

The Return of the BLUE BARON



VOLUME 2

A COLLABARATIVE DUNGEON FOR BLUEHOLME™

FOR 4-6 PLAYERS, LEVELS 3 AND UP.

WRITTEN BY A GROUP OF LIKE MINDED DUNGEONEERS

BLUEHOLME
COMPATIBLE PRODUCT

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This adventure was written for the BLUEHOLME™. It is intended for 3rd level characters. If you are a player, please do not read any further as you will spoil the surprise.

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If you run this module, we would love to hear from you! Please leave comments on the drivethrurpg.com product page or email [shanepatrickward AT gmail DOT com](mailto:shanepatrickward@gmail.com).

Which conclusion did the adventurers play out? Our Heroes Triumph, Inglorious Failure, Bested
If it was Bested, how did the adventurers escape the dungeon? Anything else of note?

Now turn the page and let's start this adventure!

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REFEREE BACKGROUND

If you haven't read or played the first installment, **An Invitation From The Blue Baron**, the general synopsis of the adventure is as follows:

The **Blue Baron** is an eccentric individual (Lord Gavanov Keiner) who throws a yearly party for everyone! Not only for the rich and elite but commoners as well. The adventure details a plot to have the Baron assassinated, and the heroes



came to the rescue by rooting out the would-be killer! It must be noted that the Baron has quite a lot of nefarious business dealings, and more than a few would like to see him dead. We are also introduced to the Baron's wife, **Maria Keiner**, his right-hand man and court mage, **Nohj**, and some of his daughters.

The adventure is not set anywhere specific; a referee could easily insert it in a homebrew world, or a published location of their choosing. **The Return Of The Blue Baron** takes place approximately eight months after the original adventure. On to the new quest!

Queen Basina tires of Lord Gavanov Keiner, the risque **Blue Baron**, always dodging her tax collector. The Blue Baron's wife and consort, Maria Keiner, has also long been frustrated with her ribald husband jeopardizing their daughters' future prospects by angering the queen with his outlandish schemes. Suspecting that her husband isn't long for this world, Maria takes drastic measures to settle matters for good and seize power in one fell swoop.

Maria asks Queen Basina's permission to take her husband's title as Baroness after doing away with him, making the death look like a family struggle to keep the Queen's hands clean. The new Baroness will then sell off her dead husband's unusual artefacts at auction to cover the overdue taxes, while promising prompt payment in

future. Queen Basina sends an agent to give Maria her assent.

What no one knows is that the Blue Baron used the overdue taxes to pay a foreign clan of dwarves to construct a secret dungeon beneath the town to house his fabled curiosities and future tomb. As the dungeon nears completion, the Blue Baron's court wizard, Nhoj, stumbles onto Maria's plot, but not the details of how or when his lord will be killed.

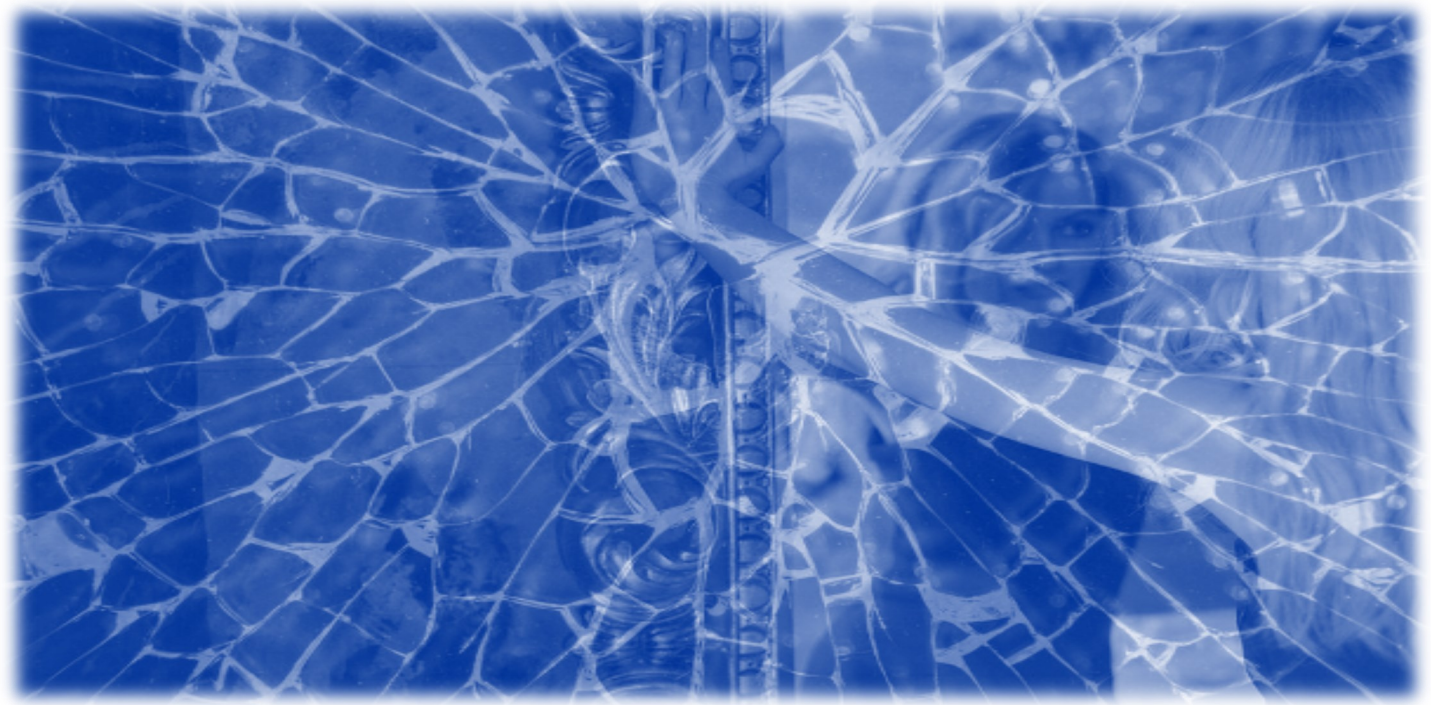
Always one to turn things in his favour, the Blue Baron devises a new and dramatic scheme. He plays along with his wife's conspiracy, planning to use his own death and the dungeon as a splendid funerary drama to crown his already colourful legend.

True to her ambitions, Maria poisons her husband. Just after the Blue Baron's funeral, Nhoj bequeaths Maria a special key to open a grand jeweled coffer her husband always kept out of her reach. Inside, Maria finds a letter from the Blue Baron, describing her treachery and informing her that she now bears a special magical curse only he can remove.

The letter further explains that his body has been placed inside a crystal coffin somewhere in the new dungeon. As his dutiful wife, Maria must announce an open challenge to find the dungeon and his corpse so he can be resurrected before the next moonrise, or else she will transform into a howling monster. Hiding the murderous plot from the public while the Queen waits fretting is an added bonus.

Left with little choice, Maria's announcement has gone out across the realm to anyone who dares risk the Blue Baron's deadly dungeon challenge. No reward is mentioned, yet sellswords, scoundrels, and gossiping courtiers have gathered in Einhornstadt from near and far. With the start of the challenge a mere hour away and the moonrise three nights hence, enter our heroes.

PLAYER INFORMATION



For New Players

It is suggested that new characters be of at least level 3 before starting this adventure. As in many adventures it is suggested that there is a good mix of classes and races.

For Returning Players

You may have already run the initial adventure, “An Invitation From The Blue Baron” and the PCs survived to tell the tale in local taverns. It is suggested that the characters be of at least 3rd level to complete this adventure, although being a bit higher level might not hurt their chances! (For more information on Blueholme levels beyond 3rd, see the Journeymanne rules, hereafter BHJ). If the PCs are lower than 3rd level (but the players insist on using them), you can do one of the following:

1. Have them delve into a few more dungeons.
2. Strongly suggest they hire some bodyguards.
3. Have each player run an additional character.

The players and their characters should be aware of the Blue Baron and the rest of the cast. They should also know that the Blue Baron has a lot of enemies that wish him harm. It's hoped that the Blue Baron survived the previous adventure. If that's not the case, then a suitable relative may have taken his place as baron, or a regent appointed by the queen, like Nhoj or a knight-protector.

Referee Advice

This adventure is relatively straightforward and should offer several play sessions due to its size: forty-six rooms on two dungeon levels. There is only one goal: find the Blue Baron's body and bring it back to town square before the full moon rises three nights from now. The only complication is that Maria Keiner has hired a group of competitors called the Holmesmen to find the Blue Baron's body too. You should look over the competition rules (below) and employ them as the adventurers move forward. This dungeon is tough in parts and can wear even a higher level party down over time, although there are a few respites and allies. The adventurers should pace themselves and take precautions, possibly drafting hirelings to aid them, because once they're inside the dungeon proper, they're on their own.

A LETTER OF INTRODUCTION

It is with heavy heart that I confirm the rumors which you must have heard by now. My husband, Lord Gavanov Keiner, 23rd Baron Keiner, known to many as the Blue Baron, is no more.

Yet hope remains in the words of his final command, a rather unique funeral arrangement. The Blue Baron dares all brave and adventurous souls who would risk death in trade for fame and glory to come forthwith to Einhornstadt, arriving no later than three days before moonrise.

My Lord Baron calls on you from beyond the grave. Ignore him at your loss and peril.

Expectantly,

Maria Keiner



Player Introduction: Arriving in Town

You have just entered the quaint mountain town of Einhornstadt on a cool spring day. The stout battlements of Einhorn-Schloss looms above it, the tall central tower known as the Horn having guided you clear across the barony since dawn.

You're not the only newcomers here, either. Bands of foreign merchants, rakes, and mercenaries are hustled along by pairs of city watchmen as the press of people thickens. ~~The~~ watchmen eye a gypsy troupe putting on a puppet show and telling fortunes at the back of a wagon. An overdressed nobleman with a trained hunting cheetah holds court for a train of sycophants across the way, spied on by giggling children over a garden wall. Most of these visitors amble along with you down Main Street to the town square, where a growing crowd gathers in front of a high wooden stage.

Maria Keiner will make her official announcement soon, but before this, the characters are swarmed by nosy townsfolk, giggling maidens, reckoners taking bets, hawkers selling schnitzels, potato cakes, and beer, pickpockets, performers, proselytizers, and a throng of sellswords, con artists, and tyros wanting to take advantage of the situation.

Any reasonable amount of time speaking to these folk reveals some outlandish rumours racing through town like wildfire. Some say that Maria Keiner poisoned her husband to secure the barony for herself and her daughters. Others claim that it's a coup alright, but by Nhoj the court wizard, or that Lord Keiner isn't even dead and that this is all a ruse to test Maria's loyalty. Yet others swear the Blue Baron's shady business partners did him in. A wandering seer claims to have dreamed of the Queen's own hand in the Blue Baron's death as revenge for his many slights over the years. A dozen more black threads and slanders circulate through the gossiping crowd. In this sordid affair, you don't know what to believe.

The referee can place any NPCs and hirelings here, and arrange for adventurers who don't yet know each other to meet. Since the adventurers have time before Maria appears, and they are in the centre of town, they can buy any mundane equipment they need. It is also easy enough for them to get a free drink or two just for daring to take the Blue Baron's challenge, and lo! There's Titchener's Tavern across the way.

TAVERN RUMOURS

In case the players decide to hit up the bar for an ale prior to jumping into the dungeon. Just some flavour text.
Roll a d20 and ham it up!



1.	I don't know what to think? Now with the Baron gone, do my taxes go up? Down? Around?
2.	Have you seen her yet? Oh she's delightful. Sorry, I wasn't talking to you.
3	Couple months back I saw some shady looking dwarves go into an old building, somewhere near town square. They were carrying pickaxes. What did they need those for, I wonder?
4	You know if it's not one thing it's another, a guy can't get ahead in this world. And those royals are just a pain in me arse.
5	AHAHAHA, So I was totally at last year's ball, super fun! I ended up playing bagpipes most of the evening.
6	You ever get to thinking, that maybe this isn't quite real? I mean I've been sitting here for what seems like hours, but honestly it's only probably been like ten minutes.
7	There I was sitting on my stoop, and all of a sudden a herd of pigs tramples my rose bushes!
8	Nhoj is just a strange cat. I saw him here once. The guy ordered water, I mean have you seen the colour of the water? I wouldn't feed that to my cat!
9	Just had a tax collector stop by. I said "I paid you last week! Why are you coming around again?" If this keeps up I'm moving to the countryside. Maybe I can hide from those buggers.
10	The strange thing is that I just saw a bunch of adventurers in blue tabards come in here. They were shuffling around and drinking, trying to find out the latest news. They went towards the town square. One guy was pretty ugly, missing some teeth.
11	Never trust that shifty lookin' stick of an elf, Enderith th' Eel! Nhoj warned Ellim Blacklaw 'bout takin' Enderith to his lab, an' now Ellim's missin'. I say shoot th' Eel on sight!
12	I hear the Queen ordered the Blue Baron's death - shh! Pipe down or we're all dead...
13	If I was you, I'd probably hire a few bodyguards. There's some good people that hang out HERE! Isn't that convenient?
14	OY! I was in the middle of a day dream.
15	If you want any information, you're gonna have to buy me a drink! (Re-roll on table)
16	I'd bring some torches, a LOT of rations, probably some silver weapons, and maybe a mirror. Isn't that the adventurer starter pack?
17	Why are you asking me about the dungeon? I've never been to this city before, it's me first time. I was going to just have a nice drink, and maybe check out the gardens!
18	I have no idea where the nearest cleric is, but I'd probably go for a walk if I were you. I think those guys charge like a thousand pieces to bring someone back. To rich for my blood, I told them they could keep their thousand, I'm better off without her.
19	Ever seen a Boglin before? No? Me neither.
20	You know if I was you guys, I'd just march right back up to the front doors of the castle and ask for more money! OH and if you're at it, can you toss in a barrel of ale for myself? If it's not too much trouble.

THE ANNOUNCEMENT

A hunting horn brays from the stage and Maria Keiner appears beside Nhoj the court wizard, a graceful middle-aged woman in mourning dress under a hooded cloak. A portion of the crowd becomes unruly and two stout watchmen press them back with halberds. Some yell out accusations: "Poisoner!" "Murderer!" "What sorcery is this?" "Where is our baron's body?"

Nhoj quiets the crowd with outstretched hands. Maria sighs and says, "Welcome one and all to this gathering. Even in death, the Blue Baron proves to be wily and unpredictable – and you who demand to see him will have a chance to prove your boastful words! Somewhere in this very square is the hidden entrance to a deadly crypt, constructed right beneath our feet. The challenge is simple: find the secret entrance and seek the Blue Baron's crystal coffin within. Return it here before the full moon rises three days hence – so our beloved Baron may live again!"

The crowd gasps and murmurs. Maria gives a humourless smile.

"Those who survive may keep any treasures they find below, and be rewarded personally by our Lord Baron for their bravery. Surely some among you unquiet souls want to prove your mettle. No? Then let those who do wish to answer the Blue Baron's challenge come forward."

Several people step up to the stage and announce themselves. The adventurers may follow suit. Maria and Nhoj acknowledge each contestant as the crowd cheers them on. Shortly everyone else is asked to file out of the square in predetermined lines and exits to keep the jostling crowd orderly.

The search for the Blue Baron's secret dungeon has begun!



COMPETITION MECHANIC

Time Mechanic:

The adventurers have **3 days** to find and deliver the Blue Baron's body before the full moon rises. During this 72 hour period, they'll rest or sleep 8 hours per day, leaving 48 hours remaining. Each room or wandering monster encounter adds an hour to this total, plus an extra 1d6 hours per day (do not count **Room 0: Stairs**). If the total (including sleep time) reaches 72 hours, the full moon has risen, Maria has transformed as per the Blue Baron's curse, and the adventurers lose the competition.

The players must be told about this mechanic, since they have the option to skew the time count in their favor: **take less sleep**, but everyone suffers a -1 penalty to all saving throws for being tired. If they rest less than 6 hours each day, the penalty becomes -1d3. If they rest 3 hours or less per day, then the penalty is -1d3 exploding, i.e. if a 3 is rolled, another -1d3 is added to the penalty. The players can opt to take any of these shortcuts for 1, 2 or 3 days. Whatever the players decide, they now know that frivolous side treks can cost them the competition, and they'll probably keep their eyes peeled for clues to the Blue Baron's resting place.

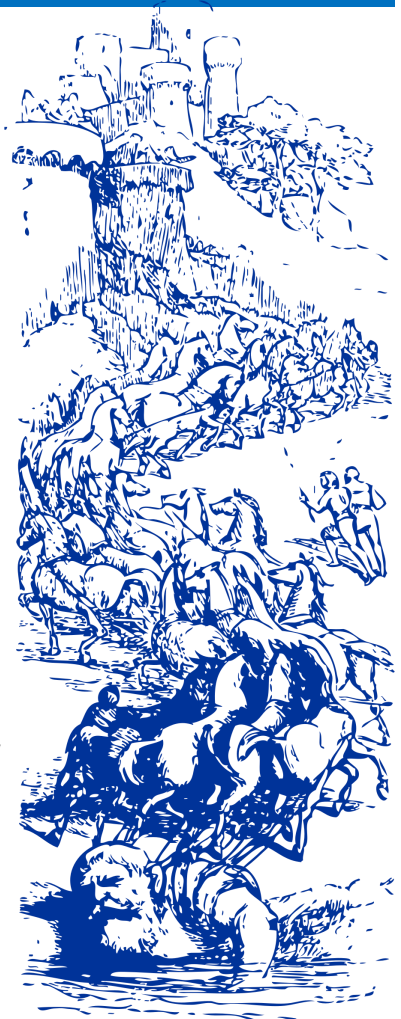


THE HOLMESMEN

Maria hired the Holmesmen as her insurance, sending them early to find the Blue Baron's corpse just before the announcement (they're already inside the dungeon). These mercenaries will not help the adventurers unless faced with a better offer or imminent death. In fact, their leader Arnook will attempt to sabotage or even kill the adventurers if the odds look good, but he must make it seem convincing to his men - he is evil, but they're only dupes. The Holmesmen will search and reconnoitre over direct engagement unless absolutely necessary, having been clearly instructed by Maria to return the Blue Baron's body above all other goals. Arnook uses his *ring of invisibility* to steer clear of most trouble in the dungeon. The handsome purse Maria has promised along with potential loot is all the motive the Holmesmen require. It's entirely possible for the adventurers to get rid of Arnook and take on the fighters as hirelings or partners. They only want simple work that pays well.

Mechanic: Each time the adventurers are about to enter a room, roll 3d20: if the total is equal to or lower than the room number, the adventurers and the Holmesmen meet in that location. Clearly, as the characters progress (and the room numbers get larger), there is an increased chance of an encounter.

