and creatures of malevolent mind and nature, and these took up residence within the cavern with her. Chief among them is her guardian, and lover, Slitvane.

8. THE TERRACE OF TERROR. Standing guard at this location at all times is Slitvane, an evil dark elf that was transformed by its goddess for failing to pass a specially devised test that all petitioning clerics must go through. As a result, Slitvane was turned into what are known as DRIDER (45 hp). With the lower body of a giant spider and her upper torso attached above, Slitvane is a terrifying sight to behold. If using the *First Edition* rules, information regarding her will be found in the 2nd monster manual, p.60. If you are using *Classic* rules, simply combine the abilities of a L6 cleric with a giant spider, and use the following stats to round out the creature. AC4, Move 120'/40' HD 6+6, #AT 1 and 1, or spells DAM By weapon type, spell type, or 1-6 bite, SA Poison, MOR 10, AL Chaotic. Slitvane is equal to a L6 Elder, thus she is able to cast 2x1st, 2x2nd, 1x3rd and 1x4th level spells. She will use the reverse of those described if allowed.) In combat she wields a +3 *mace of crushing* (on a natural roll of 20, the strike will crush the bones of its victim, causing an additional 2-8 points of damage immediately, and another 1-6 per turn from internal damage and bleeding. A Cure Light Wounds spell will repair internal bleeding, but not the broken bones. These must be "set" in order to heal back to normal use; if they are not, deformities might result, causing penalties to the character's abilities reflected in a reduction of the score, or -1 to hit/damage, etc. If Slitvane is reduced to 1/3rd her normal hp, she will try to flee to cave 9 to warn Elawene of intruders. You must choose which spells she will have when the party encounters her. She has no treasure beyond what is mentioned.

9. CHAMBER OF THE DARK ONE. Though one might find some sympathy for Elawene--being Chaotic Neutral and imprisoned as she was--she is, in the end, a "monster", and has brought nothing but suffering down upon the dwarf clan of Stonehammer. While the magic anklet she wears cannot be removed, and was placed as a safeguard to prevent her from returning to her home plane should she escape her cage, her restriction to the great cavern has not rendered her totally powerless. Her ability to drain the life force of the dwarves and turn them into zombie minions to do her bidding is evidence of but 1 power she retains. What her ultimate plan is--besides escaping the cavern and returning to her home plane--is a deep secret she keeps within, and need not become entwined within the adventure at hand. For now, you should simply allow the characters to finish their quest, and encounter her (and what lies below!) so that they may have a closure to the scenario. Thus, if she has been alerted by Slitvane of intruders at the ledge (8) she will cast all preparatory spells upon herself or the chamber and be ready for their approach. As an Half-Demon, Elawene has all of the abilities and powers mentioned in the 2nd monster manual under the listing ALU-DEMON, (p35-36) Her ability to *Dimension Door* cannot take her beyond the limits of the cavern. If you are using *First Edition* rules, use the information found there when "running" her. If you are using *Classic* rules, use the stats/abilities found under the listing of Vampire; in both cases, including spell capability of a L9 Magic-user. Though she has only 66 hit points, she is a formidable creature, quite possibly capable of destroying the entire party! As a L9 spell-caster, she will have a spell book hidden within the inner chamber of her abode. You must decide what spells this will contain, and, those that she will have memorized before the party encounters her. Those in her book should be randomly determined, as she has had to gather a hodge-podge of spells from scrolls and such of adventuring spell casters foolish enough to enter her lair. Besides her natural abilities, she swings a +2 *Sword of Severing*! For *First Edition* rules, this functions identically as a Sword of Sharpness. In *Classic* play, the sword will simply slice off an arm, or leg, or head of the target-victim on a natural roll of 20; it functions only vs. humans and/or humanoids. She also wears a +2 *Ring of Protection*, regardless which rule set is in play.

Once/if she is killed the party will be free to search her and the rest of the cavern. Once she is dead the anklet she wears can be easily removed. While it is--indeed-- a magical item, it is also cursed! (A Detect Evil or other "detecting" type spell cast upon it will reveal it to be a baneful thing!) It will shrink to become a ring that will easily fit the finger of anyone foolish enough to don it. Whomsoever does will instantly be teleported to the Outer Plane of Chaos, into a great hall of the Demon Lord himself; essentially ending the character's life and career! The outer chamber (9) is filled with normal, though elaborate, furnishings; these having been looted from the king's quarters of the Stonehammer clan. But a Secret door in the south wall reveals a passage that leads to Elawene's hidden chamber, where a treasure trove awaits! (You should adjust the treasure listed as you deem reasonable; omitting some things, adding others, etc.)

