

The Dungeon Tracker





\sim	
Ct	Giant Centipede
Bf	Fire Beetle
Eb	Eldritch Bones
	Illusion
КЬ	Kobold
\odot	Orcs
Rt	Giant rat
Si	Shrieker
Sp	Crab Spider
Wt	Wight
Ym	Yellow Mold
Ar	Spawn of Arach-
Gu	Guran - Mad Dwa
Ba	Balfar - Captured
$\overline{\mathbb{V}}$	Trap / Hazard / D
\$	Monetary Treasur
\triangle	Goods / Items
$\overline{\mathbb{S}}$	Scroll / Map / Bo
\land	Magical Item
Λ	Special / Key / Dv
	Dation (Linuid

Apparatus

- blc
- Arach-Nacha
- ad Dwarf & Kobold Chief
- ptured Dwarf
- ard / Danger
- Treasure
- ems
- ap / Book
- гm
- Key / Dwimmermount Item
- Potion / Liquid

Turn Tra	acker	Wandering Monsters	Party Marching Order				Dwimmer	mount Level 1
1 turn = 10 min. =		1 Kb Kobold (4-16)		•	Excavated by	the Great	Ancients late in the S	Second Era to connect Th
 - check wandering more party must rest 1 of even torch lasts 6 tur 	ery 6 turns (hour)	2 Oc (2-8)			The main cros extant to the s		(Rooms 1, 11, 12, 56	, and 57) was built at thi
# - lantern lasts 24 t	turns (4 hours)	•		•	The level was	heavily c	lamaged by Eld durir	ng their invasion of Dwi
Turn Check	Note	3 Eldritch Bones (3-12)			construction.	The Eld re		r own fashion, but most
2 •		4 Rt Giant Rat (3-18)			-		_	lian construction, with i
3		5 Ct Giant Centipede (2-8)			common door	s of iron-i	reinforced oak.	
4 • 5		6 Sp Crab Spider (1-4)			its levels. Leve	el 1 they n	amed for Mavors, the	who made their capture e God of Warfare, and d
6 •, hour 1		7 GC Gelatinous Cube (1)			subsequently	maintaine	ed these uses, though	they did so in the name
8 •		8 (Bf) Fire Beetle (1-8)						Factions
9		9 Dwarves (1-6)			Faction	Level(: Preser		Leader(s)
10 •							Constructed	
11 12 •, hour 2		10 ? NPC Party			Kobold	1	relicts	Guran (Dwarf 2, C)
13 14 •		11 SL Green Slime (1)	Party Exploration Speed:		Spider	1, 4	Astral outsiders	Spawn of Arach-Nacl (Demon 3, C)
15		12 Roll twice, with the second result appearing 1d4 turns after the first encounter			Orc	1, 2A	Vat-grown relicts	Segur (Orc 4, C)
16 •		to investigate the noise of battle.		1				Quests, Plots,
17		Level Acces	ss Points	- "	_			
18 •, hour 3		Chaimman to Dad Daama & conferration Daama 1		Roll	Room)	Era	Activi
19		 Stairway to Red Doors & surface - Room 1 Stairway down to the Antechamber (Room 1) of The Policy and (Level 2R) . Recom 15	1	8 - Chap	nel	3 - Eldrich Empire	Create and experimer
20 •		 Stairway down to the Antechamber (Room 1) Stairway to Stone-Wrought Stair & surface - 						eldrich b
21		 Stairway down to the Atrium (Room 1) of Th 			28 - Cave c	of the		
22 •			Halls of Lesser Secrets (Level 4) and up to	2	Moon Po		5 - Termaxian Empire	Harvest true
23		Room 1 of The Divinitarium (Level 0) - Room	ı 56					1
24 •, #, hour 4				3	37 - Azoth	Spring	6 - City-States	Harvest rav
25		Note	28			 		
26 •				4	49 - Commai		3 - Thulian Empire	Extend lifespan or av
27					Quarte	rs	-	debility by remaining
28 •				5	61 - Waiting	Poom	3 - Eldrich Empire	Use pillar of submi
29				J			5 - Elanch Empire	demihur
30 •, hour 5					64 - Chambe	r of the		Query bronze face, m
31				6	Face		5 - Termaxian Empire	level, communica
32 •				<u> </u>				<u>.</u>
33								
34 •								
35								
36 •, hour 6								
37								
38 •								
39								
40 •								
41								
42 •, hour 7								
43								
44 •								
45								
46 •								
47								
48 •, #, hour 8								

1 - The Path Of Mavors

The Halls of Lesser Secrets (Level 4) to the surface of Telluria.

this time, and later joined to the pre-existing limestone caverns that were

wimmermount, and the Elevator (Room 56) is the last intact Second Era st of the Eldritch works were torn down by the conquering Thulians. Now

n interior walls and resurfaced exteriors cast from Thulian concrete, and

re of Dwimmermount possible by building temples to them throughout devoted to military, tribunal, and ceremonial purposes. The Termaxians ne of the Thrice- Great rather than Mavors.

s Pres	ent					
	Leader's Location	Allies	Enemies			
C)	1-40	Orc, Spider	-			
lacha)	1-41	Kobold	-			
C)	2A-41	Kobold	Ghoul, Gnoll			
s, Thin	igs To do	•				
tivity		Motive	Factions			
nent with h bones	controlling	Expansion	Termaxian, Eld			
true wate	r	Resource, Alchemy	Termaxian, Volmarian, City-States			
raw azoth		Resource, Alchemy	Termaxian, Eld			
r avoid pr ing in time	ogressive eless room	Immortality, Healing	Any fallen from Law			
omission to humans	o pacify	Security	Beastmen, Eld, Termaxian, Dwarf			
e, monitor licate with	activity on Turms	Security, Lore, Jailbreak	Termaxian, any on level			



- Ab Archer Bush
 - Animated Statue
- Bs Spitting Beetles
- Carcass Scavenger
- Gh Ghoul



- Orc
- Gray Ooze
- Giant Rat
- Sc Sapient Cat
- (SL) Green Slime
- Sh Shadow
- Sr Sapient Rat
- Th Throghrin
- Vr Vampire Rose
- GL Glandal Captured Dwarf
- The Thoon Captured Dwarf
- Se Segur Orc Chief
- Co Colluthus Archaic Thulian
- At Arethusa Archaic Thulian
 - Varazes Renegade Volmarian
- Trap / Hazard / Danger
 - Monetary Treasure
 - Goods / Items
 - Scroll / Map / Book
 - Magical Item
 - Special / Key / Dwimmermount Item
 - Potion / Liquid

Turn Tracker	Wandering Monsters	Party Marching Order				Dwimme	ermount Level 2A	- The l	Laboratory		
1 turn = 10 min. = 60 rounds	1 Orc (2-8)					iring the Third Era to	conduct sinister and sorcerou	s experiment	s. Foremost of these was t		
- check wandering monsters every 2 turns party must rest 1 of every 6 turns (hour)	•		life forms through use of the Essence Machines (Room 51) and Pool of Life (Room 50), a program which was continued by their Thulian successors and ultimately led to the creation of the beastmen races.								
torch lasts 6 turns (hour) # - lantern lasts 24 turns (4 hours)	2 Gray Ooze (1)		• Eld cultivated crystalline lifeforms (see Room 8), engineered stasis tubes (see Room 49), and experimented with the effect of azoth on p				ne effect of azoth on plant				
Turn Check Note	3 Gn Gnoll (1-6)			life (Rooms 45	5-47). Bec	ause these programs	were all continued by the Thul	ians and Terr	naxians, The Laboratory is	s more intact than Level 1.	
	4 Zm Zombie (2-8)		• Walls, floor, and ceiling show the flawlessly smooth and mathematically perfect excavation of the Eld. Doors are primarily oak reinforced with areonite, unless otherwise noted. Ceilings are punctured at twenty-foot intervals by fist-sized indentations fitted with orichalcum								
2 • 3	5 Gh Ghoul (1-6)			sockets. 10%	of these ir	ndentations contain a	broken glass orb, while the oth				
4 •				(see Appendix	(A, New I	Magic Items).					
5	6 BS Spitting Beetle (1-8)										
6 •, hour 1 7	7 SL Green Slime (1)		F				Factions Pres	sent			
	8 (Rt) Giant Rat (3-18)			Faction	Level		Leader(s)	Leader's Location	Allies	Enemies	
9					Preser	Vat grown		LOCALION			
10 •	9 Cos Carcass Scavenger (1-3)			Orc	1, 2A	relicts	Segur (Orc 4, C)	2A-41	Kobold	Ghoul, Gnoll	
11 12 •, hour 2	10 ? NPC Party (5-8)			Ghoul	2A, 3/	Degenerate	Menas & Passara (Ghast 4, C)	3A-47	Zombie	Gnoll	
13	11 GG Gelatinous Cube (1)				27, 37	remnants		3/-47	Zomole	Grioli	
14 •	12 BW Black Widow Spider (1-3)	Party Exploration Speed:		Gnoll	2A	Vat-grown relicts	Varazes (M-U 3, C)	2A-50	-	Ghoul, Orc, Volmarian	
15											
16 • 17	Level Acce	ess Points	Th	ulian Relict	2A	Awakened relicts	Arethusa (M-U 3, N)	2A-49	-	-	
18 •, hour 3	• Stairway up (Room 45) to The Path of Mav	ors (Level 1) - Room 1		D_1		Adventurous	Rat Boss (Sapient Rat Cleric		Wannad		
19		on The House of Portals (Level 3A) - Room 9		Rat	2A	locals	8, N)	Adamas	Wererat	-	
20 • 21	• Stairway down to the Foyer (Room 1) of Th	Te House of Portais (Level 3A) - Room 16					Quests, Plots, Thin	ngs To de	0		
22 •	Not	tes	Roll	Roon	1 I	Era	Activity		Motive	Factions	
23			1	8 - Crystal G	ardon	3 - Eldrich Empire	Experiment with growth of wealth, formation of animate		Pasaurea Immortality	Any fallen from Law	
24 •, #, hour 4			'		barden	5 - Elanch Empire	route to bodily immor		Resource, Immortality	Any Idlien Iron Law	
25 26 •							Control access to many La	boratory	a		
27			2	14 - Contro	Room	3 - Eldrich Empire	functions via garrison o		Security	Any on level	
28 •							Experiment with effects of az	oth sprayed			
29 30 •, hour 5			3	45 - Hall	way	5 - Termaxian Empire	on plant life	oursprayed	Alchemy, Immortality	Termaxian, Volmarian	
31							Eutonal life on an thus use	atasia			
32 •			4	49 - Stasis C	namber	4 - Thulian Empire	Extend lifespan through experiment with retrieving o		Immortality, Healing, Reproduction	Hobgoblin, City-State	
33											
34 • 35			5	50 - Pool o	of Life	3 - Eldrich Empire	Create new life, raise dead, h and diseases	ieal wounds	Reproduction, Healing	Any	
36 •, hour 6											
37			6	51 - The Es Machin		3 - Eldrich Empire	Create copies of existing I principles of essential		Reproduction, Arcane	Eld, Hobgoblin	
38 • 39											
40 •											
41											
42 •, hour 7											
43 44 •											
45											
46 •											
47 48 4 # bour 8											
48 •, #, hour 8											