Example: The adventurers are about to enter **Room 40**, so the referee rolls 3d20 - if the total is 40 or less, the Holmesmen are encountered in or near that room. If the scores total 41 or higher, the Holmesmen are not encountered this time. The referee needs to decide if the Holmesmen are in the room already, just outside it, or will soon arrive. Do what makes sense or is fun. The Holmesmen are made up of 1d6+2 fighters led by a human magic-user named Arnook Gableside.



Holmesmen Fighters

These men are all that remains of a much larger mercenary company that fared terribly in a neighbouring war. They mistakenly believe the competition is an easy task by comparison, thinking it to be a simple scavenger hunt or some other noble dalliance, easily bested. Each soldier wears leather armour, a helmet, and a blue tabard with a holly tree insignia. They carry some basic gear, a week's rations, and a few skins of wine and water among them. They are armed with short swords, daggers, crossbows with a dozen quarrels each. Being fighters, they will use any superior weapons, armour, and other useful items they find.

1st level Fighters (1d6+2): AC 7, HD 1d8, MV 30, ATT 1 weapon, DMG 1d6, AL N, XP 10

Arnook Gableside

This sinister conjurer stayed well-hidden when the last battle killed the rest of the Holmesmen. Arnook has decent foresight, and has taken over as leader, saying anything to stay alive and in power. He knows his men underestimate the dungeon, yet he only dispenses cautionary words to secure their trust in his wisdom after tragedy inevitably strikes.

3rd level human magic-user: AC 9, HD 3d4, MV 30, ATT 1 staff, DMG 1d6, AL CE, XP 75

Abilities: STR 8, INT 13, WIS 12, CON 10, DEX 9, CHA 14

Spells: *Dancing lights, sleep, ray of clumsiness*

Magic Items: *Ring of invisibility*

0. SECRET STAIRWAY

The crowd has left and no one but you and a handful of others remain here. Every window, door, and wall top around town square is packed with onlookers, whispering and waiting to see what happens next. Three features stand out in the square: a round garden with a fountain, the high wooden stage, and a marble elephant statue on a pedestal.

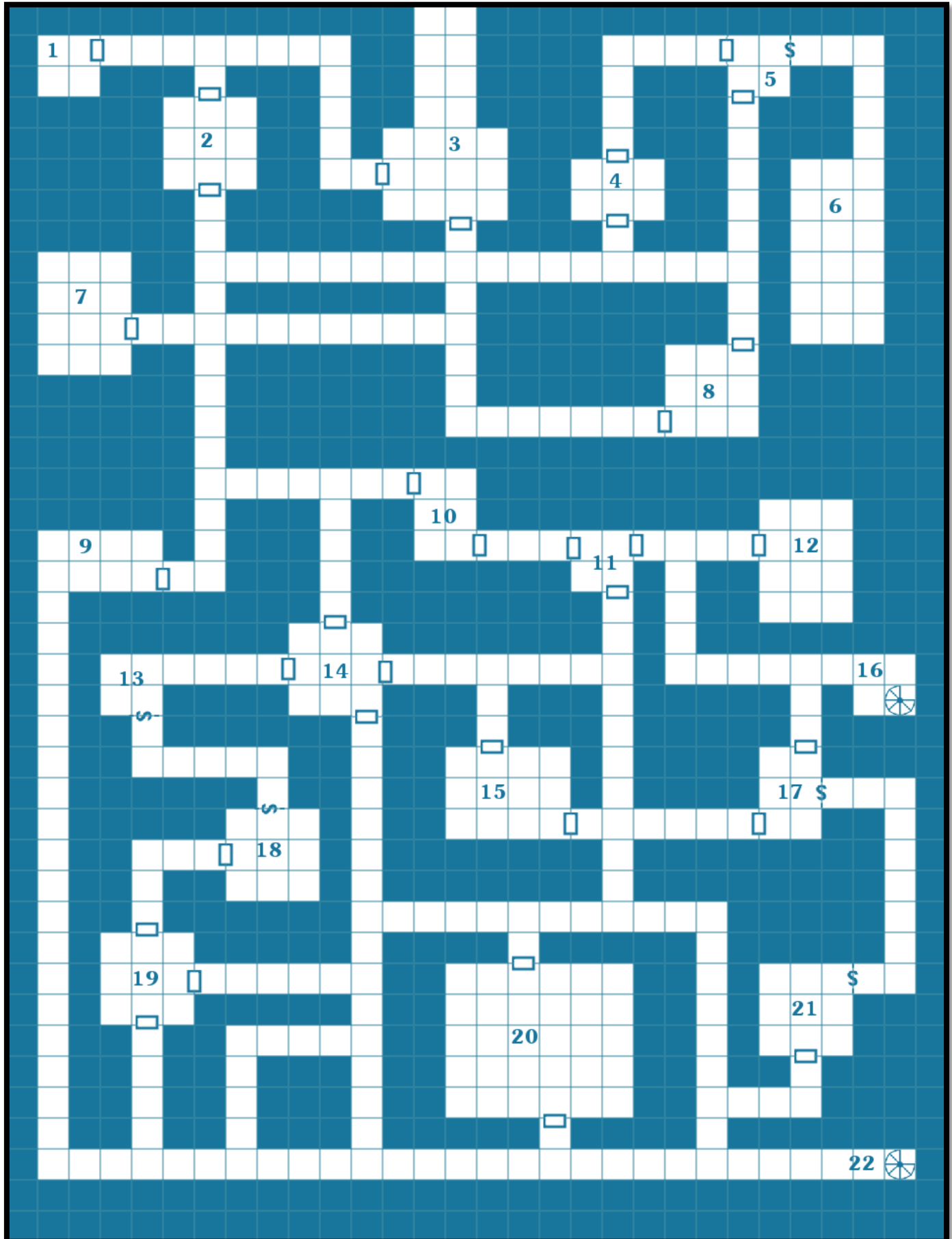
There are **2d6 competing contestants** remaining with the adventurers (see **Appendix: Hirelings** if details are needed). The sizable elephant is mounted on rollers, but it must be pushed back with a combined strength of 50, revealing a stairway down into **Room 3: Grand Entrance Room**.

Shortly after the stairway is uncovered, a dreadful moaning comes from below, and half the competitors will flee in terror, to the nervous delight of the onlookers. Optionally, all the competitors run off, or a few remain around as expendables to die in gruesome ways to punctuate the danger. If a player's character is killed, he or she might detail one of these faceless NPCs to continue in play. If the adventurers are having a hard time, the referee can also substitute an expendable as the target when traps and surprise attacks are sprung, like the **sundered shield rule** (cancel one hit, destroy the shield).

Once the adventurers enter the stairway, the marble elephant rolls back, sealing them underground until they recover the Blue Baron's body. If the adventurers give up the search, the only other ways out of the dungeon are through the kobold tunnels in **Room 37: Exploding Kobolds**, or by risking the dangerous river rapids beneath the collapsed floor in **Room 34: Collapsed Room**. There is also the **quantum gel'o**, improbable and dangerous but still an option.

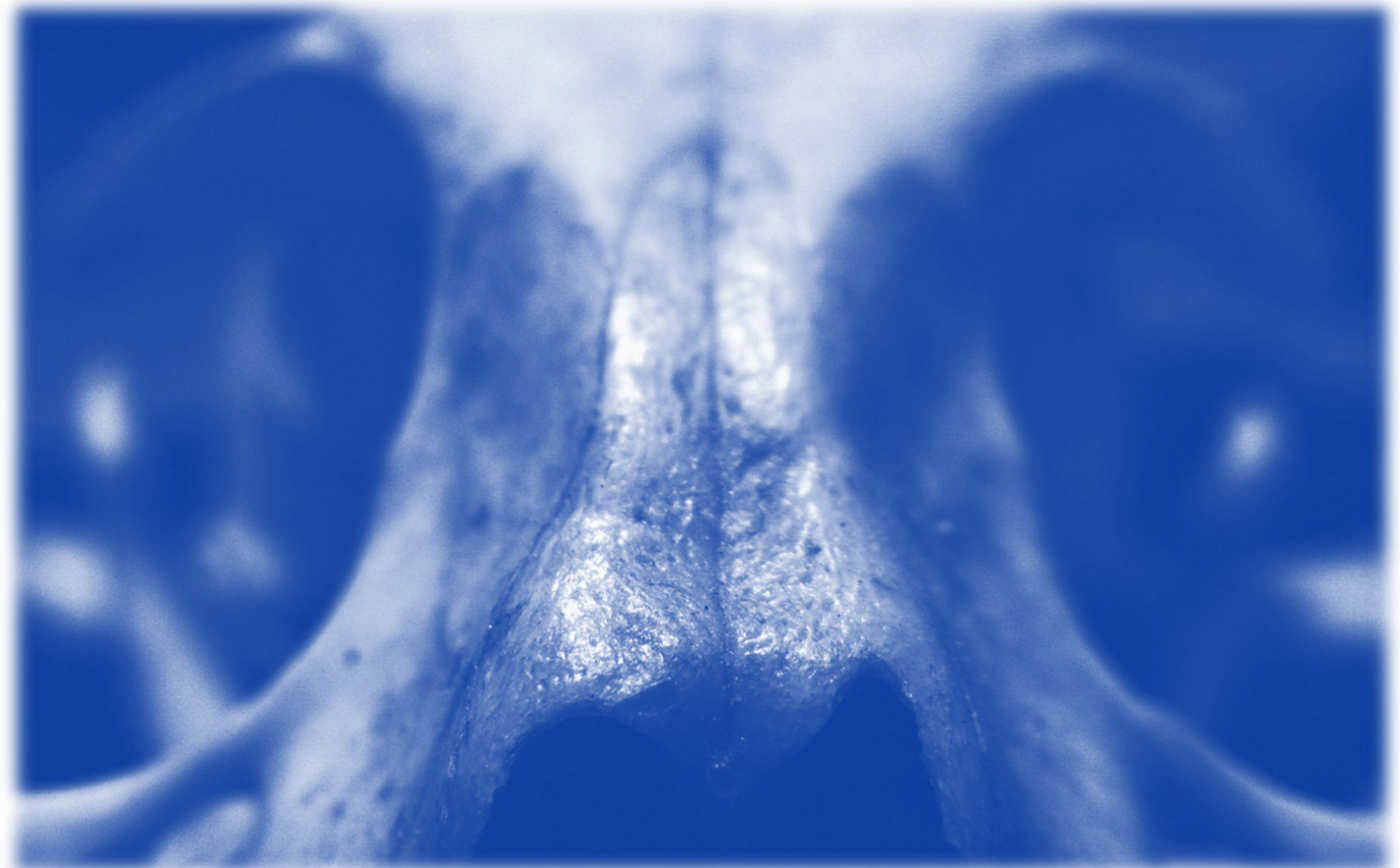


LEVEL 1 - MAP



LEVEL 1 WANDERING CREATURES 1D8

1. **Scabrous nyak-vhom:** AC 7, HD 3d8, MV 30, ATT 2, DMG 1d8 , AL CE, XP 80
On rolling a natural 20 when attacking a scabrous nyak-vhom, anyone within 10' must save vs. breath weapon to avoid a scab-opening acid spray that does 3d6 damage.
2. **Giant strangler salamanders (1d3):** AC 6, HD 2d8, MV 20, ATT 1 bite *or* 1 constrict, DMG 1d6+ poison *or* 2d4, AL N, XP 50
3. **Goblins (1d6):** AC 9 HD 1d6, MV 20, ATT 1 weapon, DMG 1d6, AL N, XP 5
4. **Hungry mastiffs (1d3):** AC 9 HD 1d8, MV 30, ATT 1, DMG 1d3, AL N, XP 5
5. **The Holmesmen (1d6+2):** AC 9 HD 1d8, MV 30, ATT 1 weapon, DMG 1d6, AL N, XP 10
6. **Giant glass wasps (1d4):** AC 5, HD 1d8, MV 20/45, ATT 1, DMG 1D6 + poison, XP 20, AL N
7. **Another nightmare thing:** (see Room 3: Grand Entrance Hall)
8. **Witches' switches:** A bizarre non-corporeal entity patrols this dungeon. It rumoured to be the collective spirits of 13 religious women deprived of novices to discipline. When encountered by the party, it will be heading towards room number 2d20 via the party's present location. Anything getting in the way gets furiously switched by cane-like tendrils, causing 1 hp of damage per round by painfully whipping exposed flesh. Moving through the enraged mass of switches does 1d6 damage. Anyone staying in contact with the witches' switches for 2 or more rounds must save vs. breath weapon to avoid dropping hand-held objects like weapons as it is prone to whipping exposed hands. The entity is generally impervious to physical weapons, but magic damage sends it on a new course towards another room (roll and 2d20 for the room number).



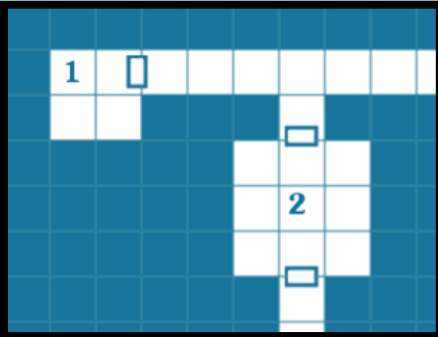
GETTING THE LOW DOWN

For those instances when a NPC is being intimidated, deceived, or is in the throes of death and the adventurers are gathering information.

1.	Baron? What Baron? I was hired to excavate this place and that's what I was doing!
2.	Why yes, I'm aware that we are in a dank dungeon, and no I have no idea where the resting place of the baron is! Why do you ask?
3	I'm almost positive that his final resting place is north of here. Sorry, you are talking about Bill the Deceiver right?
4	This lady, her name started with an M, I can't pronounce it. Anyways, she said "If I did my job I'd be rewarded", so I'm doing my job!
5	Gods, those sewers stink! Beware of them, things move in the muck!
6	Aye, I've seen those other "heroes". I heard their leader was named Arnook
7	So many monsters on the second level, I considered moving! Nothing to eat.
8	I will crush you in the afterlife!
9	Pretty much every door in this place is trapped!
10	I wouldn't check under the stairs if I were you. It's pretty dangerous.
11	There are some obviously fake illusions down here, and some that appear to be illusions but are not! Those ones will kill you.
12	Those dogs, mastiffs I think, they are damn hungry!
13	There are a whole bunch of pit traps on the second level, I'd find yerself a strong ten foot pole if I were you.
14	You might wanna think about getting some silver weapons. Oh and a stake! No not that kinda steak.
15	Seriously you are trying to interrogate my while I'm bleeding out, boy if I had one good swing left in me you wou.....ahkkkkk....(gurgle).
16	I'd say the best thing to do is follow your nose!
17	I have no idea what you're talking about. The only two sentences I know in common were the ones I just said. GARGJKA SNERIKIT!
18	Any treasure you find down here was stolen from the Elves! Actually no I think it was goblins. Whatever, the treasure is stolen.
19	I can't tell you about secret doors. What I can tell you is, well that there are probably a few down here. I just have no idea how to work 'em.
20	You fool...that silver ring you just stole from me is cursed! (2 in 6 chance).

1. TREATMENT ROOM

*A foul stench assails the party's nostrils as it approaches the door to this room - it smells like sewage mixed with curry. The door to this room is not locked, and opens easily. Inside the party finds a two foot tall boglin named **Mulgrane**, holding a **wand**. Boglins are distant cousins of goblins, but smaller and kept as pets by the rich.*

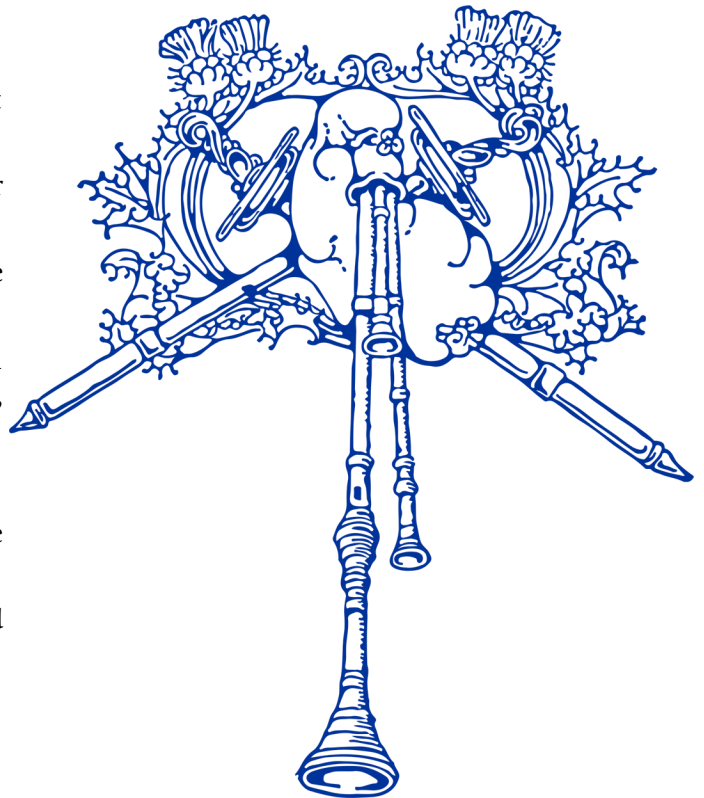


He waits beneath a large iron pipe, keenly listening for something. A rattle is heard and Mulgrane gets very excited ... a large pile of night soil spills from the pipe, the boglin spins around twice, shouts "SHAZAM", and zaps the mess before it can hit the floor. The room is bare except for a small cot in the corner, a stove for cooking (obviously powered by dried faeces), and a heap of items in the corner opposite his cot and stove.

Should the party ask, the boglin will tell them that Nhoj created the first magical indoor plumbing system in the realm, and Mulgrane is proud to be the first crap wizard. He will explain that he teleports all the crap with his wand to another facility, where it undergoes further processing. In truth, Mulgrane was the runt of a litter of boglins that the Blue Baron kept as pets for his daughters. Nhoj felt sorry because he was slower than his brothers, and gave him this job to make him feel special.

The pile in the opposite corner consists of all manner of things flushed down the toilets, which Mulgrane is under orders not to transport. It is ALL covered in filth and should be washed before handling. Roll 1d8 to see what can be found:

1. A 5 carat crap-encrusted ruby worth 500 gp.
2. An elephant-sized prophylactic, probably from the last time the Baron threw a party in his elephantine form.
3. A love letter from Uljthic to Nohj. Ooh, I wonder what it says?
4. A pouch with 15 gp bearing the mark of the merchants' guild.
5. One bottle of **magical wine**. Anyone who drinks from this will achieve a drunken state within 1d4 rounds, regardless of species.
6. A broken letter opener.
7. 12 sheets of dirty butt wipes. Some are of considerable vintage, but show no signs of decomposition.
8. A stuffed bear missing one glass eye, with a spotted handkerchief serving as an eyepatch.