10. CHAMER OF THE HIDDEN CACHE. This small cave holds all the treasures Elawene has accumulated over the past decades. You may alter or remove any item you do not wish the players to have access to. Most, if not all, of everything will be laying about, loose. If you wish to have chests, crates, coffers, etc. filled with certain items then simply add these and include them in your description of the scene to the players as they enter and search about/through the treasure.

12,000 CP; 7,000 SP; 5,000 EP; 1,000 GP
5000 tiny gems (base value 1 GP ea.)
1000 very small gems (base value 5 GP ea.)
500 small gems (base value 10 GP ea.)
gold chain necklace (base value 500 GP)
gold pair of earrings (base value 500 GP for set)
gold tiara (base value 500 GP)
gold bracelets/set (base value 500 GP for set)
+2 Hammer
+1 Shield
+2 Short sword
+1 Footman's pick

11. THE TRAIL-LEDGE'S END. At this location the trail-ledge has essentially reached the lowest level of the cavern.

This ends the section regarding the upper level of the cavern of Colisicus. If the party wishes to continue and explore the lowest level, continue with the next section.

LEVEL OF THE COLOSICUS

Unlike the encounter with Elawene, the party is under no obligation to explore deeper into the cavern. Should they choose to venture further and reach this level, they will arrive at the bottom of the narrow inlet (11 on the chamber above), at #1 listed here. Once they arrive they will find the entire chamber filled with warm water (on average, 80F). A ledge similar to the one they used to descend the chamber begins at point 1 on the map and moves clockwise around this level. As they move about, the only possible encounters that can occur will be with the indigenous residents. As these normally remain in the murky waters, the chances of them attacking the party are not high. But the longer the characters remain within the chamber, the more likely they will have to confront and deal with the monsters within. There are only 6 "set" features on this level, and these are described in the matrix that follows.

WANDERING ENCOUNTER TABLE (At the end of every 3 turns roll a d6, with a result of 1 indicating an encounter has occurred anytime within the 1st hour; a roll of 1-2 within the 2nd to 4th hours; a roll of 1-3 for hours 5th to 6th; and a roll of 1-4 for hour 7 and beyond the party is within the chamber.) When an encounter is indicated, choose/or roll from the following table to determine the type involved.

Roll <u>d6</u>	Type of creature/s <u>Encountered</u>
1	Blood Worms (1-4)
2	Blood Worms (2-5)
3	Blood Worms (3-6)
4	Thork (1-6)
5	Thork (2-7)
6	Thork (3-8)

1. ARRIVAL POINT. As mentioned earlier, this is simply the point at which the characters reach this, the lowest level of the Colosicus cavern. From here, a new trail leads northward out of the narrow inlet; to the east (their right)water fills the narrow area.

2. LEDGE. As the party rounds a corner at this location they will see a "ledge" to the north (their right). Over 30' distant, water fills the space between them and it, and some means must be devised if they decide to go and explore it. The ledge is just another trail that winds in a northwesterly direction and then ends.

3. THE BOATS & FINGERS OF STONE. As the party enters this section of the cavern they will recognize the 3 stone columns rising out of the water. Having seen, and possibly used, these (area 6 higher above) before, as they moved from one side of the cavern to the other. In addition to these, they will find the bottom of the waterfall splashing down into the cavern waters, creating a misty spray extending 20' from the base of the wall where the cascading flow enters. They will also discover something strange--boats! 2 long boats appear to be tied to the trail here; both looking sound and floating well. Oars in the bottom of each will allow up to 4 characters per boat, with 2 rowing. Why they are here is for the players to ponder. If they manage to remain on the trail-ledge and follow it completely around they will eventually come to an island (5). If they use the boats, there is a 1 in d6 chance per turn that the creature--Colosicus!(4)--will detect their presence and rush to attack them.

4. THE COLOSICUS. Dwelling in the deep waters of the cavern is *Colosicus*--the Mother of her species. A **Giant Blood Worm** 90' long and 15' in diameter, she spends her life laying 1000s of eggs that will eventually hatch and become her children. She can attack by swallowing her victim/s(automatic on Hit roll), which will cause 3-18 hp of damage per round as her digestive juices liquefy her victim/s(treat victims as if swallowed by purple worm!). If she is forced into shallow waters she will rise up and then attempt to fall back and smash her target/s. Intended victims may make a Save check for 1/2 of the 8-64 damage she causes if she succeeds. In deep water she can move very quickly (12"); this is halved in the shallower water, and quartered in the shallowest parts. She has a natural AC of 3, but in the deeper water attackers suffer a -4 to their combat rolls. Blunt weapons do not harm her at all, unless they are magical; doing only their magic bonus even then. Piercing types do 1/2 damage, and slashing/blade types do full. With 14 HD (minimum of 63 hp!) she is not easy to defeat. She takes only half damage from fire attacks (even magical) due to an oily secretion covering her; cold will slow her only, while lightning will do full damage. While she is aggressive and confrontational, she is Neutral by nature. Along with the 100s of eggs she lays each year, she deposits gems after each laying as part of the process. A mountain of these stands upon the island northeast of her hatchery!

