

GL1

The Nameless Dungeon

by Chris Gonnerman

An adventure for character levels 1-3



One day you are walking down a road, minding your own business, and the next thing you know goblins are hunting you in a forgotten dungeon...

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Dungeon Module GL1

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One day you are walking down a road, minding your own business, and the next thing you know goblins are hunting you in a forgotten dungeon...

This module is for use with the Classic D&D rules.

Credits

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Web Links

Alderon's Tower	http://tower.newcenturycomputers.net
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Introduction

The Nameless Dungeon is an adventure module designed for 4 to 8 characters of 1st to 3rd levels. Statistics are given for the Basic/Expert D&D rules. This module is designed for use in my world of Glain, but with relatively little work the DM can adapt it for use in most fantasy worlds.

The dungeon contains a substantial number of ghouls; if the party does not have an elf they may be at a major disadvantage.

DM's Information

The player characters are going somewhere. It doesn't matter where, but they shouldn't be in too much of a hurry. They make camp alongside a road in a wooded area.

On the first watch of the night, goblins attack. The goblin party should be between 1½ and 2 times as many goblins as party members (fewer if they are lower in level, more if higher). The goblins will try to attack with surprise.

As the last goblin falls (assuming the player characters win, which is the expected result), one of the PC's sees a goblin disappearing into the woods. If the player characters give chase, after two or three rounds of pursuit one of the PC's (probably the lead PC, unless he is very lightweight) falls as the ground gives way under him. Proceed to the first numbered encounter area.

As a variation, especially with higher-level and/or "tougher" characters, if only part of the party fall into the hole above area 1, have them roll down one of the stairways and the ceiling collapse behind them, cutting them off from the rest of the party.

If they do not give chase, but retire back to their camp, then on the last watch of the night another force of goblins, 50% larger than the previous one, will attack. This time they will fail their morale check automatically when half of them are defeated; the remainder will flee, and the events described above will occur.

The dungeon is nameless because it is completely forgotten. Even the goblins didn't know about it.

Between turns 4 and 18 inclusive, goblin war parties may be encountered. After turn 18, only goblin scouts will be seen. The goblin chief wants the nameless dungeon as a new lair (as his clan has outgrown the old one, and digging is hard work for such lazy creatures). After turn 18 the goblin parties are recalled, as the goblin chief has realized by then that the player characters are doing the hard work of clearing the dungeon. Instead of stopping them, he plans to allow them to complete the job, then ambush them just outside the dungeon. If the player characters survive this attack and wish to follow any fleeing goblins home, creating the goblin lair is left as an exercise for the DM.

It is recommended that the party encounter at least one goblin scout, and at least one goblin party. Goblin scouts will flee as soon as they are detected, while goblin parties will try to attack with surprise.

See the monster roster for stats for the goblins described above. The DM may wish to tailor the number of goblins to be a match for his player characters.

Note about Monster Levels

Many of the monsters in the Nameless Dungeon are tougher than the dungeon level would usually indicate. The Driver Ants on the first level are perhaps the best example of this.

This is a sort of an intelligence test for the players (not their characters). The question is, will they be smart enough not to enter the lairs of these creatures, at least not until they are tough enough to fight them?

The random encounter tables (below) contain some out-of-place monsters also, but the number appearing has been reduced to make the challenge a bit easier; the characters will only face overwhelming numbers if they enter the lairs.

Random Encounters

Adventurers will encounter monsters from the tables below on a 1 on 1d6, rolled every 3 turns (half an hour). Also, any time an "empty" room is entered, the DM should roll an encounter check. The parenthesized number in # Appearing is the total number of these monsters wandering on the given dungeon level.

Level 1

Roll 1d10	Creature	No. Appearing	AC	Hit Dice	Hit Points	No. of Attacks	Damage	Save	Morale
1	Driver Ants ¹	1-2 (7)	3	4*	23, 24, 20, 15, 16, 16, 22	1	2d6		7
2	Fire Beetles	1-6 (10)	4	1+2	8, 7, 7, 9, 5, 7, 9, 5, 9, 4	1	2d4		7
3	Ghouls	1-2 (5)	6	2*	11, 10, 13, 8, 11	2/1	1d3/1d3/1d3 ⁴	F2	9
4	Giant Rats	2-12 (22)	7	½	2, 3, 3, 3, 4, 4, 1, 3, 4, 4, 1, 1, 2, 1, 4, 2, 2, 3, 1, 2, 3, 3	1	1d3 + disease ²		8
5	Giant Shrews	1-4 (6)	4	1	5, 2, 3, 7, 6, 3	2	1d6/1d6		10
6	Killer Bees	1-4 (10)	7	½*	4, 3, 2, 3, 4, 4, 4, 3, 2, 3	1	1d3 + poison	F1	9
7	Robber Flies	1-2 (8)	6	2	12, 9, 13, 7, 11, 4, 9, 8	1	1d8	F1	8
8	Spitting Cobras	1-4 (6)	7	1*	7, 3, 4, 7, 3, 3	1	1d3 + poison ³	F1	7
9	Goblin	See below							
0	Goblin	See below							

Level 2

Roll 1d6	Creature	No. Appearing	AC	Hit Dice	Hit Points	No. of Attacks	Damage	Save	Morale
1	Draco Lizard	1-4 (4)	5	4+2	27, 27, 20, 22	1	1d10	F3	7
2	Ghouls	1-4 (8)	6	2*	8, 13, 9, 7, 7, 4, 4, 10	2/1	1d3/1d3/1d3 ⁴	F2	9
3	Oil Beetles	1-6 (10)	4	2*	13, 8, 5, 7, 11, 6, 5, 9, 10, 12	1	1d6 + special ⁵	F1	8
4	Pit Vipers	1-8 (10)	6	2*	8, 8, 9, 10, 7, 14, 4, 11, 10, 11	1	1d4 + poison	F1	7
5	Robber Flies	1-4 (6)	6	2	10, 9, 9, 13, 9, 8	1	1d8	F1	8
6	Zombies	2-8 (10)	8	2	9, 7, 14, 7, 12, 8, 8, 11, 8, 15	1	1d8	F1	12

Level 3

Roll 1d6	Creature	No. Appearing	AC	Hit Dice	Hit Points	No. of Attacks	Damage	Save	Morale
1	Ghouls	1-6 (10)	6	2*	7, 4, 13, 11, 10, 11, 7, 9, 12, 8	2/1	1d3/1d3/1d3 ⁴	F2	9
2	Giant Tarantella	1-2 (3)	5	4*	13, 13, 22	1	1d8 + poison	F2	8
3	Ochre Jelly	1 (3)	8	5*	28, 15, 26	1	2d6	F3	12
4	Shadows	1-6 (8)	7	2+2*	11, 16, 17, 8, 10, 8, 15, 10	1	1d4 + special ⁶	F2	12
5	Tiger Beetles	1-6 (8)	3	3+1	21, 16, 14, 18, 9, 16, 15, 18	1	2d6	F1	9
6	White Apes	1-6 (7)	6	4	15, 15, 22, 18, 21, 16, 16	2	1d4/1d4	F2	7

Notes: (1) Only check morale when first encountered. (2) 1 in 20 chance of disease for those bitten. (3) May spit up to 6' at opponent's eyes instead of biting, Save vs. Poison if hit or become blind. (4) Any character hit by any attack must roll a Save vs. Paralysis or be paralyzed 2d4 turns. (5) Will spray oil up to 5', which causes blistering on contact thus applying a -2 penalty to all to hit and save rolls for 24 hours or until healed. (6) Each hit drains one Strength point; at 0 Strength, the character becomes a Shadow.

The Goblins

When a goblin encounter is rolled on the 1st level encounter table, it will be either a goblin war party or a goblin scout. War parties appear from turns 4 to 18, goblin scouts after that; if a goblin encounter is rolled during turns 1-3, reroll.

Creature	No. Appearing	AC	Hit Dice	Hit Points	No. of Attacks	Damage	Save	Morale
Goblin Warrior	2-8 (22)	6	1-1	4, 5, 6, 5, 4, 5, 6, 5, 4, 5, 4, 5, 6, 5, 4, 5, 6, 5, 4, 5, 4, 5	1	1d6	F1	9
Goblin Scout	1-2 (7)	7	1-1	3, 4, 3, 5, 4, 3, 5	1	1d6	F1	9
Goblin Archer	1-8 (10)	7	1-1	3, 4, 3, 5, 3, 4, 3, 5, 3, 4	1	1d6	F1	9
Goblin Captain	(3)	4	1-1	7, 7, 7	1	1d6	F1	9

Goblin scouts should be treated as having the Hide in Shadows and Move Silently abilities of a 2nd level thief. If the appropriate rolls are made, the scout will go unnoticed and will summon a war party in 1d4 turns; if discovered, the scout will be at the maximum possible encounter distance (as far away as he can be seen) and will flee when discovered. If the scout escapes, a war party will be summoned as above.

A war party will consist of 2d4 warriors, 1d8 archers and a captain.