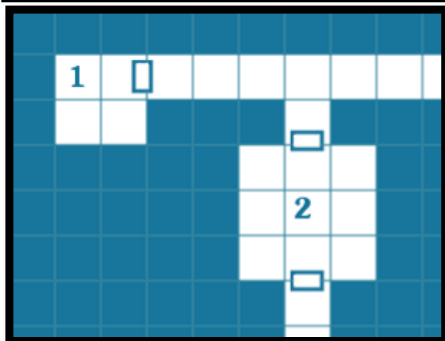


Boglin: AC 9, HD 1d4, MV 15, ATT 1 wand, DMG: see below, AL CG, XP 7

Magic Item: *Wand of transportation* - this wand sends anything struck by its ray on a one-way trip to **Room 33: Putting on the Shitz** on the 2nd level (save vs. magic wand).

COOPED-UP GOBLINS 2.

*A faint rustling noise can be heard on the other side of the locked door. There are **three goblins** tied together with a stout rope, their mouths stuffed with mouldy leather. A few bedrolls lie on the floor beside empty wine jugs, with a small backpack nearby.*



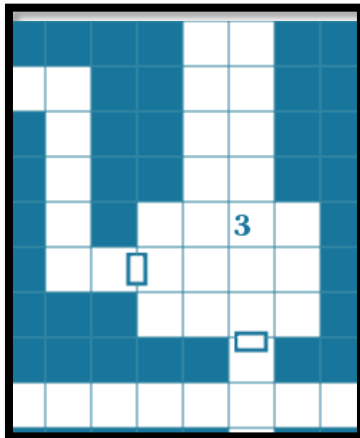
The goblins were beaten up pretty badly and then left tied up. If they are freed they will plead for their lives. They claim a bunch of soldiers in blue tabards came this way, at least four of them. If they are offered any gold they will tell the characters to stay away from the southern part of the second level (**Room 44: Monster Staging Area**) . Inside the backpack is a *potion of healing*, a few days' iron rations, a *wand of disguise* (basic illusion lasting 1d4 rounds plus the caster's level, 2 charges), and a note detailing the legend of Maxwell (see **Room 13: Maxwell's Room**). Every mention of Maxwell is underlined in red-coloured ink.

3 Goblins AC 9, HD 1d6, MV 20, ATT 1 weapon, DMG 1d6, AL N, XP 5



3. GRAND ENTRANCE HALL

*The floor of this room is made of drab standard flagstones (except as noted below), and the ceiling recedes into darkness beyond the reach of all torchlight. The walls are covered in tile **mosaics**, depicting luxurious royal sitting rooms in intricate detail, but strangely devoid of people. However, upon closer inspection reveals the corpses of two dwarves, almost completely tucked away behind furniture. The images of the dwarves are missing tiles here and there, while the rest of the mosaic is immaculate.*



In the centre of the room is a narrow, wooden pedestal upon which is mounted a large, clear **crystal**. The crystal has a 4" wide slot in its upper surface. On each of the east and west sides of the pedestal, a human-sized outline is picked out in small white tiles upon the floor.

NOTE: The doors depicted on the map are only *illustrated in the mosaic from this side*, and are not physically part of the room. By placing an **invitation from the Baron** in the slot, adventurers enter the mosaic in 1 round, "flowing" in bits into the image. By laying down with the outlines on the floor, adventurers enter the mosaic in 1d4 rounds. Either way, those within "mosaic-space" have access to the room depicted and thus the doors leading further into the dungeon: the only way in!

However, once a character or two has entered the mosaic, a giant, bloated **spider** comes down from the darkness above in the room. It has sharp chisel-like tips to its front legs, which it uses to attack those within mosaic-space, chipping away at them tile by tile! Those within the mosaic can't fight back at it, since the spider is not in the mosaic! The doors work normally from the other side (i.e. from either hallway). Returning through them, characters appear in mosaic-space. In order to exit into Room 3, characters place a hand on a crystal depicted in the mosaic-space room.



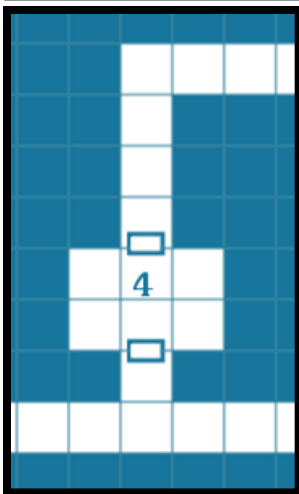
Wicked spider: AC 5, HD 3d8, MV 30, ATT 2 legs (non-poisonous), DMG 1d6 each, AL Nil, XP 40

Meanwhile, a **nightmare monstrosity** enters mosaic-space from one of the doors. It can lash out at the adventurers still in the "real" room if they are within 5' of the walls (reaching into the normal room) and pulling those characters into mosaic-space for the spider to attack, as well as fighting anyone who is in the mosaic.

Nightmare thing: AC 4, HD 2d8, MV 30, ATT 1 claw, DMG 1d6, AL CE, XP 30

DREAMING IN THE VOID 4.

A slimy green residue has seeped out from the below the door.



On the outside of both doors allowing entrance to this room, a **message** is carved into the oak: “**Speak the name of our tentacled god who slumbers and dreams in the void, waiting to return ...**”

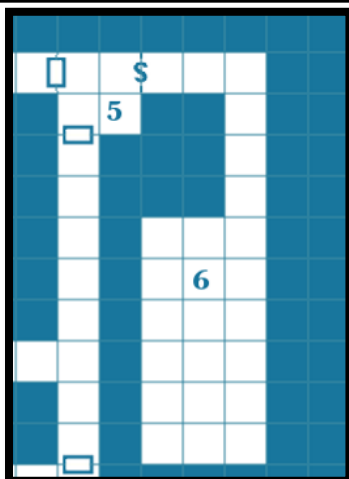
If any variation of the name “Cthulhu” is not spoken before entering, a trap is set.

Assuming the password is not used, upon entering this room the adventurers hear strange, arrhythmic ticking sounds. As soon as two or more humanoids have entered the room, both doors automatically lock and the room starts filling with viscous **green slime**. This is not the Underworld monster of the same name, but unless some form of water-breathing is employed trapped individuals must save vs. poison to avoid drowning.

Searching this room reveals a **black pearl** stuck in a crack in the stone floor, worth **100 gp**.

FOUNTAIN SANCTUM 5.

This room contains several marble benches and divans around an ancient alabaster fountain of drinkable water, bearing a masterful carving of an unknown hero in a foreign style. The font basin glows warmly and gives forth a low sonorous tone.

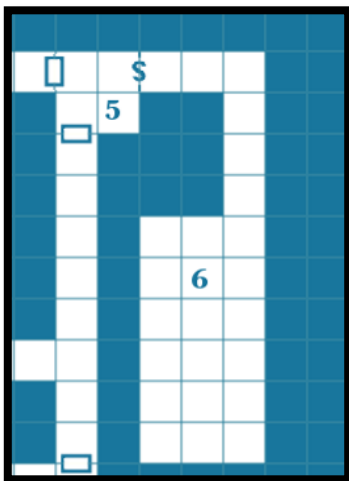


The tone **heals** anyone in the room for 1 hp per round. Unfortunately, this sound also **doubles** the chances for random encounters (roll 1-2 on 1d6). Trying to move, jostle or hit the fountain breaks it and releases **Tathis**, a multi armed mahogany-skinned demigod imprisoned within. Any mortal in her beatific presence must save vs. gaze or be awestruck. Tathis kisses the adventurer who freed her, permanently granting them +1 to any ability score of their choosing. She then disintegrates the fountain remains and any monsters, heals the party completely, and teleports away. Any other interaction is up to the referee. There is also a **secret door** in the eastern wall, leading to **Room 6**.



6. PSYCHIC SLIME RACES

*In this room, a mixed crowd shifts and shouts around a long table holding a four-lane race track divided by 6" glass partitions. At the track's far end, a **goblin** shaman and a scar-faced **elf** stand beside a glass aquarium. Rather than attack, these motley ruffians dare you to field a champion for the third slot and place your bets.*



The aquarium has four dividers and holds three fist-sized **slimes**: pale red, lime green, bright orange. Beside the aquarium sits a set of pitted tongs and a jar holding six **glittering beads**. These gems are psychically responsive, and any spell caster (including clerics) can insert one bead inside the slimes while holding the other to steer the creatures via mental command. The beads glow brightly in darkness, casting warbling light from inside the slimes.

A sinister looking **human** with a jeweler's loupe on a chain takes bets amongst the crowd, followed by a muscular **hobgoblin** with a large sporran holding the coins. Once the sinister reckoner secures the last bet and places the glittering beads in the slimes, the race begins; all lights are snuffed except those from competitors' beads and in the coloured slimes, painting the room in red, green, and orange.

Each lap takes 1 round. The race normally lasts five, but during the third lap, a **goblin** with a grudge against an enemy in the crowd smashes a vial on the tracks. This hits a random slime (roll 1d3), which absorbs the ***potion of enlarge*** and quickly grows into a hungry horror that smashes and consumes all in its path. Panic ensues as everyone tramples over each other to flee. Any humanoid kept from fleeing gains a bonus of +1 to attack and damage from being cornered with a dangerous creature.

If the enlarged slime is the one controlled by one of the adventurers, this can be maintained with an INT ability roll, even attacking with the creature if desired. Here's the fun part, though: each successful control attempt lasts only 1d6 rounds, and the duration is secret. A smart player will use this control to position and destroy the giant slime. Otherwise, feel free to let the characters use this beastie, and attack the party with surprise when the control fails.

The hobgoblin's sporran contains **1d3 x 100 gp** in assorted coins, gems, and baubles.

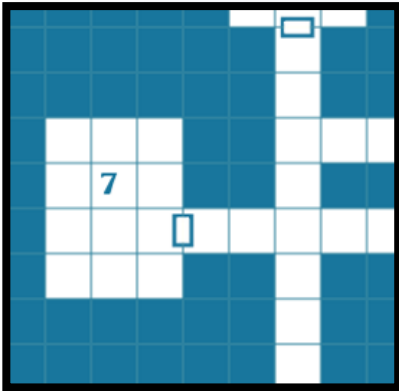


Hobgoblin Money Mook: AC 5, HD 3d8, MV 30, ATT 1 weapon, DMG 1D6, STR 16, AL LE, XP 15

Giant Slime: AC 8, HD 2d8, MV 10, ATT 1 touch, 2D6, AL Nil, XP 50

This monster is a one-off aberration that eats organic matter and pits metal. Weapons still do damage but may break on an attack roll of 1, 2, or 3. "Kill it with fire!"

THE FALSE LIBRARY 7.

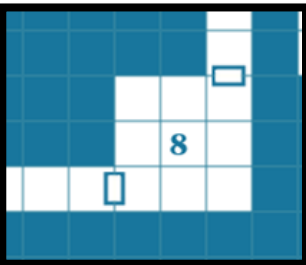


This room appears to be a repository of meticulously kept books, bound in red leather. Scanning any individual book will make its contents appear to be whatever the character deeply desires. Fighters will see manuals of legendary schools of swordsmanship; magic-users find grimoires of arcane secrets; clerics uncover lost texts of their faith; thieves steal furtive glances at books full of treasure maps and diagrams.

Actually **reading** the books triggers a save vs. spell, with a failed saving throw resulting in the loss of 1 point from a prime requisite. A success means the character realizes that this is a false library.

THE PRIZE 8.

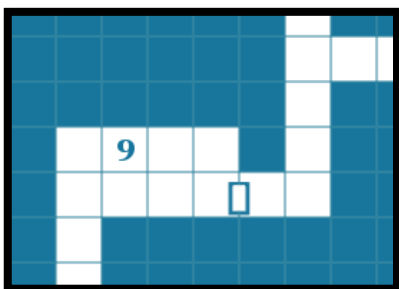
Hanging upon the southern wall is a battle axe, a dagger, and a mace. There is a faded inscription below the weapons that reads, "Choose wisely, as one option will be of great value, the others great consequence". Below the weapons are 3 individual round holes. Judging by eye, the central hole seems to fit the dagger hilt perfectly.



The centre hole does indeed fit the dagger perfectly. The axe and mace can fit into either the west or east hole. The correct order (east to west) is mace-dagger-axe. The incorrect order (east to west) is axe-dagger-mace. All of the weapons are **+1 magic weapons**, and are finely crafted. If the players choose the incorrect order the doors will lock and the ceiling and floor will start to slowly move together, squishing the characters in 1d4 rounds. The players can still attempt to switch the weapons into the correct order to stop the ceiling is coming down - however, they will not receive the prize for having done it correctly in the first place. An evil referee may in fact decide to blast them with a good dose of acid from holes in the ceiling (1d6 damage on a failed saving throw vs. breath weapon). If the weapons are placed in the correct order, a **treasure chest** will appear from a compartment in the wall. Inside the chest are 300 gp, 150 sp, and three **3rd level spell scrolls**: *hold person*, *protection from missiles*, and *remove curse* (see BHJ).

9. GARBAGE MISCHIEF

*This humid room smells of rot from scattered trash, crawling with scores of rats. Three gnawed **corpses** lay on the floor. A fourth corpse slumps on its knees against the northern wall with three crossbow quarrels in its back. Garbage mounds, dirty objects, and oily puddles obscure the floor, trailing off down the southern corridor.*



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The corpses on the floor are two male **dwarves** in mail with hand axes and crossbows, and a female **human cleric** wearing a belt pouch with 3 *potions of healing* and a *scroll of protection from undead*. The corpses are gnawed to the bone, and the cleric's right hand is severed. The hand lies along the eastern wall, still grasping a silver **aspergillum** filled with *holy water* (100 gp, usable as a mace).

The fourth corpse is a female **human**, pinned to the wall by the quarrels. A drawn **+1 keen sword** lies on the floor, concealed by a cloak and spotted only by searching the body. An empty **bejewelled scabbard** (550 gp) hangs from a baldric. The scabbard is wedged between the wall and the dead woman, and must be pried loose, with a 3 in 6 chance of causing the corpse to fall free of the quarrel through its heart.

This pinned corpse is actually **Mircalla**, a vampire, slain and unable to regenerate unless the crossbow quarrel through her heart is removed. If freed, **Mircalla** plays dead and regenerates for as long as she can. **Mircalla** will use the rats as cover to pick the weakest-looking adventurer to feed on.

The rat pack remains from the vampire's summons. If anything in the room makes any kind of **commotion**, the rats attack. Even if the adventurers are careful, there's still a 1 in 6 chance the pack attacks. If **Mircalla** is active, they gain +2 to their attack die roll. The verminous mob jumps, drops, and crawls right on the adventurers, who must slap, stomp and crush them or be eaten alive.

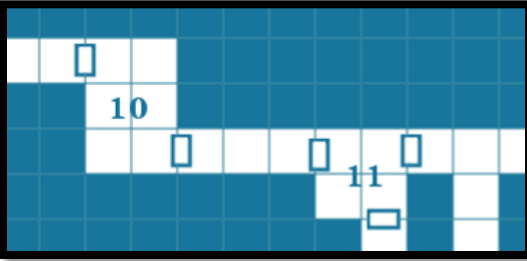


Vampire: AC 2, HD 8d8, MV 30/ fly 60, ATT 1 touch, DMG 1D10+drain 2 levels, AL LE, XP 950

Rat Swarm: AC 9, HD 1d4, MV 15, ATT 1 bite, DMG 1d2 + disease, AL Nil, XP 6

BURNT-OUT ROOM 10.

The halls near this room smell of lamp oil and fire. Black fans of soot streak the floor from beneath the loose-hinged doors, their charred interiors embedded with shards of glass and metal.

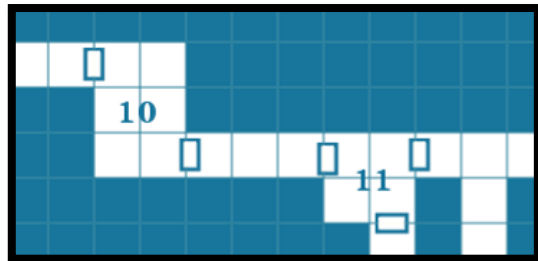


The room contains three **bodies**, two severely burned and fused to the wall. The third is that of a homely fighter missing some teeth, dressed in a blood-stained blue tabard over leather armor. A scored carbon ring mars the centre of the floor around a piece of melted brass pierced by a blackened crossbow quarrel. The two scorched bodies are long-limbed with powerful, clawed hands (doppelgangers), and the warrior wears the blue livery and holly tree insignia of a Holmesman.

There is also a misaligned **tile** in the south-west corner with a hollow beneath, overlooked by the grieving Holmesmen. Inside is a leather **pouch** with 28 sp, 12 ep, 19 gp, a *potion of gaseous form*, and a jeweled medallion. Closer examination reveals the gem is paste but a tiny white corner from a folded **map** is visible tucked behind, pulled out with a bit of care. The map is damaged, but annotated in Elvish, and still shows a few rooms on Level 1: **Room 5** marked with “respite”, **Room 14** marked with “magic doors”, and the southernmost corridor (leading to **Room 22**), marked “Where is the fool?”

GROWLY-HUNGRY 11.

*From outside the door you can hear snarls. Every door to this room is locked. Inside the room are six **large dogs** fighting over a giant leg bone.*



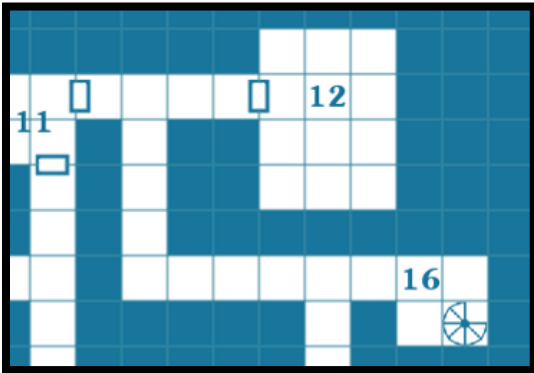
One of the dogs has a key on its collar that unlocks the doors in the room. If a search is made, below a plate in the floor is a bag of 30 cp, a broken wand (useless), and a hastily sketched map that leads to one of the sets of stairs on Level 1.



6 Hungry Mastiffs AC 9, HD 1d8, MV 30, ATT 1 bite, DMG 1d3, AL N, XP 5

12. TRIPLE SEALED ROOM

*This door is **padlocked**, cut with a protection from evil sigil, and its seams sealed with wax that glitters with filed silver. There are also several **gemstone beads** scattered on the floor.*



These 3d4 moonstone **prayer beads** are worth 5 gp each. Touching a bead sets off a random effect for 1d3 rounds:

1. Bead floats up and must be caught before it “lands” on the ceiling.
2. Bead and character glow like the moon.
3. Bead rolls up wall, which is now the floor for the character.
4. Flash vision of **Room 12**, feeling of menace. Save vs. spell or run in fear.
5. Bead glows red, adventurer starts to sweat blood, save vs. spell or

lose 1d3 hp.

6. Gravity in hallway halved.

The wax must be cleared for the door to be opened. Opening it reveals a red glowing **crystal** spinning in the air at the centre of the room. Five figures in cowled monk habits stand on the walls and ceiling as if they were the floor. Any light brought in the room, normal or magical, immediately turns red.

The cowled figures are **zombies**, which will not attack as long as they are not touched or harmed. An amorphous undead creature called a **vampire slime** has crawled inside one of the zombies on the ceiling, waiting to ambush prey by lashing out to constrict and drink their blood. The vampire slime can control the zombies for a mass grapple (save vs. gaze, -1 per zombie over one) while it tries to enter a horrified character’s mouth or other orifice.

The vampire slime uses the red light and monk habits to conceal its location. If things go badly it attempts to flee the dungeon, using any remaining zombies to shield it and raising dead adventurers.

NOTE: If the floating red crystal is taken or struck, all gravity in this room disappears and bedlam ensues as all remaining undead attack. The red gem is actually a rare uncut scarlet emerald worth 400 gp. A jeweler cutting it increases its value 1d4 times. There is also an engraved gold ring on one of the zombies, worth 380 gp.

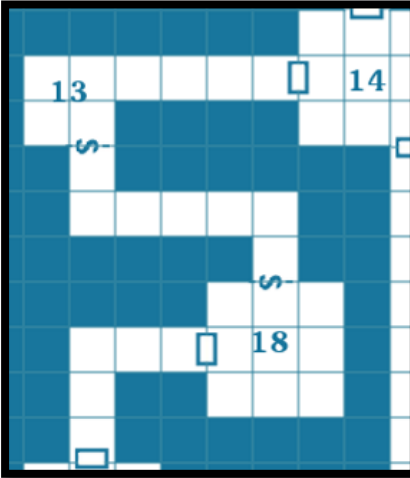


Zombies (5): AC 8, HD 2d8, MV 15, ATT 1 claw or 1 bite, DMG 1D8 or 1D4, AL Nil, XP 20

Vampire Slime: AC 6, HD 5d8 (+2d8 for host zombie), ¼ DMG from blunt weapons, MV 20, ATT constricting tendril/ blood drain, DMG 2d6, AL CE, XP 750

MAXWELL'S ROOM 13.

*This 20' x 20' chamber appears empty and closed to further exploration, having no apparent doors or other means of exit. Observant characters (meaning those whose players make a point of asking), will notice first a small and rather plain-looking **table** along the western wall, and - more prominently - that the southern **wall** is made of a different material than the rest. The table has a drawer containing a small silver **hammer** with the name "**Maxwell**" inscribed on its handle, an egg-sized crystal **sphere**, and a **scroll** of yellowed parchment:*



Maxwell's eye is a small crystal sphere, similar to a scrying orb, but non-magical. It can be looked through to read the invisible ink on the scroll. Optionally, the referee can have a vial of this stuff nearby with as many additional uses as desired, or perhaps place more elsewhere.

Maxwell's scroll of commands contains instructions on how to use the hammer to activate and control the dwarven stonewaller (in reality, part of the southern wall). It reads as follows:

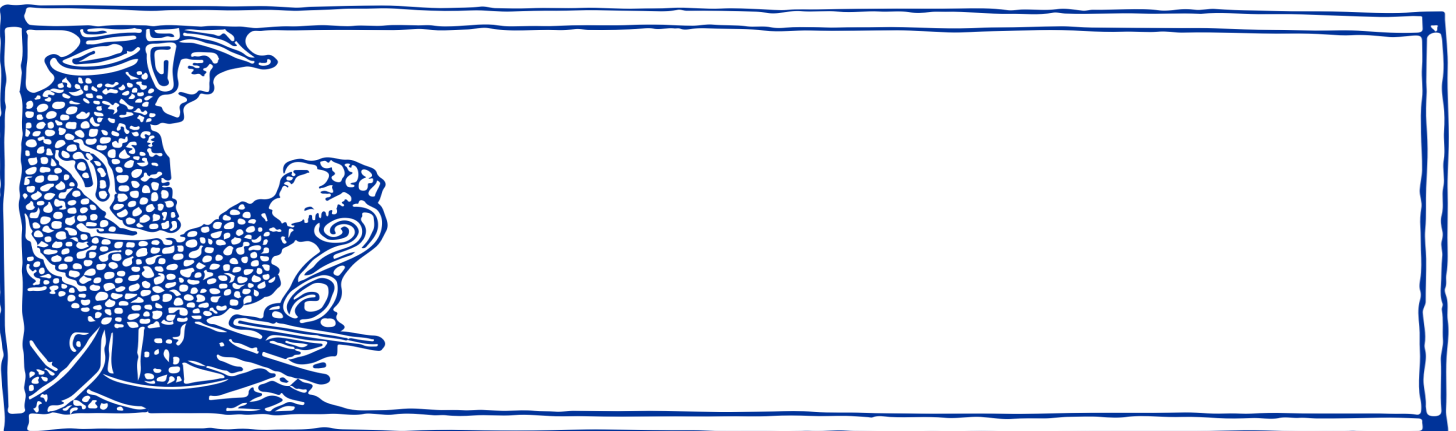
One - follow, Two - stop, Three - expand

Once again, the writing (in Dwarvish and Common) is only visible when seen through **Maxwell's eye**, and it is left to the referee whether this is detectable through any other means.

Maxwell's silver hammer is small, light, and apparently hollow. It can be used to tap commands to the dwarven stonewaller as below. It is not otherwise magical and can be replicated at a cost of 500 gp and three weeks labor by a dwarven blacksmith.

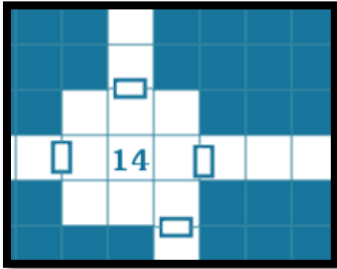
The southern wall is a **dwarven stonewaller** (marked as a secret door). A non-living and barely intelligent thing created by some unknown smith, perhaps the eponymous **Maxwell**, it can be tapped by any hollow silver hammer one or more times to command it. One tap causes the wall to assume a dwarf-sized and vaguely amorphous form and follow its master (the holder of the hammer) at 10'. Two taps command it to stop and remain stationary in this form, and three cause it to expand, easily blocking any opening out to 10' x 10' and 3' thick. It cannot be commanded to attack others or serve as a weapon in any form except perhaps when dropped from above. It weighs about 20,000 lbs.

The stonewaller is effectively indestructible, although the referee can make exceptions for dragon breath or divine/ diabolical attacks. Any attempt to damage the wall will come to nothing, although observant characters may notice it appearing to retract, rolling with the punches in a way that can best be described as elastic. It is a strange and marvelous artefact...



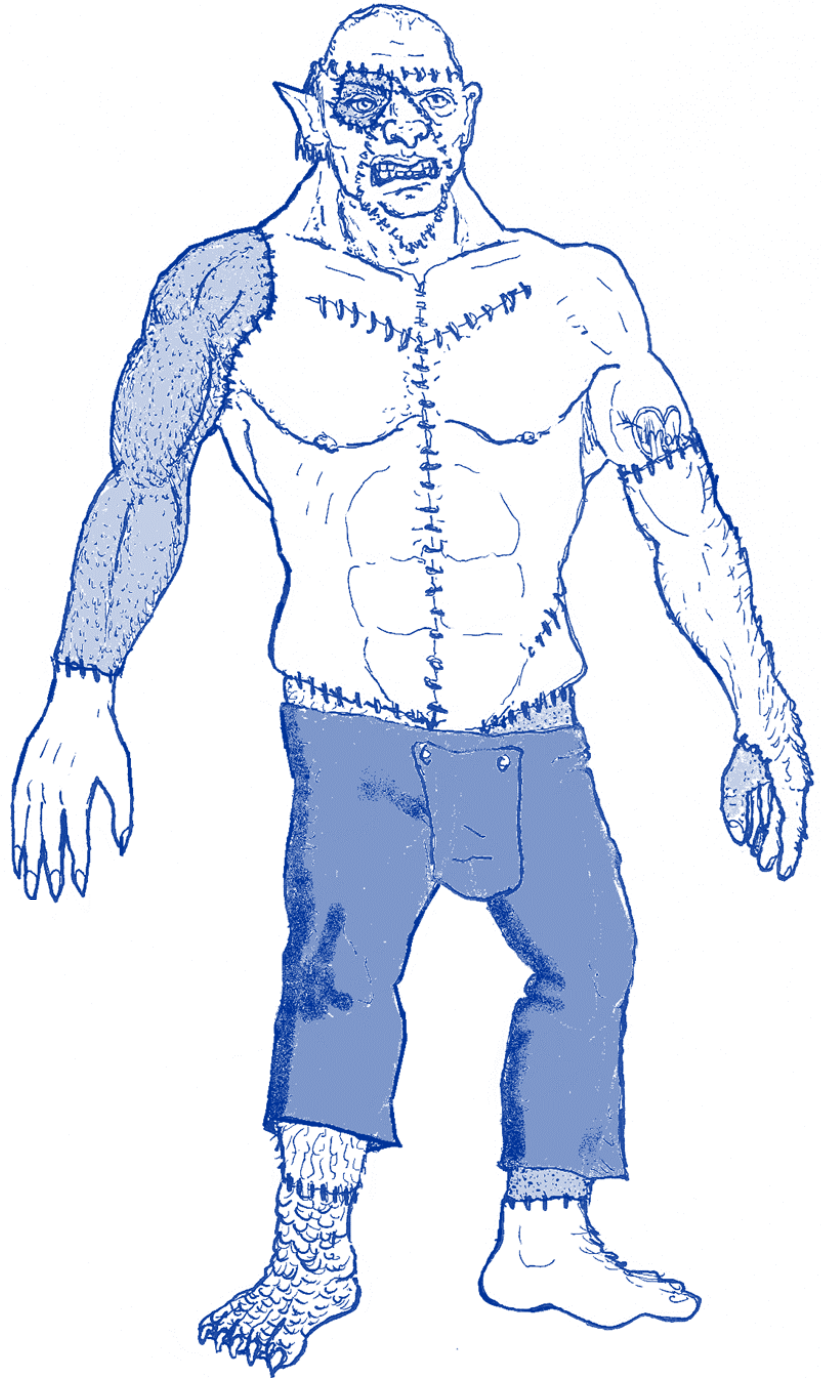
14. LOCKED LABORATORY

The massive doors to this room are secured by puzzle locks consisting of 12" diameter disks that are unlocked by rotating three concentric circles until a glyph is formed. The centre of the room contains a much larger version, 15' in diameter, set in the floor.

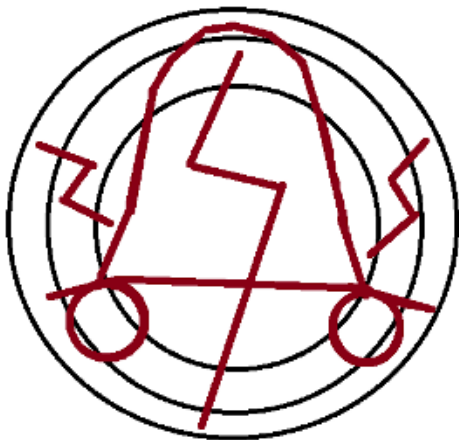


If the latter puzzle is completed, a *glyph of warding* is formed, and a *lightning bolt* (3d6 points)

strikes the centre of the puzzle and resets it. This was intended to allow a flesh golem to recharge itself when low on hit points. The sides of the room are lined with tables full of alchemical equipment and surgical gear, including 1d6 random *potions*, a book on vivisection worth 100 gp, and assorted body parts preserved in jars. One table draped with a sheet has a 3 in 6 chance of having the resting **golem** under it. Otherwise, the golem is meandering on Level 2 (see **Level Two Encounters**).



SOLVED PUZZLE

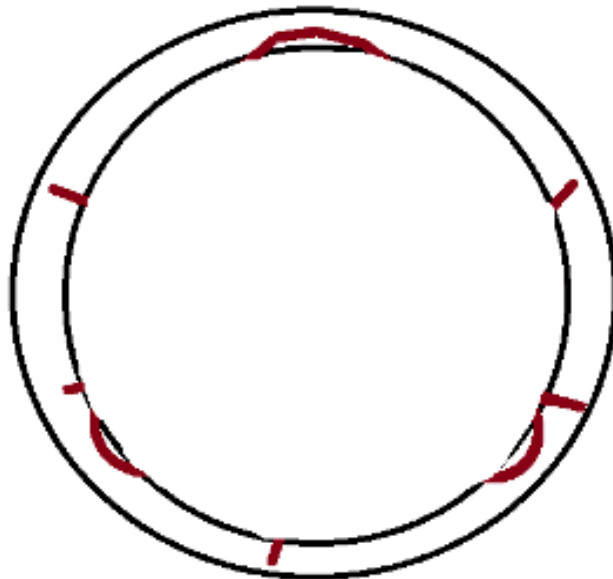


Flesh golem: AC9, HD 7d8, MV 30, ATT 2 fists, DMG 2d8 each, XP 1000

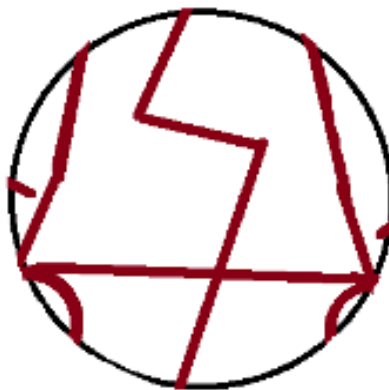
Fire and cold spells do no damage, but act as a *slow* spell. Electrical spells heal rather than harm it. 1% chance per round of going berserk.

LOCKED LABORATORY PUZZLE 14.

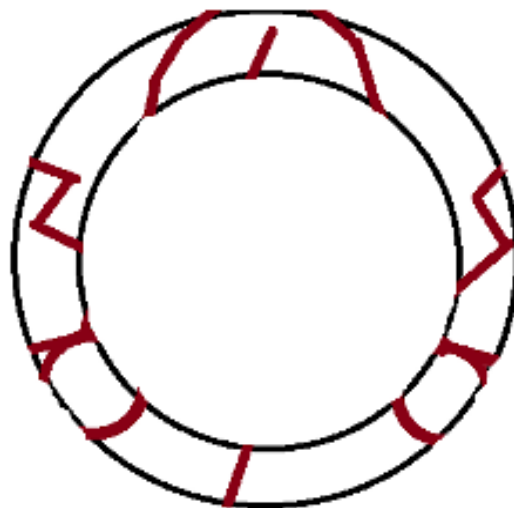
OUTER WHEEL



CENTRE

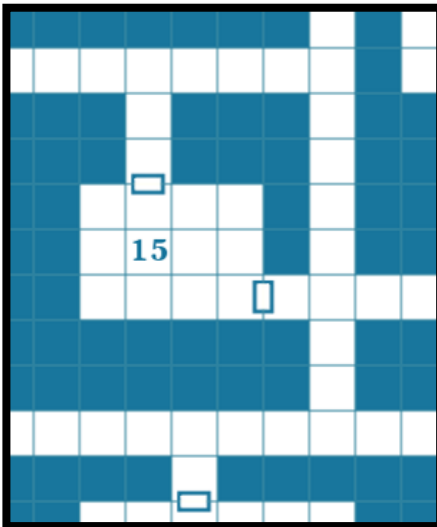


SECOND WHEEL



15. DESECRATED CHAPEL

*This unlocked chapel has been defaced by lurid **paintings** of several widows in mock religious stations: wailing, tearing clothes, getting too familiar with clerics, animals, monsters, and demons, while their dead husbands are reanimated as zombies. These irreverent, lascivious images culminate in a bronze priapic demon idol on a wooden **altar**. The offensive **icon** rests with fists on hips, bearing a huge grin and an exaggerated phallus that doubles as an oil lamp, currently lit. Broken icons, cracked pews, a dented bronze bowl and ewer, and other unidentifiable debris lay piled along the southern wall.*

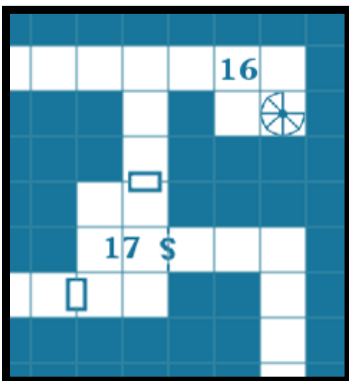


This room was once a consecrated chapel for interning loved ones in **Room 17: Mausoleum**. The evil clerics from **Room 21: Hall of Broken Idols** desecrated this place, hoping to tempt someone into striking or toppling the demon idol. The statue is not bronze but painted wood, hollowed out and filled with oil. A *glyph of warding* has been inscribed beneath the idol (fire, 7th level, 14 HP, save vs. spells for half). Moving or hitting the idol sets off the glyph and shatters the lamp and altar, sending oil and splinters rushing outward for 10', causing 1d4+2 damage on the first round, 2d4 damage on the second round, and burning out by the third round. Lanterns and other flammable items may also catch fire.

There is nothing of value here. If the idol explodes, there's a 1 in 6 chance that **Veneficus** and **Ucrid** in **Room 21** hear it and make ready for intruders (and so cannot be surprised).



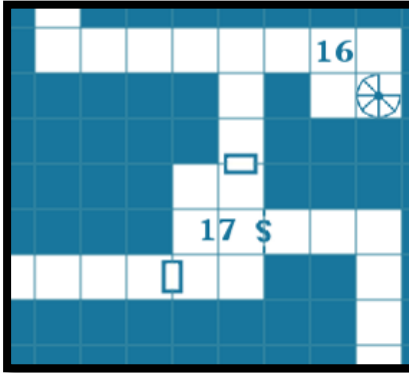
16. TRAPPED STAIRS



This stairwell leads down to **Room 39** on **Level 2**, but **Ucrid** from **Room 21** has **trapped** the steps. Roll 1-3 on 1d6 for each adventurer to trigger a cascade of round silver beads rolling and bouncing noisily down the stairwell. This adventurer and anyone in front of them must make a Dexterity ability roll or slip and tumble down the stairs for 1d4 damage. There are 100 silver beads in total, worth 1 sp each. Anyone picking them up has a 1 in 6 chance of finding one of seventeen beads dipped in **contact poison** (2d6 damage, save vs. poison for ½). The noise doubles the chance of attracting wandering monsters (1-2 on 1d6).

MAUSOLEUM 17.

*This cramped room stinks of mould, and cobwebs cover almost everything. The centre of the floor shows a recent jumble of footprints and scuffing between the eight sepulchres. Bas-relief panels of classic afterlife myths and heroic battles adorn the walls between scores of niches holding cremation jars and wilted offerings, some flecked with an unwholesome luminous **fungus**. Two dark, webbed lumps lay in a corner - a pair of dead giant spiders skewered with crossbow bolts. The lids of two of the carved stone sepulchres are askew with jostled skeletons inside, and several wall niches show torn webs and rifled contents.*

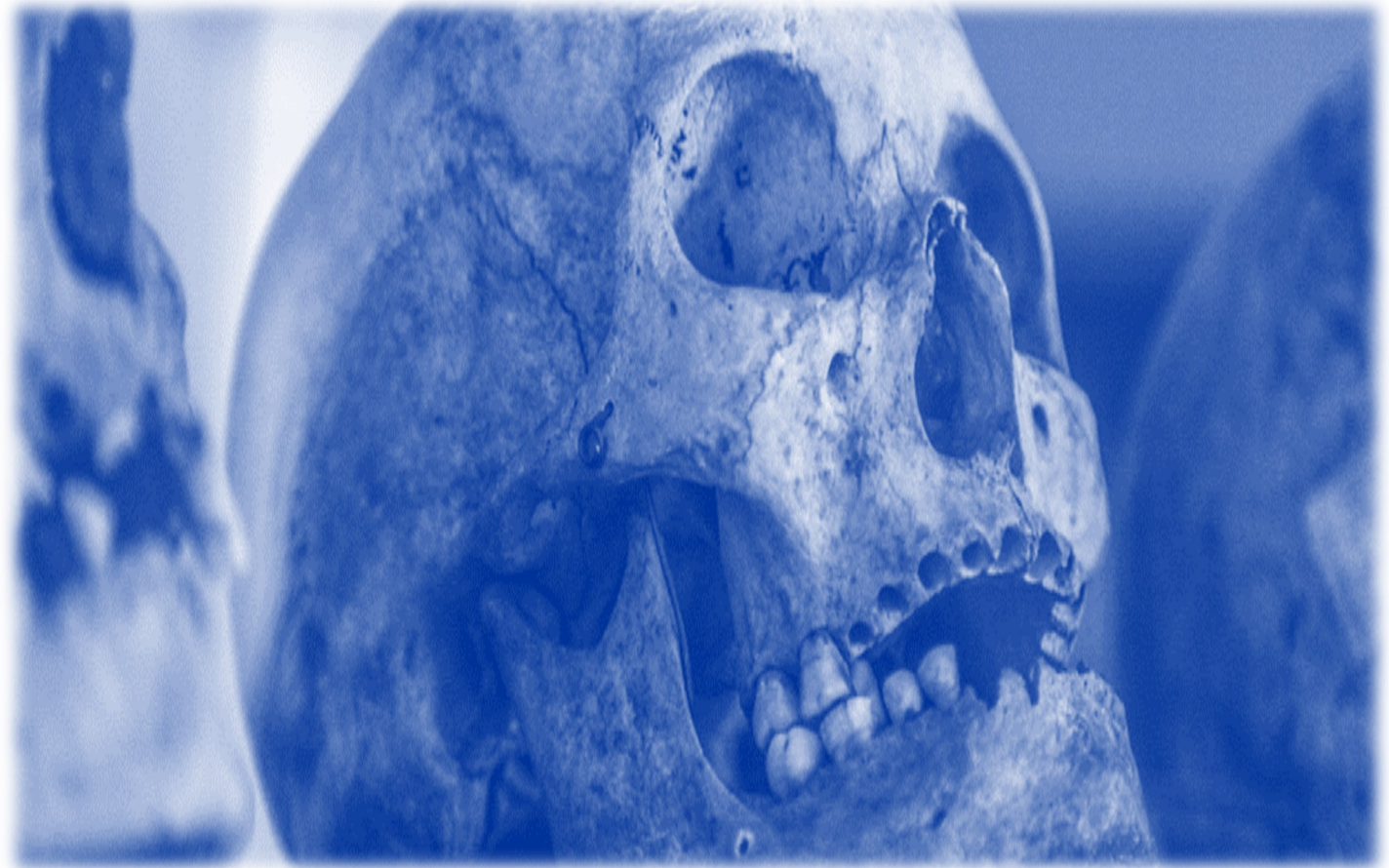


One such niche holds a **ram skull**. Closer inspection shows abstract carvings and an oval lid cut into its top. If the skull is moved in any way, a sparkling red cloud shoots from the nasal passage, and everyone in the room must save vs. poison or choke to death in 1d3 rounds - and then reanimate as zombies. This necromantic toxin is the **Breath of Orcus**, which reanimates any corpse as zombies or skeletons.

In addition, two **greater skeletons** emerge from the opened sarcophagi, and scrapes and banging echo from the remaining six. The dead giant spiders also reanimate, but they can't move much due the quarrels stuck through them.

This noise doubles the chance for wandering monsters (roll 1-2 on 1d6).

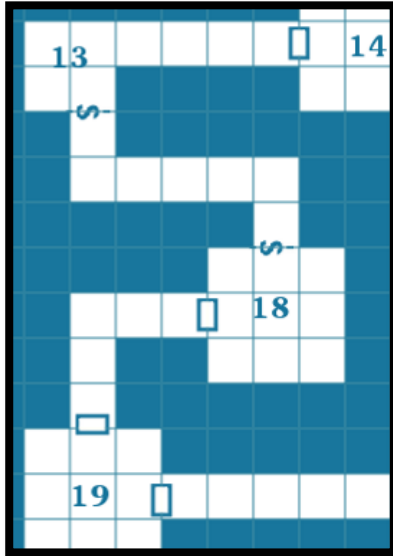
The poison trap in the skull can be disarmed by a thief and holds a **bronze key**, which opens the locked secret door here and in **Room 21** (the keyhole here is in the bas relief).



Greater Skeletons (2): AC 8, HD 2d8, MV 30, ATT 1 weapon, DMG 1D6, AL Ntl, XP 20

18. LOST WAND

This room looks empty and a bit dusty.

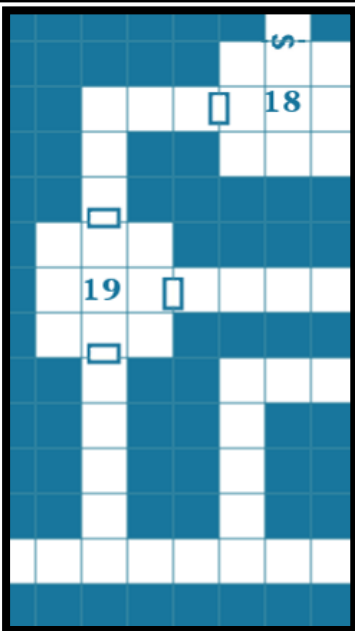


The room is empty except for a **wand of lightning bolts** (1d4 charges) lying on the dusty floor. The ash wand's colour is nearly identical to the flagstones, making it hard to see. Anyone walking into this room has a 2 in 6 chance of stepping on the smooth wand, which rolls underfoot and forces a Dexterity ability check to avoid a nasty spill for 1d3 damage. The wand can then be seen and picked up.



19. THE DEATH OF A MINOTAUR

There is a trail of bloody footprints leading away from this room down every hallway. The doors are all unlocked and slightly ajar. Within the room lies the body of a blue minotaur, his hands clenched around the hilt of a great sword. His face is snarled in a rictus of death, an arrow protruding from one of his eyes. A broken silver mirror lies on the floor beneath his feet. There is a crude painting daubed on the western wall, of a princess in a tower calling out to a suitor below - the suitor's shadow is horned. A torn sack is caught on one of the door handles.



The Minotaur was a former lover of the princess, whom he met during the Baron's Ball. When he drank the potion he became human. Soon realizing he was meant to be a monster, he found a witch to change him back into his true form. This room was the minotaur's, up until recently. The sack contains nothing, the great sword is very heavy and made out of ancient bronze (worth 300 gp). If a search is made, a small compartment located in the ceiling will be noticed: inside is a box with love letters to the princess, and a necklace with a jade crystal in the shape of an egg (100 GP).

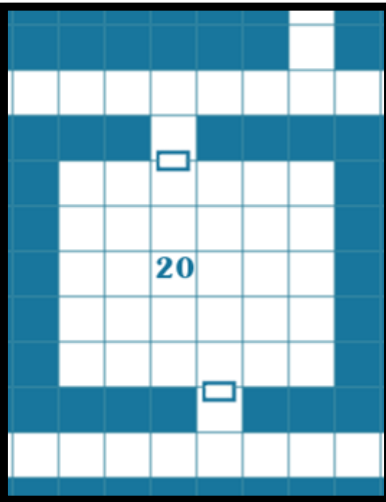


YANG/YING TROLL ROOM 20.

This large vaulted room is paved with coarse, dirty flagstones. The floor is wet and smells of putrid flesh.

In the middle of the west wall, about 10' up, is fixed a thick metal ring, 1' across. On the east wall hangs another. In the middle of the ceiling is a third ring.

Threaded through the three rings is a long sturdy chain. Each end of the chain terminates in a neck shackle, clamped around the throat of an enormous, filthy recumbent figure. The beings are about 8' tall, naked, skinny and a sickly grey colour with thin lank black hair. They are not moving, and appear to be resting against the west and east walls respectively.



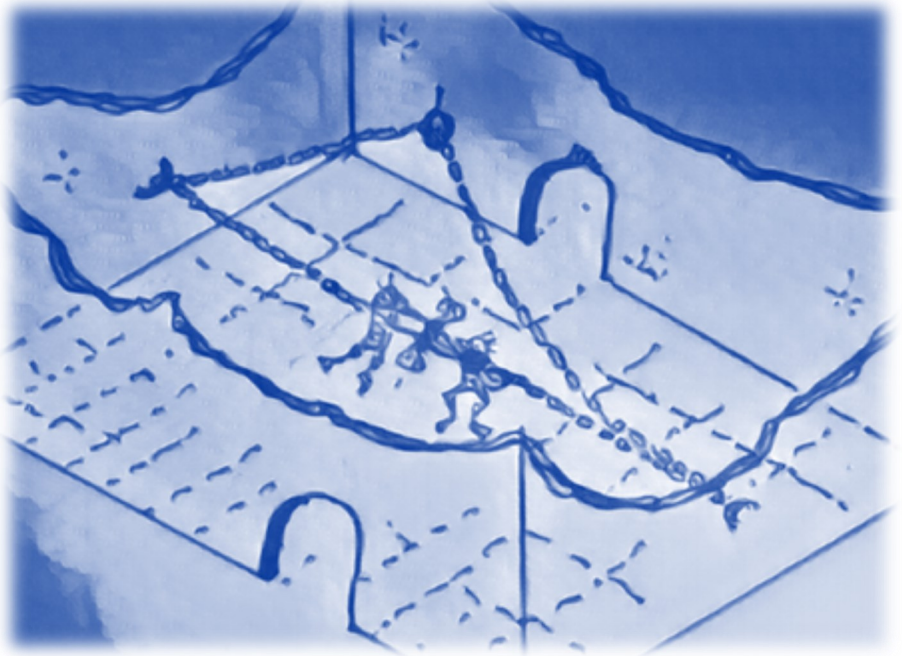
The length of the chain ensures the **trolls** can never quite meet - even with the chain fully extended and with their fingers outstretched, they are inches apart. If one troll advances, the chain (passing through the rings) pulls the other troll backwards.

In the centre of the room, aligned north to south, lies a very large leg bone (matching the bone in **Room 11: Growly-Hungry**). The pair refuse to share the bone and have been driven half mad trying to get it. They are exhausted from their tug of war contest and are now resting in a shallow sleep. A party can pass safely through this room if they do not tarry, are quiet, and do not touch the bone.

The Yang/Ying Trolls

Yang/Ying Trolls are a strange variant of troll, possibly the father species of all trolls. They differ from normal trolls in that they do not regenerate hit points in the same way. Instead, the pair are magically linked: if one suffers damage the other **gains** those hp, if one is “killed”, the other will gain maximum hp. However, the “living” troll need only rend its own flesh to transfer hp back to the “dead” troll to revive it. The pair are always drawn to each other's company, but are usually hateful to one another, only begrudgingly cooperating. Their shared interest is killing. They have an insatiable hunger.

Because hp move between the two trolls, they are hard to kill, and are probably best left alone. The only real way to kill them is to reduce one of the pair to 0 hp and then rapidly destroy its body with flame. Burning it will break the magic link in this world, and the remaining half of the pair becomes a normal (regenerating) troll. Both trolls have 25 hp at the moment.



Yang/Ying Trolls (2): AC 6, HD 6d8, MV 30, ATT 1 bite + 2 claws, DMG 1d6 each, AL CE, XP 800

21. THE HALL OF BROKEN IDOLS

The door to this room is **locked** and **trapped** with a *glyph of warding* (cold, 14 hp). The damage affects anyone in the L-shaped hall entrance. A bell attached to the inside doorknob warns the occupants that someone is coming.

If the **bronze key** from the ram skull in **Room 17** is used on the secret door, Veneficus will be automatically surprised but Ucid still has time to hide. Veneficus stalls until his acolyte attacks.

This room is full of damaged, broken, and desecrated statues, idols, totems, banners, masks, fetishes, tokens, and unholy symbols of various obscure gods, ghosts, and demons.

These **trophies** were gathered over the years from cults, haunts, monsters, and shrines the Blue Baron vanquished, encountered, or collected during his travels. Two clerics of Orcus, Veneficus, and his deformed acolyte, Ucid, skulk in here, repairing and consecrating some of the unholy statues and symbols, and setting traps through the dungeon. The restored evil of the room casts a morose pall that acts as a permanent *protection from good* spell until the room is consecrated.

The clerics have stowed bedrolls, a wine jug, foraged fruit and roots behind the statues. There is also a shadowed **altar** hidden here, bearing a pot-bellied Orcus **idol** with ivory horns and ruby eyes. A splotched patch of fleshy fungi sprouts from its base, an edible sacrament for the devout that heals 1D8 hp. Anyone besides a servant of Orcus who touches or even disrespects this malignant idol must save vs. spells or be **cursed** with necrosis. Those who fail lose 1d3 Constitution per week until they die, and reanimate as undead unless cured by a *remove curse*. There is no way to touch the ivory or gems without incurring the curse. A good cleric will want to **bless** and **burn** the idol, which smokes and creaks in a volatile, unwholesome manner. The ivory will also burn, but the 100 gp rubies can then be removed.

The altar also rests over a **loose floor slab**, reachable without touching the idol, but only with extreme care. Beneath it is a pouch holding a jeweled silver dagger (400 gp) and 30 gp in coin.

Veneficus came looking for the Orcus idol but decided to stay and make a worthy temple base. If things go badly, Veneficus casts **Insect Plague** and escapes. Otherwise, he uses every trick available, pleading for his life and faking penance, using the jeweled dagger as a bribe, and then fleeing.

Before Veneficus raised **Ucid** from the dead and converted him, he was a tomb robber with a knack for traps. The left side of his face is scarred and contorted into a sneering grin. He wears a fetish necklace he found on one of the statues, a *revenant charm* that makes him rise after death to hunt his killers down unless his body is destroyed or *blessed*. In combat Ucid hides and casts *darkness*, then topples a heavy statue on an adventurer for 2d4 damage, with a 2 in 6 chance of pinning them.

Veneficus 7th level human cleric: AC 3, HD 7D6 (36 hp), MV 30, ATT 1 mace, DMG 1D6, AL CE, XP 1,000

Abilities: STR 10 INT 13 WIS 14 DEX 13 CON 13 CHA 13

Spells: *Inflict fear* (x2), *bane*, *hold person*, *dispel magic*, *inflict curse*, *sticks to snakes*, *insect plague*

Items: *+1 mail*, mace, unholy symbol

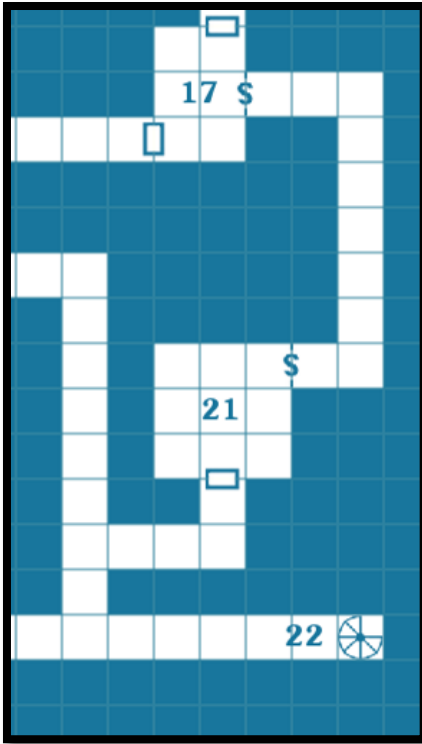
Ucid 4th level human thieving cleric: AC 7, HD 4 (17 hp), MV 30, ATT 2 daggers, DMG 1d4 each (backstab +4 to hit, x 2 DMG), AL CE, XP 200

Abilities: STR 9 INT 10 WIS DEX 14 CON 11 CHA 6

Spells: *Darkness*

Items: *Revenant charm* (see **Appendix: Artefacts and Magic Items**), leather armor, short sword, thieves' tools

LEAP OF FAITH 22.



This stairwell wraps around a hollow shaft, descending to **Room 46: Harmonic Stairs** on Level 2. Each step riser bears a tile depicting a **tarot card**. The trick is that there is only a 1 in 8 chance of an adventurer noticing the tiles when walking down the steps from **Room 22** due to their orientation on the risers. Anyone walking up the steps automatically sees the tarot tiles.

There are seventy-seven steps total in this stairwell. Any magician or cardsharper knows that there are seventy-eight cards in a tarot deck: 22 major arcana, and 56 minor arcana cards. One tile/step is missing here: the Fool (the map note in **Room 10** hints at this). The Fool card depicts him wandering carelessly toward a cliff. The hollow shaft at the top of the stairwell represents that cliff and is the missing step. Looking over the shaft edge here reveals the missing tile depicting the Fool. Anyone stepping into the lightless shaft will fall into darkness but pass into a quantum space - the **true hiding place of the Blue Baron's body**. The space around his crystal coffin looks infinite, and anyone inside here is standing around it.

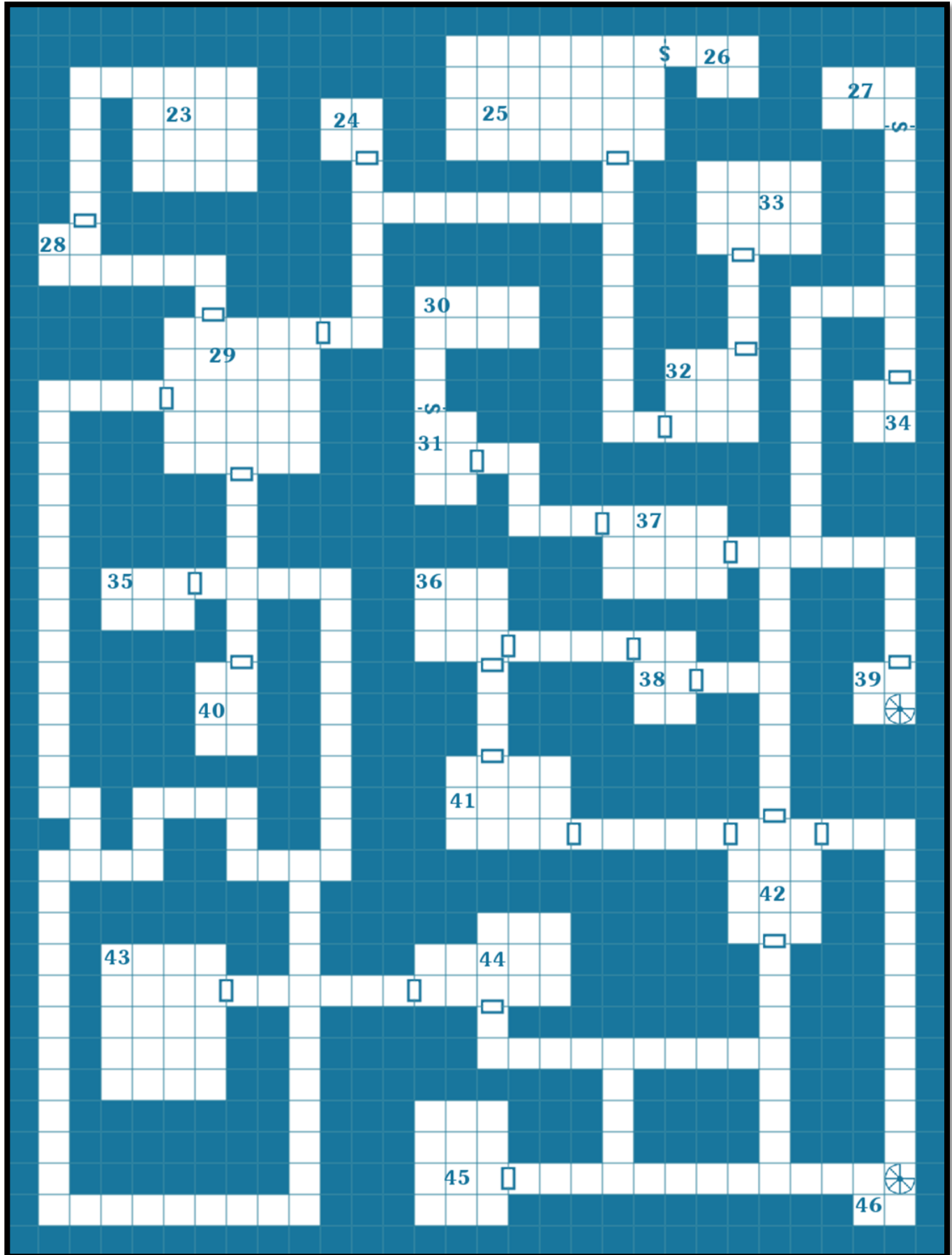
The quantum space is not on the material plane, so any detection spells will only point to **Room 22** on Level 1 or **Room 46** on Level 2. This goes for answers from various sources in the dungeon. The quantum space also acts as a

teleport trap for living creatures, so anyone attempting to teleport within the dungeon will end up here. This includes **Enderith** in **Room 25: Ellim Blacklaw's Laboratory** if he flees by using his *teleport* spell. He'll have the hit points and spells he had when he fled. If no one teleported, then there is nothing here but the Blue Baron's crystal coffin. If any adventurer touches the crystal coffin, then everything inside the quantum space teleports to town square, winning the competition.



LEVEL 2 COUNTINUES ON THE NEXT PAGE

LEVEL 2 - MAP



LEVEL 2 WANDERING CREATURES 1D12

Encounters 1-10: See **Room 44: Monster Staging Area** for more information.

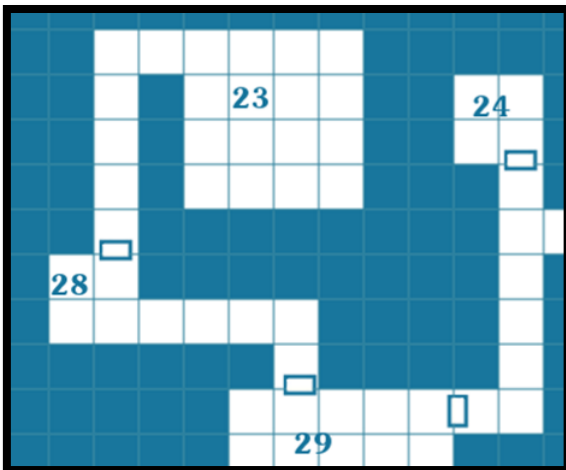
1.	Ogre: AC 7, HD 4d8, MV 30, ATT 1 weapon, DMG 1d10, AL CE, XP 125
2.	Gnolls (1d6): AC 9, HD 2d8, MV 30, ATT 1 weapon, DMG 1d8, AL CE, XP 20
3.	Orcs (5d4): AC 9, HD 1d8, MV 30, ATT 1 weapon, DMG 1d6, AL CE, XP 10
4.	Goblins (2d6): AC 9, HD 1d6, MV 20, ATT 1 weapon, DMG 1d6, AL CE, XP 5
5.	Dwarves (1d8) (from Room 28) AC 9, HD 1d8, MV 30, ATT 1 weapon, DMG 1d6, AL N, XP 10
6.	Hobgoblins (2d4): AC 9, HD 1d8, MV 30, ATT 1 weapon, DMG 1d6, AL CE, XP 10
7.	Berserkers (2d4): AC 9, HD 1d8, MV 30, ATT 1 weapon, DMG 1d8, AL N, XP 15
8.	Troll: AC 6, HD 6d8, ATT 1 weapon, DMG 1d8, AL CE, XP 650
9.	Doppelganger: AC 5, HD 4d8, MV 30, ATT 2 fists, DMG 1d6, AL N, XP 125
10.	Bugbears (1d4): AC 9, HD 3d8, MV 40, ATT 1 weapon, DMG 2d4, AL CE, XP 50
11.	Sour puss trap: A crumpled blank page smelling like lemon juice, really a <i>glyph of warding</i> (fire, 14 hp). Save vs. spells is at a -2 due to deceptive placement. Flame reveals the symbol.
12.	Flesh golem: AC9, HD 7d8, MV 30, ATT 2 fists, DMG 2d8 each, XP 100 <i>If this golem has already been defeated in Room 14: Locked Laboratory, use 2 ogres instead.</i>



Aren't you supposed to be wandering the halls? I was told to go to Room 44

23. HAUNTED BARRACKS

This large dusty room looks like it used to be the dwarf barracks, filled with appropriately sized cots and tables, with a few pieces of flatware left behind.



Several weeks ago, five dwarf workers lost all their wages while gambling against a gnome engineer named Perrin – his revenge for their harassing humour. The vengeful dwarves tied Perrin up and beat him in a drunken rage, but accidentally tipped over a lantern and burned him alive. Panicked, the workers buried the charred corpse under the floor and lied through their beards to cover it up.

Now Perrin has returned as a **poltergeist**, and he cannot leave here or be at peace until the dwarves are killed, or they confess to his murder and his corpse is consecrated.

Perrin the Engineer

No stats are given since physical weapons can't really harm the poltergeist, which can only be seen as a shadow of the gnome engineer on the wall. Clerics can turn it as a 6HD undead, making it inactive for the duration of the turn attempt.

The poltergeist can throw objects and flip beds over, but it prefers to attack twice per round with an animated shovel - although it often chooses one of the special attacks below instead of full 1d6 damage (it's angry, not evil). It will attempt to use *sticking grasp* to reveal its bound and scorched body under the floor, along with the **platinum key** for the coffer inside the secret niche.

Shovel special attacks

- *Numbing slap*: 1d3 damage, random body part goes numb (roll 1d6: 1-4 limb, 5 head, 6 chest)
- *Trip*: Save vs. touch or fall for 1d3 damage, prone for 1 round
- *Sticking grasp*: Attaches to victim's hand to attack self/ally, pry flagstones, point to treasure

An adventurer can **strike** or **grab** the shovel by hitting AC 7 and making a Strength ability roll, which allows the adventurer to control the squirming tool that round.

Perrin's **gold** is in a masterfully crafted secret niche in the northeastern corner of the room, a grand total of 1,040 gp, but there is only a 1 in 12 chance of finding it. His poltergeist will immediately attack anyone attempting to divine its location.

The remaining dwarves couldn't find the gold and have taken a few lumps in trying, so they've remained in **Room 28** to get what they can by selling information. They might convince adventurers to search for the hidden gold, lying about giving up a portion if they discover it, and haggling to make it look good. Instead, they will share a drugged brandy (save vs. poison or sleep for 1 hour) and flee with the stash.



ALIEN PRISONER 24.

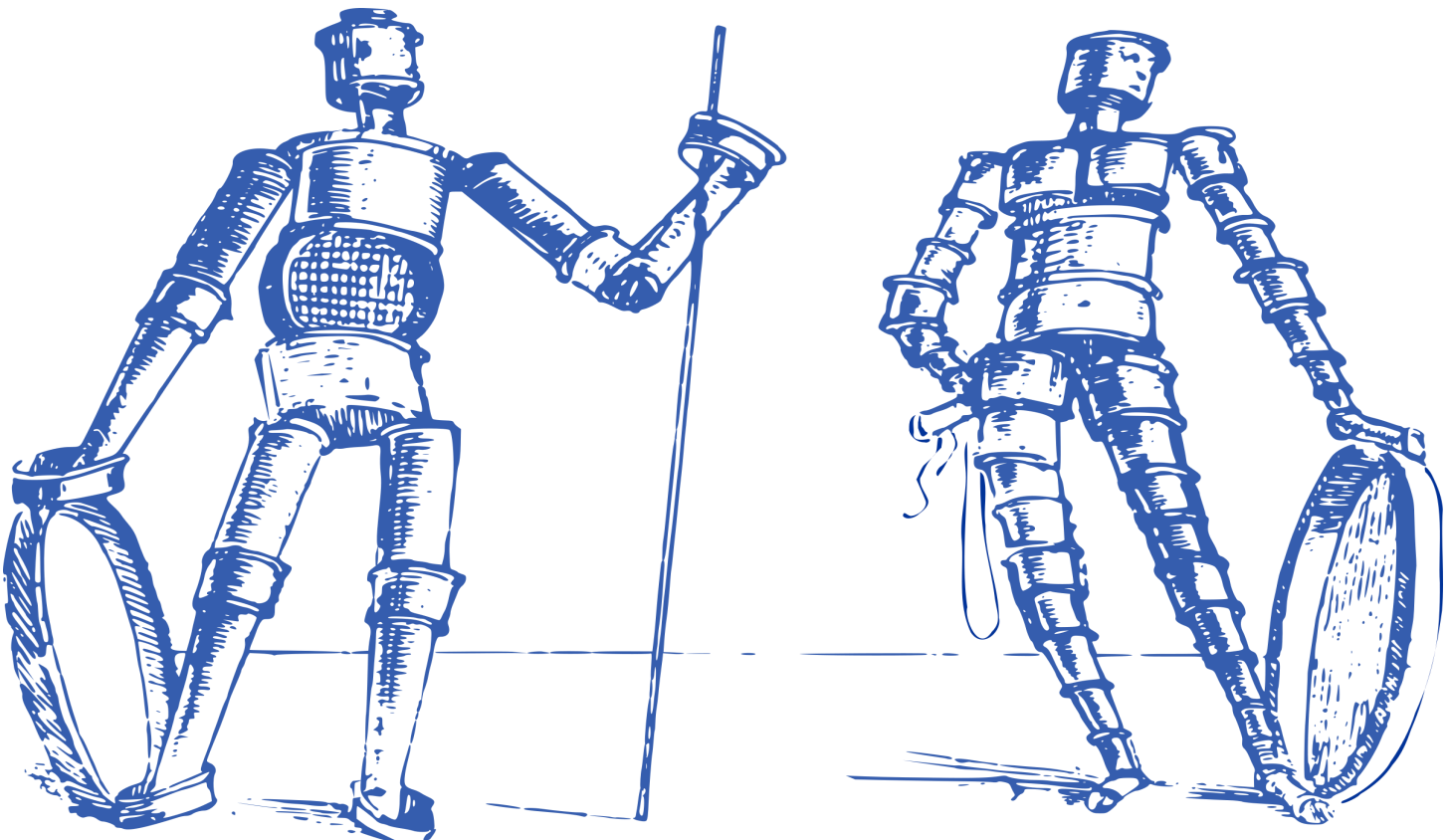
This dark, **locked** cell has a reinforced door with a small barred **window**, unlit from within.



Inside the cell is **Hree Apo**, an **alien thief** who escaped death on his home world and exited through the **quantum gel'o** in **Room 26: Secret Study**. Ellim Blacklaw helped Hree to learn the common tongue with his **ring of read languages**. Hree doesn't know how long he's been here, claiming a treacherous elf named **Enderith** stole his memories with sinister magic. Hree still remembers his friend Ellim, and that the evil elf was Ellim's apprentice before betraying him and stealing his laboratory. If pressed, Hree remembers bits and pieces about the level, including some dangers. He has a 3 in 6 chance of recalling enough details, and a 4 in 6 chance if given relevant information. Hree wants to join the adventurers and interrogate Enderith.

Hree is 6' 7" tall on hind limb-shaped legs, with golden eyes, long lucid filaments on his head, a wiry frame, and leathery rust-coloured skin except on his limbs and neck, which are dyed permanently in shades of bright green and turquoise. He can jump and climb well, has dark vision to 120', and a natural AC 7 from tough skin.

He suffers a -1 to hit penalty in daylight, and tends to be easily enraged. He has hidden a **resonance crystal** in his belt (see **Artefacts and Magic Items**), able to lull amorphous creatures like slimes and jellies, including the **quantum gel'o**. If the adventurers don't want to free Hree, he will say he knows how to find the Blue Baron's body, but won't reveal how until he is let out (by scrying into the quantum gel'o).

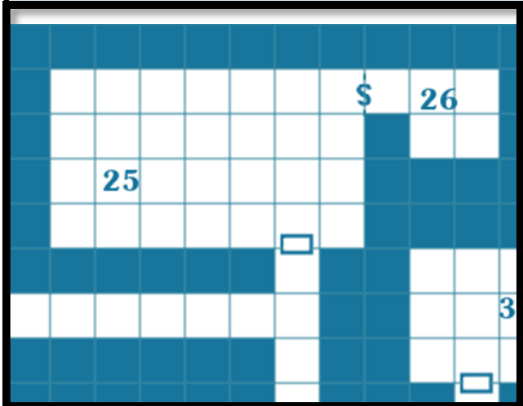


5th level chkal thief "Hree Apo": AC 7, HD 5d4, MV 40, ATT 2 claws *or* daggers, DMG 1d3 x 2 *or* 1d4 x 2 (backstab +4 to hit, x 3 DMG), AL N, XP 300

Abilities: STR 11, INT 14, WIS 9, DEX 16, CON 13, CHA 12

25. ELLIM BLACKLAW'S LAB

This room is unlocked. A skinny, shifty looking elf in robes is working behind a 25' long table with an alchemy lab on the far end. Every wall and space is filled with a riot of stuffed shelves, alcoves, equipment, and bric-a-brac.



The robed **elf** is Enderith “the Eel”. Anyone who got **Rumor #11** before the party entered the dungeon will recognize him as Enderith (as will Hree Apo). Enderith is so engrossed in his research that he forgot to lock the door, and there is a 3 in 6 chance of surprising him. He’ll panic and attempts to move toward a glittering test tube of **Blacklaw’s burning salts** to throw at the party, but must run to the end of the table. There are four doses of dark green salts, which cause 4d4 damage total on a direct hit to one person, or else the first three people entering the room divide the damage between them.

Hitting the alchemy lab (AC 6) with a missile or spell has a 2 in 6 chance of causing a 3d6 explosion in a 10’ radius. Hitting the vial of **Blacklaw’s burning salts** is harder but possible (AC 4), damaging Enderith before he grabs it. If Enderith takes more than 5 hp damage, he attempts to flee by casting *teleport* (see **Room 22: Leap of Faith**). He is a coward but still a formidable schemer with enough dangerous spells and resources to get the drop on an incautious party.

Enderith is too self-absorbed to know about the Blue Baron’s body or much else. Some weeks ago, Ellim Blacklaw opened the **quantum gel’o** as a portal to return Hree Apo (see **Room 24: Alien Prisoner**) to his home world, and Enderith pushed him in. The traitorous elf then erased many of Hree’s memories to cover up his crime but locked the alien in **Room 24** when he failed.

A. Alchemical Laboratory: There are two racks in a hanging cabinet under the **table**. The first holds two *potions of extra-healing*, one of *invulnerability*, and three doses of **Blacklaw’s burning salts**. The second rack holds three *dispel magic potions* at 5th level, distilled from the modified anti-magical enzymes of the mauveine mould and detailed in Ellim Blacklaw’s journals. There is also a long **vial** holding four doses of **Blacklaw’s burning salts** at the opposite end of the laboratory (the glittering vial Enderith tries to grab and throw).

B. Mauveine Mould: A lead crystal **jar** in the north-west corner, containing an **alien fungus** that feeds on magic. Ellim Blacklaw’s journals mention the mauveine mould and that Hree Apo (**Room 24**) accidentally brought it through the **quantum gel’o** (**Room 26: Secret Study**).

9th Level Elvish Magic-User: AC 8, HD 9d4, MV 30, ATT 2 daggers, DMG 1d4+1 each, AL LE, XP 1,600

Abilities: STR 8, INT 15, WIS 10, DEX 13, CON 9, CHA 8

Spells: (1st) *push*, *read languages*, *read magic*, *shield* (2nd) *forget*, *read thoughts*, *web* (3rd) *protection from missiles*, *slow*, *summon creature 1* (4th) *ice storm*, *summon creature 2* (5th) *teleport*

Items: Sapphire bracelet (600 gp), **+1 dagger of speed**, **+1 ring of protection**

Mauveine Mould: AC N/A, HD 1d8, MV 0, ATT spores, DMG 1d6 + magic drain as *dispel magic* at 5th level, AL N/A, XP 40

CONTINUED LAB CONTENTS 25.

C. Bonkers the Undead Monkey (west wall): A trained **mandrill** turned into a hateful abomination with unnatural strength and regeneration. Bonkers waits in his concealed **cage** amongst **tarpaulin-covered crates** to grab for claw damage each round, removed with a strength check. Doing 5 points of damage severs the arm, but Bonkers can still control and reattach it. Bonkers can also attempt to wrench the cage door off its hinges (1-2 on 1d6). Bonkers always attacks Enderith first at +2 to hit and damage, fighting until destroyed by fire, acid, or **holy water**. *See bottom of page.



D. Jeweler's Station (south-east corner): This **desk** holds an odd **helmet** made of what looks like carved shell, set with luminous blue gems in platinum bezels. This is the **Empyrean helm**, a trans planar navigation device that gives the wearer +2 to AC and +1 to saving throws, but it has no other abilities yet because the enchantments are unfinished. The formula is in Ellim Blacklaw's Journals, completed with the appropriate spells and (costly) materials. The desk holds excellent lapidary tools (100 gp) and a padded **box** of 1d8 **prismatic crystals**. They render a dazzling flash when broken (save versus gaze or go blind for 1 round). Beneath the padding is a small platinum bar (50 gp) and 4d4 **glowstones**, luminous opaline gems produced by the ether eft (see below). These are of high quality, but unique, so any value must be haggled over.

E. Etherium Globe (north wall): This warded plasmid **biome** is home to an **ether eft**, a floating newt-like creature with six stunted legs, no eyes, vestigial mouth and a glowing crystal in its head. Luminous alien plankton floats at the top under a moveable glass pane, the chiton falling as crystalline silt to the bottom when their energy is drained by the ether eft. 1d3 **glowstones** rest in the silt. If the ether eft enters **Room 26**, it uses its trans planar navigation to escape through the **quantum gel'o**.

F. Ectoplasm Accumulator (north wall): a purplish-black metal device **revolves** on a stand with glass dials and a humming tuning fork, attached to the etherium globe by a wire-reinforced tube. Tampering with it has a 4 in 6 chance to increase its speed until it flies violently apart (everyone in the room must save vs. wands or take 2d6 damage). This smashes the alchemy lab, potions, the etherium globe and the ether eft, filling the room with a harsh **yellow haze** that stings for 1d3 damage for 1 turn.

G. Stuffed Owlbear (north-east corner): This taxidermic owlbear rears down from atop a broad tree-stump stand. Pressing the **left eye** triggers the secret door to **Room 26**. Stepping on its **left rear paw** gives an audible clank as a glassy device slides from the open beak. This is a crystal **pistol** containing a powerful acid. It must be caught (AC 8) or it shatters and splatters on anyone within 5' for 1d6 points of damage. The acid pool then disintegrates the stand, which topples the owlbear over and opens the secret door. The pistol shoots a pressurized cone of mist 10' long and 4' across at the end, breaking down anything organic for 6d6 damage (save vs. breath for half). There is only one shot but the pistol may be loaded again.

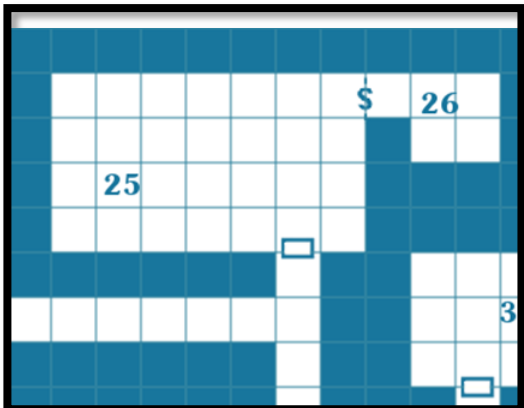
H. Enderith's Cot (east wall): Several ledgers in Elvish lie on a nightstand beside charcoal pencils, a folio of weird monster sketches, and Enderith's magic book (locked, but untrapped). Mixed among these items is a **scroll of remove curse**. A **+1 sword (+2 vs. summoned creatures)** lies beneath the cot.

***Undead Monkey:** AC 7, HD 2d8, ATT 1 bite + 2 claws, DMG 1d4 each, MV 30/climb 30, AL CE, XP 30

Abilities: STR 13, regeneration, reattach limbs

26. SECRET STUDY

A hovering light globe illuminates several cedar bookcases along this entry, wrapping around to the eastern wall. Several plush chairs sit in the corner around an elaborately carved table. Beside them stands a tall lacquered cabinet filled with a delightful array of preserves, baking supplies, sweetmeats, spices, and smokables. In the far corner, a tall metal lab table supports a large glass bowl containing a bizarre chromatic confection and a matte black book.



The Quantum Gel'o

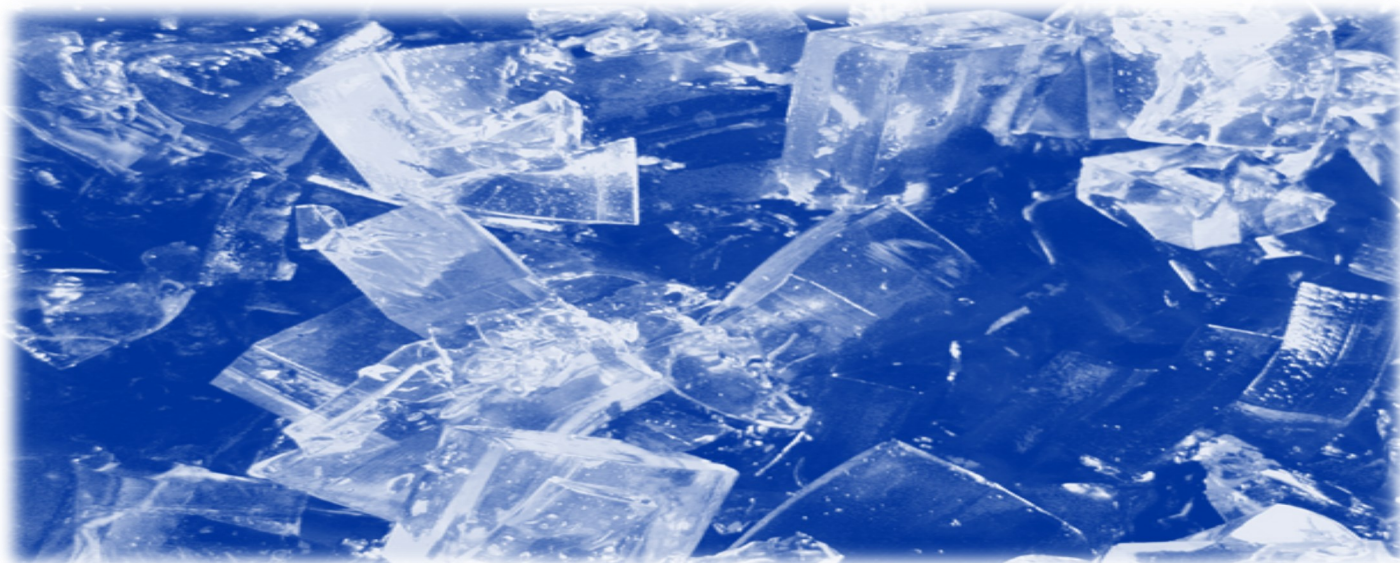
One evening Ellim made a snack between experiments, accidentally spilling a *potion of time stop* and a packet of pixie dust into a bowl of chilled gelatin to give birth to the *quantum gel'o*. Rather than destroy his odd creation with alchemical salts, Ellim decided to study it to gain insights about space-time and the planes, occasionally fishing alien objects from its depths in the bargain.

The glass bowl of multi-hued cubes of gelatin quivers and warbles endlessly, each facet showing some fragment of where and when.

Anyone viewing the *quantum gel'o* must save vs. gaze or become mesmerized as the gelatin attunes to the new viewer. If more than one person observes the *quantum gel'o* at once, the viewer with the highest saving throw number is the new controller. If the numbers are tied, both viewers are dumbstruck with a flood of chaotic mental images and lose 6 points of INT for 1d4 rounds. When a person views the *quantum gel'o*, it slows its movement and the viewer has a 5 in 6 chance of viewing nearly anything they wish for 1d4 rounds. A roll of 6 means the *quantum gel'o* attacks. Using Hree Apo's *resonance crystal* means automatic success on the 1d6 roll, tripling scrying time, and giving a +2 bonus to the saving throw.

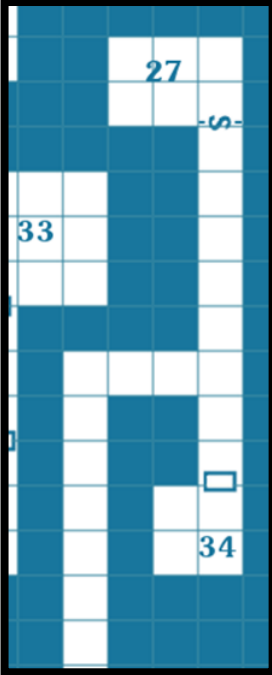
After the time limit, the *quantum gel'o* extends its *gel-o-pods*, annihilating the adventurer by devouring their temporal potential unless they make a save vs. touch. The same goes for anyone trying to move the *quantum gel'o*. The referee can rule that anyone so destroyed can instead be absorbed and transported to another world or plane, but they are still out of the game.

Beside the *quantum gel'o* is an expensive matte black notebook filled with observations and events about it, along with a pair of yellowing shagreen gloves and a set of weird insectile tongs. This notebook is the latest volume of Ellim Blacklaw's Journals, a matched set of which sits on the bookshelves.



KA SANCTUARY 27.

The long northern hallway to this room shows vivid hieroglyphs and relief of the Blue Baron's adventures in mythic form at different stages of his storied life. These scenes soon start moving as viewable events, and the hall becomes a river. Ahead you see a long boat in the pungent reeds. Just past the craft, the fertile river flows under a moonlit starry night, complete with scents, sounds, and creatures: mosquitoes bite, birds flutter from the papyrus, crocodiles swim closer.



The water becomes waist deep. If the boat is not used, two crocodiles attack random party members. At the head of the river, a pair of brass cressets illuminates a set of steps up to a limestone aedicule with stylized palm tree pillars. Between them, a relief depicts a funerary hall filled with petitioning courtiers waiting before a set of bronze double doors stamped with an elephant (Nhoj's wizard mark). Pressing the elephant pivots the relief wall into a rectangular room beyond with a 25' ceiling. The limestone walls are chiseled with frames of complex hieroglyphs, illuminated by soft white globes. At the far end of the room, an adobe mastaba tomb stands some twenty feet high. A polished copper tablet, inscribed with an invocation:

Arise again, oh lord to whose glory this hall is made. Let your secret name be shielded. Let your Ba again fill your breast to rouse you from the Company of the Gods. Mighty Keb, draw him from the abyss of Sobki, repulse from him the wickedness of Anpu. Fill his eyes with the brightness of the Ben Ben stone, as it alights at dawn above the sacred tombs! Tread forth with the twin horns of authority and strength. Come forth from Tuat, oh mighty warrior of Qerrt! Fill your lungs and let your trumpet shake the Seventh Gate!

If anyone reads the invocation aloud, all lights in the tomb turn a beautiful sapphire blue, and the tomb door opens. Then the elephant mummy charges out.

The adventurers must save vs. spell at -2 or be paralyzed with fear. They may flee at any time by using the boat until they leave the illusory hall behind. If not, anyone wading in the water must fight the pair of giant crocodiles if they were not already killed. If no one reads the invocation, the door doesn't open and the elephant mummy doesn't animate.

The elephant mummy's tusks are encrusted with gold and gems and worth 1,200 GP each, but they carry mummy rot and must have a remove curse cast upon them to be touched safely (even if it wasn't animated).

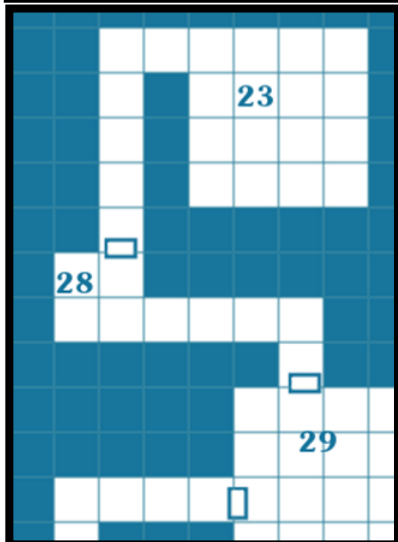


Giant Crocodiles (2): AC4, HD 4d8, MV 30/ swim 45, ATT 1 bite, DMG 2d6, AL Neutral, XP 60

Elephant Mummy: AC 5, HD 7d8, MV 30, ATT 1 trunk *or* 1 gore *or* 1 trample, DMG 1d6/ 2d4/ 4d4 +disease + save vs. spell or paralysed with fear, AL LE, XP 950

28. KNOW-IT-ALL DWARF WORKERS

The smell of roast pork and woodsmoke is intoxicating. Inside the room are seven beds, hooks on the wall with seven small cloaks, seven pickaxes, seven chairs and one large table. A small **campfire** lights the room, the shadow of flames dance across the ceiling. Occupying the room in states of sleeping, intoxication, and general laziness are 3 of the former 5 **dwarves**. (2 died, see **Room 3**).



*Information
comes at a
price!*

These fellows are the crew that have been working on the dungeon. The leader of the clan is **Gridley Hargraven**, who is obviously quite knowledgeable about the dungeon. He will provide the following information at the prices listed below (alternatively roll twice on this table and give the players the price):

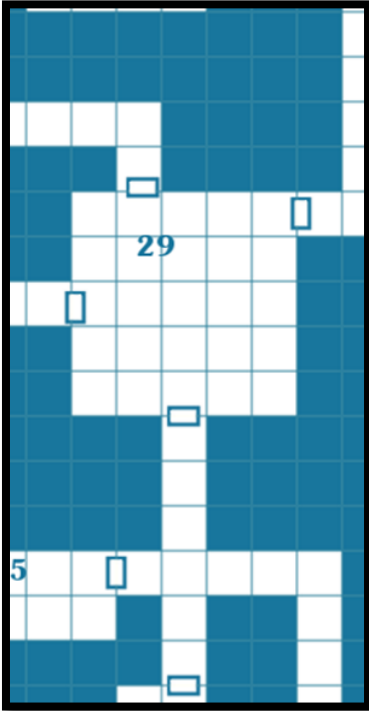


1d10	Information	Price
1	The actual resting place of the baron? (Stairwell, Room 22: Leap of Faith)	300 gp
2	Creatures? (Room 44: Creature Staging Area)	100 gp
3	Resurrection? (No one can help them in the dungeon, go back to town)	5 gp
4	Good place to rest? (In this room, 10 gp per person per night of rest)	2 gp
5	The terrible stink on level one? (Room 1: Treatment Room)	1 gp
6	Drinkable water (Room 5: Fountain Sanctum)	5 gp
7	Rations? (Dwarves have some for sale, 2 gp per person per week)	10 gp
8	Hirelings/guides? (Party can hire one dwarf fighter for 30 gp per day)	10 gp
9	<i>Healing potion?</i> (Clan fought some goblins and they stole a potion from them)	20 gp
10	Traps? (Room 17: Mausoleum , and the reinforced door in Room 35: Armoury)	100 gp

5 Dwarves AC 9, HD 1d8, MV 30, ATT 1 weapon, DMG 1d6, AL N, XP 10

POWDERED CORPSES 29.

Nine **corpses** lay here in two neat rows against the west and south walls, covered in greenish-white powder. Closer inspection reveals the powdery **outlines** of fourteen more human-sized figures along the east wall. A long upturned table rests diagonally across the floor, painted with skull and crossbones and a message in red: *'Don't touch anything! Answers inside'*. A trail of many powdered footprints stretches between the north and south doors.



A target is painted on the interior of the southern door, perforated with three **throwing daggers** and a **hand axe** (see below). The south-west corner has a **spice rack** leaning against the wall, holding a few common spices and two vials of holy water. Beside it is a rag, leather gloves and a sealed clay jar full of the greenish-white powder (a harmless disinfectant/desiccant).

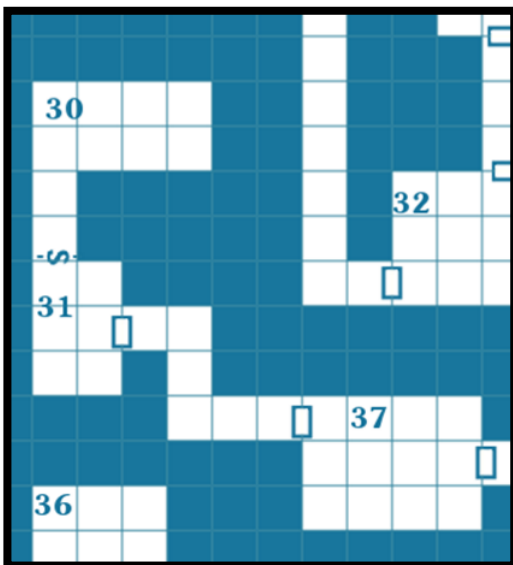
The corpses were seven goblins and two humans. Their skins are rather wrinkled from the dehydrating powder, but they are harmless. Some were sold for zombies and spare parts. The remainder have been *blessed*, so *Speak with Dead* or *Animate Dead* will not work anymore.

The throwing daggers are well-balanced, giving an additional +1 to hit when thrown. The real danger here is the **+2 cursed hand axe**. Once an adventurer picks this weapon up, they won't want to use any other, and will actively seek out combat or start fighting for any excuse. Even when the user isn't fighting, and no possible logical excuse for violence can be made, they keep the axe in hand and fidget with it, always shifty-eyed and suspicious.



'Don't touch anything! Answers inside'.

30. THE LOUNGE



This room is entered via the secret door from **Room 31: Mirror, Mirror on the Wall**. Along the corridor leading into the lounge is a woven red carpet, trimmed with gold. A stone archway opens from the hallway into a room lavishly decorated with **silver ashtrays** (10, 10 gp each) and comfortable **couches** made of linen and wool. A fully stocked wooden **bar** is to the east, and on the bar table rest a few **humidors**. The half-wall to the south flickers with images, which appear to be rooms in the dungeon emitted from a crystal in the ceiling. A small book contains handwritten notes on what the adventurers have been up to. It is not signed by anyone.

Roll Some Dice & Smile

31. MIRROR, MIRROR ON THE WALL

The large wooden door to this room is locked. There are two treasure chests against the south wall. By the northern wall sits a small table with a very intricate woven picture. The walls of the room are bare.

The picture depicts the following scene: There are two treasure chests against the south wall. By the northern wall sits a small table with a very intricate woven picture. The walls of the room are bare, except for a large full-height mirror to the west of the picture.

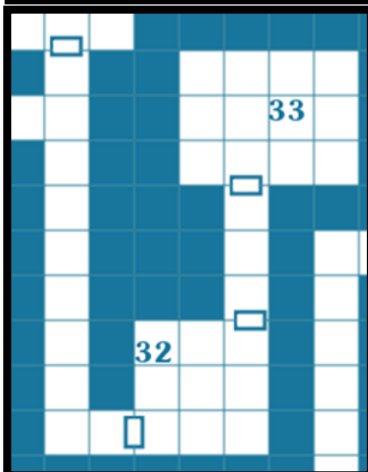
Both chest are trapped (save vs. poison, 1d6 damage). Inside the westernmost treasure chest is a bag of gold (100 gp) and a piece of chalk. In the eastern chest are 50 sp, a black candle, some charcoal, and a flint.

The adventurers must first realise that something is missing from the room (the mirror in the picture). In order to open the secret door, they must draw an outline of the mirror where it is located on the picture. They can use either the chalk or the charcoal. If the adventurers are unable to figure out the puzzle, the referee can have them make a WIS ability roll when peering at the picture. Once the secret door is opened both chests disappear into the floor via a sliding panel, and the picture changes to show a blank wall with no mirror. The picture is a curiosity, worth 30 gp to the right buyer.

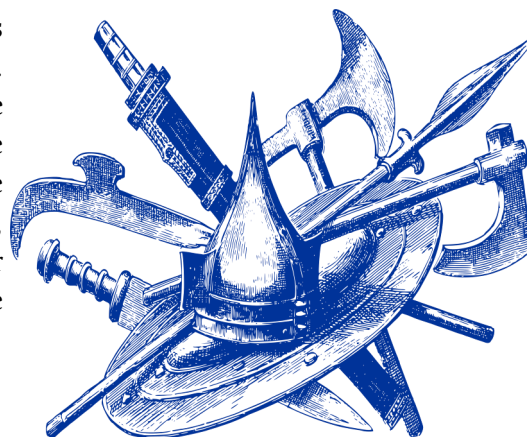


THERE IS NOT A PRIZE 32.

Hanging upon the southern wall is a battle axe, a dagger and a mace. There is a vague inscription below all of the weapons that reads "choose wisely, as one option will be of great value the others great consequence". Below the weapons are three individual round holes. The centre hole seems to fit the dagger hilt perfectly just by eyeing it.



This room is almost exactly the same as **Room 8: The Prize (Level One)**. However, nothing happens here - there are no traps, and all of the weapons are regular weapons. No matter what hole the adventurers put the weapons in, nothing changes. If the PCs stay longer than 2 rounds, roll a wandering creature check. **See page 35.**



PUTTING ON THE SHITZ 33.

As the party opens this door, they are assailed by a stench worse than the one in **Room 3: Grand Entrance Hall** on the first level. Everyone must save vs poison: those who fail will vomit and then dry heave for the next 1d4 rounds.

Inside this room is a **crap golem**, staring at itself in a mirror in the far corner. Nohj in all his wisdom thought it would be clever to have a self-cleaning system to take care of all the palace nightsoil. He decided to cast *create golem* when enough fecal matter had built up, and marvelled at his handiwork. Nohj knew that this golem would have its mass continually added to by the palace, but it would lose the same amount as it hardened, dried up, and dropped off. He explained to his creation that parts of it would fall off and all it needed to do was sweep them all into a dark hole in the opposite corner of the room and the palace would be clean at all times.

It was brilliant, save for one unforeseen problem ... loneliness struck the golem after Nohj left and it has been desperate for a friend. The golem has taken to not sweeping out its dried flakes, but instead piling them in the middle of the room, hoping that it would become a friend. Alas, this has not happened, so now the sad golem sits in the corner of the room, looking in a mirror and wondering about the meaning of it all.

If the party chooses to befriend the crap golem, it will follow them happily. However, it will begin to lose mass at the rate of 1 HD every 1d10 rounds as soon as it walks out of **Room 33**, until it returns or is no longer able to continue on and perishes.

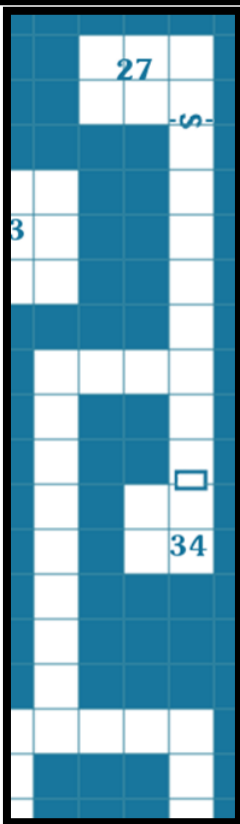
The hole in the opposite corner of the room is a portal to another dimension that Nohj found while working on another project for the Baron. Should the party jump in the hole, they will find a colony of giant ants making a palace much like the Blue Baron's out of fecal matter. They will attempt to use the party as material for their building.

Crap Golem: AC 7, HD 7d8, MV 25, ATT 1 fist, DMG 2d8, AL N, XP 1,000 **Abilities:** *Unaffected by normal weapons, fire causes damage as per burning oil*

Giant Ants (12): AC 3, HD 2d8, MV 50, ATT 1 bite, DMG 1d6, AL Nil, XP 15

34. TOWER OF CRONES

Opening this door reveals a room with no floor and a steep **drop** to a cold subterranean **river**. Above, the walls broaden to broken stone after 8' in a rising funnel, crisscrossed by a haphazard scaffold with wall braces and three stepped platforms roughly every 10' up. Above the platforms, a construction tarpaulin across the top sags with an unseen weight.



A low **roar** comes from behind this water-swollen door, heard 30' away. The door must be pried or forced open. The **tarpaulin** is loaded down with various pieces of armour, equipment, and weapons from the victims of the three **harpies** roosting here. Anyone climbing up hears three women cackling and making bets on who can sink an adventurer first. The harpies stay hidden and taunt the party by hurling down the weapons, tools, armor, and gear for 1d6 damage, save vs. touch or fall into the water if hit.

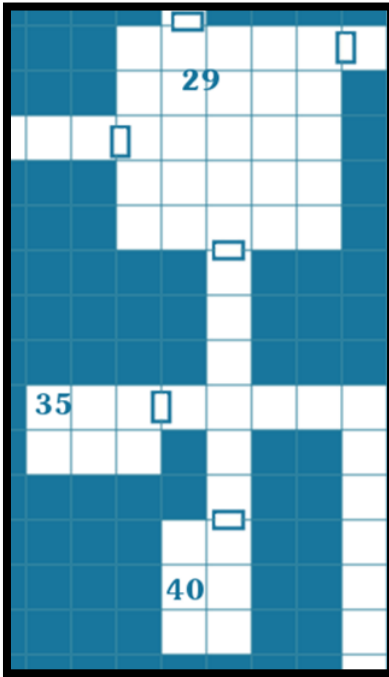
Climbers who are hit must save vs. touch or slip and fall, taking 2d6 damage from hitting the scaffold beams. Attempts to grab the scaffolding or land on a platform succeed with a DEX ability roll, but failure means plummeting into the freezing waters below. Those unfortunates must make a CON ability roll to tread water and exit east into the Eisig River where they can swim to shore, shivering but alive. A failed roll means the adventurer goes numb from



Harpies (3) AC 7, HD 3d8, MV 30/ fly 75, ATT claw/claw/sword +singing, DMG 1d4x2+charm/1d6, AL CE,

THE ARMOURY 35.

The western end of the four-way intersection terminates in an imposing reinforced door with a hefty stone frame. It looks defensible enough to be a castle entrance.



The floor at the centre of the crossroads **slants** slightly west. Dwarves and gnomes have a 2 in 6 chance of noticing the slant. The 10' floor space in front of the door is trapped with a tilting plate, triggering several **projectile spheres** from holes in the doorframe. Everyone in the 10'square is hit for 3d6 damage; a save vs. breath weapon at -2 halves this. Once shot, the metal spheres roll back down the slope into an exposed groove, whereupon the tilted floor plate levels off and audibly reloads the trap in one round. There is a **keyhole** with a sliding plate on the left wall (detected as a secret door), which a thief can use to disarm the trap.

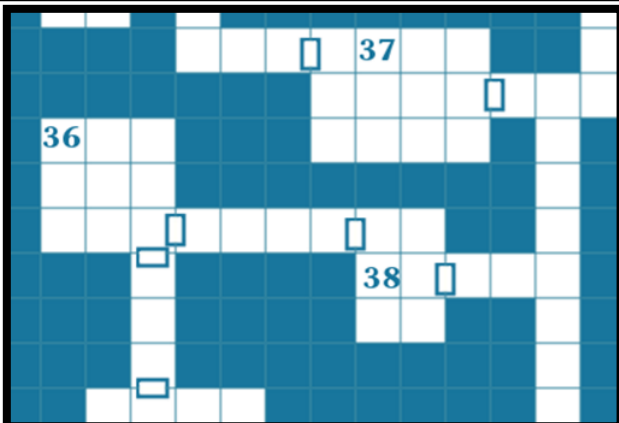
Inside the armoury most of the weapon **racks** are empty, as are three large **chests**. The north wall of the room holds 11 spears, 5 short swords and 9 daggers in excellent belts and scabbards. Beside them rest 3 shields, and a dwarven padded helmet with iron rivets and strange inverted horns (actually listening cones, giving +1 to listening rolls).

There is also a **crystal hammer** named Clarity, of amazing transparency and nearly invisible in the dim corner but for its shining facets and a tiny line of runes incised along the handle. Clarity is a **+1 warhammer**, **+3 vs. shape shifters**, and glows if any shape shifter is within 10'.



36. ASK THE IDOL

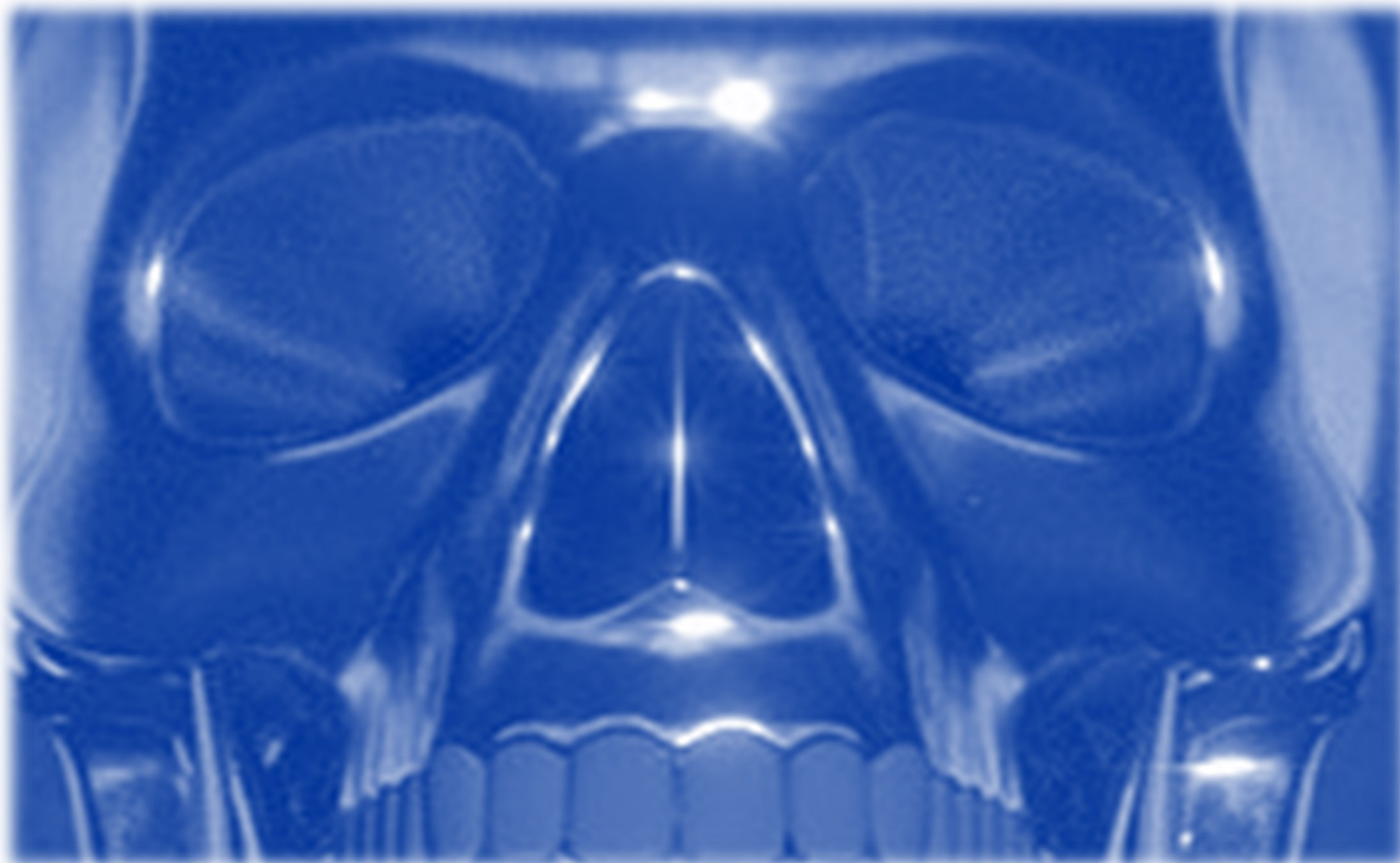
Behind **locked** doors, occupying the centre of this room is a 10' tall brushed nickel skull. The eyes shine brightly in the gloom, and a row of sharp teeth drips a viscous fluid upon the floor. The **idol** appears to be mechanical in nature, and through some of its orifices small metal cords and dials can be seen, specifically behind the cheekbones.



Both doors to this room are locked and barred; this will require not only some successfully lock-picking, but also a test of strength to get them open (2 in 6 chance). The idol is one of the only saving graces of this dungeon. It is a failed experiment, originally created to attempt to predict the future. Unfortunately - or perhaps fortunately - something went wrong during its creation and now it can only spout the truth. Wires disappearing into the floor connect to the entire dungeon, and the skull can see, hear and feel anything that moves within. If asked it can answer any question regarding the dungeon, including the actual resting place of the baron. The idol will ask

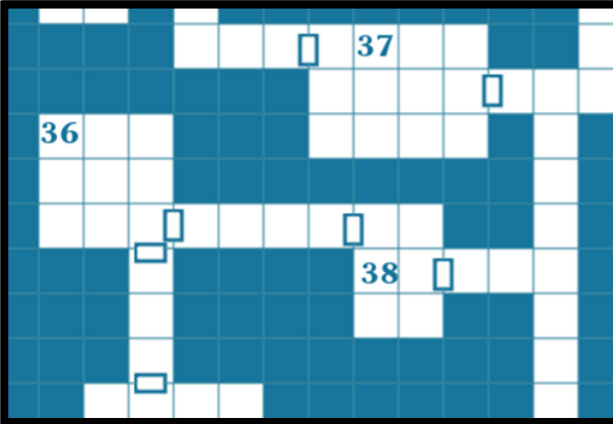
for a stipend of 30 gp per question, which it then swallows to increase its lifespan.

There are no traps or treasure in this room, but it does have a creepy otherworldly feel to it. Something is not quite right. A clever referee may play the truths the idol dispenses against the players. For instance, the Holmesmen may have already come and gone with significant knowledge. Of course, giving that knowledge will cost another stipend. The idol can communicate in any language, and can even create visual illusions from thin air, picturing room contents.



EXPLODING KOBOLDS 37.

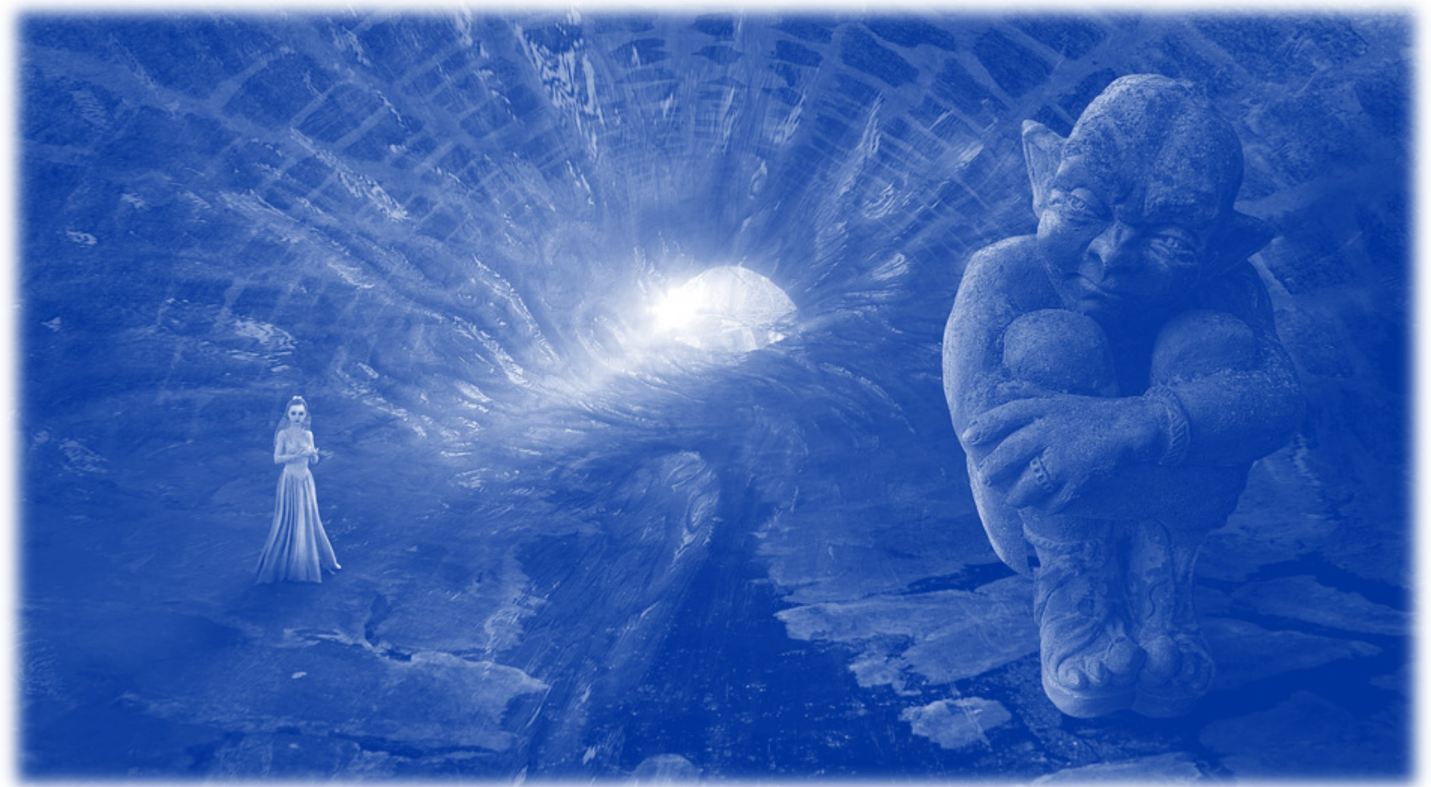
On approaching this room, you hear something shifting around and high-pitched sounds beyond the door, possibly speech. The interior looks looted and disheveled, with various knick-knacks, clothing, and an old dresser tipped onto the floor.



The doors are unlocked. Walking across the floor means a 2 in 6 chance of falling into a tunnel and the flurry of **kobolds** lurking there. Anyone falling must save vs. touch or fall prone for one round. Additional tunnels, weak spots and peepholes run throughout the walls and ceiling, so the kobolds can break through, collapse floor parts, stab and trip the adventurers with barbed spears, and generally ambush them from all sides. Roll 5d4 “exploding” for the number of kobolds: if any die comes up “4”, roll it again and add to the total. The kobolds fight until one side is dead or the adventurers flee. If the party flees, there is a 2 in 6 chance the kobolds will attempt to ambush

them elsewhere in the dungeon.

This clan of kobolds heard the dwarves excavating the dungeon weeks ago, and began digging toward the noise. