

HS4

OLD SCHOOL RULES



Dungeon Module HS4

The Forge of Ilmarinen

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HS4 The Forge of Ilmarinen

Ilmarinen the Eternal Hammerer is an ancient god of smithing and invention, once widely worshiped, but now largely only followed by small bands of believers in northern climes.

The Forge of Ilmarinen is a special temple that contains a magical forge that will combine the powers of many magical weapons into one.

Unfortunately, as the worship of Ilmarinen faded, this special temple was overrun by monsters. But you probably guessed that.

GM's Background

Unfortunately, not only is the forge overrun with beasties, it is not currently in operation. The PCs must repair it. Not that it is particularly hard, just a matter of finding and putting the pieces together, but a good excuse to fully explore the dungeon.

Getting the PCs involved.

Firstly, they could simply stumble across it, the forge can be placed virtually anywhere.

Secondly, they could hear a rumor in a tavern (or other location frequented by adventurers) about a forge that combines magical weapons.

Thirdly, a sage or tomb robber could hire them to investigate

General Dungeon Characteristics

Unless noted otherwise, ceilings are 10'. The dungeon is currently grimy, but the construction seems to have been exceptionally well done, no sign of tool marks.

The dungeon is surprisingly well lit by round saucer like discs embedded in the ceiling every five feet. These may be pried from the ceiling with a crowbar or jemmy, but immediately stop working and if the character prying is not wearing gloves, suffers 1d6 electrical damage. There seems to be no wiring though..

1) Entrance

This large, slightly rounded chamber is strewn with refuse and debris, as well as assorted bones of dozens of various creatures, including humans, elves, halflings, dwarves, and even a gnome or two.

It's currently a lair to a bizarre trio of humanoid monsters, a triplet of ogre like beings (but not actually ogres). One (a blemmye) looks like a large muscular human, except it has no head, its face is in its chest. Another (a fachen) is again a muscular human, only with one arm, one leg, and one eye. The last (a buggane) makes no pretense of being human, but looks like an ogre with tiny eyes and large tusks.

They are quite outraged by any intrusion and attack immediately.

Blemmye MV 12"(30); AC 6(14); HD 7; hp 37; Atk: 1-8(Maul)+6+3; AL NE

Buggane SZ L; MV 12"(30)/Burrow 12"(30"); AC 0(20); HD 6; hp 25; Atk 1-6+6 (claw)/1-6+6 (claw)/1-8+6(gore); SD Blind (but sees through magical sense); AL NE

Fachen MV 12"(30); AC 5(15); HD 7; hp 43; Atk: 1-8(bastard sword)+6+2; AL NE



The maul used by the blemmye is the *Hammer of Ilmarinen*, a +3 weapon with some special powers (see section on new magic items), while the fachen wields a +2 bastard sword. Lying in each corner of the room is a large sack

In the NW corner is a sack that belonged to the Fachen. As well as 541 gp and 2,142 sp mixed together, it contains a single mitten stained with blood (inside is a golden ring, non-magical but worth 1,600 gp), a monocle with a crack in it (valueless), and wrapped in a dirty piece of cloth, several pieces of slightly greenish troll jerky.

In the NE corner is a sack that belonged to the blemmye. It contains close to 200 rocks. Most are worthless, but 20 are semi-precious rock crystal worth 50 gp each.

In the SE corner is the sack that belonged to the buggane. It smells very badly and contains dozens of eyeballs that it had gouged from his victims. One of the eyeballs is less deteriorated than the others and radiates magic. It was plucked from an elderly gnome illusionist* who had cast *true seeing* upon himself and had it made permanent. It works as a *Gem of Seeing*

In the SW corner is a sack containing their common property. This is mostly odds and ends of food, but also a pair of jewel studded silver decanters worth 1,000 gp each, and 8 silver cups worth 50 gp each.

* His name was Fribble the Magnificent and he actually survived the encounter

2) Intersection

A ranger or similar character will be able to identify tracks of the monsters in the first room going north and coming back. There are no tracks leading elsewhere. A faint smell of brimstone comes from the west.

3) Chapel of Ilmarinen

In the north of the of the room is a statue of a large, handsome man standing over an avil, his arms posed as if he were holding something in his left hand and striking it with something in his right. It is Ilmarinen. The hammer formerly in his right hand was taken by the blemmye in room 1, while the fachen took the +2 bastard sword he was "working" on. (This is the only room they ventured into, the corridors being too small for their liking)

The walls are covered with well done, but inartistic mosaic pictures of Ilmarinen doing various things. Forging a verity of weapons, driving around a snowy

landscape on a sleigh with nothing pulling it, and most interestingly, Imarinen creating a variety of artificial women, each one proving unsatisfactory for some reason.

4) Food Storage

Along the eastern wall are a stack of twelve kegs, three rows of four each. The curious thing is that the kegs are made out of an unusual metal, not wood. Half of the kegs are empty. The others may be opened, and if so, out comes a very skunky beer, long past its prime.

Along the western wall are two crates, both made of wood. The southern crate is opened and inside is empty, save for some straw like material. The northern crate is unopened. If opened, it will reveal 8 smaller sealed cases, each containing 50 rolls of summer sausage (1 lb. each). Amazingly, it's still edible.