Cc Caryatid Column (Ct) Giant Centipede Ga Gargoyle Eb Hb (Hh) Hellhound Necrophidius Sh Th (W3 Wight Wight Zm Zombie Rk ∕₰ \triangle ß $\underline{\mathbb{A}}$ Λ

Eldritch Bones Hobgoblin (HB) Elite Hobgoblin

OZ Azoth Gray Ooze

Shadow

Throghrin

Wood Golem

Rukruk - Hobgoblin King

ZD Zombie Lord - Azoth Infused Thulian

Trap / Hazard / Danger

Monetary Treasure

Goods / Items

Scroll / Map / Book

Magical Item

Special / Key / Dwimmermount Item

Potion / Liquid

Turn	Tracker		W	Vandering Monsters	Party Marching Order
) min. = 60 rounds	1	(Eb)	Eldritch Bones (3-12)	
party must rest 1	ng monsters every 2 turns of every 6 turns (hour) ts 6 turns (hour)	2	Zm	Zombie (1-6)	
	its 24 turns (4 hours)		0		
Turn Check	Note	3	ΨЬ	Hobgoblin (1-6)	
1		4	(Th)	Throghrin (1-3)	
2 •					
3		5	Sh	Shadow (1-8)	
4 •		6	(Oz)	Gray Ooze (1)	
5			9		
6 •, hour 1 7		7	60	Gelatinous Cube (1)	
8 •		8	(Rt)	Giant Rat (3-18)	
9					
10 •		9	(Cs)	Carcass Scavenger (1-3)	
11		10	2	NPC Party (5-8)	
12 •, hour 2					
13		11	Bs	Spitting Beetle (1-8)	Party Exploration Speed:
14 •		12	Sp	Crab Spider (1-4)	Party Exploration speed.
15			9		
16 •				Level Acce	ss Points
17 18 a baur 2					
18 •, hour 3				rway up to the Hall of Memories (Room ess to water system pipes via well - Roo	15) of The Path of Mavors (Level1)- Room 1
20 •				ess to water system pipes via latrine - I	
20 21				rway down to Dry Fountain (Room 1) o	
22 •	-	•			28) of The Reservoir (Level 3B) - Room 35
23		•			asm (Room 48) on The Reservoir (Level 3B)
24 •, #, hour 4	1			oom 50 ess to water system pipes via latrine - I	Soom 68
25				rway down to the Vestibule (Room 40)	
26 •			_		
27				Not	es
28 •					
29					
30 •, hour 5 31					
32 •					
33					
34 •	1				
35					
36 •, hour 6					
37					
38 •	ļ				
39					
40 •					
41 40 • bour 7					
42 •, hour 7 43					
44 •					
45	1				
46 •	1 1				
47					
48 •, #, hour 8	3				

Dwimmermount Level 2B - The Reliquary

- dungeon, and remain still largely intact.
- ٠ The Reliquary is a poignant reminder that Dwimmermount was a holy place for a Lawful empire.

				Factions Pres	ent						
Faction		Level(s) Present		Leader(s)	Leader's Location	Allies	Enemies				
H	lobgoblin	2B	Awakened relicts	Rukruk (Hobgoblin 5, C) 2B-34		Zombie	-				
	Law	2B, 3A, 6/ 8, 9	A, Imprisoned remnants	Hu P'an (Paladin 9, L) The Iron God (Empyreal 13, L)	8-49 8-51	-	Necrolyte, All Chaotic				
	Zombie 2B		Custodial remnants	Zombie Lord (Zombie 3, C) 2B-62		Ghoul, Hobgoblin					
	Quests, Plots, Things To do										
Roll	Room	1	Era	Activity		Motive	Factions				
1	2 - Hall of	Truth	4 - Thulian Empire	Grant clerical spell-casting, o per candidate	ne attempt	Expansion	Volmarian, City-State				
2	2 25 - Place of Healing 4 - Thulian Empire		Accelerate rest for healing an of divine spells	nd recovery	Healing, Divine	Volmarian, City-State					
336, 38 - Stasis Chamber #1 and #24 - Thulian Empire		Extend lifespan through experiment with retrieving o		Immortality, Healing, Reproduction	Hobgoblin, City-State						
4	4 51 - Temple of Law 4 - Thulian Empire Heal and refresh spells for Lawful clerics			Divine, Healing	Volmarian, City-State						

• In the Fourth Era, the Thulians built The Reliquary, an entire level devoted to showing reverence to their gods. As one of the most recently-built levels (only the Ossuaries are newer), The Reliquary has not endured the many cataclysms of the more aged regions of the

Beautiful examples of Thulian sacred architecture include the majestic Hall of Truth (Room 2), Pillars of the World (Room 12), Six Metals (Room 13), Chamber of Heroism (Room 40), and Temple of Law (Room 51). With vaulted ceilings supported by tall columns, poured concrete walls decorated with scintillating mosaics, and classical marble and bronze statues proudly erected in its halls and chambers,



- Animated Iron Statue As
- Bb Bugbear
- Giant Boring Beetle
- Carcass Scavenger
- Dr Dretch
- (EL) Eld
- EM Eld Master
- (Ef) Minor Fire Elemental
- (Bc) Giant Carnivorous Beetle
- (JL) Ochre Jelly
- (PL) Guardian Plasm
- Qu Quasit
- Sk Skullmural
- Volmarian Soldier \bigcirc
- Virsor Eld Leader Vs
- Menas Urbane Thulian Ghast Me
- Passara Urbane Thulian Ghast Pa
- Opilio Volmarian Cleric Of Mavors Op
- Proseria Volmarian Magic User Pr
- Trap / Hazard / Danger ∇ ∕₰ \triangle \wedge \wedge

Magical Item

Scroll / Map / Book

Monetary Treasure

Goods / Items

- Special / Key / Dwimmermount Item
- Potion / Liquid

6 *, hour 1 7 C C accass Scavenger (1-3) 8 •		Turn	Iracker		wandering Monsters	5	Party Marching Order				Dwimmerm	iount Level 3
Linear Landson (Landson (neck wandering	3 monsters every 2 turns	1	Bb Bugbear (2-8)						1	ē
Inter Cools Note 3		torch lasts	6 turns (hour)	2	BC Giant Carniverous Beetle (1-6)				anywhere wi	thin the E	ldritch Empire.	
9 -				3	EL Eld (1-6)					d also call	on the Great void an	id Elemental Planes fro
3				4	Ochre Jelly (1)							
i ·		•		5	0				mathematica	lly perfec	t, as is typical with	Eldritch excavation. Al
1 1		•		6	U				areonite dooi	rs, archwa	lys, daises, arcane cai	vings, and abstract syn
7		a bour 1										Factions
is -		•, nour i		7	G				Faction			leader(s)
in in<	8	•		8	Shadow (1-8)				laction			
10 1				. 9	Doppleganger (1-6)				Law			Hu P'an (Paladin 9, The Iron God (Empyrea
12 *, hour 2 11		•		10	•				Fld		Interplanetary	
13		•, hour 2									outsiders	
18 • 15 • 16 • 17 • 18 •, hour 3 19 • 10 • 10 • 10 • 11 • 12 • 13 • 14 • 15 • 16 • 17 • 18 •, hour 3 19 • 14 • 15 • 16 • 17 • 18 •, hour 4 21 • 22 • 23 • 24 • 25 • 77 • 28 • 31 • 32 • 33 • 34 • 38 • 39 • 42 •				11	1 (Wr) Wererat (1-6)		Party Exploration Speed		Volmarian	3A	· · ·	Opilio (Cleric 4, L
10 10 <th< td=""><td></td><td>•</td><td></td><td>12</td><td>2 Th Throghrin (1-6)</td><td></td><td></td><td></td><td>Ghoul</td><td>2A, 3</td><td>A I ⁻ I</td><td>Menas & Passara (Ghas</td></th<>		•		12	2 Th Throghrin (1-6)				Ghoul	2A, 3	A I ⁻ I	Menas & Passara (Ghas
17 • • Statiway - Up to The Hidden Staticase (Room 16) of The Laboratory (Level 2A) - Room 1 •		•			- I aval	1	as Deints			/	remnants	
19	17				Level	Acce	ss points				_	
90 •		•, hour 3		•			-	Roll	Rooi	m	Era	Activ
No 21 22 23 24 25 26 27 28 29 20 21 22 23 24 25 26 27 28 29 20 21 22 23 24 27 28 29 31 32 33 34 35 36 37 38 <td< td=""><td></td><td></td><td></td><td></td><td></td><td>•</td><td>Room 3</td><td>1</td><td>12 - The Hea</td><td>aling Tree</td><td>3 - Early Eld</td><td>Control access to pol study thei</td></td<>						•	Room 3	1	12 - The Hea	aling Tree	3 - Early Eld	Control access to pol study thei
92 • • Portal to Creat Planet (Kything - Room 43) • Backet Planet (Kything - Room 43) 92 • • Portal to Creat Planet (Kything - Room 43) • Image: Statinway up to the Guard Room (Room 90) of The Laboratory (Level 2A) - Room 58 •				•			28	9	1		5 - Termaxian Empire	Repair brazen h
23 .	22	•		•								communicate
124 •, if, nour 4 25		[3	1		4 - Thulian Empire	Grant increased w
28 • Ortifal from Achemist Door from surface - Room 64 27 • • Portal from Achemist Door from surface - Room 64 28 • • • Portal from Achemist Door from surface - Room 64 28 • • • Portal from Achemist Door from surface - Room 64 29 • • • • • 30 •, hour 5 • • • • 31 • • • • • 32 • • • • • • 33 • • • • • • • 34 • • • • • • • • 36 •, hour 7 •		•, #, hour 4		•	-			4	1		3 - Farly Fld	Heal, remove nega
27		•		•		rface - R	loom 64		Chamb	ber		process of alteri
29					Portal to Volmar - Room 61			5	31 - Art G	Gallery	3 - Eldrich Empire	Constitution, onc
29 - - - experiment 30 • hour 5 - - - - 31 - - - - - - 32 • - - - - - - - 33 - <	28	•				Not	es	6	53 - Bra	ziers	3 - Eldrich Empire	Summon minor f
31								Ű		21013		experiment with
32 • 33 - 34 • 35 - 36 •, hour 6 37 - 38 • 39 - 41 - 42 •, hour 7 43 - 44 • 45 - 46 • 47 -		•, hour 5										
34 • 35 - 36 •, hour 6 37 - 38 • 39 - 40 • 41 - 42 •, hour 7 43 - 44 • 45 - 46 •		•										
35												
36 •, hour 6 37	34	•										
37												
38•39-40•41-42•, hour 743-44•45-46•47-		•, hour 6										
39 . 40 . 41 . 42 ., hour 7 43 . 44 . 45 . 46 . 47 .												
40•4142•, hour 74344•4546•47		•										
41 Image: Constraint of the second secon		•										
42 •, hour 7 43 - 44 • 45 - 46 • 47 -												
43		•, hour 7										
45				11								
46 • 47 •	44	•										
47	45											
	46	•										
48 •, #, hour 8		ļ	ļ									
	48	•, #, hour 8	<u> </u>									