5. ISLAND OF REWARD & PUNISHMENT. This rather large flat of land is not so unusual of itself. But 2 distinct features atop it are both visually stunning and perplexing. The 1st is a gigantic pile of gems on the west side (see "5" on the map). Oddly shaped, the whole is kept together with a sticky secretion, thus forming a very strange object, as it has been added to over the centuries by Colosicus. Standing roughly 10' high, with a base about 23' in diameter, is a mound of gems. Varying in size and shape, the 1000s stuck together form a kind of cone, rising up from the surface. To separate them from one another will require a lot of solvent--similar to vinegar, or some other means. Allow the party to be creative and use their characters' abilities. As the gems are all rough, and not cut and fashioned by a gem-cutter, the value of each is far less than one might assume. In addition, some are of just so poor a grade (devalued, as per the DMG in *First Edition* rules), it explains why no one would be interested in them upon discovering the mound; a paltry few in comparison to the overall total are actually of any value to anyone. Of a half million gems, about 100,000 are small ornamental ones worth 1 SP each (5,000 GP total); 17,000 worth 5 SP each (4,250 GP total), 3,000 worth 10 SP each (1,500 GP total). The remaining majority are worthless. If the characters should happen to discover the island and this mound before they actually encounter Colosicus, herself, she will "sense" if any physical (or violent) action is taken against the mound and will arrive in 3 rounds to investigate.

6. PRISON OF THE DAMNED. At this location on the island the characters will discover a cell, a cage made of silver bars. It was within this that Elawene was locked and imprisoned. It is relatively intact, having just the door been opened. But why the half-demon could not simply escape via her abilities cannot be determined visually. The device is a magical trap, created by the smiths of the demon Overlord. Only he (and they) knows how it functions. It is also immovable, being constructed of materials from the outer plane, and so dense, here, that the dwarves could not budge the thing from where it stands. Thus, once they managed to pry the door loose and set free the prisoner within, they thought their task was over. They did not realize that they had brought about their own demise and that of the clan of Stonehammer. For the party, it is clear that this object is unlike anything they have ever seen before; clearly not of this world. And likewise, there is

nothing of value for them from the cage. But should they attempt to destroy it, a magical gate will be triggered and a **Type 2 Demon** will appear that round to punish the perpetrators. If it is slain, there is a 30% chance in the next 1-6 rounds that an additional 1 will appear. For those using the *First Edition* rules, information regarding these monsters can be located in the 1st monster manual. If you are using *Classic* edition, then substitute an **Invisible Stalker**, found in the Expert manual.

This concludes the adventure, "THE FALL OF STONEHAMMER HALL"

PREROLLED CHARACTERS

ATTRIBUTES

NO.	Class	Level/s	HP	Race	STR	I	W	D	C	CH
1.	Cleric	7	44	Human	12	10	17	15	11	7
2.	C/FTR	5/6	43	1/2-E	17	12	15	11	13	5
3.	Druid	7	44	1/2-E(F)	13	9	16	9	9	16
4.	Fighter	6	66	Dwarf(F)	17	5	13	15	16	11
5.	F/MU	6/5	32	Elf*	17	15	7	12	8	8
6.	F/THF	6/6	44	Dwarf*	18/94	11	13	13	17	7
7.	MU/THF	5/6	22	Elf(F)	13	17	8	17	10	14
8.	Thief	6	38	Human	9	12	6	15	15	13

(F) = female * = Must be male

PHYSICAL & SPELL ATTRIBUTES

Member:	Spells:	1st	2nd	3rd	4th	#ATK	MOVE	HGT	WGT	AL
Cleric		5	5	3	--	1	12	5'9"	140	LG
C/FTR		5	5	1	--	1 or 2*	12	5'7"	130	CG
Druid		6	6	3	1	1	12	5'5"	109	N
Fighter		N	N	N	N	1 or 2*	6	4'0"	120	LN
F/MU		4	2	1	--	1 or 2*	12	5'6"	110	CG
F/THF		N	N	N	N	1 or 2*	6	4'0"	100	LN
MU/THF		4	2	1	--	1	12	5'1"	90	CN
Thief		N	N	N	N	1	12	5'9"	130	N

* 2 attacks if firing a bow

CHARACTERS' MAGIC ITEMS

- +1 Chain mail, +1 mace
- +1 shield, +1 ring of protection, scroll/protection*
- +1 spear, 2 potions (climbing; growth)
- +1 Chain mail, +1 dagger, +1 short sword, potion of climbing
- +1 ring of protection, +1 long sword, 3 potions (climbing; gaseous form; invisibility)
- +1 shield, +1 ring of protection, +1 dagger, +1 short sword
- +1 ring of protection, scroll 1 spell**, +1 dagger, +1 long sword 3 potions(climbing; healing x2)
- +1 Leather, +1 dagger, +1 long sword

* Protection from Undead

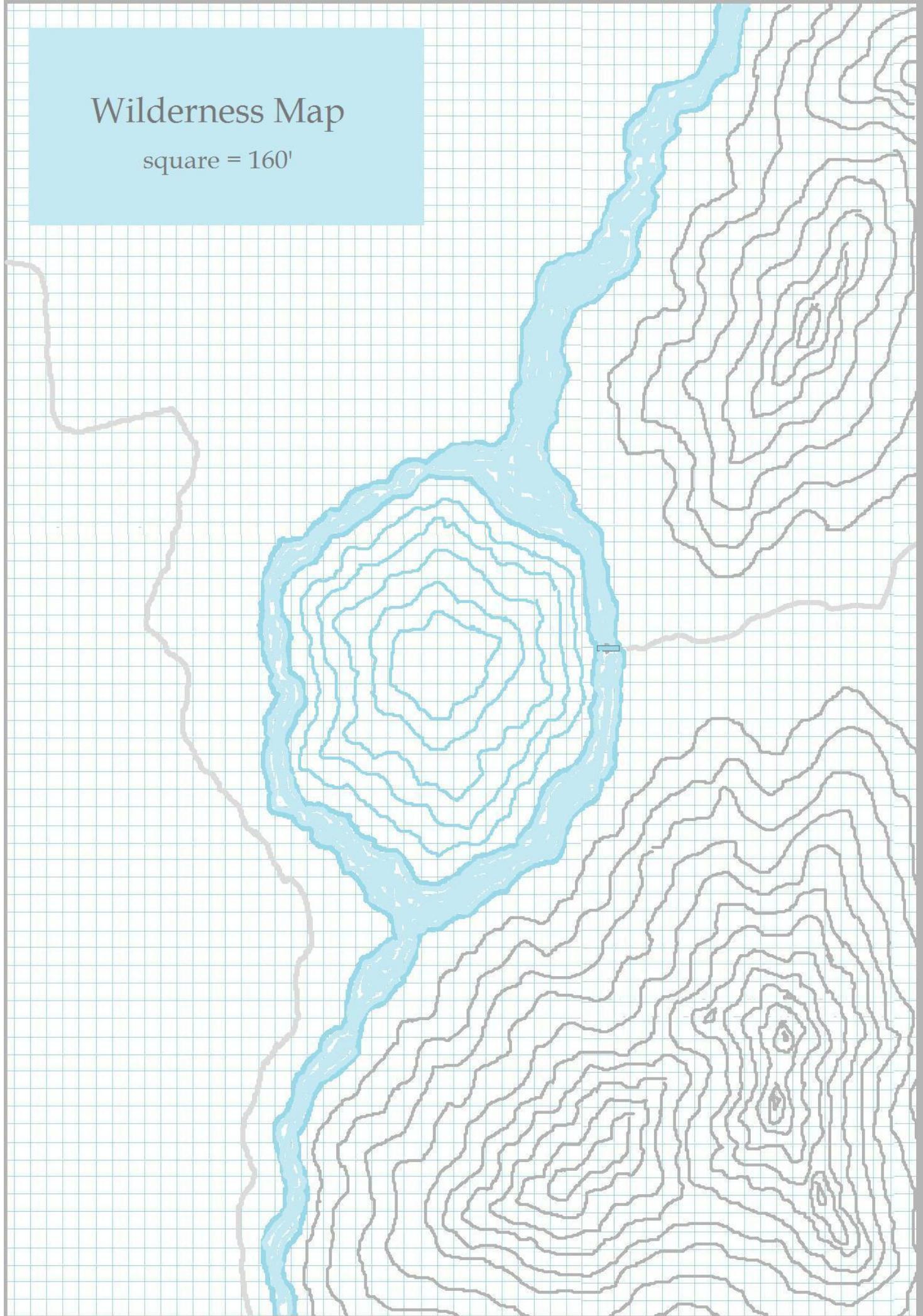
** Shocking grasp

MAGIC-USERS' SPELLBOOKS

- Burning Hands-Feather Fall-Magic Missile-Read Magic; Continual Light-Knock-Rope Trick-Web; Fireball- Hold Person- Slow
- Detect Magic-Jump-Read Magic-Sleep; Detect Invisibility-Levitate-Stinking Cloud-Wizard lock; Flame arrow-haste-Infravision-lightning bolt

Wilderness Map

square = 160'



Elevation
lines show
+100' incline
per each

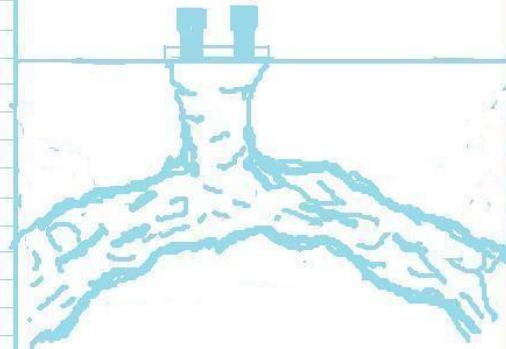
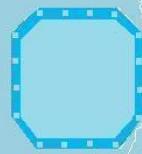
B2 B1 2

1

Ledge
2-A

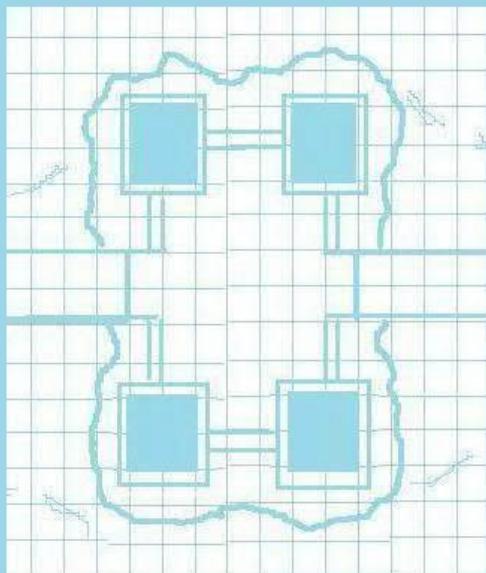
Rope 2-C

Square = 10'



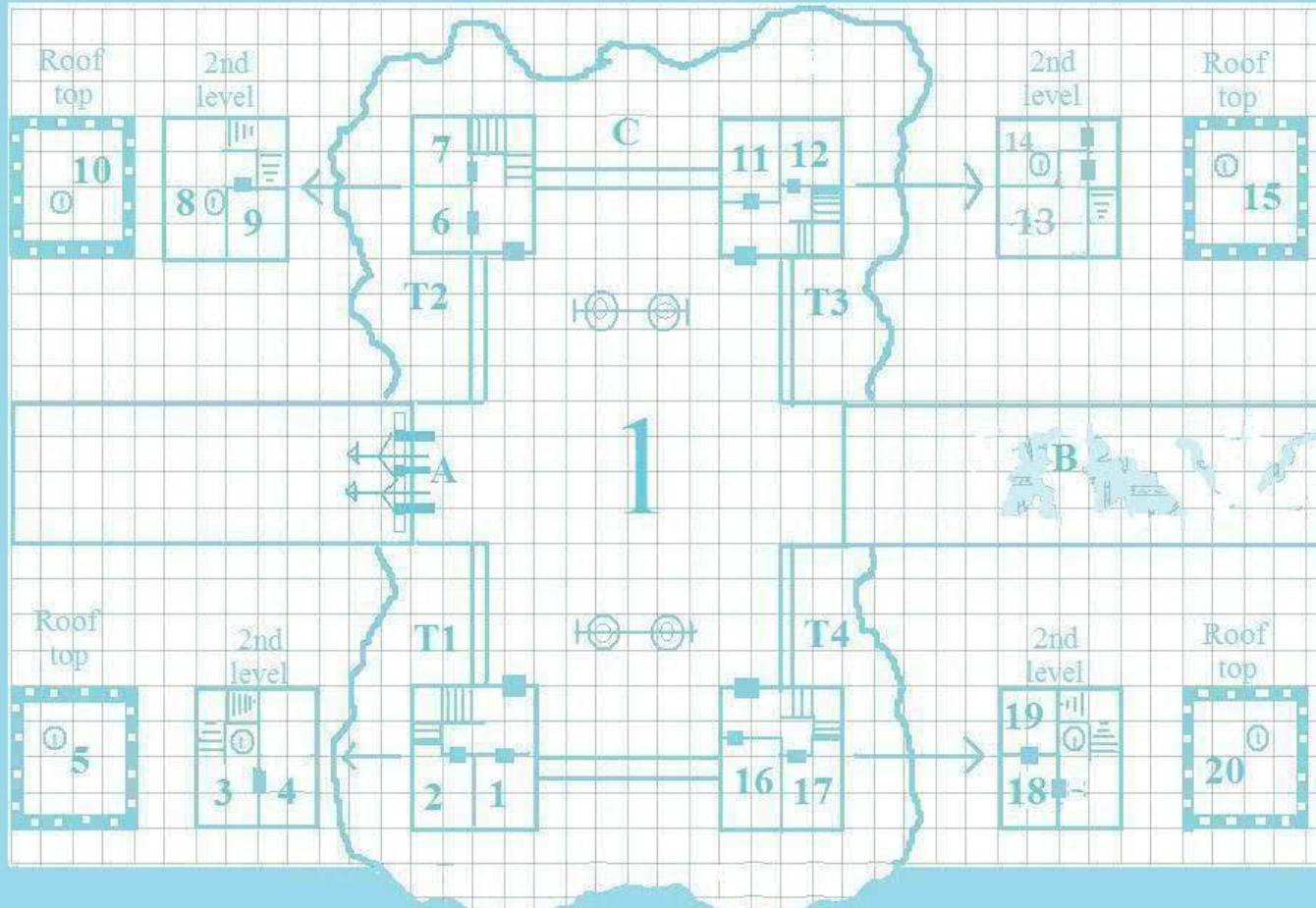
KORNOTA

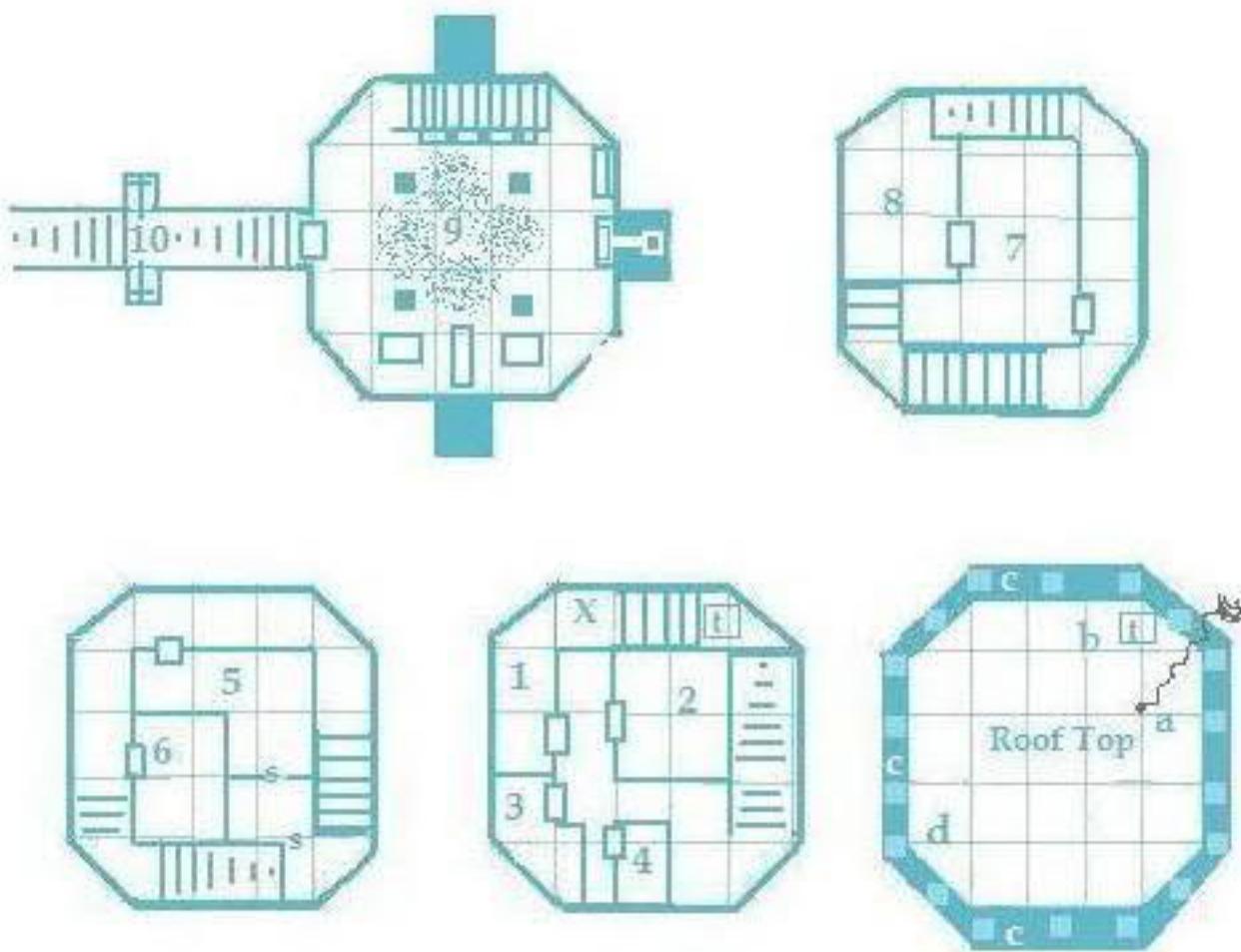
Bridge Gatehouse



Square = 10'

Square = 5'





Fireplace



Door

Secret
Door

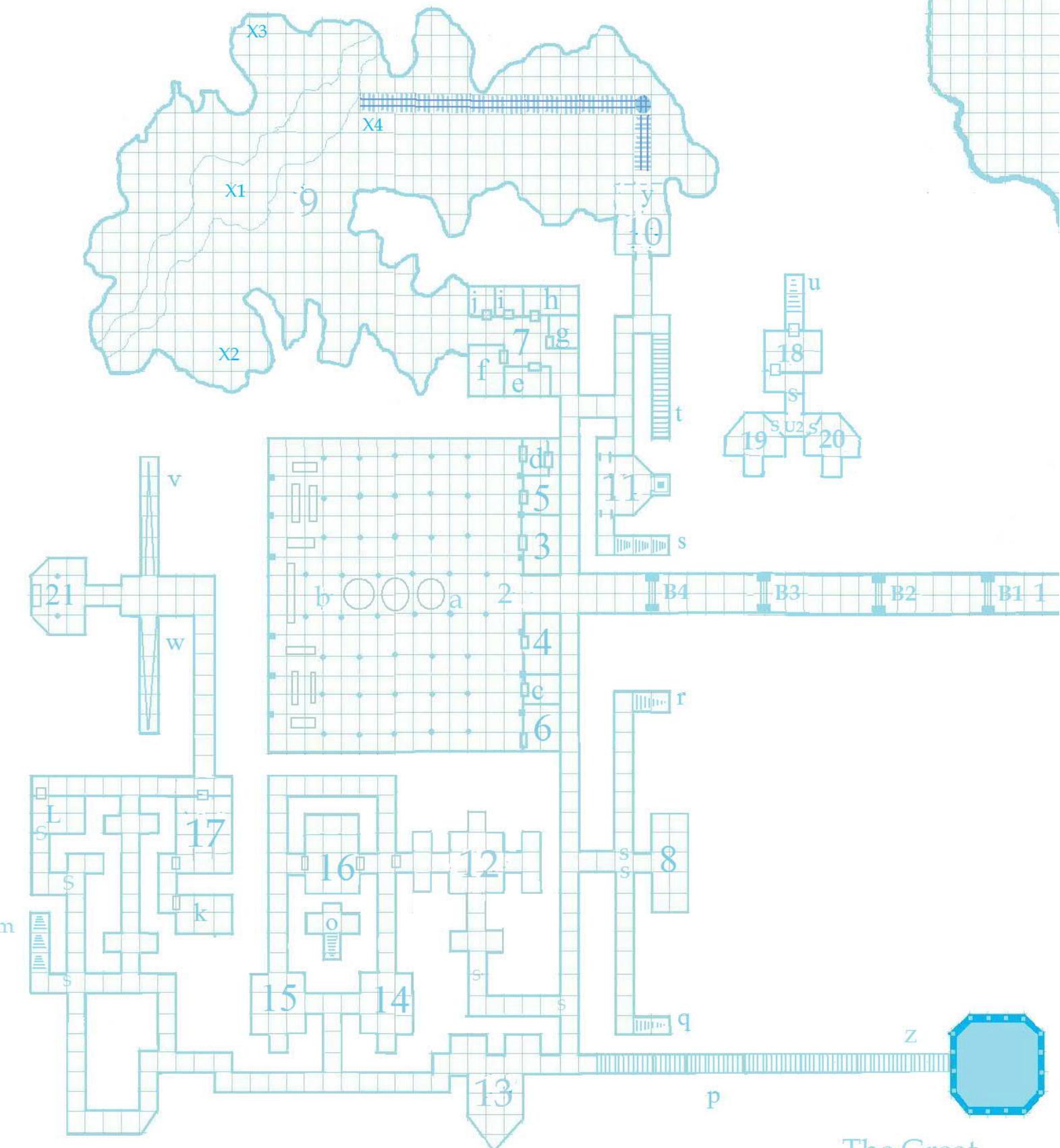


Trap
Door



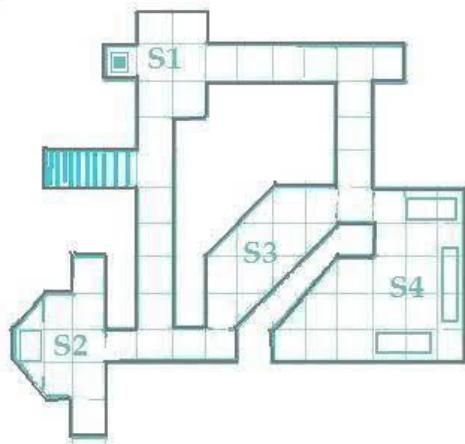
Pillars

STONEHAMMER HALL

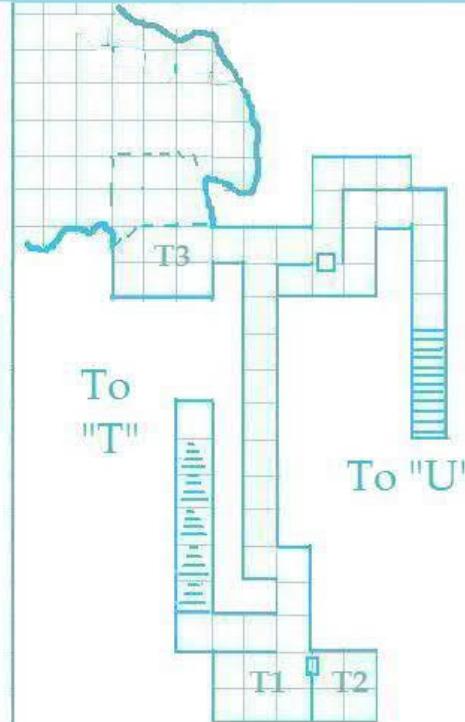


The Great
Watch Tower

Up to "S"



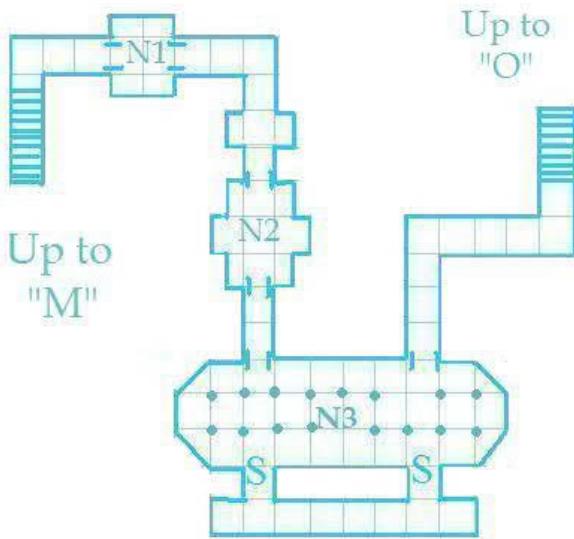
To
"T"



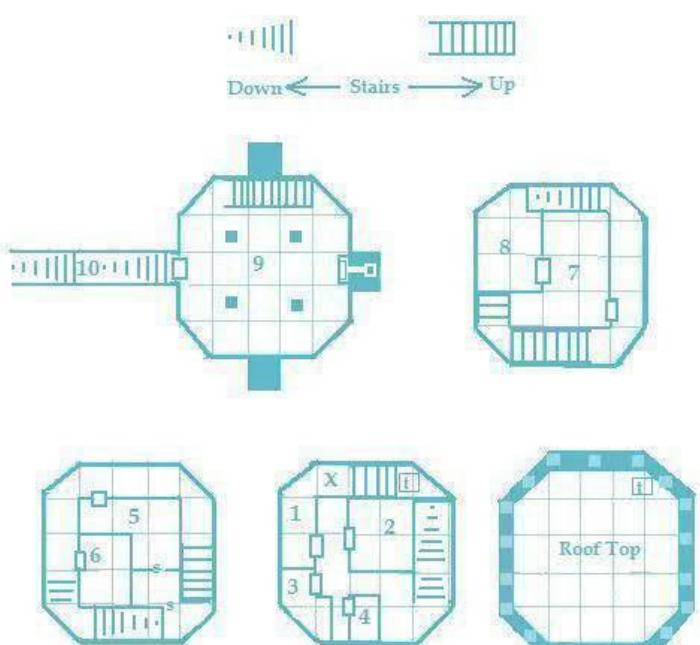
To
"U"

SUB LEVELS

square = 10'



Up to
"O"



Fireplace



Door



Secret
Door



Pillars



Trap
Door