5) Mess Hall/Rec Room

This room is poorly lit, with the lights on the ceiling flickering on and off. There is a stove and round table with many chairs around it, but the first thing the party is likely to notice is that the walls of the room, mosaics which depict men and women eating and drinking and carousing, are covered with large dark brown spots. A ranger or class that deals with forensic science will quickly realize they are blood, but the spatter patterns are very unusual..

The table and its contents, primitive playing cards and coins (exactly 157 g.p), are also coated with dried blood.

If the party stays in the room for more than a moment (perhaps counting the gold), then suddenly they noticed two things: First, the light's flickering begins to slow down and that two smoky reddish clouds are beginning to form, pouring down from two of the light fixtures in the ceiling.

The two clouds begin to swirl and glow red in spots, giving the resemblance of eyes. Four tendrils of smoke appear almost like arms and each cloud becomes mostly solid, The arms begin to attack the party, two attacks directed at a person, with the clouds making a maniacal laughing sound.

2 Misthu MV Fly 9"(20); AC 0(20); HD 8; hp 31, 29; Atk 1-6/1-6/1-6/1-6 (4 razor tentacles); SA Blood Drain - if 18+ is rolled to hit, then an additional 1d6 damage is taken; SD Magic Weapon to Hit, Immune to Electricity; AL NE

6) The Forge of Ilmarinen

This is a large room with a higher ceiling than the rest of the complex (nearly 20'). At the north is some sort trough, currently empty save for what looks like a slag of old metal. To the south of it are three circular pedestals, roughly 6' in diameter . Each of these pedestals has a slot in it, roughly three inches from the top and about three inches wide. It extends through the whole pedestal..

South of the western and eastern pedestals are two square pools, currently empty.. In the eastern part of the room is a large pair of bellows, mounted on a cart.

Along the southern wall are stacks of iron metal bars (13, 12, and 13 bars, respectively). They have rusted

If the forge is activated by throwing the levers in room 16, a monster known as a slag shard comes back to life. It resembles a molten pool of living metal and attacks any party members in the room.

Slag Shard, MV 12"(30); AC 2(18); HD 12; hp 60; Atk 1-8(sword)+1-6(fire) x 1d4+2 per round; SA Hot SD +1 or better to hit, immune to fire, electricity, ooze immunities; double damage from cold, takes 1 hit point of damage for every gallon of water thrown on it; AL N

7) Junk Storage

This room has three junk heaps of discarded metal and other bits. As the party watches, each pile begins moving, taking form of a vaguely humanoid shaped junk monster

3 Junk Golems MV 12" (30); AC 0 (20); HD 6; hp 27, 27, 27; Atk 1-8 (slam)/1-8(slam); SA Junk Swarm 1d6 to all withing 10'; SD: Magic Weapons to Hit, Restore 2 hp/rd if near junk pile; Immune to most magic; AL N

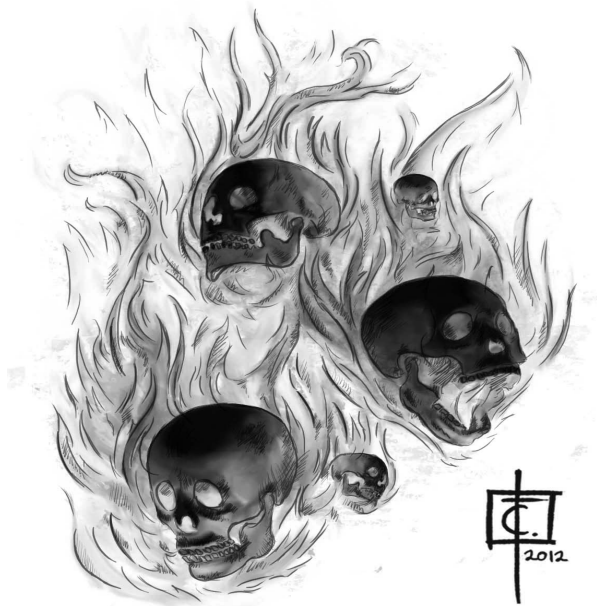
8) Dormitory

This room was used by the workers of the forge (usually four), as well as for any pilgrims that might stop by. There are eight cots in the room. Laying on each cot is a skeleton. As the party enters, the heads began to float and detach themselves and become enveloped in flame. They then attack the party, at least one attacking each party member (unless there are more than 8 party members).

While the party is fighting the flying skulls, the rest of the bodies get up and attack the closest party members.

8 Flaming Beheaded SZ S; MV Fly 15"(40); AC 6(14); HD 1; hp 8, 7, 6, 5, 4, 3, 3, 2; Atk 1-4(slam) +1-4(fire); AL NE

8 Headless Skeletons MV 12"(30); AC 7(13); HD 1; hp 5,5,4,4,3,3,3,2; Atk 1-6; AL NE



By the foot of each cot is a locked chest which contain personal belongings of the former inhabitants, which is valueless and largely rotten with age. Chest 3 has 32 gp, Chest 6 has 21 gp, and Chest 7 has 11 gp and a pearl ring worth 400 gp

9) Privy

Four marble seats (toilets) are arranged in a row, with a basin in the middle.. Tatters of cloth hang on each side of the seat. The walls are covered with mosaics of frolicking woodland animals, while the floor is white marble. Around each seat are slightly glistening pools of brown sludge, which you hope is mud.