A - The House Of Portals

a as a hub for portal travel. With portals to Areon (Room 8), Ioun (Room ia (Room 61), The House of Portals allowed the Eld to travel instantly

om special summoning chambers (such as Rooms 53 and 54) they built

the Otherworldly Museum (Room 2), Astronomy Room (Room 9), Art lls, floor, and ceiling of all these chambers are flawlessly smooth and Il bear the characteristic elements of High Eld architecture, including mbols.

s Pres	s Present											
	Leader's Location	Allies	Enemies									
9, L) zal 13, L)	8-49 8-51	-	Necrolyte, All Chaotic									
C)	3A-8	-	Volmarian									
, L)	3A-59	Law	Eld, Gnoll, Ranine									
ast 4, C)	3A-47	Zombie	Gnoll									
s, Things To do												
tivity		Motive	Factions									
ortable he eir growth	aling fruits,	Healing, Alchemy	Any									
n head, use Ite with Tu		Lore, Jailbreak	Termaxian									
Wisdom, o didate	once per	Expansion, Divine	Volmarian, City-State									
gative effe ering living	, ,	Healing, Alchemy, Repro- duction	Eld, Beastmen									
nce at expo nce per ca		Expansion	Eld, Termaxian, City-State									
r fire elem ith binding		Arcane	Eld, Termaxian, City-State									



- Ar Arcanoplasm Animated Stone Statue ◬ \triangle $\underline{\mathbb{A}}$
 - Special / Key / Dwimmermount Item
 - Potion / Liquid

- Doppleganger Eb Eldritch Bones (JL) Ochre Jelly Jp Jellyfish Plant Ra Ranine RA Ranine Cultist Sh Shadow Ss Shadowy Soldier Th Throghrin
- (Tk) Giant Tick
- Wr Wererat
- Trap / Hazard / Danger
 - Monetary Treasure
 - Goods / Items
 - Scroll / Map / Book





Turn Tracker	Wandering Monsters	Party Marching Order				Dwimn	nermount Level 3I	3 - The	Reservoir	
1 turn = 10 min. = 60 rounds • - check wandering monsters every 2 turns	1 Th Throghrin (1-6)					around a series of _j m the quintessence	ore-existing limestone caverns l of space.	ocated mid-w	vay between the peak and	the lower astral dome to
party must rest 1 of every 6 turns (hour) torch lasts 6 turns (hour) # - lantern lasts 24 turns (4 hours)	2 Ochre Jelly (1)						gy, vast quantities of stone we s and flawless geometry.	re dematerial	ized to excavate space of	the desired dimensions,
Turn Check Note	3 (Tk) Giant Tick (1-8)		•	Adamantine s	teel hatche		g sealed against azoth, were in	stalled betwe	en the rooms and corridc	rs, and vitreum radiance
2 •	4 Eb Eldritch Bones (3-12)			• •			ed or destroyed. The original co	onstruction is	still evident in the Contr	ol Room (Room 3). Pump
3	5 Doppleganger (1-6)			Room (Room	7), Engine		9), Power Generator (Room 10)			
5	6 Sh Shadow (1-8)						an, or Termaxian construction.			
6 •, hour 1 7	7 (Ra) Ranine (1-8)						Factions Pres	ent		
8 •	8 Hobgoblin (1-6)			Faction	Level(s		Leader(s)	Leader's	Allies	Enemies
9 10 •	9 Carcass Scavenger (1-3)				Presen	t Group Subterranean		Location		
	10 ? NPC Party (5-8)			Ranine	3B, 4	foreigners Imprisoned	Groak (Ranine Cultist 4, C)	4-21	-	All Lawful
12 •, hour 2 13	11 Wr Wererat (1-6)	Derte Fundametian Crossel		Wererat	3B, 4, 5	remnants	Krishka (Wererat 4, C)	4-42	Rat	Minotaur
14 •	12 Oz Gray Ooze (1)	Party Exploration Speed:	ŧ				Quests, Plots, Thir	igs To do		
15 16 •	J		Roll	Room		Era	Activity		Motive	Factions
17	Level Acce	ss Points	1	1 - Dry Fou	ntain	4 - Thulian Empire	Harvest raw azoth		Resource, Alchemy	Termaxian, Eld
18 •, hour 3 19	 Stairway up to the Throne Room (Room 34) Access to azoth system via fountain pipes - 		2	3 - Control	Room	4 - Thulian Empire	Control access to azoth pur distillation in Reserve		Security	Any on level
20 • 21	 Portal to Entrance Chamber (Room 1) on The Portal to the bottom of the Staircase (Room 		3	10 - Pov Generat		4 - Thulian Empire	Control functioning of azoth and distillation in Rese		Resource, Security	Any on level
22 •		Dead Dwarf (Room 10) on The Manufactory	4 29 - Observation Room		/ation	4 - Thulian Empire	Monitor activity on le		Security	Any on level
23 24 •, #, hour 4		The Halls of Lesser Secrets (Level 4) - Room 16	5 35 - Distillation Room			4 - Thulian Empire	Distill raw azoth into other co	ompounds,	Alchemy	Termaxian, Eld
25 26 •	• Stairway down to Ranine Explorers (Room	n 6) of The Halls of Lesser Secrets (Level 4)	39 - Chamber of the			4 - Thulian Empire	repair distillery Enchant weapons for 1c	lé dave	Expansion, Security	Any
27	Room 26Stairway up to the Stairway (Room 35) on 1	The Reliquary (Level 2B) - Room 28	6	Pyrami	d					
28 •	• Access to azoth system via cracked pipes -									
29	 Stairway up to the Stairway (Room 70) of T Hole in ceiling to Crevasse (Room 50) on Th 									
30 •, hour 5 31										
32 •	Not	es								
33										
34 •										
35										
36 •, hour 6 37										
38 •										
39										
40 •										
41										
42 •, hour 7										
43										
44 • 45										
45 46 •										
47										
48 •, #, hour 8										





~	
As	An
Bp	Bla
Ga	Ga
Mi	Mir
O 5	Oli
Ph	Pha
Ra	Rar
RA	Rar
Rm	Rus
Rt	Gia
Wr	We
Zm	Zo
Zz	Sle
Bk	Bik
Gr	Gro
Kr	Kris
$\overline{\mathbb{V}}$	Tra
\$	Mo
${\bf A}$	Gc
ß	Sc
	Mã
\wedge	Sp
\bigwedge	Po

nimated Statue

ack Pudding

argoyle

notaur

ive Slime

ase Spider

nine

nine Cultist

ust Monster

ant Rat

ererat

ombie

eep Sphere

K - Minotaur King

roak - Powerful Ranine Cultist

ishka - Wererat Leader

ap / Hazard / Danger

onetary Treasure

oods / Items

croll / Map / Book

agical Item

becial / Key / Dwimmermount Item

otion / Liquid

		Паскег		wandering Mo		Party Marching Order			DW		unt Level 4 -
		nin. = 60 rounds	1	Ranine (1-8)			•	Excavated at t	the height of	the Second Era to	serve as a laboratory f
par	ty must rest 1 c torch lasts	g monsters every 2 turns of every 6 turns (hour) 6 turns (hour)	2				•	The Elevator t all that remain			Elevator Control Room
Turn	<u># - lantern lasts</u> Check	24 turns (4 hours) Note	3	Sh Shadow (1-6)			•			the Third Era, the hands of their end	Great Ancients destroy emv.
1			4	(Mi) Minotuar (1-4)							s, and excavated The La
2	•							-	<i>c</i> ,		estroyed so much of the
3			5	Ga Gargoyle (1-4)							tral location made it the
4	•		6	Wererat (1-6)							, its many shrines (Roor
5			0	Wererat (1-6)						and 39). The Thul	ians also built the Telep
6	•, hour 1		7	(Hh) Hellhound (2-8)				strike at the tl	hrone.		
7	•		8	Ŭ,			•			ter Termaxian suc «traplanar summo	cessors can be seen in t oning (Room 56).
9				U							Factions
10	•		9	Gray Ooze (1)			F				ractions
11			10	0 ? NPC Party (5-8)				Faction	Level(s)	Origin and	Leader(s)
12	•, hour 2								Present	Group	
13			11	1 Doppleganger (1-6)				D ·		Subterranean	
14	•			•		Party Exploration Speed:		Ranine	3B, 4	foreigners	Groak (Ranine Cultist
15			12	2 Rh Giant Rhagodessa (1-4	r)						
16	•							Wererat	3B, 4, 5	Imprisoned	Krishka (Wererat 4
17					Level Acces	ss points				remnants	
18	•, hour 3		•	Stairway up to the Sanctur	n of Tenen (Room	16) of The Reservoir (Level 3B) - Room 1				Awakened/	
19			•	<i>,</i> ,		ne Reservoir (Level 3B) - Room 6		Minotaur	4, 5	vat-grown	Bik (Minotaur 6, 🤇
20	•		•			f The Path of Mavors (Level 1) and beyond to				relicts	
21				Room 1 of The Divinitariur		1 13				Astral	Spawn of Arach-Na
22	•		•	Access to water system pip				Spider	1, 4	outsiders	(Demon 3, C)
23			•	- Room 50	itrance (Room 1)	of The Halls of Greater Secrets (Level 5)					
24	•, #, hour 4			Access to water system pip	oes via latrine - Ro	54 Som 54					Quests, Plots
25			•			e Halls of Greater Secrets (Level 5) - Room 60	Roll	Roon	n	Era	Acti
26	•							14 - Elevator	Control	D. Elshish Esseries	Control function of
27					Note	es		Room	n `	3 - Eldrich Empire	Mavors and I
28	•						2	37 - Shrine to	Typhon	4 - Thulian Empire	Heal and refresh s
29							2	37 - 311116 (C			Typł
30	•, hour 5						3	44 - Shrine		4 - Thulian Empire	Shelter for Lawfuls, ir
31								Iron Go	od		
32	•						4	61 - Clone C	hamber 3	3 - Eldrich Empire	Make alchemical dup
33											
34	•										
35											
36	•, hour 6										
37											
38	•										
39											
40	•										
41											
42	•, hour 7										
43											
44	•										
45											
46	•										
47											
47	•, #, hour 8										
40											

The Hall Of Lesser Secrets

for the Servitors research into physical and biological transformation.

(Room 14), Cloning Chamber (61) and Alteration Chamber (Room 62) are

yed virtually all of this level's precious machinery and devices rather than

aboratory (Level 2A) to conduct their own biological experiments.

e construction of past ages that most of the dungeon had to be re-built. e ideal hub for imperial power. Thus the Fourth Era saw the installation of ms 28, 37, 40, 44, and 47), and various armories, museums, and treasure portation Maze (Rooms 27, 33, 36, and 48) to confound those who might

the chambers devoted to necromancy (Rooms 17 and 18), demon worship

s Pres	s Present											
	Leader's Location	Allies	Enemies									
st 4, C)	4-21	-	All Lawful									
4, C)	4-42	Rat	Minotaur									
C)	4-55	-	Wererat									
lacha	1-41	Kobold	-									
s, Thin	igs To do)										
tivity		Motive	Factions									
f elevator Divinator	to Path of ium	Security	Any on level									
spells for bhon	clerics of	Healing, Divine	Volmarian, City-State									
inaccessit	ole to Chaos	Security	Lawful									
plicates o	f individuals	Reproduction, Alchemy	Eld, Beastmen									



Bc	Giant Carniverous Beetle
Øw	Dwarf
Gg	Green Guardian
Ma	Mane
Mi	Minotaur
Mm	Mimic
M	Muculent Worm
Ph	Phase Spider
Sd	Stirge Demon
Sh	Shadow
(Zj	Juju Zombie
Ai	Aishapra - Rogue Marlith Demon
Eu	Euthalius - Necrolyte Scholar
Dv	Darval - Dwarven Leader
$\overline{\mathbb{V}}$	Trap / Hazard / Danger
<u>^</u>	Monetary Treasure
\triangle	Goods / Items
ß	Scroll / Map / Book
	Magical Item
Ţ	Special / Key / Dwimmermount Item
A	Potion / Liquid

Turn Tracker	Wandering Monsters	Party Marching Order			Dw	immermou	unt Level 5 - The	Hall Of	Greater Secre	ts
1 turn = 10 min. = 60 rounds • - check wandering monsters every 2 turns	1 Ra Ranine (1-8)		•		he start of t	he Second Era to se	rve as the seat of metaphysical ally all of this level rather than	research in D	wimmermount. As with '	
party must rest 1 of every 6 turns (hour) torch lasts 6 turns (hour)	2 Rust Monster (1-4)		•	Today only th	e Hieroglyp	hics Room (Room 1	9), Azoth Pools (Room 44) and			(Room 48) show signs of
# - lantern lasts 24 turns (4 hours) Turn Check Note	3 (Sh) Shadow (1-8)		•	The Thulians	took a grea		ecrets of the lost Ancients; the		ibrary, and installed the	Reading Room (Room 39),
	4 Minotuar (1-4)						B), and Shrine to Tenen (Room .			
2 • 3	5 (Ph) Phase Spider (1-3)			the level's co	nstruction is	s characteristic of	er Secrets again became one that dark time. High-ranking h	ierophants su	ich as Euthalius (Room 2	5) and Marthanes (Room
4 • 5	6 Gg Green Guardian (1-6)			capabilities o	beastmen,	summoned creatu	4) and demonology (Rooms 4, res, and crossbred creations. T	he nearby Ec	ho Chamber (Room 12) a	nd Four Pillars (Room 50)
6 •, hour 1	7 (Zj) Juju Zombie (1-8)					e combatants while tants between fight	the Healing Device (Room 56) s.	healed them.	The adjoining Natural Ca	vern (Room 57) became a
8 •	8 (Bg) Giant Stag Beetle (1-6)						Factions Pres	ent		
9 10 •	9 BP Black Pudding (1)			Faction	Level(s)		Leader(s)	Leader's	Allies	Enemies
	10 ? NPC Party (5-8)				Present			Location		
12 •, hour 2 13	11 (Ma) Mane (4-16)			Wererat	3B, 4, 5	Imprisoned remnants	Krishka (Wererat 4, C)	4-42	Rat	Minotaur
14 •	12 Bo Giant Boring Beetle (1-4)	Party Exploration Speed:				Awakened/				
15 16 •	<u> </u>			Minotaur	4, 5	vat-grown relicts	Bik (Minotaur 6, C)	4-55	-	Wererat
17	Level Acce	ss Points				Custodial	Erdak (Dwarf 8, L)	6B-30		
18 •, hour 3	Stairway up to Minotaur Guards (Room 5 - Room 1	50) in The Halls of Lesser Secrets (Level 4)		Dwarf	5, 6B, 7	remnants	Darval (Dwarf 7, L) Wertek (Dwarf 6, N)	5-22 6B-30	Vampire	Termaxian
20 •	Access to water system pipes via beetle pit Steinway down to Entry Hall (Beem 1) to Th			Daman	EO	Astral	Aishapra (Marilith 7, C)	5-48	Necrolute Termavian	
21 22 •		of Great Secrets (Room 48) if carrying a		Demon	5, 8	outsiders	Ndulu (Balor 8, C)	8-34	Necrolyte, Termaxian	Law, Ali Lawful
23	 Termaxian passkey - Room 24 Teleport to Tar Trap (Room 26) or outside th 	e Alchemist's Door to Dwimmermount if car-		Necrolyte	5, 6A, 8	Imprisoned	Turms Termax (Demigod 18, C)	8-45	Demon, Termaxian	Law, Terrim
24 •, #, hour 4 25	 rying a Termaxian passkey - Room 28 III Stairway down to the Staircase (Room 1) of 			Recroive	3, 07, 0	remnants		0-43	Demon, remaxian	Law, leinin
25	 Access to azoth system via pipes - Room 44 						Quests, Plots, Thir	igs To do)	
27	Access to water system pipes via latrine - re		Roll	Roor	n 📃	Era	Activity		Motive	Factions
28 • 29	• Stairway up to the Wererat Redoubt (Room - Room 46	60) on The Halls of Lesser Secrets (Level 4)	1	4 - Prince Undea		- Termaxian Empire	Summon babau demons, e with binding them		Demonic	Termaxian, Eld
30 •, hour 5	Not	es	2	12 - Echo C	namber	4 - Thulian Empire	Cast spells within room to m effects	agnify their	Arcane	Eld, Termaxian, City-State
31 32 •			3	19 - Hierog Roon		4 - Thulian Empire	Teach language of Great Anc of 1 point of Wisdo		Lore, Expansion	Men
33 34 •			4	36 - Bizarre	Mosaics	4 - Thulian Empire	Grant bonus to hit and dan fighting demons	lage when	Expansion, Security	Volmarians, City-State
35 36 •, hour 6			5	44 - Azoth	Pools	4 - Thulian Empire	Harvest raw azoth	1	Resource, Alchemy	Termaxian, Eld
37 38 •			6	50 - Four	Pillars	4 - Thulian Empire	Grant elemental damage to v 24 hours, once per we		Expansion	Any on level
39							z4 hours, once per we	ароп		
40 •										
41 42 •, hour 7										
43										
44 •										
45										
46 •										
47 48 •, #, hour 8										



- BP Black Pudding Crypt Thing Gv Hh 00 Tw Wt Wight Vk Vrock Zb Ae Ap Су ∕₰ \triangle \triangle Λ A
- Barrow Wight Zj Juju Zombie Monetary Treasure Potion / Liquid
- BS Bone Golem

 - Grave Risen
 - Hellhound
 - Undead Ooze
 - Tenebrous Worm

 - Zombie Brute

 - Aetheria Vampire Consort
 - Apion Termaxian Mummy
 - Cyrus Vampire Thulian General
- Sa Sarapammon Termaxian Necrolyte
- Si Sittas Vampire Magic User
- Trap / Hazard / Danger

 - Goods / Items
 - Scroll / Map / Book
 - Magical Item
 - Special / Key / Dwimmermount Item

Turn Tracker	Wandering Monsters	Party Marching Order				Dwimm	iermount Lev
1 turn = 10 min. = 60 rounds • - check wandering monsters every 2 turns	1 (Hh) Hellhound (2-8)			Excavation of ago, during la			uries after the Thulians
party must rest 1 of every 6 turns (hour) torch lasts 6 turns (hour)	2 Zj Juju Zombie (1-10)		•	The Portrait C	Gallery (Roor	n 10) and Chambe	er of Urns (Room 22) da
# - lantern lasts 24 turns (4 hours) Turn Check Note	3 Mummy (1-4)				• •		ible for escorting the im
							mmermount, Turms di ok place within The O
2 •	4 Ou Undead Ooze (1)			vampires, mu	mmies, and g	ghouls, and to extr	act eternal loyalty from
3	5 Wight (1-4)			considerable 63) to utilize		er latent in the bo	nes of the interred hero
4 •	6 (Bg) Bone Golem (1)					f natural limestor	e cavern and hewn co
5 6 •, hour 1	U			ranges from a	cceptable to	crude, with roug	h surfaces, fungus, and
7	7 (Vk) Vrock (1)			wood. Doors	tend to be ire	on-reinforced oak	•
8 •	8 Bp Black Pudding (1)						Factions
9	9 Rust Monster (1-4)				Level(s)	Origin and	Les de «(s)
10 •				Faction	Present	Group	Leader(s)
11 12 •, hour 2	10 ? NPC Party (5-8)			Law	2B, 3A, 6A 8, 9	, Imprisoned remnants	Hu P'an (Paladin 9 The Iron God (Empyrea
13	11 (Ma) Mane (4-16)					Custodial	Cyrus Agallon (Vampir
14 •	12 (vp) Vampire (1-3)	Party Exploration Speed:		Vampire	6A	remnants	Sittas (Vampire 7,
15				Necrolyte	5, 6A, 8	Imprisoned	Turms Termax (Demigo
16 • 17	Level Acce	ess Points		•		remnants	
17 18 •, hour 3	• Stairway up to The Lord of Alchemy (1	Room 34) on The Halls of Greater Secrets	- -				Quests, Plots
19	(Level 5) - Room 1		Roll	Roor	n	Era	Acti
20 •	Portal to the Portal Room (Room 15) on The			5 - Statue of		4 - Thulian Empire	Convert people to La for Lawful charact
21	 Stairway down to the Entry Cavern (Room Pit trap dropping to the Shrine of the Br 	azen Head (Room 10) in The Deep Hollows		God			und
22 • 23	(Level 7) - Room 10			40h En 1		4 Thudian Francisco	Create single-use w
24 •, #, hour 4			2	18b - Encl	hantry 4	4 - Thulian Empire	detect magic, secr
25	Not	tes	-				Create alchemical rea
26 •			3	21 - Lute	Pool	4 - Thulian Empire	required fo
27							
28 • 29			4	35 - The Mag stone		4 - Thulian Empire	Increase abilities, he effect onc
30 •, hour 5					-		
31			5	42a - Encl	nantry	4 - Thulian Empire	Create single-use war
32 •						·	magic
33 34 •			6	61 - Missir	ng En-	4 - Thulian Empire	Create single-use v
35			0	chant	ry í		polymorphing,
36 •, hour 6							
37							
38 •							
39 40 •							
41							
42 •, hour 7							
43							
44 •							
45 •							
40 • • • • • • • • • • • • • • • • • • •							
48 •, #, hour 8							

vel 6A - The Ossuaries

s captured Dwimmermount, and was completed about five hundred years

ate after this time. With this deification of ancestors came the rise of the nmortal soul to the afterlife.

rected some of his cultists to study necromancy, an art he had largely ossuaries, where the Termaxians learned how to transform others into undead slaves. The Termaxian necromancers also realized that there was bes and kings, and created the Enchantries (Rooms 18b, 28, 42a, 60, and

nstruction. As is common to Fourth and Fifth Era levels, the excavation l fissures. Interior walls are of Thulian concrete, plaster, stone, brick, and

s Pres	ent		
	Leader's Location	Allies	Enemies
9, L) zal 13, L)	8-49 8-51	-	Necrolyte, All Chaotic
ire 9, C) ', C)	6A-32 6A-15	Dwarf	Termaxian
od 18, C)	8-45	Demon, Termaxian	Law, Terrim
s, Thin	igs To do)	
tivity		Motive	Factions
Law, resto cters, impa dead	re life levels assible to	Divine, Expansion	Volmarians, City-State
wand of p cret doors	aralysis or , or traps	Alchemy, Arcane	Eld, Volmarians
eagant kno or enchan	own as lute, try	Alchemy, Resource	Termaxian, City-State
eal, or suf ce per use	fer random er	Expansion, Arcane	Termaxian, City-State
and of fea c missile	r, fireball, or	Alchemy, Arcane	Eld, Volmarians
wand of c g, or summ	, , ,	Alchemy, Arcane	Eld, Volmarians



As Animated Stone Statue

Cc Caryatid Column

Clay Golem

Carcass Scavenger

Dworg

Dwarf

Earth Elemental

Bone Golem

Glabrezu

Gorgon

Hellhound

Iron Maiden Golem

Mercury Ooze

Purple Moss

(Tf) Termaxian Fighter

Termaxian Guard

Termaxian Magic-User

Xorn

Alerot - Termaxian Cultist

Azdum - Ancient Brooding Dwarf

Charito - Insane Trapped Thulian Cleric

Delent - Dwarven Leader

Erdak - Dwarven Ancient Leader

Esquiva - Termaxian Magic User

Fiebras - Termaxian Forge Master

Fronto - Termaxian Overseer

Haveron - Cowardly Termaxian Fighter

Jarlagg - Dwarven Leader

Nilus - Termaxian Magic User

Ovo - Dead But Intact Stone Dwarf

Rollant - Termaxian Cult Summoner

Wertek- Dwarven Lieutenant

Turn Tracker		Wandering Monsters	Party Marching Order				Dwimmer	mount Level 6B	- The N	lanufactory	
1 turn = 10 min. = 60 rounds • - check wandering monsters every 2 turns	1	Dwarves (1-6)				•		industrial factory, purposes i			e generation of Dwimmer-
party must rest 1 of every 6 turns (hour)	2	Rm Rust Monster (1-4)			mount's rulers		et intact First and S	econd era machinery in Dwi	nmermount (Only The Divinitarium (Le	(0) and The City of the
torch lasts 6 turns (hour) # - lantern lasts 24 turns (4 hours)	3				Ancients (Leve				innermount. (ever of and the enty of the
Turn Check Note		G						ine (Room 40), the command			
	4	Mercury Ooze (1)			(Room 62).	(Room 3), A	Analytical Engine (R	oom 13d), Viewing Stations (Room 15a), Ci	rystal Resonance Chambe	er (Room 48), and Foundry
3	5	Ba Basilisk (1)						vless geometry typical of th			
4 •	6	Xorn (1-3)						hade of the same. The floors foot by 2-foot vitreum radian			
5 6 •, hour 1							y are mostly broken		ee puncis ut i	egular to toot intervals.	inese punels are mean to
7		Ee Earth Elemental (1)		•	Doors are fros	ted vitreum	n rather than the orc	linary oak and iron doors cor	nmon to the u	pper levels.	
8 •	8	Go Gorgon (1)						is level are of advanced ma quite rare in the current era,			
9	9	(Hb) Hellhound (2-8)					ge mysteries of Dwir		so unless an r	NPC Such as Eluak explai	ns then composition, they
10 • 11	10	•									
12 •, hour 2	10							Factions Pre			
13	11	Tu Termaxian Husk (1-6)	Party Exploration Speed:		Faction	Level(s) Present		Leader(s)	Leader's Location	Allies	Enemies
14 •	12	Clay Golem (1)						Erdak (Dwarf 8, L)	6B-30		
					Dwarf	5, 6B, 7	Custodial remnants	Darval (Dwarf 7, L)	5-22 6B-30	Vampire	Termaxian
17		Level A	ccess Points					Wertek (Dwarf 6, N)			
18 •, hour 3	•	Stairway up the Dwarf Sentries (Roc - Room 1	m 22) on The Halls of Greater Secrets (Level 5)		Termaxian	6B, 7, 9	Nihilistic locals	Ermenjart (M-U 9, C) Alyaume (M-U 9, C)	7-20 9-4	Demon, Necrolyte	Dwarf, Dwimmerdragon,
20 •	•	Access to water system pipes via ciste	rns - Room 9					Nilus (M-U 8, C)	6B-40		Vampire
21		Access to water system pipes via latrin						Quests, Plots, Thi	ngs To de	0	
22 •		Access to azoth system via pipes - Roo Access to water system pipes via junc		Roll	Room		Era				Factions
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base		Roll	Room		Era	Activity		Motive	Factions
	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	Roll	Room 3 - Power S		Er a 2 - Great Ancients		f power cells		Factions Any on level
23 24 •, #, hour 4	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36	Roll	3 - Power S	tation	2 - Great Ancients	Activity Control access to charging o used by devices on the M	f power cells anufactory	Motive	
23 24 •, #, hour 4 25 26 27	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	Roll 1 2		tation		Activity Control access to charging c	f power cells anufactory 1 to damage	Motive	
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1	3 - Power S 6a - Metal	tation Shop	2 - Great Ancients	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cel	f power cells anufactory 1 to damage Is	Motive Resource	Any on level
23 24 •, #, hour 4 25 26 27	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1	3 - Power S	tation Shop vtical	2 - Great Ancients	Activity Control access to charging o used by devices on the M Give weapons permanent +	f power cells anufactory 1 to damage is	Motive Resource	Any on level
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2	3 - Power S 6a - Metal 13d - Anal Engine	tation Shop vtical	2 - Great Ancients 2 - Great Ancients	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study	f power cells anufactory 1 to damage is	Motive Resource Resource	Any on level Any on level
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2	3 - Power S 6a - Metal 13d - Anal	tation Shop ytical ving	2 - Great Ancients 2 - Great Ancients	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study	f power cells anufactory 1 to damage s information cients	Motive Resource Resource	Any on level Any on level
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev Station	tation Shop vtical ving s	 2 - Great Ancients 2 - Great Ancients 2 - Great Ancients 2 - Great Ancients 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms	f power cells anufactory 1 to damage s information cients s on level	Motive Resource Resource Lore, Security Security	Any on level
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev	tation Shop vtical ving s	2 - Great Ancients 2 - Great Ancients 2 - Great Ancients	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And	f power cells anufactory 1 to damage s information cients s on level	Motive Resource Resource Lore, Security	Any on level Any on level Any on level Any on level
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4 5	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev Station	tation Shop ytical ving s th Pool	 2 - Great Ancients 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms Harvest raw azot	f power cells anufactory 1 to damage s information cients s on level	Motive Resource Resource Lore, Security Security Resource, Alchemy	Any on level Termaxian, Eld
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev Station 31 - The Azo	tation Shop ytical ving s th Pool	 2 - Great Ancients 2 - Great Ancients 2 - Great Ancients 2 - Great Ancients 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms	f power cells anufactory 1 to damage s information cients s on level ch	Motive Resource Resource Lore, Security Security	Any on level
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4 5	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev Station 31 - The Azo 34 - Backup Plant	tation Shop ytical ving s th Pool Power 5	 2 - Great Ancients 5 - Termaxian Empire 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms Harvest raw azot Provide backup power to P for parts to repair Prison	f power cells anufactory 1 to damage s information cients s on level ch rison, or use machinery	Motive Resource Resource Lore, Security Security Resource, Alchemy Jailbreak, Security	Any on level Any on level Any on level Any on level Any on level Termaxian, Eld Termaxian, City-State
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4 5	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev Station 31 - The Azo 34 - Backup	tation Shop ytical ving s th Pool Power 5	 2 - Great Ancients 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms Harvest raw azot	f power cells anufactory 1 to damage s information cients s on level ch rison, or use machinery and activate	Motive Resource Resource Lore, Security Security Resource, Alchemy	Any on level Termaxian, Eld
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4 5 6 7	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev Station 31 - The Azo 34 - Backup Plant 35 - Secret	tation Shop ytical ving s th Pool Power 5 Shrine	 2 - Great Ancients 5 - Termaxian Empire 4 - Thulian Empire 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms Harvest raw azot Provide backup power to P for parts to repair Prison Gain ability to understand a magical device by leaving ite Control devices within Dwi	f power cells anufactory 1 to damage s information cients s on level ch rison, or use machinery and activate ems at shrine mmermount	Motive Resource Resource Lore, Security Security Resource, Alchemy Jailbreak, Security Lore, Arcane, Jailbreak	Any on level Termaxian, Eld Termaxian, City-State Dwarves, Termaxians, Volmarians
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4 5	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev Station 31 - The Azo 34 - Backup Plant	tation Shop ytical ving s th Pool Power 5 Shrine	 2 - Great Ancients 5 - Termaxian Empire 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms Harvest raw azot Provide backup power to P for parts to repair Prison Gain ability to understand a magical device by leaving ite	f power cells anufactory 1 to damage s information cients s on level ch rison, or use machinery and activate ems at shrine mmermount	Motive Resource Resource Lore, Security Security Resource, Alchemy Jailbreak, Security	Any on level Termaxian, Eld Termaxian, City-State Dwarves, Termaxians,
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4 5 6 7	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev Station 31 - The Azo 34 - Backup Plant 35 - Secret 40 - Great M	tation Shop ytical ving s th Pool Power 5 Shrine achine	 2 - Great Ancients 5 - Termaxian Empire 4 - Thulian Empire 2 - Great Ancients 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms Harvest raw azot Provide backup power to P for parts to repair Prison Gain ability to understand a magical device by leaving ite Control devices within Dwi including Foundry, Prison, a God	f power cells anufactory 1 to damage s information cients s on level ch rison, or use machinery and activate ems at shrine mmermount nd Sleeping	Motive Resource Resource Lore, Security Security Resource, Alchemy Jailbreak, Security Lore, Arcane, Jailbreak Security, Reproduction, Jailbreak	Any on level Termaxian, Eld Termaxian, City-State Dwarves, Termaxians, Volmarians Dwarves, Termaxians, Volmarians
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4 5 6 7	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev Station 31 - The Azo 34 - Backup Plant 35 - Secret	tation Shop vtical ving s th Pool Power 5 Shrine achine tal	 2 - Great Ancients 5 - Termaxian Empire 4 - Thulian Empire 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms Harvest raw azot Provide backup power to P for parts to repair Prison Gain ability to understand a magical device by leaving ite Control devices within Dwit including Foundry, Prison, a	f power cells anufactory 1 to damage s information cients s on level ch rison, or use machinery and activate ems at shrine mmermount nd Sleeping nagnify their	Motive Resource Resource Lore, Security Security Resource, Alchemy Jailbreak, Security Lore, Arcane, Jailbreak Security, Reproduction,	Any on level Termaxian, Eld Termaxian, City-State Dwarves, Termaxians, Volmarians Dwarves, Termaxians, A
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4 5 6 7	3 - Power S 6a - Metal 13d - Anal Engine 15a - Viev Station 31 - The Azo 34 - Backup Plant 35 - Secret 40 - Great M 48 - Crys Resonance Cl	tation Shop ytical ving s th Pool Power 5 Shrine achine tal hamber	 2 - Great Ancients 5 - Termaxian Empire 4 - Thulian Empire 2 - Great Ancients 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms Harvest raw azot Provide backup power to P for parts to repair Prison Gain ability to understand a magical device by leaving ite Control devices within Dwi including Foundry, Prison, a God Cast spells within room to r effects, study mechanism	f power cells anufactory 1 to damage s information cients s on level ch rison, or use machinery and activate ems at shrine mmermount nd Sleeping nagnify their of action	Motive Resource Resource Lore, Security Security Resource, Alchemy Jailbreak, Security Lore, Arcane, Jailbreak Security, Reproduction, Jailbreak	Any on level Termaxian, Eld Termaxian, City-State Dwarves, Termaxians, Volmarians Dwarves, Termaxians, Volmarians Eld, Termaxians, 1
23	•	Access to water system pipes via junc Stairway down to the Termaxian Base - Room 52	ion - Room 36 e Camp (Room 19) in The Deep Hollows (Level 7)	1 2 3 4 5 6 7	3 - Power S 6a - Metal 13d - Anal Engine 15a - View Station 31 - The Azo 34 - Backup Plant 35 - Secret 40 - Great M 48 - Crys	tation Shop ytical ving s th Pool Power 5 Shrine achine tal hamber	 2 - Great Ancients 5 - Termaxian Empire 4 - Thulian Empire 2 - Great Ancients 	Activity Control access to charging of used by devices on the M Give weapons permanent + using power cell Predict future events, study stored by Great And Monitor activity in rooms Harvest raw azot Provide backup power to P for parts to repair Prison Gain ability to understand a magical device by leaving ite Control devices within Dwit including Foundry, Prison, a God Cast spells within room to r	f power cells anufactory 1 to damage s information cients s on level ch rison, or use machinery and activate ems at shrine mmermount nd Sleeping nagnify their of action	Motive Resource Resource Lore, Security Security Resource, Alchemy Jailbreak, Security Lore, Arcane, Jailbreak Security, Reproduction, Jailbreak	Any on level Termaxian, Eld Termaxian, City-State Dwarves, Termaxians, Volmarians Dwarves, Termaxians, Volmarians Eld, Termaxians, 1



(Bt) Giant Vampire Bat

Ch Chimera

Dworg

Ef Fire Elemental

Gs Gas Spore

Kr Cave Kraken

Lo Subterranean Locust

Otyugh Otyugh

Crystal Ooze

(Pi) Piercer

Sg Stone Golem

St Stirge

(Td) Thelidu

Termaxian Guard

Termaxian Magic-User

(Tr) Troll

(Ty) Troglodyte

Ay Aryzmyr - Young Dwimmerdragon

Ermenjart - Termaxian Leader

Gm Grummar - Two-Headed Troll Chief

Hs Harsten - Dwarven Scout

Jr Jarnabal - Mute Dwimmerdragon

Ti Tibaut - Termaxian Magic-User

Tk Thobek- Dwarven Scout

Rz Razylymvaer - Dwimmerdragon Patriarch

Xo Xochotl - Troglodyte Chieftain

Trap / Hazard / Danger

Monetary Treasure Goods / Items

Scroll / Map / Book

Magical Item

Special / Key / Dwimmermount Item

Potion / Liquid

Turn Tracker	Wandering Monsters	Party Marching Order				Dwimme	rmount Level
1 turn = 10 min. = 60 rounds	1 Bp Black Pudding (1)		•			mestone caverns that	at cut across Dwimmern
 check wandering monsters every 2 turns party must rest 1 of every 6 turns (hour) 	2 (Ch) Chimera (1-2)			•		of Dwimmermount)	
torch lasts 6 turns (hour) # - lantern lasts 24 turns (4 hours)							The Deep Hollows durir pace and infused it into t
Turn Check Note	3 Dwimmerdragon (1)						emnants of these magical
1	4 (Id) Intellect Devourer (1)		•				ents delved the mines,
2 • 3							ts into contact with a non- nd 33). These creatures
4 •					•	of the Perimeter barr	
5	6 Mimic (1)		•				is a basin for azoth dra rgotten sorcerers to wor
6 •, hour 1	7 (Td) Thelidu (1-2)					Fire (Room 27).	rgotten sorcerers to wor
7 8 •							low makes strange magi
8 • 9				was responsi	ble for the	birth of the dwimme	erdragons that have dwel
10 •	9 Rp Roper (1-2)						Factions
11	10 ? NPC Party (5-8)				Level(s) Origin and	
12 •, hour 2	11 Ga Giant Slug (1)			Faction	Preser		Leader(s)
13 14 •		Party Exploration Speed:		Durant	E (D)	, Custodial	Erdak (Dwarf 8, L) Darval (Dwarf 7, L)
15	12 (Tr) Troll (1-8)			Dwarf	5, 6B, ⁻	remnants	Wertek (Dwarf 6, N
16 •	Loval A	agoss Daints			6B, 7,		Ermenjart (M-U 9, C
17	Lever A	ccess Points		Termaxian	9	Nihilistic locals	Alyaume (M-U 9, C Nilus (M-U 8, C)
18 •, hour 3		4) of The Ossuaries (Level 6A) - Room 1			1	Degenerate	
19 20 •	 Windy shaft up to the Bottomless Pit Room 5 	(Room 7) of The Halls of Greater Secrets (Level 5)		Troglodyte	7	Degenerate remnants	Xochotl (Troglodyte 6
21	•	10) of The Ossuaries (Level 6A) - Room 10					
22 •		Room 1) to The Prison (Level 8) - Room 18) of The Manufactory (Level 6B) - Room 19		Trolls	7	Subterranean foreigners	Grummar (Troll 10, 0
23	 Passageway leading to Y'golcyak, the 		.				
24 •, #, hour 4	Passageways leading to Stygian Depth	ns - Room 32		Thelidu	7,9	Subterranean	Ganglion (Thelidu 4,
25 26 •	• Stairway down to the Great Stone (Level 9) - Room 35b	Stairway (Area 2) of The City of the Ancients			ļ	foreigners	
27	 Subteranean Stream into Freshwater F 	Pool - Room 38		vimmerdragon	7	Custodial	Razylymvaer (Dwimmerc
28 •				anner aragon	,	remnants	12, C)
29		Notes				1	Quests, Plots,
30 •, hour 5 31			Roll	Roor	n	Era	Activ
32 •							
33			1	1 - Entry C	Cavern	2 - Great Ancients	Harvest crystals that study their f
34 •							
35 36 •, hour 6			2	10 - Shrine Brazen H		5 - Termaxian Empire	Communicate with
6 •, hour 6 7				Didzellir			
38 •			3	22, 24 - Mu	shroom	6 - City-States	Harvest nutritious mu
39			Ĵ	Forest and	d Pool	o city states	sedative poison mu
40 •							Summon fire elementa
41 42 •, hour 7			4	27 - Anvil	of Fire	2 - Great Ancients	binding, add magical ons and a
43			<u> </u>	1	I		
44 •							
45							
46 •							
47 48 •, #, hour 8							

t Level 7 - The Deep Hallows

Dwimmermount and extend into the subterranean world that underlies Telluria

follows during the First Era, as the action of their astral dome in The City (Level 9) fused it into the minerals within the rock. The crystals of the Entry Cavern (Room 1) hese magical mineralogical deposits.

the mines, collieries, and quarries that became known as the Deep Passages. act with a network of subterranean canals and nightmarish labyrinths dug by the se creatures proved hostile to the Ancients, prompting the underground warfare that

or azoth drawn by the astral dome ended the necessity for mining in The Deep erers to work such wonders as the Mushroom Forest (Room 22), Underground Lake

trange magical phenomenon commonplace in The Deep Hollows, and some believe at have dwelled here since the Second Era.

actions Pres	ent		
eader(s)	Leader's Location	Allies	Enemies
: (Dwarf 8, L) I (Dwarf 7, L) < (Dwarf 6, N)	6B-30 5-22 6B-30	Vampire	Termaxian
art (M-U 9, C) ne (M-U 9, C) s (M-U 8, C)	7-20 9-4 6B-40	Demon, Necrolyte	Dwarf, Dwimmerdragon, Vampire
Troglodyte 6, C)	7-12	Termaxian	Dwimmerdragon
ar (Troll 10, C)	7-8	-	-
n (Thelidu 4, C)	9-12	-	Derrim, Mongrelmen, Terrim, All
r (Dwimmerdragon 12, C)	7-35a	Terrim	Termaxian, Troglodyte
, Plots, Thin	igs To do		

s, 1 10ts, 1 1111gs 10 th							
Activity	Motive	Factions					
crystals that can heal wounds, study their formation	Healing, Resource	Any on level					
municate with Turms Termax	Lore, Jailbreak	Termaxian					
nutritious mushrooms in Forest, ve poison mushrooms in Pool	Resource	Any on level					
fire elemental, experiment with add magical bonuses to weap- ons and armor	Resource, Arcane	Eld, Termaxians, City-State					



- Ef Fire Elemental
 - Glabrezu
- Kg Turnkey Golem
 - Termaxian Guard
 - Anzoy Termaxian Necrolyte
 - Arsaphius Rebellious Necrolyte
 - Auxitius Termaxian Necrolyte
 - Hu P'an Ancient Paladin Of Law
 - The Iron God Empyreal
 - Johud Nalfeshnee
 - Jubilex Demon Lord Of Formlessness
 - Kevokulli Irritated Marlith Guard
 - Marthanes Old Friend Necrolyte
 - Ndulu Balor Demon
 - Pericleia Fanatic Necrolyte
 - Turms Termax Man-Become-God
 - Viator Termaxian Necrolyte
 - Trap / Hazard / Danger
 - Monetary Treasure
 - Goods / Items
 - Scroll / Map / Book
 - Magical Item
 - Special / Key / Dwimmermount Item
 - Potion / Liquid

Turn Tracker	Wandering Monsters	Party Marching Order				Dwim	mermount Level	8 - The	Prison	
1 turn = 10 min. = 60 rounds • - check wandering monsters every 2 turns	1 Amber Golem (1)					f the Second Era. It h value prisoners.	originated as a penitentiary fo	r goblin, rani	ne, and thelidu prisoners	-of-war, with an outer and
party must rest 1 of every 6 turns (hour) torch lasts 6 turns (hour)	2 Termaxian Necrolytes (1-2)		•	The Chamber	of Truth (Re	oom 18) was desigr	ned to conduct military interro			
# - lantern lasts 24 turns (4 hours) Turn Check Note	3 Nalfeshnee (1)				•		ers. The Chamber of Zod (Roor			
	4 (Marlith (1)					d, Thulians, and Te	on barriers, The Prison avoided rmaxians.	the utter wre	eckage of the other Secon	d Era levels, and remained
2 • 3	· ·				l the highly	secure level ideal fo	or conjuring and capturing den	nons, and bui	ilt the Otherplanar Cells	(Rooms 48 and 51) for this
				purpose. The Thulians	transformed	d The Prison into ar	n ecclesiastical tribunal dedica	ted to Typhoi	n and Anesidora; these w	orks are still more-or-less
5	6 F3 Flesh Golem (1)				Smashed M	ural (Room 12), Pa	nic Room (16), Desecrated Shi			
6 •, hour 1 7	7 (Hu) Termaxian Husks (1-8)				•		ted into a house of horrors, de	dicated to tor	ture (Room 2), death (Ro	om 6), and the creation of
8 •	8 (Ef) Fire Elemental (1)				sks (Room 3	4). The Termaxians	added even more security to the			
9 10 •	9 Mummies (1-4)			0			n with perfect geometry and no	o decoration.	The original doors were	adamantine steel hatches,
	10 Termaxian Cultists (5-8)						ng the Thulian era, some of the			
12 •, hour 2	11 Bp Black Pudding (1)			the paladins t	oppled Tern	naxian rule. Most n	otably, magical combat during	the fall of Dy	vimmermount tore open	
13 14 •	•	Party Exploration Speed:		the floor of Th	ie Prison tha	at opens into the ce	eiling over The City of the Ancie			
15	12 Ts Thessalgorgon (1)						Factions Pres			
16 • 17	Level Acce	ss Points		Faction	Level(s) Present		Leader(s)	Leader's Location	Allies	Enemies
18 •, hour 3	• Stairway up to Room 18 of The Deep Hallor	ws (Level 7) - Room 1		Law	2B, 3A, 6A		Hu P'an (Paladin 9, L)	8-49	-	Necrolyte, All Chaotic
19	• Crevasse to the dome over The City of the A	Ancients - Room 26			8, 9	remnants Astral	The Iron God (Empyreal 13, L) Aishapra (Marilith 7, C)	8-51 5-48		
20 • 21	Not	res		Demon	5, 8	outsiders	Ndulu (Balor 8, C)	8-34	Necrolyte, Termaxian	Law, All Lawful
22 •				Necrolyte	5, 6A, 8	Imprisoned remnants	Turms Termax (Demigod 18, C)	8-45	Demon, Termaxian	Law, Terrim
23 24 •, #, hour 4			Sle	eping God	8,9	Degenerate	Auxitius (Necrolyte 7, C)	8-24	Derrim, Mongrelmen	Terrim
25						remnants	Vodaro (Terrim 10, N)	9-3		
26 •			Poll	Poor	_	Ero	Quests, Plots, Thir	igs 10 ut	Motive	Factions
27 28 •			Roll			4 - Thulian Empire	Activity Refresh clerical spells once	n nor day	Divine	
29				12 - Smashe					Divine	Volmarian, City-State
30 •, hour 5 31			2	14 - Lockee	d Gaol	4 - Thulian Empire	Extend lifespan through stas dimensional travele		Immortality, Security	Eld, Termaxian, Volmarian
32 •			3	16 - Panic	Room	4 - Thulian Empire	Shelter for Lawfuls, inaccessit	ole to Chaos	Security	Volmarian, City-State
33 34 •			4	18 - Chaml Truth		3 - Early Eld	Interrogate prisoners, conduc guaranteed veracit		Security, Resource	Any on level
35 36 •, hour 6			5	27 - Contro	l Room	3 - Early Eld	Reprogram turnkey golem machinery to control Prison	s, repair	Security, Jailbreak	Any on level
37 38 •			6	29 - Pillars	of Law	4 - Thulian Empire	Convert subjects fo zealous f		Expansion, Jailbreak	Termaxian, Volmarian,
39							Law Torture captives and experi	ment with		City-State
40 •			7	49 - A Paladi		3 - Early Eld	principles of Pain Amp	olifier	Security, Arcane	Eld, Termaxian
41 42 •, hour 7			8	48, 51 - Othe Cell, Empyrea		3 - Early Eld	Summon and capture dim travelers	ensional	Arcane, Lore	Eld, Termaxian
43				•			•			·
44 • 45										
46 •										
47 49 a # barr 9										
48 •, #, hour 8										



Giant Boring Beetle

(Cr) Gloom Crawler

Cz Children Of the Sleeping God

Derrim

Hy Hydra

Mongrelmen

TA Terrim Archon

(Td) Thelidu

Terrim

(Tf) Termaxian Fighter

(TE) Terrim Guard

Termaxian Magic-User

(Tt) Tentacled Eye

Sa Flame Salamanders

Stone Golem

Aj Arjash - Mongrelmen Leader

Am Alyaume - Termaxian Scout Leader

Ga Ganglion - Thelidu Leader

Ge Gersant - Renegade Termaxian Scholar

Jin Tai - Questing Paladin

Koralo - Terrim Captain Of Guard

Nalpi - Child Of the Sleeping God

Sr Sarana - Archon Of The Terrim

Vodaro - Child Of the Sleeping God

Zamis - Archon Of The Terrim

Zovlap - Derrim Leader

Trap / Hazard / Danger

Monetary Treasure

Goods / Items

Scroll / Map / Book

Magical Item

Special / Key / Dwimmermount Item

Potion / Liquid

Turn Tracker	Wandering Monsters	Party Marching Order		Dv	vimmerm	ount Level 9 - Th	e City o	of the Ancients	
1 turn = 10 min. = 60 rounds • - check wandering monsters every 2 turns	1 Terrim (1-4)			n the rest of	Dwimmermount	by thick layers of rock, several two centuries ago, completely	hundred feet b	peneath The Prison (Level	8). In addition, the level's
party must rest 1 of every 6 turns (hour) torch lasts 6 turns (hour)	2 Hu Termaxian Husk (1-8)		_			mount tore open a Crevasse (Ro			
# - lantern lasts 24 turns (4 hours) Turn Check Note	3 (Te) Terrim (1-8)			e Ancients. D		the dome itself continues to op			
1	4 (Td) Thelidu (1-2)					ot easily accessible from the re 7), guarded by the dwimmerdra		ngeon. The simplest entr	ance are the Stairs Down
2 • 3	5 (Tc) Termaxian Cultist (5-8)					l is to use the Crevasse (Roon	0	Prison but in addition	to being harder to reach
4 •	Ŭ		it is also more		to enter the leve		1 20) 011 1110	Thom, but in dualion	to being hurder to reach,
5 6 •, hour 1						Factions Pres	sent		
7	7 Gloom Crawler (1)		Faction	Level(s)	Origin and	Leader(s)	Leader's	Allies	Enemies
8 •	8 Stone Golem (1-2)			Present	Group		Location		
10 •	9 Jin Tai - Questing Paladin		Law	2B, 3A, 6A, 8, 9	Imprisoned remnants	Hu P'an (Paladin 9, L) The Iron God (Empyreal 13, L)	8-49 8-51	-	Necrolyte, All Chaotic
11 10 10 hours 0	10 Divine Vision (see table)					Ermenjart (M-U 9, C)	7-20		Dwarf, Dwimmerdragon,
12 •, hour 2 13	11 Derrim (1-8)		Termaxian	6B, 7, 9	Nihilistic locals	Alyaume (M-U 9, C) Nilus (M-U 8, C)	9-4 6B-40	Demon, Necrolyte	Vampire
14 •	12 Mongrelmen (2-12)	Party Exploration Speed:			Subterranean				Derrim, Mongrelmen,
15 16 •	J		Thelidu	7,9	foreigners	Ganglion (Thelidu 4, C)	9-12	-	Terrim, All
17	Level Acc	ess Points			Degenerate	Auxitius (Necrolyte 7, C)	8-24		
18 •, hour 3	Fissure to unknown below DwimmermouStairway up (Room 18) to The Deep Hollc		Sleeping God	8, 9	remnants	Vodaro (Terrim 10, N)	9-3	Derrim, Mongrelmen	Terrim
20 •	 Crevasse (Room 26) in The Prison (Level 8 				Degenerate			Mongrelmen,	
21	Crevasse (Room 26) in The Prison (Level 8	8) - Hole in dome above Area 9	Derrim	9	remnants	Zovlap (Derrim 9, C)	9-10	Sleeping God	Terrim, Thelidu
22 • 23	• Sunless sea - Area 10				Degenerate				
23 24 •, #, hour 4	No	tes	Mongrelmen	9	Degenerate remnants	Arjash (Mongrelman 9, N)	9-11	Derrim, Sleeping God	Terrim, Thelidu
25					Custodial/	Zamis (Terrim 13, N)	9-6		Derrim, Mongrelmen,
26 • 27			Terrim	9	degenerate remnants	Sarana (Terrim 14, L)	9-6	-	Sleeping God, Thelidu
28 •						Quests, Plots, Thi	ngs To da		
29			Roll Roon		Era	Activity		Motive	Factions
30 •, hour 5 31			1 3 - Tomb o	of the o	- Great Ancients	Awaken or question Slee	oing God	Lore, Divine, Jailbreak	Termaxian
32 •			Sleeping	God				Lore, Divine, Janoreak	Termaxian
33									
34 • 35									
36 •, hour 6									
37									
38 •									
39									
40 •									
41									
42 •, hour 7 43									
45									
46 •									
47									
48 •, #, hour 8									





Memory Moss Os Olive Slime Phycomid Astral Reaver Fighter Astral Reaver Magic-user Green Slime Sm Shambling Mound Ym Yellow Mold Zs Slime Zombie Hr H'raon - Astral Reaver Captain

Ascomoid

Basidirond

∕₰ \triangle $\underline{\wedge}$

Special / Key / Dwimmermount Item

Potion / Liquid

Monetary Treasure

Scroll / Map / Book

Goods / Items

Magical Item

Turn Tracker	Wandering Monsters	Party Marching Order			Dwimme	ermount Level 0 -	The Di	vinitarium	
1 turn = 10 min. = 60 rounds • - check wandering monsters every 2 turns	1 Ascomoid (1)		from the	Path of Mavors	n of Mavors (Level 1), s and Halls of Lesser	, close to the summit of Dwimr Secrets (Levels 1 and 4). The el	nermount, bu evator itself c	t it can only be accesse an only be operated afte	er power has been restored
party must rest 1 of every 6 turns (hour) torch lasts 6 turns (hour)	2 Bi Basidirond (1-2)		to it via t (Level 6B		ontrol Room (Room 14	4) on The Halls of Lesser Secret	s (Level 4) or	the Great Machine (Roc	om 40) of The Manufactory
# - lantern lasts 24 turns (4 hours) Turn Check Note	3 JD Ochre Jelly (1)		• Construc	ted by the Gre		t centuries of the Second Era as	they began t	o explore the Four World	ds and launch the Servitors
	4 (Algoid (1-4 +2)			-	Chapter 2, History of I	unications center where autho	rities maintai	ined contact with both	far-flung outposts and the
2 • 3	5 Oz Gray Ooze (1)		gods the	mselves from t		avens (Room 17). Second, the			
4 • 5	6 (Rf) Astral Reaver Fighter (1-4)					tral vessel returned from Kyth			
6 •, hour 1	7 BP Black Pudding (1)		much of	the fighting th		l its inhabitants. The Termaxiar nufactory and other wrecked 1			
8 •	8 (Rf) Astral Reaver Fighter (1-4)			argely intact.	heen laminated with	nonhalita and its interior wall	a ara mada at	the came The fleers ar	a paphalita lacquarad with
9 10 •	9 (P) Phycomid (1-4)		glossy al	chemist's resir	n. The level's ceilings	nephelite, and its interior wall are also nephelite, punctuated ing on auxiliary power, illumina	l by 4-foot by	v 2-foot vitreum radianc	e panels at regular 10 foot
	10 Zs Slime Zombie (1-4 +1)				•	rry oak and iron doors common	0		8.0
12 •, hour 2						most futuristic level of Dwimm			n fauna and flora that have
13	11 Sm Shambling Mound (8HD) (1)	Party Exploration Speed:	invaded-	-by far the mo	ost alien.				
14 • 15	12 Olive Slime (1)					Factions Pres	ent		
16 •		ess Points	Faction	Level		Leader(s)	Leader's	Allies	Enemies
17	Level Acc	less Points		Preser			Location		Enemies
18 •, hour 3	Ancient Elevator to Room 14 of The Ha The Manufactory Level 6B - Room 1	alls of Lesser Secrets (Level 4) or Room 40 of	Kythirean	1	Interplanetary outsiders	Deadly spores (special)	0-22	Orc, Spider	All
20 •	 Access to water system pipes via water pu 	ump - Room 8	Astral Reave	er 1, 4	Astral	H'raon (Astral Reaver 7, C)	0-27	Kobold	Thelidu
21	Access to water system pipes via solarium				outsiders				
22 •	 Access to water system pipes via latrine - 	- Room 38				Quests, Plots, Thir	igs to do		
	Hanger doors to air above Dwimmermour	nt - Room 19					0		
23	Hanger doors to air above Dwimmermour		Roll	Room	Era	Activity		Motive	Factions
23		nt - Room 19 Dtes		Room ssy Chamber	Era 6 - City-States		noss in route to		Factions Eld, Termaxians
23 24 •, #, hour 4 25 26 27			1 3 - Mo	ssy Chamber - Lunar		Activity Experiment on memory r azoth-rich environment as mental immortality through Prepare for or thwart invasion	noss in route to n transfer on of loun;	Motive	
23 24 24 •, #, hour 4 25 26 26 • 27 28			1 3 - Mo	ssy Chamber	6 - City-States	Activity Experiment on memory r azoth-rich environment as mental immortality through	noss in route to n transfer on of loun;	Motive Immortality	Eld, Termaxians
23 24 •, #, hour 4 25 26 27			1 3 - Mo 2 11 Att	ssy Chamber - Lunar	6 - City-States	Activity Experiment on memory r azoth-rich environment as mental immortality through Prepare for or thwart invasion study lunar effects and lyce Conduct or suppress long-ter tion of the truth behind the or	noss in route to n transfer on of loun; anthropy m investiga-	Motive Immortality	Eld, Termaxians
23 24 •, #, hour 4 25 26 • 26 • 27 28 • 29 30 •, hour 5 9			1 3 - Mo 2 11 Att 3 17 - Sp H	ssy Chamber - Lunar unement eaker to the	6 - City-States 3 - Early Eld	Activity Experiment on memory r azoth-rich environment as mental immortality through Prepare for or thwart invasid study lunar effects and lyce Conduct or suppress long-ter tion of the truth behind the of Great Church Control access to many Div	noss in route to in transfer on of loun; anthropy m investiga- Gods of the inatorium	Motive Immortality Expansion, Arcane	Eld, Termaxians Volmarians, Animal Kings
23			1 3 - Mo 2 11 Att 3 17 - Sp H	ssy Chamber - Lunar unement eaker to the eavens	6 - City-States 3 - Early Eld 3 - Early Eld	Activity Experiment on memory r azoth-rich environment as mental immortality through Prepare for or thwart invasid study lunar effects and lyce Conduct or suppress long-ter tion of the truth behind the of Great Church	noss in route to in transfer on of loun; anthropy m investiga- Gods of the inatorium	Motive Immortality Expansion, Arcane Divine, Lore	Eld, Termaxians Volmarians, Animal Kings Men
23 24 •, #, hour 4 25 26 • 26 • 27 28 • 29 30 •, hour 5 31 32 • 33 34 • 35 36 •, hour 6 9			1 3 - Mor 2 11 Att 3 17 - Sp H 4 20 - Co 5 31a -	ssy Chamber - Lunar unement eaker to the eavens	6 - City-States 3 - Early Eld 3 - Early Eld	Activity Experiment on memory r azoth-rich environment as mental immortality through Prepare for or thwart invasid study lunar effects and lyce Conduct or suppress long-ter tion of the truth behind the of Great Church Control access to many Div	noss in route to in transfer on of loun; anthropy m investiga- Gods of the inatorium r trap	Motive Immortality Expansion, Arcane Divine, Lore	Eld, Termaxians Volmarians, Animal Kings Men
23 24 •, #, hour 4 25 26 • 26 • 27 28 • 29 30 •, hour 5 31 32 • 33 34 • 35 36 •, hour 6 37			1 3 - Mor 2 11 Att 3 17 - Sp H 4 20 - Co 5 31a -	ssy Chamber - Lunar unement eaker to the eavens ontrol Room Navigation	6 - City-States 3 - Early Eld 3 - Early Eld 3 - Early Eld	Activity Experiment on memory r azoth-rich environment as mental immortality through Prepare for or thwart invasion study lunar effects and lyce Conduct or suppress long-ter tion of the truth behind the or Great Church Control access to many Dive functions via garrison or Monitor astral traffic near Dwite	noss in route to in transfer on of loun; anthropy m investiga- Gods of the inatorium r trap mmermount	Motive Immortality Expansion, Arcane Divine, Lore Security	Eld, Termaxians Volmarians, Animal Kings Men Any on level
23 24 •, #, hour 4 25 26 • 26 • 27 28 • 29 30 •, hour 5 31 32 • 33 34 • 35 36 •, hour 6 37 38 • •			1 3 - Mor 2 11 Att 3 17 - Sp H 4 20 - Co 5 31a -	ssy Chamber - Lunar unement eaker to the eavens ontrol Room Navigation	6 - City-States 3 - Early Eld 3 - Early Eld 3 - Early Eld	Activity Experiment on memory r azoth-rich environment as mental immortality through Prepare for or thwart invasion study lunar effects and lyce Conduct or suppress long-ter tion of the truth behind the or Great Church Control access to many Div functions via garrison or Monitor astral traffic near Dwite Study and benefit from effect	noss in route to in transfer on of loun; anthropy m investiga- Gods of the inatorium r trap mmermount	Motive Immortality Expansion, Arcane Divine, Lore Security	Eld, Termaxians Volmarians, Animal Kings Men Any on level
23 24 •, #, hour 4 25 26 • 26 • 27 28 • 29 30 •, hour 5 31 32 • 33 34 • 35 36 •, hour 6 37			1 3 - Mor 2 11 Att 3 17 - Sp H 4 20 - Co 5 31a -	ssy Chamber - Lunar unement eaker to the eavens ontrol Room Navigation Room	6 - City-States 3 - Early Eld 3 - Early Eld 3 - Early Eld 3 - Early Eld	Activity Experiment on memory r azoth-rich environment as mental immortality through Prepare for or thwart invasion study lunar effects and lyce Conduct or suppress long-ter tion of the truth behind the or Great Church Control access to many Dive functions via garrison or Monitor astral traffic near Dwite	noss in route to in transfer on of loun; anthropy m investiga- Gods of the inatorium r trap mmermount	Motive Immortality Expansion, Arcane Divine, Lore Security Security	Eld, Termaxians Volmarians, Animal Kings Men Any on level Eld, Astral Reavers
23 24 •, #, hour 4 25 26 • 26 • 27 28 • 29 30 •, hour 5 31 32 • 33 34 • 35 36 •, hour 6 37 38 • 39 40 • 41			1 3 - Mor 2 11 Att 3 17 - Sp H 4 20 - Co 5 31a -	ssy Chamber - Lunar unement eaker to the eavens ontrol Room Navigation Room	6 - City-States 3 - Early Eld 3 - Early Eld 3 - Early Eld 3 - Early Eld	Activity Experiment on memory r azoth-rich environment as mental immortality through Prepare for or thwart invasion study lunar effects and lyce Conduct or suppress long-ter tion of the truth behind the or Great Church Control access to many Div functions via garrison or Monitor astral traffic near Dwite Study and benefit from effect	noss in route to in transfer on of loun; anthropy m investiga- Gods of the inatorium r trap mmermount	Motive Immortality Expansion, Arcane Divine, Lore Security Security	Eld, Termaxians Volmarians, Animal Kings Men Any on level Eld, Astral Reavers
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The Dungeon Tracker

The Dwimmermount Megadungeon Tracker is a unique play-aid designed to help you get the most out of all 13 levels of Dwimmermount.

For each level of the dungeon, the Megadungeon Tracker provides a double-sided laminated reference sheet, with a specially keyed map on one side and a level summary on the other. The map provides brief descriptions and contents for each room on the level; the level summary covers each level's history, factions, wandering monsters, access points, and special areas, and allows the gamemaster to easily track turns and marching order.

This is not a standalone product. A copy of Dwimmermount[™] is required to run the dungeon. Dwimmermount is a 13-level megadungeon for Adventurer Conqueror King System[™], Labyrinth Lord[™] and other d20-based fantasy role-playing games, available for purchase separately from Autarch™ LLC.