Any remaining goblin warriors will be lying in wait for the party as they exit the dungeon (any time after turn 18), accompanied by the remaining goblin archers and a captain. They will attack with surprise, having surrounded the clearing; the goblin archers will fire arrows at the party, but the warriors will not attack until the PCs attempt to melee the archers. The captain will stand back, giving orders (in the goblin tongue), and will try to avoid combat. The morale of the other goblins drops to 7 if he is slain (and a morale check must be rolled at that point).

Dungeon Level 1

1. Entrance (10'x10' landing, stairs ascend to the north, and descend south, east, and west)

2. Spitting Cobra Lair (20'x20' room, door to the north in the northwest corner)

Four Spitting Cobras (AC 7, HD 1, HP 5, 5, 3, 7, Mv 90' (30'), #At 1 bite or 1 spit, Dam 1d3 + poison, Save F1, ML 7) have made a lair in this room. They have no treasure of their own, but behind a loose stone in the wall is a rotten bag containing 400 sp and 36 gp (find as a secret door).

3. Dark Room (30'x20' room, door to the south in the southeast corner)

This entire room is under the effect of Continual Darkness. The room is otherwise empty.

4. Octagonal Hall (octagonal room, 70'x80', corners chopped 20', with 6 10' square pillars, double doors north and south, secret door in northwest slanted wall)

Three Stirges (AC 7, HD 1*, HP 6, 3, 7, Mv 30' (10') Fly 180' (60'), #At 1, Dam 1d3 per round, Sv F2, ML 9, +2 to hit on first attack vs. any opponent) have a nest high up on the pillar near the secret door, in a hole where a stone has fallen out. The stirges will delay attacking for 1d4+1 rounds; if the player characters aren't vigilant at this point and have not spotted the nest, the stirges will surprise the party on 1-3 on 1d6 (and won't be surprised themselves).

5. Secret Room (irregular small room, 10'x10' square plus diagonal ½ square on east side, secret door in diagonal wall to room 5)

This room appears empty, except for one odd thing: centered on the back wall of the room is a large lever, presently in the "up" position.

If the lever is pulled down and left that way, the trap in area #21 is disabled, but the player characters will not know this. Pulling the lever in either direction produces a distant, faint grinding noise.

6. Octagonal Room (octagonal room, 30'x30' with corners chopped 10', doors south, east, and west, secret door north to room 8)

This room is empty.

7. Secret Room (10'x10' room, secret door south to room 6)

In this small room you see a badly rotted bedroll and a small locked chest.

If the chest is opened either by picking the lock or smashing the chest, the room swiftly fills with a gas that causes fear (as the spell Cause Fear) to anyone in the room who fails a save vs. Poison. The fear effect lasts 2d10 rounds for those affected.

8. Giant Shrew Lair (20'x20' room, door to the north in the northwest corner)

The lower third of the door into this room has been chewed away. A Giant Shrew (AC 4, HD 1, HP 6, Mv 180' (60'), #At 2 bites, Dam 1d6/1d6, Sv F1, ML 10) has made its lair here in a pile of smelly refuse in the northeast corner of the room. The giant shrew inadvertently collected a bag of treasure from another room while building its nest; if found, the bag contains 340 sp and 5 gems (1 cat's eye ruby: 5,000 gp value, 1 amethyst: 100 gp value, 1 aquamarine: 500 gp value, 1 coral: 100 gp value, and 1 onyx: 75 gp value). Note: The cat's eye ruby is one of those from the mirror in room 34.

9. Mirror Room (20'x20' room, door to the north in the northeast corner)

This room contains nothing except a large mirror, 7' tall by 4' wide, hung 6" off of the floor in the center of the south wall. The room appears to be illuminated by a soft light that emanates from the rune-engraved frame of the mirror.

The illumination is roughly equivalent to torchlight.

The odd thing about the mirror is that it reflects the room, but not the player characters. As soon as they get up the courage to look into it, this will be noticed. As they look into the mirror, the player characters will see some monster from the wandering monster chart enter the room, look around, and leave again.

In fact, this is a *slow mirror*, in which reflections are delayed by one hour. The things the player characters see in the mirror happened in the past.

The mirror is firmly attached to the wall, but a character with appropriate tools (such as a thief) can easily remove it. It weighs about 50 pounds (500 cn) and is highly breakable and hard to carry. If successfully taken back to civilization, it might bring up to 1,000 gp from the right buyer.

The runes carved around the frame of the mirror are from some forgotten language, and even a *read languages* spell will not be able to decode them.

10. Room With A Chest (20'x20' room, door to the north in the southeast corner)

This room is completely empty save for a large chest, placed against the center of the far wall.

The chest is locked, with a poorly designed lock that adds 25% to a thief's chance of picking it, and has an obvious poison needle trap (50% bonus to detect) which is coated with old, weak poison (1d6 damage if not detected, or save vs. Poison for no damage at all).

Inside the chest there is only a scroll. It says "You Lose."

As soon as any character reads the scroll, the door slams forcefully and locks; any character trying to hold it must make a save (vs. Death, or Dexterity, as the DM prefers). If this roll is made, the character takes 2d4 damage (no saving throw) but in this case the door does not close, and can be forced open with a subsequent Strength roll. One round after the door closes, the room swiftly fills with poison gas (save vs.

Poison each round, taking 1d4 points of damage each time the save is failed). Any character exiting the room stops taking damage immediately.

11. Driver Ant Lair (20'x30' room, door east in northeast corner, open archway centered in west wall to room 14)

Rooms 13, 14, 15, 16, and 17 are the lair of a group of 16 Driver Ants (AC 3, HD 4*, HP 24, 12, 20, 23, 20, 14, 17, 20, 18, 14, 23, 23, 24, 11, 22, 21, Mv 180' (60'), #At 1, Dam 2d6, Sv F2, ML 7/12). Note that driver ants will fight to the death once engaged in combat; the morale score of 7 above is used when they are first encountered, but they will not check again if combat begins.

This room contains four of the driver ants normally, specifically the first four listed above. The first ant listed is the queen, who is larger than the others; her stats are still the same however. If combat occurs in this room, four more ants will appear from neighboring rooms each round until all have arrived.

Driver ants collect shiny things. Among the bedding of the queen ant there is a platinum clasp worth 1,100 gp, a coronet worth 1,000 gp (with the sigil of the D'Angelo family engraved on it; the DM may substitute another noble house as desired), and a medallion worth 1,000 gp.

12. Driver Ant Lair (20'x20' room, open archways centered in all four walls into rooms 13, 15, 16, and 17 south)

This room in the center of the lair is visible from all four of the other rooms in the lair; any ants not yet encountered will surely see any character or creature entering here.

13. Driver Ant Lair (30'x20' room, open archway centered in south wall to room 14, open archway west in northwest corner to staircase ascending to surface)

Four of the ants from 13 above will be found here if surprised. Note the staircase access to ground level; it is hidden above ground by a large patch of brambles which the ants have made a 4' diameter tunnel through.

14. Driver Ant Lair (20'x30' room, open archway centered in east wall to room 14)

Four of the ants from 13 above will be found here if surprised.

15. Driver Ant Lair (30'x20' room, open archway centered in north wall to room 14, door south jammed open in southwest corner to hallway)

Four of the ants from 13 above will be found here if surprised.

16. Secret Room (20'x20' room, secret door east in northeast corner)

When the secret door to this room is opened, a large crossbow affixed to the west wall will fire at the doorway. Any character in the line of fire will be attacked as if by a 3 HD monster. The bolt does 1d6 damage; it was originally poisoned but the poison is old and has lost potency.

17. Octagonal Room (octagonal room, 30'x30', corners chopped 10', doors in each of north, south, east, and west walls, pit trap in center of room down to room 68)

Note the pit trap in the center of the floor. If the trap is activated, the skeletons in 22 will move into this room and attack any remaining characters.

18. Narrow Room (20'x10' room, door west in southwest corner)

Six Fire Beetles (AC 4, HD 1+2, HP 3, 3, 5, 5, 4, 7, Mv 120' (40'), #At 1, Dam 2d4, Sv F1, MI 7) lair in this room. The room is littered with the empty, broken carapaces of other fire beetles who came before. Among the refuse is treasure: 41

sp, 28 gp, 3 pp, and a pearl worth 100 gp. It will take at least a turn of searching to find it all. The door to this room does not latch properly, and tends to swing closed if not held in place.

19. Spear Trap (20'x20' room, door south in southeast corner)

The door to this room is tightly stuck, requiring a better than normal roll to open doors; only characters with at least 13 Strength can open it, and they must roll their Strength bonus or less on 1d6 to do so (so 13-15 = 1 in 1d6, 16-17 = 1-2 in 1d6, 18 = 1-3 in 1d6).

If the door is opened, the character opening the door is attacked by a spear shot from a hole in the wall opposite the door. The spear trap attacks as a 4 HD monster and does 1d6 on a successful hit. It only contains one spear, so is disarmed after attacking.

There is treasure hidden inside the mechanism of the spear trap. There is a small chamber under the hole where the spear is launched from. The "hatch" must first be detected as a secret door; then a thief must make an open locks roll to open it. Inside the chamber is a rotten sack containing 51 sp and 36 gp.

20. Skeleton Room (irregular room; 20'x30' with northern corners chopped 10', with 10'x10' alcove east in southeast corner, door in east end of alcove to room 19, secret door in west wall to short secret passage)

Seven Skeletons (AC 7, HD 1, HP 2, 7, 3, 3, 3, 6, 2, #At 1, Dam 1d8, Sv F1, MI 12) are in this room, if not encountered in room 19 above.

In the secret passage connecting this room with the hallway to the west is the mortal remains of an elf. His skull and bones have been scattered about the passageway, and his chainmail, shield, and sword are all rusted beyond use. However, there are ancient coins scattered around the area also, totalling 270 sp and 42 gp. It will take at least one full turn for one character to pick up all the coins.

21. Giant Rat Lair (30'x30' room, open archway north centered on north wall to 20' long hallway to a door north into main corridor)

The door to this room has a hole in the bottom where two planks have been broken off; the edges of the hole have been gnawed on.

Inside the room are 22 adult Giant Rats (AC 7, HD ½, HP 3 each, #At 1 bite, Dam 1d3 + disease, Sv F1, MI 8) plus 41 noncombatant juvenile rats. The lair is foul-smelling and filled with bedding consisting of dry grass, twigs and branches, and a few moldy rotten pieces of cloth.

In the far southeast corner of the room is the "chief" rat's bed. He has collected the following items of treasure: 1 cat's eye ruby (5,000 gp value), 1 malachite (10 gp value), 1 moss agate (10 gp value), 1 sardonyx (10 gp value), a bejeweled walking stick worth 80 gp, a crystal decanter worth 40 gp (with a rubber stopper inserted), one ornate gold and silver earring worth 120 gp, a heavy engraved silver mug worth 140 gp, and a Potion of Fire Giant Control in a silver vial. Note: The cat's eye ruby is one of those from the mirror in room 34.

22. Oracle Room (20'x20' room, door west in southwest corner)

You see two metal chairs arranged facing a carved stone face in the center of the east wall. The face is of an older human male, with flowing hair and beard forming a circle around the face. Its eyes are closed, but the mouth is open slightly, just enough to admit a single coin.

If any character is seated in either chair:

The stone face opens its eyes and says: "Pay my toll and I'll answer you, pay me well and I'll be true." Then its eyes close again.

If coins adding up to 10 gp in value are inserted into the mouth, the oracle again opens its eyes and says, "Ask." The oracle knows about all three levels of the dungeon, and will answer questions in detail. However, every odd-numbered answer (first, third, etc.) will be a



Roughly carved into the metal seat of the right-hand chair is a message saying "Beware the odds."

If the party has stonecutting tools available they may attempt to tear the stone face from the wall to retrieve the treasure within. This will take 6 turns (one hour), minus 1d4 turns if a dwarf, miner or stonecutter is doing the work. Behind the stone face there are 17 pp, 25 gp, 3 sp and 29 cp.

Note that this will be a noisy operation; each turn there is a 1-2 in 1d6 chance of a random encounter.

23. Left Bent Room (irregular room, 40'x20' with 20'x20' alcove east in northeast corner, door south in southeast corner of alcove)

This room has an electrical trap on the door, causing 3d4 damage to any character touching the handle (save vs. Death for ½ damage). It is powered by an alchemical creation called a *lightning crystal*, which can discharge as often as once per round and can release 9 discharges before it is completely consumed (it originally had 99 charges). This will only be discovered if the door is dismantled.

The trap can be detected by a thief but cannot be disarmed; any attempt to do so will cause the thief to take damage as above.

Assuming the party survives opening the door, read (or better, paraphrase) the following:

This room is obviously an ancient alchemical laboratory, containing two long worktables laden with glass and metal implements of alchemy as well as a large kiln in the farthest part of the room.

There is 5,000 gp of fine-quality glassware and metal alchemical equipment on the tables; the metal parts are of a dull gray metal of unknown nature, while the glass is of the finest elven manufacture. Note that the glass parts are highly fragile. Also, reselling the equipment should be hard, and the total value listed should not usually be offered by any potential buyer.

Open on one table is a large tome of alchemical knowledge in the elven language. It is so old that it will crumble if touched. The kiln is the real treasure of the room, as it is fired by magic, controlled by seven pieces of colored quartz set in the front part of the device. However, it weighs over 1,500 pounds (15,000 cn), and is too large to remove from the room; the door and a section of the wall around the door will have to be removed first if it is to be taken away. The magic kiln is worth 15,000 gp to the right buyer.

24. Right Bent Room (*irregular room, 40'x20' with 20'x20' alcove east in southeast corner, broken-down door north in northeast corner of alcove*)

The door to this room has a missing plank in the upper section. The edges of the resulting hole are slightly greasy looking, and a foul smell can be detected from the room.

The room is in fact the lair of 63 Bats (AC 6, HD 0, HP 1 each, Mv 9' (3') Fly 120' (40'), #At Confusion, Sv NM, MI 6). If they are disturbed, they will fly around for 2d4 rounds. Roll a wandering monster check if this happens; if wandering monsters are indicated they appear in 1d4 rounds.

25. Crossroad (*octagonal room, 30'x30' with corners chopped 10', open archways in each of north, south, east, and west walls*)

There is a Green Slime (HP 9) in this room, on the ceiling in front of the north archway. It will drop on the first character to pass beneath it, if not noticed and avoided.

26. Dropping Room (*20'x20 room, open archway west in southwest corner to room 27*)

Three rounds after the first party member enters this room, it will suddenly drop 20' down. Each creature in the room must save (vs. Dexterity, or Death Ray, as the DM prefers) to remain standing. The ceiling drops along with the floor so the archway the party entered through is no longer accessible; however, there is an archway in the same position on the lower level.

Actually, this is all a cunning illusion. The archway is the same one, and the octagonal room outside is the same also.

27. Slime Room (*20'x20 room, open archway north in northeast corner to room 27*)

There is a Green Slime (HP 7) in this room, waiting above the archway. It will drop on the first character to enter the room; since it is out of sight otherwise, it surprises on 1-3 on 1d6.

28. Climb Down Tunnel (*irregular room, 30'x20' section with 30'x20' section attached to north 20' of east wall, door south in southwest corner*)

The floor of this room is covered with flagstones, each about four feet square. You can see that a flagstone in the northeast corner of the room has been pried up, then roughly replaced.

If a character lifts the flagstone:

You see a tunnel descending straight down. A tarnished but sturdy-looking metal ladder is attached to one side of the tunnel.

If a stone is dropped into the hole, it will never be heard to hit the bottom. If a torch or other light is dropped into the hole, the characters will see that it drops further and further until goes so far that it seems to fade away.

If one or more characters decide to descend the ladder, they may climb down as long as they wish but they will never reach the bottom. Characters who observe from above will see the descending character(s) get further and further away, and climbing back up will take as long or longer than climbing down.

As you may have guessed by now, this is an illusion. The pit is actually only about 8' deep. Other than dispelling the effect (as 15th level magic), the only way to discover the illusion is for a character to let go and fall into the hole.

As soon as this happens, the effect is dispelled and the pit can be seen as it is. If the character falling into the pit was on the ladder when he or she let go, no damage is applied; but if the character dropped in from the top, 1d6 damage is applied.

A niche in the side of the tunnel opposite the ladder contains a small unlocked chest, which can only be found after the illusion is dispelled. Contents of the chest: 280 sp, 34 gp.

29. Teleporter (*irregular room, 30'x20' with 10' deep extension in north 20' of east wall, door south in southwest corner*)

Any character or creature who enters the eastern 10'x20' extension of this room will be teleported (no saving throw) to area #39 on the second level.

30. Killer Bee Lair (*80'x100' room, open double doors east to room 33, 20'x10' alcove centered in east wall contains steps up to open double doors west to hallway*)

Rooms 32 and 33 are the lair of 24 Killer Bees (AC 7, HD ½, HP 3 each, Mv Fly 150' (50'), #At 1 sting, Dam 1d3 plus poison plus 1 pt. per round until stinger is removed, bee dies after it stings, Sv F1, MI 9). The queen bee will be in room 33 below and is detailed there.

The floor in this room is wet, with some puddles here and there, and some stony rubble is strewn about the center of the room. The walls are covered with honeycomb. The ceiling is high, and has several holes averaging 2' in diameter, where some daylight comes in (if it is daytime). Above ground, this room is covered by small, stunted trees and brush.

31. Killer Bee Lair (*40'x30' room, 20'x10' alcove centered in east wall to open double doors to room 32, secret door east in southeast corner to room 34*)

The Queen Bee (AC 7, HD 2, HP 13, Mv 60' (20'), #At 1 sting, Dam 1d6 plus poison, stings repeatedly without dying, Sv F2, MI 10) and four superior Killer Bees (AC 7, HD 1, HP 4, 4, 5, 6, #At 1, Dam 1d4 plus poison, stings repeatedly without dying, Sv F2, MI 10) can be found here. The walls of the room are lined with honeycomb; each cell contains a larval killer bee, except for one which contains the special honey that acts as a Potion of Healing restoring 1d4 points of damage if consumed.

32. Looted Treasure Room (*irregular room, 30'x10' section with 10'x20' extension east in northeast corner, secret door west centered in west wall to room 33*)

This room is empty, save only for the dirt on the floor and a mirror at the easternmost end of the room.

Assuming the party examines the mirror more closely:

The mirror is circular, made of a silvery metal set in an ornate golden frame. It seems to be attached to the wall with a mechanism of some sort. The mirror frame has a golden knob at the six o'clock position, and empty jewel settings at the twelve, three, and nine o'clock positions.

The lock has no obvious keyhole, being a sort of puzzle lock, but it can be worked by a thief at a penalty of 25% off the normal *Open Locks* chance.

The empty settings originally contained large cat's eye rubies, which are now found in various places within the dungeon.

The mirror is actually magical, and functions as a form of *Crystal Ball*. Touching the knob will activate the mirror, showing a room magically lighted in a lavender hue (see room 91; roll an encounter check to see what may be in the room). Unfortunately, the missing jewels have disabled all control of the mirror, so no matter what the player characters do, no other room may be viewed.

Of course, if the party retrieves all three of the original jewels and has them reset by a master jeweler, the mirror will again be fully functional.

33. Secret Doors (special hallway)

Note that this section of hallway curls in a spiral past room 36 and area 37 to reach the stairs descending. The secret doors marked here on the map form a shortcut to the stairs descending to level 2. The mechanism that activates the first door is an irregularly shaped stone set in the wall; pressing it causes both the first and second door to swivel open. The third and fourth doors are activated the same way by a stone that appears to have been cast from the same mold; the DM may give a bonus to finding this second mechanism after the first is detected.

Dungeon Level 2

36. Entry Room (20'x30' room, open stairway ascending north in center of north wall, secret door west centered in west wall, open rickety double doors east to hallway, barred cell door south centered in south wall to room 39)

This is a highly traveled area; roll a wandering monster check any time the room is entered.

Note the entrance to room 39, below, is a locked cage. The lock is very rusty, giving half normal chances to pick the lock (but double normal chances to break down the bars).

34. Secret Room (10x10 room, secret door north to spiral hallway 35)

This small room contains a small chest with a cunningly crafted statue of a giant spider standing over it.

Actually, the statue is a real Crab Spider (AC 7, HD 2, HP 15, Mv 120' (40'), #At 1 bite, Dam 1d8 + poison, save at +2 vs. this poison, Sv F1, MI 7) which has been magically turned to stone. If the chest is touched or moved in any way, the spider will be turned back to flesh and will attack immediately.

The chest contains the following treasure: a Scroll of Protection from Lycanthropes, and a Cursed Scroll (causes the reader's nose to become warty and deformed, applying a penalty of -5 to all Charisma-related rolls; remove curse is the only cure).

35. Pit (special hallway)

The pit trap here opens when 400 pounds or more of characters/creatures walk onto it. It drops any characters who step on it 20' down to room 39, for 2d6 damage. The doors to the pit close automatically one round after opening.

The DM may choose to allow a save vs. Death Ray or perhaps a Dexterity check to avoid falling into it.

37. Cell (20'x10' cell, barred door north to room 38, trap door in ceiling 15' up which cannot be opened from this side leads from area 37)

See rooms 35 and 36 for details on this room.

38. Empty (20'x30' with 10'x10' alcove west in southwest corner, secret door centered in east wall to room 38, secret door west in alcove to hallway; secret doors are obvious on this side)

39. Former Ghoul Storage (cross-shaped room, 40'x40' with all four corners indented, door west in south end of west wall to hallway)

At some time in the distant past, someone stored a large number of ghouls in this room in suspended animation. The enchantment was such that, were the door opened without a magic word being spoken first, the ghouls would all reanimate instantly. Recently, a driver ant scout found the door to this room and decided to investigate it. The ghouls quickly ended the giant insect's life, and then spread out from the room to other places in the dungeon.

There are no ghouls here now, but the room is littered with fragments of torn cloth, pieces of giant insect carapace, and a small rotten piece of carrion here and there. The room has a foul smell which will cling to any who enter for 2d6 turns after they leave the room.

40. Looted Treasure Room (20'x20' room, open hallway south in southeast corner runs 10' south, turns west, runs 30', turns north, runs 10' to secret door which is obvious from this side)

The main part of this room is filled with the debris of numerous smashed chests. The long-dead skeleton of a human male is scattered around the room also. He was slain by a scything blade trap, which swings out from the left-hand side of the room entry at 3' in height, striking as a 4 HD monster for 2d8 damage. One round after swinging out, the blade automatically retracts and the trap is reset.

There are 1,242 copper pieces spread around the room, mixed with the debris. At least three turns will be required to collect them all (if anyone attempts this).

41. Empty (L-shaped room, 40'x20' with 20'x20' extension west in southwest corner, door north in northwest corner, secret door west in southwest corner)

42. Oil Beetle Lair (30'x30' room, open hallway east in northeast corner runs 10', turns south, runs 30' to obvious secret door)

The secret door to this room opens when pushed forcefully from either direction, and recloses automatically. Eight Oil Beetles (AC 4, HD 2, HP 7, 7, 7, 8, 8, 10, 10, 10, Mv 120' (40'), #At 1 bite + 1 oil spray, Dam 1d6 + blisters, Sv F1, MI 8) lair here.

43. Empty (20'x20' room, door south in southeast corner to hallway, secret door west to 10'x10' passage to obvious secret door to room 53)

44. Secret Room (20'x20' room, obvious secret door north in northwest corner to hallway almost opposite room 48's door)

This was once a treasure room; when it was looted, the adventurers who did so temporarily disarmed the sleep gas trap here. Unfortunately, the twig the thief inserted into the mechanism has long since broken.

The trap may be detected and disarmed as normal by a thief; if this is not done, when the door to the room is opened, sleep gas will be released, filling the room in one round and flowing 20' in both directions down the hallway the next. Each character must save vs. Poison or become unconscious. If all characters fall asleep, roll on the wandering monster chart, then roll saves for each character until one succeeds. That character will awaken to find the party surrounded by the monsters.

45. Robber Fly Lair (irregular room, 30'x20' with 10'x10' alcoves centered in east and west walls, door south in southeast corner to hallway)

Nine Robber Flies (AC 6, HD 2, HP 5, 11, 9, 5, 10, 10, 9, 7, 8, Mv 90' (30') Fly 180' (60'), #At 1 bite, Dam 1d8, Sv F1, MI 8) lair in this room. They sometimes drag their kills back to the lair, and in fact this room contains the remains of a dracolizard, a cave locust, and three killer bees, all infested with huge maggots. A powerful stench fills the room; all characters must save vs. poison or fight at -2 due to the smell.

If not surprised, the robber flies will be in the alcoves, hiding in the shadows, waiting to leap out at the party; this grants them surprise on 1-3 on 1d6.

46. Old Chapel (30'x30', door north in northwest corner to hallway, secret door south centered in south wall to 40' long hallway to room 44)

Sixteen human-sized figures in rotting clothing kneel in this room before a decrepit-looking wooden altar. The creatures do not appear to move, not even to breathe, and there is an odor of decay in the air.

This room was once used as a chapel of the god of the undead. The altar stands against the south wall (in front of the secret door), and 16 Zombies (AC 8, HD 2, HP 5, 8, 8, 8, 8, 12, 7, 9, 14, 13, 9, 10, 9, 10, 12, Mv 120' (40'), #At 1 weapon, Dam 1d8, Sv F1, MI 12) kneel in poses of prayer in two rows before the altar. The zombies do not move until the party either attacks a zombie or touches the altar.

The altar is rotten; any attempt to move it results in its collapse. Note that it blocks access to the secret door.

47. Room of the Pool (large irregular room, 40'x50' with 20' wide hallways centered on the east and west end; each hallway contains a 30' run of steps up to a 10' landing with rickety open double doors centered on the end wall; main part of room contains a 5' deep pool, 20'x30', centered)

Steps lead down before you into a very large room. Phosphorescent fungus on the walls and ceiling give the room a ghostly illumination. The room is dominated by a large pool in the center. Gigantic mushrooms line the corners of the room.

The doors at the ends of this room no longer latch properly, and swing freely on their hinges. The water in the pool is cold, clean, and safe.

The four corners of the room are filled with a variety of giant fungi; each grouping contains one Shrieker (AC 7, HD 3, HP 20, 14, 16, 14, Mv 9' (3'), #At shrieking, Dam nil, Sv F1, MI 12) which begins to shriek when any character passes through the corner square. Normally shriekers are more sensitive than this, but these have become accustomed to numerous creatures entering to drink. Note that while they are

shrieking, there is a 50% chance per round of a wandering monster being attracted; any such monster arrives in 2d6 rounds.

In the bottom of the pool near the center is an open inlet for water; a overflow drains are centered in the end walls of the pool, 5' from the bottom. The west drain has a secret chamber hidden 18" deep inside it (requiring a character to reach deep inside to grab the contents). In the small chamber is a package wrapped in cloth and sealed in wax containing five aquamarines worth 375 gp each, three small pearls worth 100 gp, and four larger pearls worth 500 gp each. There is nothing in the drain hole to attack a player character reaching for the package, but they don't have to know that...

48. Draco Lizard Lair (30'x30' room with 10'x10' alcove centered in the south wall; obvious secret door south in alcove to hallway, secret door west in northwest corner to room 52)

One giant Draco Lizard (AC 5, HD 4+2, HP 29, Mv 120' (40') Fly 210' (70'), #At 1 bite, Dam 1d10, Sv F3, MI 7) is in this room. The secret door is the sort that swivels when pushed and returns to the closed position when released; the lizard can easily operate it.

49. Teleporter (30'x10' room, obvious secret door east in southeast corner)

Any character or creature that enters the northern 10' of this room is immediately teleported to room 97 on the third level.

50. Pressure Plate Floor (30'x30' room, open hallway north in center of wall, secret door east to short passage to obvious secret door to 46 in southeast corner)

The first character to enter the room will feel a flagstone settle slightly underfoot, and hear a sharp "click." It is assumed that the players will find this alarming. In fact, every flagstone in the room is rigged to settle slightly and click when stepped on, springing back when weight is removed.

51. Empty (irregular room, door in west wall; from north side of door, 20' east, diagonal 1 square southeast, 10' east, 20' south, 20' west, diagonal 1 square northwest, 10' west, 10' north)

52. Pit Viper Lair (30'x20' room, door west in southwest corner)

Three large Pit Vipers (AC 6, HD 2, HP 7, 7, 5, Mv 90' (30'), #At 1 bite, Dam 1d4 + poison, Sv F1, MI 7) lair in this room. The door to this room has a rat-chewed section at the bottom which the snakes use to enter and exit. The room is otherwise empty.

53. Ooze Room (40'x20' room with 10'x10' alcove west just south of center of west wall, door west in alcove)

A Gray Ooze (AC 8, HD 3, HP 13, Mv 3' (1'), #At 1, Dam 2d8, Sv F2, MI 12) is in this room. The room appears empty, except that the floor near the door is very damp...

54. Moldy Crossing (50'x20' room, open hallway south on attached to south 20' of west wall, door west 10' north of center of west wall, door north in northwest corner, open hallway east in northeast corner, door east 10' south of center of east wall)

This large space has two large patches of Yellow Mold (AC nil, harmed only by fire, HD 2, HP 9, 14, Mv 0, #At spores, Dam save vs. Death Ray or choke to death in 6 rounds, Sv F2, MI n/a); one is covering the door to room 60, and the other is on the wall beside the door to room 58. The first will definitely release its cloud of spores if the door to room 60 is disturbed, while the other has a 25% chance to release spores if the door to room 58 is opened.

55. Empty (20'x20' room, door west in southwest corner to room 54)

56. Robber Fly Lair (20'x20' room, door east in southeast corner to room 54)

Seven Robber Flies (AC 6, HD 2, HP 4, 7, 7, 7, 11, 5, 8, Mv 90' (30') Fly 180' (60'), #At 1 bite, Dam 1d8, Sv F1, MI 8) lair in this room. Like the previous lair of this sort, the floor is covered with the remains of various creatures, including five giant rats, three killer bees, and a giant oil

beetle. All are infested with huge maggots. A powerful stench fills the room; all characters must save vs. poison or fight at -2 due to the smell.

Among the refuse and offal on the floor may be found a gold medallion worth 70 gp and a cloak pin worth 150 gp. Each turn of searching by a character grants a cumulative 20% chance to find an item (so if three characters search the room for a turn, each has 25% to find an item; a second turn of searching give each a 50% chance, and so on).

57. Empty (20'x20' room, door south in southwest corner to room 54)

58. Ghoul Lair (20'x20' room, door west in southwest corner)

Four Ghouls (AC 6, HD 2, HP 9, 8, 9, 10, Mv 90' (30'), #At 2 claws/1 bite, Dam 1d3/1d3/1d3 + paralysis, Sv F2, MI 9) lair in this room. The door is barred when the player characters approach it, so unless they are very inventive, there is no chance the ghouls will be surprised; however, they will arrange themselves to allow one or two characters (at most) to enter so they can be flanked.

The room smells quite bad, but there is not much other than a few bones and some large bloodstains in the room. Hunting has been poor lately, and the ghouls are hungry...

In the far corner of the room is a half-rotten leather bag containing 260 cp, 140 ep, and 80 gp.

59. Lizard Lair (20'x20' room, door south in southwest corner, secret door north in northeast corner)

A single giant Draco Lizard (AC 5, HD 4+2, HP 23, Mv 120' (40') Fly 210' (70'), #At 1 bite, Dam 1d10, Sv F3, MI 7) lives in this room; it is 50% likely to be present, and if not present it is 25% likely to return while the party is in the room. The south door to this room does not latch properly, and swings both ways; it will close automatically if not held or spiked.

60. Elf Princess (20'x30' room, double door north in center of north wall)

If there are no elves in the party, this room will be totally empty, and surprisingly clean, when entered. On the other hand, if one or more elves are present, the room will be magically illuminated and will appear to be hung with rare and beautiful elven tapestries, and a long banquet table loaded with elvish foods will be seen in the room. A beautiful elven princess with long blonde hair and crystal-blue eyes will be seen seated at the head of the table, and there will be enough additional chairs to seat the elven party members.

All these contents are visible to all party members, but are completely insubstantial to the non-elves in the party. The princess will immediately arise and greet the elves in the party, inviting them to be seated and feast. She will grant a single *cure light wounds* to each injured elf. The food is of highest quality and in sufficient quantity to sate the appetites of those invited.

The elven princess will speak pleasantly with her elven guests, but she does not know anything about the dungeon (or indeed anything beyond the room). She completely ignores any questions she is unable to answer, including her name, and also ignores anything said by any non-elves present. If treated inappropriately by her elven guests, she disappears immediately, along with the entire contents of the room.

Anything taken from the room fades swiftly to nothing, and after the party has left the room, it will be completely empty if re-entered. The elven princess and her bounty can only appear once per year.

61. Moaning Room (40'x20' room, door south in southwest corner, door east 10' from northeast corner, secret door west in northwest corner)

When first entered, this room appears to be just another empty room; the floor is littered with old insect droppings, but otherwise there is nothing of interest.

However, after the party has been in the room 1d6 rounds, they will begin to hear a low moaning. The moaning will slowly increase in

volume and pitch. By the end of the first turn it will be too loud to allow normal conversation, and at that point (if the party is still in the room) the DM should roll a random encounter check. The moaning will continue at this volume so long as someone is in the room, and an encounter check should be made every turn.

If room 66, below, is entered after a turn is spent in this room, there is no chance to surprise the robber flies.

62. Robber Fly Lair (30'x20' room, open hallway east 20' to door to hallway in center of east wall, open hallway west 20' to door to room 65 in center of west wall)

Seven Robber Flies (AC 6, HD 2, HP 11, 9, 9, 8, 7, 4, 6, Mv 90' (30') Fly 180' (60'), #At 1 bite, Dam 1d8, Sv F1, MI 8) lair in this room. Like the other lairs of this sort, the floor is covered with the remains of various creatures, including a giant black widow spider and two rock baboons. All are infested with huge maggots. A powerful stench fills the room; all characters must save vs. poison or fight at -2 due to the smell.

63. Prison (20'x20' room, southeast corner chopped 10', door north in northwest corner, secret door in southeast corner diagonal wall to room 68; note pit in hallway just outside north door)

Note the pit in the hallway outside the room. It opens automatically when a weight of at least 200 pounds passes the center of the trapdoor, dropping all in the square down 20' to the next level (see room 87 on the third level). The secret door is held by a hidden catch near the floor (the same sort of catch on both sides) and swivels in the center.

64. Cell (octagonal room, 30'x30', corners chopped 10', secret door in northwest diagonal wall to room 67, self-closing trapdoor in ceiling to room 19 pit trap)

There are a few scattered bones in this room, which is otherwise empty. See room 67 for information about the secret door.

65. Ghoul Room (20'x30' room, door west in northwest corner)

Two Ghouls (AC 6, HD 2, HP 11, 10, Mv 90' (30'), #At 2 claws/1 bite, Dam 1d3/1d3/1d3 + paralysis, Sv F2, MI 9) are in this room. Having slain a robber fly, they are tearing the slimy guts out of the insect for food, but any humanoids that might come along would be a welcome change of menu.

66. Black Widow Spider (*diamond-shaped room, 40'x40', corners chopped 20', open hallway west just below centerline of west corner, open hallway south just below centerline of east corner*)

This room contains a single, larger than normal Giant Black Widow Spider (AC 6, HD 3, HP 22, Mv 60' (20') Web 120' (40'), #At 1 bite, Dam 2d6 + poison, Sv F2, MI 8), which has built a web from the north corner of the room to the south corner. The web is hard to see; if the party moves through the room quickly, check for surprise. If they are surprised, the first rank will run into the web (see the spell web for the effect). It will burn slowly if ignited.

67. Pit Vipers (*30'x20' room, 10'x20' alcove west in southwest corner, 20'x10' alcove south in southeast corner, door north in northwest corner*)

There are six Pit Vipers (AC 6, HD 2, HP 8, 12, 8, 7, 10, 6, Mv 90' (30'), #At 1 bite, Dam 1d4 + poison,

Sv F1, MI 7) in this room, curled up sleeping in a nest of dirt in the back of the west alcove, behind a large metal-bound chest. The wood and metal are both unknown varieties, and the chest is locked with a padlock of the same metal; there is no apparent rot, rust, or corrosion on the chest. The padlock is of high quality, giving a 15% penalty to any picking attempt. Smashing the chest open should also be harder, though it is up to the DM to determine this.

The chest contains 1,350 sp, 370 gp, and the following gems: one Eye Agate worth 10 gp, one piece of Jade worth 75 gp, a Jasper worth 10 gp, and a Tiger Eye worth 1 gp.

68. Cube Room (*30'x20' room, 10' alcove east in center of east wall to door east to hallway*)

A Gelatinous Cube (AC 8, HD 4, HP 20, Mv 60' (20'), #At 1, Dam 2d4 + paralysis, Sv F2, MI 12) waits just to the right of the entry alcove in this room. Any character entering the room will be attacked immediately by the monster, which will try to push the character back into the alcove against the door.

Trapped within the body of the monster are 9 ep, 17 gp, the key to the chest in Room 67 and a metal tube containing a Scroll of Protection from Elementals.

Dungeon Level 3

69. Hallway (*hallway at bottom of stairs, secret doors east and west to areas 75A and 75B, double doors at end into room 76*)

An Ochre Jelly (AC 8, HD 5, HP 25, Mv 30' (10'), #At 1, Dam 2d6, Sv F3, MI 12) is in area B (behind the secret door) and will enter the main hallway 1d6 rounds after the player characters arrive.

70. False Temple (*30'x30' room, southeast and southwest corners chopped 10', double doors south to area 75, secret door west in northwest corner to hallway*)

This room appears to have been a temple to some evil god. It is actually a false temple created to protect the real temple, room 79. The furnishings of this room have been removed over the centuries, and the murals on the walls are defaced and faded beyond recognition.

A giant Tarantella spider (AC 5, HD 4, HP 19, #At 1 bite, Dam 1d8 + poison, Sv F2, MI 8) is currently in this room devouring a killer bee. If left alone, it will ignore the party until it is done.

71. Statue Gallery (*40'x70' room with 10'x10' alcove west in southwest corner, secret door north in center of north wall to hallway, secret door east 10' from northeast corner to hallway to room 72*)

This large room was evidently once a gallery of statues. In various places around the room are statues which have been toppled and broken; many other spots show signs of statues that have been removed. Only one statue remains intact, in the northeast corner of the room.

This statue is of an elvish maiden lying back against a small dragon which likewise lies on its belly. In the hands of the maiden is an open book which she is reading from. The head of the small dragon lays blissfully asleep in her lap; the tome which she reads from is perched upon its dozing head. The maiden is life-sized and the dragon about 10' long, but is coiled about her.

The statue is of an unknown metal, rather than stone as all the broken statues in the room were made of. The opening mechanism for the secret door is in the dragon's mouth, which is made to emulate a subtle yawn. Reaching into the mouth, a bold character will find a small pull-ring. When the pull-ring is pulled, the secret door will groan and slide back about an inch; it can be pushed open the rest of the way easily. If left unattended and unspiked, the door will close automatically after 1d8 rounds.

From the other side, the door may be opened by pulling an obvious handle.

72. Irregular Room (*20'x30' room, southwest corner chopped 10', 10'x10' alcove north in northeast corner, door west to room 71*)

In the middle of the 10'x10' square alcove is a chest. It isn't locked; if it is opened, a 5'x5' section of ceiling directly above it will emit a loud grinding noise. It's a falling ceiling block, and it was supposed to fall instantly, but time has corroded the mechanism so that it is delayed one round before falling.

The chest appears to be filled with gold coins; actually they are copper pieces which have been plated with a very thin layer of gold (so the coins are worth no more than 1 cp each). There are 472 such coins in the chest (which has a raised bottom so as to appear more full). Characters attempting to spend such coins as gold can expect to be found out quickly; if



melted down for the copper value, the party will be paid no more than 2 gp for the whole mess.

If the character opening the chest does not leave the alcove instantly, the ceiling block will fall, doing 2d8 damage to the character(s) under it. A save vs. Petrification or a Dexterity check (DM's choice) can be made to jump clear at the last moment.

There is a treasure in this room, under a flagstone in the southeast corner of the room (detect as a secret door). The hollow space below contains 689 sp, 377 gp, and a Cursed Scroll: all of the reader's food, drink (even water), and potions are spoiled or fouled immediately.

73. Evil Temple (60'x50' room, northeast and northwest corners chopped 20', double doors north to hallway, secret door east 10' from southeast corner to hallway to area 80)

This appears to be a temple to some forgotten god of evil. The walls are painted with extensive murals of disturbing evil acts, and a pentacle 20' in diameter painted in blood dominates the room. The bloody pentacle appears to be fresh. You hear a moaning breeze, yet you feel no air movement.

Seven Shadows (AC 7, only harmed by magical weapons, HD 2+2, HP 11, 10, 13, 15, 11, 10, 12, Mv 90' (30'), #At 1, Dam 1d4 + 1 point Strength drain, Sv F2, MI 12) are in the room also. Shadows surprise on 1-5 on 1d6. They guard a treasure hidden beneath a loose flagstone in the center of the pentacle: 280 gp, 90 pp, a cat's eye ruby (worth 5,000 gp), a bracelet worth 900 gp, a non-magical ring worth 1,300 gp, and a Ring of Delusion. Note: The cat's eye ruby is one of those from the mirror in room 34. All the non-magical treasure items, including the coins, are cursed such that anyone carrying the items will be offensive to monsters of evil nature or animal intelligence; such creatures will always attack the bearers of the cursed treasure in preference over any other character, and will not check morale so long as any treasure-bearers still live. The curse can be

removed from the entire treasure with a single *remove curse* spell (if the treasure is all together in a pile when the spell is cast).

74. Hallway (10'x10' landing at bottom of two staircases, one up 20' north to long hallway north, the other up 20' east to crossing hallway)

A group of six Driver Ants (AC 3, HD 4, HP 19, 21, 15, 19, 18, 7, Mv 180' (60'), #At 1, Dam 2d6, Sv F2, MI 7/12) are approaching this area from the opposite direction of the party. Surprise should be checked for both sides.

75. The Oven (20'x20' room, door north in northwest corner to area 74)

The door to this room is made of brass plates, assembled with brass fittings and brass rivets, but it is completely free of corrosion. The door does not have a lock, but it does have a simple doorknob, and it opens easily.

Inside the room is empty save for a large rust-free iron ring set into the center of the floor, and an elf's charred skeleton arranged around it. A strong rust-free chain is passed through the ring and shackled around the skeleton's bony wrists.

If the door to the room is closed (it does not close itself), the room begins to warm up rapidly. After one turn, each character or creature in the room takes 1 point of damage from the heat, and an additional point every turn thereafter until death occurs. There is nothing to prevent those in the room from leaving; this is not a trap, it's an ancient execution device.

76. Prison (20'x40' room, northeast corner chopped 10' by iron bars, 20'x20' cell behind bars with southwest corner chopped 10' by same bars, open hallway from main section south 10' from southeast corner, secret door north in northwest corner of cell which only opens from other side, self-resetting trapdoor in ceiling of cell connects to hallway just outside room 63)

The bars closing the cell off are made of an unknown alloy, and have remained untarnished for untold centuries. There is no key for the lock, but it may be opened by a thief or by a knock

spell in the usual way. There is an empty metal key hook screwed into the wall beside the south entrance.

The secret door cannot be opened from this side (except by magic).

77. Ape Lair (40'x30' room, door east in southeast corner to hallway, door west in southwest corner to hallway, secret door north centered in north wall to 10'x10' hallway to obvious secret door to room 89)

A small tribe of White Apes (AC 6, HD 4, HP 21, 11, 16, Mv 120' (40'), #At 2 claws or 1 thrown rock, Dam 1d4/1d4 or 1d6, Sv F2, MI 7) lairs here. The largest is a male, and the others are female.

78. Tarantella Lair (20'x20' room, door east in southeast corner to hallway, secret door south in southwest corner to 10'x10' hallway to obvious secret door to room 77)

A giant Tarantella spider (AC 5, HD 4, HP 18, #At 1 bite, Dam 1d8 + poison, Sv F2, MI 8) lairs in this room. It likes shiny pebbles, and has collected a small pile of about a hundred such stones. Four of them are actually valuable gemstones: an Aquamarine (750 gp value), a Citrine (75 gp value), a piece of Jet (100 gp value), and a Star Rose Quartz (50 gp value).

79. Lesser Pool Room (60'x30' room, open hallway west in southwest corner, open hallway east in northeast corner, secret door north centered in north wall, 40'x10' pool centered in room)

Double normal odds for monster encounters while characters are in this room.

80. Pillared Room (irregular room, 60'x30' main section connected at the southeast corner to 30'x20' section, 10'x10' pillars centered in north and south ends of main section 10' from end walls, open hallway west 10' from northwest corner, open hallway west in southwest corner)

This room is illuminated by magic similar to a *Continual Light* spell, which casts a slightly lavender radiance over the whole room. Since this room is a major concourse for monsters on

this level, the DM should roll an encounter check when the room is entered, and again every turn, at the usual 1 in 6 chance.

Note that this room is the one viewed by the magic mirror in room 34.

81. Empty (60'x30' room, 10'x10' pillars centered in north and south ends 10' from end walls, open hallway west in northwest corner, open hallway south in southwest corner 20' to door, secret door north centered to room 93)

Each turn the player characters are in this room, roll 1d6. On a roll of 1-2 the giant tiger beetles in room 93 will open the secret door and charge to the attack, having sensed the party with their antennae.

82. Tiger Beetle Lair (20'x20' room, obvious secret door south in southwest corner to room 92)

Five giant Tiger Beetles (AC 3, HD 3+1, HP 12, 11, 8, 16, 18, Mv 150' (50'), #At 1 bite, Dam 2d6, Sv F1, MI 9) lair in this room. They have no treasure. The corners of the room are full of large slimy-looking white eggs.

83. Compactor (20'x20' room, door west in northwest corner to hallway)

The walls, ceiling, and floor of this room are a uniform dark terra cotta red color. It appears to be empty, but you can see a rectangular outline of a darker color straight across from the entry door.

This room is a trap. Each character entering the room has a 1 in 4 chance to step on the triggering flagstone. When this happens, a metal plate will slide down swiftly from the door frame with substantial force; any character standing in the door must roll a save vs. Death or be struck by the plate. If this save is failed, the character takes 2d4 damage and falls in the doorway. A second save vs. Death must be made or the character will be crushed to death by the plate. The DM may determine however he or she wishes which side of the door the character is on if the second save is made.

After the plate closes off the room, the ceiling will begin to descend, moving 1 foot per round. It begins at a height of 10'. If the trap is not deactivated, it will kill all the characters in the room when it reaches the floor. Jamming at least three iron spikes between the wall and ceiling will halt the ceiling for 1d6 rounds, but then the ceiling will begin moving again, making a horrid screeching noise as the spikes are ground away.

There are two obvious ways to survive the room. First, the metal plate blocking the doorway may be opened by magic (a *knock* spell will open it for 2d4 rounds). Second, the ceiling trap may be deactivated, as follows: there is a very small (1/4") hole in the center of the ceiling (detect as a secret door). Inserting a stiff rod at least 5" long into the hole will reverse the mechanism, causing the ceiling to return to the starting position at 1' per round. The metal plate will retract only after the ceiling is at the normal height. Standard thieves' tools generally contain such a tool; if this is tried, no find/remove traps roll is needed.

Note that the "deactivated" trap will activate again immediately if the floor plate is stepped on again; check at 1 in 4 for each character as they leave, unless they state they are avoiding it.

84. Empty (20'x30' room, door north centered to hallway)

The door to this room is firmly stuck. If it is forced, the gargoyle in room 97 will be alerted and will attempt to ambush the party from behind.

85. Gargoyle (20'x30' room, southwest and southeast corners chopped 10', door south to hallway)

A single Gargoyle (AC 5, hit only by magical weapons, HD 4, HP 20, Mv 90' (30') Fly 150' (50'), #At 2 claws/1 bite/1 horn, Dam 1d3/1d3/1d6/1d4, Sv F8, MI 11) is in this room. If the door to room 96 is forced, the gargoyle will be alerted and will attempt to ambush the party. If this room is entered first, the door will open easily and the gargoyle might be surprised.

86. The Sealed Door (20'x20' room, double doors south in southeast corner to hallway, door west in southwest corner to room 87)

This room appears to be empty. There is a door in the west wall, made of some gray metal. It has huge armored hinges, but instead of a knob or handle the door appears to be closed by a circular seal, marked with runes.

The door west into room 87 is made of an adamantite alloy, set flush into the wall, with huge armored hinges as described. The circular seal is about 16" in diameter and holds the door closed by means of magic. The seal is attached to the edge of the door so that it laps half over the door, half over the wall; it is positioned about 3 feet above the floor.

The seal is as shown on the **Player's Handout: The Seal** page (see below). The markings on the seal are the signs of the Zodiac as used in the world of Glain. The months of the world of Glain are named for the signs (which they coincide with) and the symbols are largely universal, so even an illiterate peasant farmer will recognize them.

The signs on the seal, however, are out of order. The correct order of the signs is as follows:

1. Aries	♈	7. Libra	♎
2. Taurus	♉	8. Scorpio	♏
3. Gemini	♊	9. Sagittarius	♐
4. Cancer	♋	10. Capricorn	♑
5. Leo	♌	11. Aquarius	♒
6. Virgo	♍	12. Pisces	♓

When the Seal is touched, it will begin to glow; when left untouched for a full round the glow will fade. To open the door, the out-of-order signs must be touched in the correct order; the first out-of-order sign must be touched first, so touching all the signs in the correct order will not open the seal. For a sign to be touched "first" the Seal must not be glowing when it is touched.

The signs which must be touched are as follows, in the order they must be touched:

1. Gemini	II
2. Cancer	☾
3. Leo	☼
4. Libra	♎
5. Capricorn	♐

When this is done, the door will open about a quarter inch, and may be opened the rest of the way by grasping the edge of the Seal and pulling. If closed completely, the Seal relocks automatically. The door will not close on its own. From the inside, it may be opened simply by pushing on the door.

87. Tapestry Room (20'x30' room, door east in northeast corner to room 86)

This room once contained several items of artwork, but the only item remaining is a tapestry, 15' high by 20' wide, hanging in the middle of the south wall.

The tapestry depicts the scene of twelve elvish maidens dressed in gossamer gowns of whites and greens and golds dancing around a small fire. The fire is in an open area beneath the boughs of old trees of yore, and shafts of soft moonlight shine down here and there upon the merriment. Three elvish males dressed in tunics of purples and silvers, and holding lyres of silver, sit nearby on the gnarled roots of the trees, apparently playing a tune to which the maidens dance. Several small, radiant pixies or sprites are seen in the boughs, and are depicted as looking toward whoever is standing before the tapestry. Beyond the scene, in the background, a path can be seen winding away into the forest, and there is a city of crystal and silver in the far distance.

The tapestry itself is very finely woven, obviously of elvish make. It has a border of royal purple. Upon the entire border is woven in flowing elvish script of fine-threaded silver (these verses rhyme in elvish, but the translation in common does not):

"For seasons long gone,
e'er remembered through song,
under midsummer moon and stars;

"For presently dancing,
in thanks of that given,
'neath the emerald leaves of yore;

"For paths yet to follow,
yet lulled from the lyre,
to all who would join our revelry."

The tapestry is worth 1,500 gp. It is fastened by corner ties at the upper two corners. Two small, silver rings are fastened to the wall and the corner ties are tied to these rings.

The tapestry is magical. It will activate whenever anyone sings or even speaks the words on the tapestry. When this occurs, the tapestry will gently waver, as if blown in a slight breeze, and the woven picture will begin to shine with a soft, ethereal radiance. A door will appear at the end of the path depicted in the tapestry.

PCs will find that they are able to actually step into the tapestry. Within, the scene is like a three-dimensional still-life. All of the scene, and figures within, radiate the same soft, ethereal illumination. The PCs will not be able to affect the scene, and touching any objects in the scene will only cause the PC to feel a slight warmth. The PCs will be able to walk down the path which winds its way through some trees, eventually leading to a door of oak bound with brass, and having a brass handle. The door leads into room 88, below.

The tapestry remains "open" for one turn after the last character has left it (either into the room beyond or back out the way they came in). It opens again automatically whenever someone in room 88 opens the door; otherwise it may be opened at any time by saying or singing the song above.

The tapestry may be taken down and removed from the dungeon. It is a magic item (obviously) and is worth from 50,000 to 150,000 gp. The player characters probably have no way of knowing its value, and the highest offer

anyone will make for it will be 15,000 gp. In order to activate the tapestry it must first be hung from sturdy hooks against a solid wall. It will not work if laid on the floor, for instance. The tapestry weighs about 100 pounds (1,000 cn) and is quite bulky even after being rolled up.

If the tapestry is taken down while someone is in the room beyond, the door in the room cannot be opened. The library (see below) is supplied with fresh air by magic but contains no food or drink so this could be a serious situation.

88. Library (20'x30' room, orientation irrelevant, door in center of one 30' wall)

This is the room beyond the door in the tapestry. Looking back through the door, the party can still see the path leading back to the ethereal scene with the dancing maidens.

This room appears to be a small, personal library. Two large bookcases are set against the 20' long walls. A small table is set in the middle of the room. The ceiling of the room is covered by a green mossy material, which also runs down the right-hand wall, covering one of the bookshelves. A patch of the moss also covers the top and two legs of the table.

The "moss" is in fact a large patch of Yellow Mold (AC nil, HD 4, HP 28, Mv nil, #At spores, Dam save vs. Death Ray or choke to death in 6 rounds, Sv F2, MI n/a) which has changed color due to a mineral substance in the stone of the room. Each round of disturbing the mold (for activities such as searching the room, or a specific locale covered by the mold, such as the table) incurs a cumulative 10% chance that the mold will release its spores (maximum 50%

chance). Any attack on the mold has an immediate 50% chance that it will release spores. Because of the large size of the mold, the entire room is affected by the spores, rather than a 10'x10' cube as would be normal for a yellow mold.

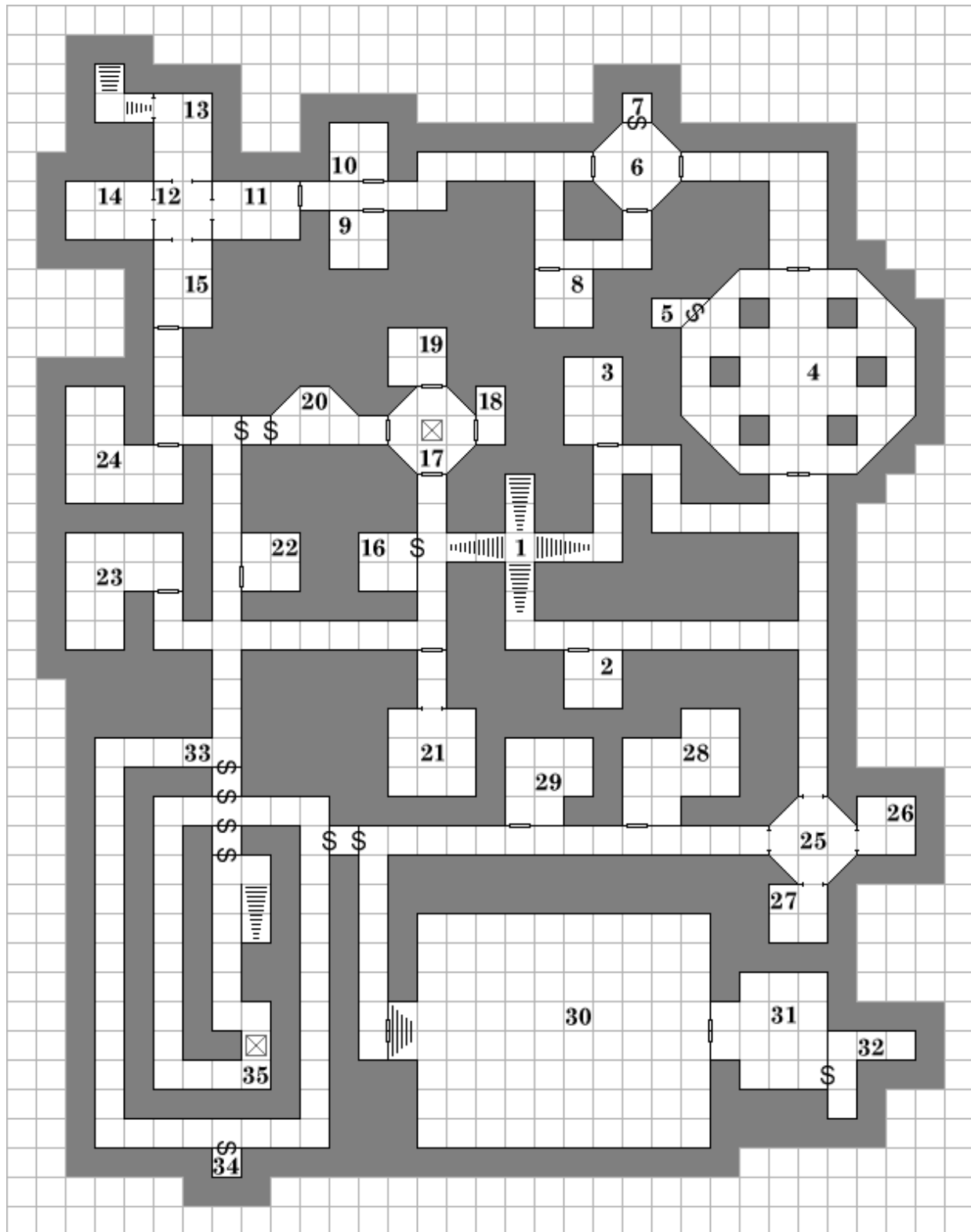
Note that attacks on the mold using fire (the only thing it is vulnerable to) will almost certainly catch the right-hand bookshelf and contents on fire also.

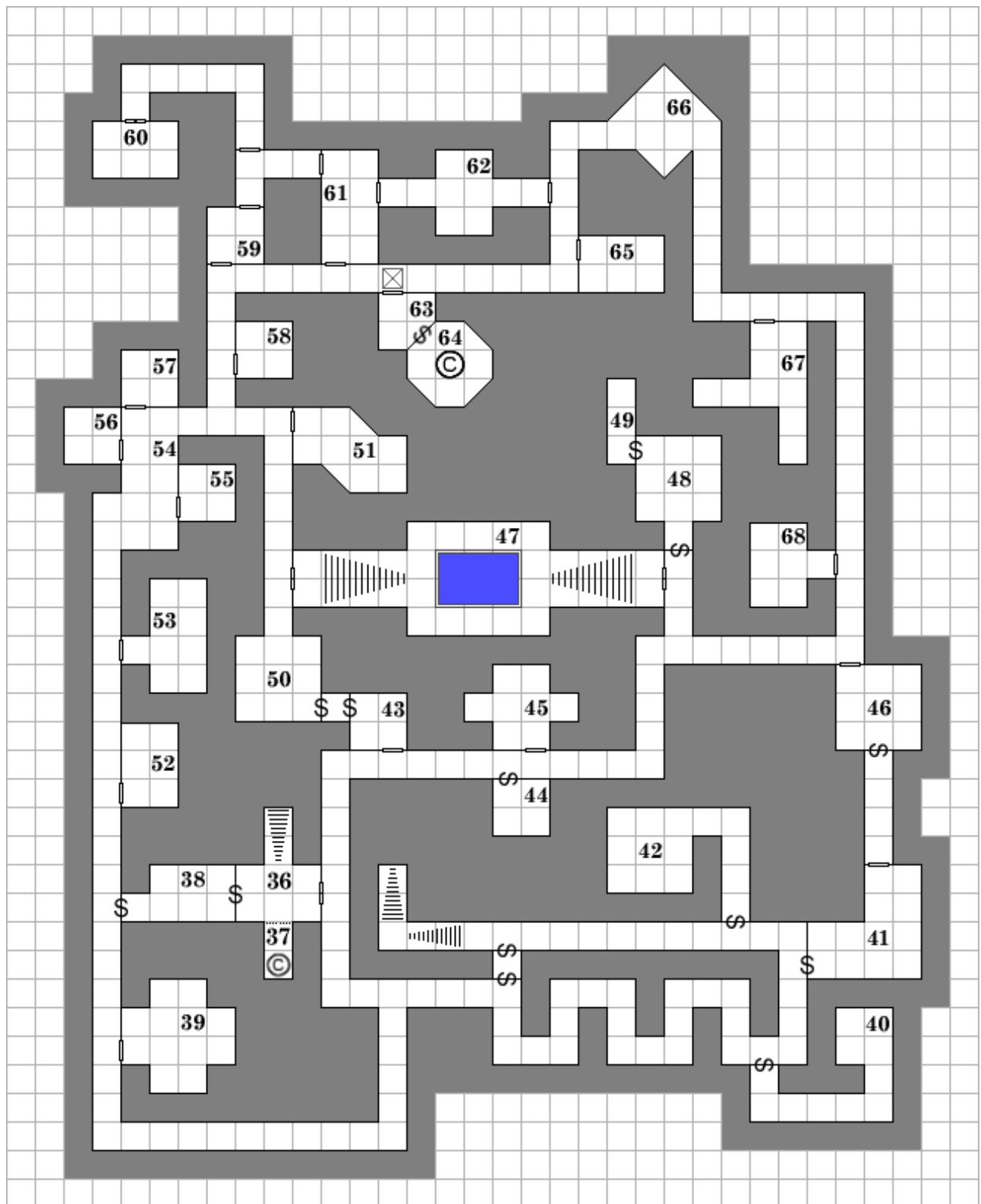
The bookshelves contain many books which are old and musty. They are written in many different languages (none in Common). The books are not magical, but are, rather, treatises written on different subjects such as astronomy, agriculture, crystal identifications, etc. Because of their extreme age and good state of preservation (other than the mold, which has damaged only the covers of the books on the right-hand bookshelf), the books are worth a total of as much as 50,000 gp to a sage or wizard. It is recommended that the PCs receive no more than 5,000 gp for these contents however, especially if they have no way to know the value for certain.

If the PCs search the table by disturbing the moss, they may (in 1d4+1 rounds) discover a pair of slender, elvish-made spectacles lying upon the table top. These spectacles have a slender brass frame, and the lenses appear to be fashioned from very thin emerald. They are magical spectacles which enable to wearer to *read languages* (as the spell) whenever they are worn. Wearing them for more than an hour will cause the wearer to develop a headache, giving him or her a -2 on attacks and saving throws until 1d4+1 hours after they are removed.

Player's Handout: The Seal**Player's Handout: Astrological Symbols**

1. Aries	♈	7. Libra	♎
2. Taurus	♉	8. Scorpio	♏
3. Gemini	♊	9. Sagittarius	♐
4. Cancer	♋	10. Capricorn	♑
5. Leo	♌	11. Aquarius	♒
6. Virgo	♍	12. Pisces	♓

Dungeon Level 1 Map

Dungeon Level 2 Map

Dungeon Level 3 Map