It actually is mud, enchanted mud that has turned into a monster known as a mudlord, which slowly begins moving together, forming a humanoid shape roughly 7' tall.

Mudlord MV 12" (30); AC 2 (18); HD 9; hp 51; Atk 2-12(slam)/2-12(slam); SA Engulf, if both attacks hit, then must make saving throw (vs Fort or Petrification) or be smothered (use rules for drowning); SD +1 magic to hit; half damage from slashing weapons;;immune to piercing weapons; immune to most magic, except Transmute Mud to Rock which does 1d6 dam per level of caster; AL N

10) Bathing Pool

The floor and walls of this room are rough white cobblestone. In the center of the room is a large pool with a circular wall about two feet high. Inside the pool is a cloudy, milky, murky liquid the color of a dull grey.

This is where the forge workers would bath. Over the years, the pool was rarely cleaned and as such, it became saturated with metal shavings and dust and such.

Characters who drink a quart of this water improve their unarmored armor class by 1. This may be done a total of five times per character (up to AC 5 or 15 or chainmail), but there is a 20% cumulative chance for every quart consumed that the character's skin will be turned a uniform dark blue, as millions of tiny metal molecules stick to the skin.

This blueness may be removed by a *Limited Wish* or *Lesser Alter Reality*, but also removes the protection. A full *Wish* or *Alter Reality* removes the blue but keeps the protection.

11) Study

The door to this room is securely locked (-10% to pick). The room itself is remarkably clean and strangely, dust free. On the eastern wall is a large bookcase, each shelf (of which there are three) is covered by a glass door (which lifts up and slides back into the case).

Each row has exactly 130 books, each nearly identical except for the markings on the spine, golden letters on a brown substance which appears to be leather. They are in an unknown language, but if magic is used, they prove to be reference books on chemistry and mechanical engineering.

12) Priestess's Privy

Upon entering the room, the party will notice all the walls are mirrored. This is a private bathroom, with a tub along the eastern wall and a toilet and sink along the western.

The room is very clean, almost unused, but the party will notice several flaws on the mirror's surface to the south. These flaws begin to move and get bigger, then eventually emerge as monsters known as soul silvers

4 Soulsilvers MV 15"(40); AC 5(15); HD 4; hp 30, 23,16,13; Atk 1-6(slam)/1-6(slam); SA Explode for 2d6 damage when killed; AL NE

When destroyed, the soulsilvers leave behind 500 silver pieces each and one +2 mirrored shield

13) Priestess's Room

Upon opening either door, a very loud noise sounds, an alarm bell.

Laying on the bed is a still figure of an unusual looking woman wearing a white robe. She is tall, nearly 6', and appears to be in her early 20s, Her skin is pale and silvery grey. Her hair is slightly darker than her skin, but glistens in the light.

She is completely still, with no sign of breathing, but does not appear to be dead, showing no signs of decay.

She is in fact an artificial life form, a mechanical creation of Ilmarinen. He had a lot of trouble with women, so eventually he decided to make a wife. This is one of his earlier experiments, making a woman out of silver.

She is currently deactivated, but will turn herself on when the forge is (see Room 16). She will be cautiously friendly to any PCs (provided they are friendly) and will explain how the *Forge of Ilmarinen* works.

She will permit them to take the *Eagle* and *Hammer of Ilmarinen* (and the associated sword) as a reward, but will not allow them to tamper with the forge or try to remove it. If worse comes to worst, she will activate a self-destruct of both herself and the complex, doing 10d6 immediately with the complex being destroyed in 2 minutes.

After the PCs leave and the temple complex is cleaned up, she will begin to construct other androids, to assist her and to go out and spread the word of Ilmarinen. It's also possible she might construct one to sever

Agnis, 10th Level Engineer Model Android
Str 18/76; Int 16, Wis 14, Dex 16, Con 12, Cha 10
MV 12"(30); AC 3(17); HD 11; hp 55; Atk 1-6 (laser torch)

14) Storage Room

This room contains several barrels and a large crate.

The barrels contain a black oily substance which is actually just oil. It's not distilled enough to be usable as torch oil or for grenades.

The crate contains what appears to be a two foot tall metal statue of an eagle and on the bottom is a small book with a metal cover and some sort of talisman in the shape of an + with shiny glass circle in the middle

This is an *Eagle of Ilmarinen* (see new magic items).

15) Corridor with Alcoves

Standing in each alcove is a large metal statue. While humanoid, it has an oversized mouth and stomach, big enough to hold a normal sized man (or two halfings). These statues radiate magic, but do not move or make any reaction to anything the party may do.

Until they reach the X on the corridor (there is not actually an X on the floor), when both statues, actually golem like monsters called tophets, come alive. They will turn and attack the party from either side, until each has swallowed a character, which happens when they make two successful attacks with their arms, then another (the swallow).

Once a character is swallowed, the tophet ceases attacking and walks down the hallway into room 10 (which should take 6-8 rounds). Then it will walk into the lavapit and jump in. More of a cannonball than dive as they are not agile things. The character inside the tophet is not harmed until the tophet immerses itself, at which point the character inside takes 1d6 damage a round.

The tophet emerges from the lava when the character inside is dead.

2 Tophets SZ L; MV 9"(20); AC 0(20); HD 10; hp 45,45; Atk 2-16 (bite)/1-8(slam)/1-8(slam); SA Swallow Whole; SD Immune to Fire, +2 magic weapon to hit; Immune to Magic AL N

Inside one tophet is a *ring of fire resistance*, while inside the other are 2 diamonds worth 2,500 gp each

16) Furnace Room

This room is remarkably hot and gets hotter the closer one gets to the large lava pit on the other end of the room.

On each side of the lava pool is a lever on the wall. Pulling the level down (it's currently up) will open chutes, allowing lava to flow into the forging room. Once both levers are moved the chutes are fully opened and the forge is "activated". The resident of the lava pit is also disturbed and emerges, shaking off a spray of lava (anyone within 10' of the pool must save vs dragon breath or reflex or take 1d6 fire damage) and then attacking..

(It also emerges if a tophet jumps in the pool, but it won't attack the tophet, as it can't really hurt them)

Lava Drake SZ L; MV 9"(20)/Fly 24"(60); AC 0(20); HD 9+9; hp 61; Atk 2-16 (bite)/2-12(claw)/2-12(claw)/1-8(tail); SA Lava Breath 6d6 damage to one target, 3d6 damage in 20' radius (save for half damage); SD Immune to Fire; AL NE

Appendix - Experience Points

Monster	Experience
Blemmye (Room #1)	475
Buggane(Room #1)	300
Fachen (Room #1)	475
2 Misthu (Room #4)	2,000 (1000x2)
Slag Shard (Room #6)	3.200
3 Junk Golems (Room #7)	1,500 (500x3)
8 Flaming Beheaded (Room #8)	160 (20x8)
8 Skeletons (Room #8)	80 (10x8)
Mudlord (Room #9)	1,500
4 Soulsilvers (Room #12)	800 (200x4)
2 Tophets (Room #15)	4,500 (2,250 x2)
1 Lava Drake (Room #16)	2,400
Monster Total	17,390

Treasure	Experience
(Room 1)	
Hammer of Ilmarinen	2,000
+2 Bastard Sword	800
541 gp	541
2,142 sp	107
1,600 gp Ring	1,600
20 Rock Crystal Gems (@ 50 gp)	1,000
Gem of Seeing	2,000
2 Silver Decanters (@ 1,000 gp)	2,000
8 Silver Cups (@ 50 gp)	400
(Room 5)	
157 gp	157
(Room 8)	
65 gp	65
Pearl Ring (@400 gp)	400
(Room 12)	
2,000 sp	100
+2 mirrored shield	600
(Room14)	
Eagle of Ilmarinen	2,000
(Room 15)	
Ring of Fire Resistance	1,000
2 Diamonds (@ 2500 gp)	5,000
Treasure Total	17,770
Experience Total	35,160

Appendix - New Monsters

Beheaded

FREQUENCY: Uncommon
NO. APPEARING: 1,2 or 4-12 (patrol)
ARMOR CLASS: 6 (Descending) or 14 (Ascending)
MOVE: 15" Fly (Classic) or 40' Fly (Neo)
HIT DICE: 1
% IN LAIR: 75%
TREASURE TYPE: None
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4(slam)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral Evil
SIZE: S (9" tall)
XPV: 20 xp

A beheaded is a severed head or skull animated as a mindless undead sentinel that silently floats at eye level as it lies in wait for living prey or is sent out into the lands of the living to terrorize everyone it finds. A beheaded set loose near populated areas thumps against doors and windows, biding its time until someone responds to the knocking. The beheaded then assaults this victim with a head butt.

Beheaded also guard grim crypts, abattoirs, and hideouts of murderers who like to keep reminders of their past sins close at hand. Beheaded come in many varieties, usually based on the creature the head came from. A beheaded prefers to float at head height so it can more easily attack the face, neck, and shoulders of its victim.

A neutral evil spellcaster can gain a beheaded as a special familiar. A beheaded familiar has an Intelligence score of 8+2d4.

Creating Beheaded

A spellcaster can create a beheaded with animate dead. Each beheaded created requires two onyx gems worth 100 gp and the casting of one *fly* spell. Beheaded can be created with additional abilities from the list below, using the spell indicated.

Belching: The beheaded can make a ranged attack with a maximum range of 30 feet that deals 1d6 points of energy damage (acid, cold, electricity, or fire, chosen at the time of creation by the use of acid arrow, cone of cold, lightning bolt, or fireball)

Flaming: The beheaded gains immunity to fire. Its slam attack also deals 1d4 points of fire damage and might catch the target on fire. *Fire Shield* must be cast when the beheaded is created.

Screaming: This type of beheaded can scream out once every 1d4 rounds. Every creature within 30 feet must succeed at a save or suffer from the effects of a *Fear* spell. Whether or not the save is successful, any creature in the area can't be affected by that beheaded's scream for the next 24 hours. *Fear* must be cast when the beheaded is created.

Blemmye

FREQUENCY: Uncommon
NO. APPEARING: 1 or 2,3-5 (hunting party) or 6-30 (clan)
ARMOR CLASS: 6 (Descending) or 14 (Ascending)
MOVE: 12" (Classic) or 30' (Neo)
HIT DICE: 7
% IN LAIR: 35%
TREASURE TYPE: B (50% 1d8x1000 cp, 25% 1d6x1000 sp, 25%x 1d4x1000ep, 25% 1d3x1000 gp, 30% 1d8gems, 20% 1d4 jewelry, 10% 1 sword, armor, misc. weapon)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By Weapon + 6 (strength)
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral Evil
SIZE: M (7 tall)
XPV: 475 xp

Blemmyes are muscular humanoids who look much like a small ogre missing its head. It is not missing it however, instead the head is inset into the chest.

They have a strong hatred of beings with the "normal" humanoid shape of 2 arms, 2 legs, 2 eyes, and a head. They grudging get along with cyclops and other beings without 2 eyes, though they don't really like them

Buggane

FREQUENCY: Uncommon
NO. APPEARING: 1 or 2,3-5 (hunting party) or 6-30 (clan)
ARMOR CLASS: 0 (Descending) or 20 (Ascending)
MOVE: 12" (Classic) or 30' (Neo)
HIT DICE: 6
% IN LAIR: 25%
TREASURE TYPE: B (50% 1d8x1000 cp, 25% 1d6x1000 sp, 25%x 1d4x1000ep, 25% 1d3x1000 gp, 30% 1d8gems, 20% 1d4 jewelry, 10% 1 sword, armor, misc. weapon)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6+6(claw)/1-6+6(claw)/1-8+6 (gore)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic Evil
SIZE: L (8.5' tall)
XPV: 300 xp

Distant relatives of the ogre, bugganes are large ugly humanoids with big tusks. They are completely blind but able to perceive through other senses. This blindness means they are immune to any spell or effect based on sight, including illusions and gaze attacks.

Bugganes can burrow through the earth as well as phase through stone and metal. When it is in this phase state (which it can do one round out of 10), it can still attack and will bypass any metal (or stone for that matter) armor its victim may be wearing, all the while ignoring any attacks from metal (or stone) weapons.

Bugganes are not only cannibalistic they are also extremely territorial, meaning that they will attack almost everything, though it can gain a grudging respect for other bestial humanoids.

Fachen

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 5 (Descending) or 15 (Ascending)
MOVE: 12" (Classic) or 30' (Neo)
HIT DICE: 7
% IN LAIR: 30%
TREASURE TYPE: B (50% 1d8x1000 cp, 25% 1d6x1000 sp, 25% 1d4x1000ep, 25% 1d3x1000 gp, 30% 1d8gems, 20% 1d4 jewelry, 10% 1 sword, armor, misc. weapon)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d8+6 (weapon) or 1d6 (bite)
SPECIAL ATTACKS: Fear
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral Evil
SIZE: M (6' tall)
XPV: 475 xp

A fachen looks like a short, misshapen ogre, a large, brutish humanoid, only it only has one arm and one leg as well as only one eye in its head. Despite this lack of appendages it is actually quite agile and effective in combat. Usually it uses a battle axe or long sword in its one hand, but if unarmed it will bite with its large mouth.

The fearsome fachen's terrifying visage paralyzes all but the most intrepid that happen across its hopping path. Anyone within 30' of the creature who sees it must make a saving throw (vs paralyzation or willpower) or stand still for 1d4 rounds, unable to move or take any action.

Reports disagree on just what it is about the fachen that turns one's blood to ice—the single leg and foot that somehow don't impair the being's balance or speed, the seemingly too-strong arm jutting from

the center of the creature's torso, or the lone, bulbous eye leering maliciously at its would-be prey. Most likely it's a combination of all of these things mixed with the unrelenting rage and savagery that seems to ooze from its every pore.

Though the fachen's grotesque approximation of a humanoid form could be enough to scare a traveler witless on its own, no single part of the abomination's appearance induces fear like that of its mouth, a snarling and snapping thing filled with two full rows of long, sharp teeth—a mouth that looks like a cage out of a foul nightmare. Constantly gnashing or chomping in the air, it delivers grievous wounds to those who don't flee this terrible creature.

Though they're able to speak, fachens do so only to curse at those they encounter. These barbaric creatures have no discernible culture, and sages and naturalists are still puzzled as to how they even reproduce. It almost seems as if they are pure rage that spontaneous takes on a hideous natural form. They can see in the dark up to 60'.

A typical fachen stands just short of 6 feet tall, and despite appearing to be half a person, weighs around 150 pounds because of its muscle mass. Though it isn't a very large creature, its fearsome composition and the aura of fear it exudes give it a presence that makes it seem much greater than its actual size

Golem, Junk

FREQUENCY: Rare
NO. APPEARING: 1 or 2-5 (gang)
ARMOR CLASS: 1 (Descending) or 19 (Ascending)
MOVE: 15" (Classic) or 40' (Neo)
HIT DICE: 6
% IN LAIR: 100%
TREASURE TYPE: None
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1d8(slam)/1d8(slam)
SPECIAL ATTACKS: Swarm form
SPECIAL DEFENSES: Heal 2 hp/rd
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral Evil
SIZE: M (6' tall)
XPV: 500 xp

A junk golem appears to be a pile of junk metal debris that can assume the vague shape of a humanoid to attack intruders (or whatever else it was commanded to do).

It may dissolve its form and turn into a mass or whirling debris. This attack (to hit required) causes 1d6 damage to anyone within a 10' radius.

If near a junk pile (and generally speaking, they are), it will repair itself by 2 hit points per round.

Like other golems, it's almost entirely immune to magic spells, with some exceptions:

A grease spell acts as a haste spell for 1d6 rounds. A wizard lock or hold portal spell will act like a slow spell for 1d6 rounds. A rusting grasp or wood shape does 2d6 damage to the golem.

Lava Drake

FREQUENCY: Very rare
NO. APPEARING: 1 or 2-8 (pack)
ARMOR CLASS: 0 (Descending) or 20 (Ascending)
MOVE: 9"/Burrow 12"/Fly 24" (Classic) or 20'/Burrow 30'/Fly 90' (Neo)
HIT DICE: 9+9
% IN LAIR: 60%
TREASURE TYPE: C (20% 1d12x1000 cp, 30% 1d6x1000 sp, 10% 1d8x1000 ep, 30% 1d10 gems, 25% 1d6 jewelry, 15% 1d2 magic items.)
NO. OF ATTACKS: 2 or Breath
DAMAGE/ATTACK: 2-12+4(bite)/1-8+2(tail slap)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral Evil
SIZE: L (13' long)
XPV: 2400 xp

Drakes are large flying serpentine reptiles, cousins to dragons and wyverns, falling closer to the latter in size and shape, but having a breath weapon similar to that of a dragon, but weaker.

The deviant and destructive cousins of primal magma dragons, lava drakes rise from smoldering volcanic crevasses to terrorize and devour those creatures weaker than themselves. While far less intelligent than their draconic kin, they are equally arrogant and seek out the adoration of humanoids. They can and often do submerge themselves in molten rock, burrowing through the lava to sneak up on prey, or to provide a dramatic display of power to those who worship them. Thick, black-cruled scales cover a lava drake's body.

Stockier than other drakes, adults can grow up to 18 feet in length and weigh over 3,000 pounds.

Misthu

FREQUENCY: Rare
NO. APPEARING: 1 or 2-12(flock)
ARMOR CLASS: 2 (Descending) or 18 (Ascending)
MOVE: 9" (Classic) or 20' (Neo)
HIT DICE: 8 HD
% IN LAIR: 75%
TREASURE TYPE: None
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1d6(slash)x4
SPECIAL ATTACKS: Blood drain
SPECIAL DEFENSES: +1 or better magic weapon to hit, immune to electricity, missile attacks miss 50%
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral Evil
SIZE: M (7' tall)
XPV: 1,000 xp

Misthu are evil, blood sucking cloud creatures from the Elemental Plane of Air. They appear to be a man sized (but not shaped) cloud with hooked tentacles, which are used to attack and possibly drain blood. If on its attack roll, an 18 or more is rolled (and it is a hit), an extra 1d6 damage is done to the target from blood loss. As blood is drained, the cloud body of the misthu becomes more and more red in color.

Misthu are immune to electrical attacks. Cold attacks will stun them for 1d4 rounds. Any sort of missile attack, including magic missile, has a flat 50% chance of missing.

There are also large sized misthu with 12 HD and 6 tentacles that do 1d8 damage, and huge misthu that have 18 HD, 12 tentacles that do 1d12 damage

(Note: This is a variant of the Mihstu, originally in the third first edition monster book.



Mudlord

FREQUENCY: Rare
NO. APPEARING: 1 or 2-12(prison)
ARMOR CLASS: 2 (Descending) or 18 (Ascending)
MOVE: 9" (Classic) or 20' (Neo)
HIT DICE: 9 HD
% IN LAIR: 100%
TREASURE TYPE: None
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2d6(slam)/2d6(slam)
SPECIAL ATTACKS: Smother
SPECIAL DEFENSES: +1 or better magic weapon to hit, half damage to slashing weapons, no damage from piercing, Magic immunity..
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral Evil
SIZE: M (7' tall)
XPV: 1,500 xp

Mudlords are agile creatures made of living mud. Some are natural elemental creatures, and others were created by long-term mixing of earth and magical water, such as by an enchanted fountain or pool leaking into the surrounding soil.

Regardless of their origin, mudlords are xenophobic and highly territorial. They avoid contact with humanoid creatures, and go to great lengths to ensure their mud-filled lairs are far from any humanoid settlements. If a group of humanoids settles too close to a mudlord enclave, the mudlords aggressively attempt to eradicate the humanoid infestation from their lands.

Because its natural form is a loose pile of mud and it can flatten itself even further, a common mudlord tactic is to blend in with a swamp, quicksand, or other depression in the earth (using its freeze ability to resemble a mud puddle) and wait for intruders to approach.

Among their own kind, mudlords are rambunctious and playful, engaging in wrestling matches, mud-throwing contests, and races. They have been known to ally with earth, mud, and water elementals, but consider themselves the superiors in these alliances because of their greater intelligence. Exceptional mudlords have druidical powers, and are more tolerant of humanoids, often accepting tribute from tribes of boggards, goblins, or lizardfolk in exchange for truces. Some arise from contaminated sources (such as a demon imprisoned in water) and these might ally themselves with fiends, slimes, or other strange creatures.

A typical mudlord stands 7 feet tall and weighs 250 pounds.

Soulsilver

FREQUENCY: Rare
NO. APPEARING: 1 or 2-5 (gang)
ARMOR CLASS: 5 (Descending) or 15 (Ascending)
MOVE: 15" (Classic) or 40' (Neo)
HIT DICE: 4
% IN LAIR: 90%
TREASURE TYPE: See below
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1d6(slam)/1d6(slam)
SPECIAL ATTACKS: Explode when killed
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral Evil
SIZE: M (6' tall)
XPV: 200 xp

Soulsilvers are creatures that normally live in mirrors, but are able to briefly exit a mirror, taking on the form of a humanoid with a reflective, mirror surface. They do this to attack people and if they kill a person, they can take on that person's form for a limited time (24 hours), which they then use to cause murder and mayhem, before retreating back into a mirror.

When killed, the soulsilver explodes in a burst of jagged shards which do 2d6 damage to anyone within a 20' radius (Save vs Dragon Breath or Reflex for half damage). Dead soulsilvers also leave behind 50 lbs worth of silver (500 silver coins worth) and possibly (5%) a silver weapon (+1 to +3) or mirrored shield (+1 to +3, roll d3 to determine)

Soulsilvers may travel from mirror to mirror by means of a *dimension door* style ability

Shard Slag

FREQUENCY: Rare
NO. APPEARING: 1 or 2-12(prison)
ARMOR CLASS: 2 (Descending) or 18 (Ascending)
MOVE: 9" (Classic) or 20' (Neo)
HIT DICE: 12 HD
% IN LAIR: 100%
TREASURE TYPE: None
NO. OF ATTACKS: 2+1d4
DAMAGE/ATTACK: 1d8 + 1d6 per attack
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better magic weapon to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: L (10-15' wide)
XPV: 3,200 xp

The shard slag could easily be called a molten metal ooze or pudding, since that is essentially what it is, a blob of living, molten metal.

To attack, it forms swords (at least two, plus another 1d4 per round) out of its body that act like long swords, plus another 1d6 damage due to the extreme heat.

Shard slugs are immune to fire, electricity, and mind control effects and other things oozes are immune to. They are extremely vulnerable to cold (double damage) and take 1 hit point of damage for every gallon of water splashed on them.

Anyone unwise enough to touch a shard with an unarmed attack slug takes 1d6 damage from the heat

Tophet

FREQUENCY: Rare

NO. APPEARING: 1 or 2-12(prison)

ARMOR CLASS: 0 (Descending) or 20 (Ascending)

MOVE: 9" (Classic) or 20' (Neo)

HIT DICE: 45 hp (10 HD)

% IN LAIR: 75%

TREASURE TYPE: None

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2d8+6(bite)/1d8(slam)/1d8(slam)

SPECIAL ATTACKS: Swallow Whole

SPECIAL DEFENSES: +2 or better magic weapon to hit.

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: Neutral Evil

SIZE: L (10' tall)

XPV: 2,250 xp

Known in some lands as furnace guards or iron gluttons, tophets have long served in the palaces and prisons of tyrants as vigilant sentinels and dreaded punishments. Appearing as rotund iron statues, often bearing the caricatured visages of past kings or dishonored nobles, these constructs all possess yawning maws, capable of easily gobbling up smaller creatures. Upon consuming a victim, the animate statue becomes a walking prison, holding its victim within with little chance for escape. The iron statue can then return its victim to the proper cell, the feet of its lord, or any other fate its creator determines. In the most feared case, tophets capture or are fed prisoners, then wander out into the desert heat or even rivers of molten rock, where their interiors attain hellish temperatures, torturing and often outright killing those trapped within.

Tophets are often assembled in groups of up to a dozen, where cruel rulers incarcerate traitors and other criminals. Mindless creatures capable only of obeying their masters' whims, these unthinking constructs make incorruptible guardians and are endlessly loyal.

Tophets stand 10 feet tall and weigh 3,000 pounds.

New Magic Items

Eagle of Ilmarinen (2,000 xp 15,000 gp)

This is a magical-mechanical eagle. It has all the stats of a giant eagle despite being only 2' tall and weighing 20 lbs, only with an armor class of 3 (plate mail) and 20 hit points.

It is operated by a controller (usually found with it, a metal cross roughly a foot in size), which also allows the user to see through the eagle's eyes (a small screen on the controller).

Flying the eagle takes the undivided attention of the user. To attack, the user must first make a successful dexterity check and if successful, then eagle's hit dice (4) is used as normal

The eagle may be used 2 hours every 24 hours and has a range of 10-12 miles (two outdoor hexes). As long as it is not completely destroyed, the eagle repairs itself at 1 hit point per day.

The Forge of Ilmarinen

*"Three swords becomes one,
At least with a suitable donation."*

This room was in ages past, a shrine to the ancient god Ilmarinen. Here he instructed the faithful to build a special forge. This forge will combine the powers of multiple blades into one more powerful weapon.

One blade, the one to be improved, is placed in the middle slot (the "target"). The other two blades, from which the magic powers are to be taken from (the "source") are placed in the two lower slots. The blades all have to be of similar size – either bastard swords, broad swords, long swords, falchions, and scimitars are considered more or less equal, two-handed swords and bastard swords are considered similar, and short swords, daggers, and rapiers are considered the same.

All three blades must also be of the same "plus". That is, they all must be +2, +1, etc. If the base plus is improved, then all conditional pluses are also improved. That is, if it's a +1 sword, +2 vs. magic-using creatures, then it becomes a +2 sword, +3 vs. magic-using creatures. The maximum overall plus is +5 and the maximum conditional plus is +6. If the conditional bonus would pass beyond 6, then the base plus cannot be increased, either.

Once the swords are in the slot, a suitable donation must be placed on the top of the forge. This is equal to 5,000 gp of the plus of the swords inserted into the forge. (Thus 5,000 for +1, 10,000 for +2, all the way up to 20,000 for +4)

Roll	Result
01	All blades are destroyed
02-10	Source blades are destroyed, no improvement to target blade
11-50	Source blades are destroyed, magic power from the left source blade was successfully transferred to the target blade and its plus has improved by one.
51-80	Source blades are destroyed, magic power from the right source blade was successfully transferred to the target blade and its plus has improved by one.
81-99	Source blades are destroyed, magic powers from both the source blades are successfully transferred to the target blade and its plus has improved by one
00	Source blades are destroyed, powers from both the source blades are successfully transferred to the target blade and its plus has improved by two.

As an example, Harald the Hero has a +1 long sword, a +1 broad sword, and a +1 flame tongue.

He places the flame tongue in the center slot and the other two swords in the left and right slots. He makes a donation and rolls a 60, success. The two source swords are destroyed, but he now has a +2 Flame Tongue, +3 vs. regenerating, +4 vs. cold-using, and +5 vs. undead creatures. As the maximum conditional plus is +6, the Flame Tongue can only be improved once more to a +3 Flame Tongue, +4 vs. regenerating, +5 vs. cold-using, and +6 vs. undead creatures.

Another example: Carylith the Champion owns a +2 (red) dragon slayer long sword, +2 giant slayer bastard sword, and a +2 scimitar of speed. She is specialized in the bastard sword, so she places that in the center slot, the dragon slayer in the left slot, and the scimitar of speed in the right slot. She makes a suitable donation (10,000 gp) and rolls a 17! Partial success. She now has a +3 giant slayer bastard sword, but it only gains the power to slay dragons (especially red), not the speed abilities of the scimitar.

Hammer of Ilmarinen (2,000 xp 10,000 gp)

As the name implies, this is a hammer, a very large hammer, more akin to a maul and must be wielded by man sized creatures using two hands. The head of the hammer is mostly made of a strange and unknown alloy, dull grey but very heavy. The tip of the striking surface is diamond (industrial grade, dull in color) and is seamlessly joined to the rest of the head.

It acts as a +2 maul, but when wielded by a cleric of a forging god (Vulcan, Wayland, Hank the Hammerer, etc) or by someone with smithing skills (either secondary or whatever skill system your game may have) it increases to +3. If wielded by a cleric of Ilmarinen, its plus increases to +5

When used against golems and other constructs made of rock or other minerals (i.e. clay or stone golem), it does double weapon damage (including magic bonus), and against those made of metal (most notably iron golems and metallic robots), it does triple weapon damage (including magic bonus). In both cases, on a roll of 20, the blow completely shatters the golem. Note: It does no special damage to flesh golems or androids.

Maul Stats: Weight 125 gp, length c. 4', space required 5', speed factor 8, damage S-M/L: 1-8/1-8, vs armor as warhammer. Requires 2 hands unless wielder is large sized. Usable by clerics.

(Note: The maul is actually an official weapon, appearing on the first edition screen)

Design Notes:

Like HS3, this was originally part of a larger, less coherent dungeon that proved unwieldy when I tried to convert it from notes to a module, so I removed parts of it (mostly the forge, the entrance, and a few other rooms) and added some new parts.

Although Ilmarinen is considered a hero in "official" deity and mythology sourcebooks, Robert Howard seemed to consider him a god of the very early inhabitants of Europe, the so called "Aryans" of his day, or the more modern Indo-European. That is more my interpretation, however in my game, he was actually an ancient alien astronaut who taught the people how to make stuff. In the original dungeon, there was a transporter pad up to a small space station, essentially a way station left in orbit to facilitate the coming and going of starships.

The *Forge of Ilmarinen* itself is inspired from a mechanic in a MMORPG I sometimes play. Basically you can forge a +2 sword by combining two +1 swords, and can actually go all the way up to +11. It was originally +10, but power creep is inevitable. There is also an NPC in the game named after Vulcan (the Roman smithing god) who will simply enhance your weapons, but randomly. 50% of improve, 50% getting worse or even breaking.

But beyond that, also to solve a problem in my game, of my PCs having way too many +1 weapons. Or having a lower plus weapon with special ability that they want on a higher plus one.

Credits:

Maps are modified versions of original maps by Oone Games. While still recognizable, I changed about half the rooms and added a few more and other bits..

The cover art is *Sigurd Proofs the Sword Gram* by Johannes Gehrts, which is also the origin of the Graham cracker, how they are perforated in the middle

The buggane illustration is by Gary Dupuis, stock art from Purple Duck Games. Its eyes should be much smaller, but I didn't notice that until I had bought it. Oops.

The flaming skulls illustration is by Carlos Torrealanca, stock art from Purple Duck Games

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This is a bit long since I used two third edition bestiaries that used content released by a book that had a very arcane usage requiring each monster from that particular book to be released separately (which does not apply to any other book, just that one which is special and released WOTC property under the OGL via a special license. It made sense at the time, but in retrospect seems a bit silly)

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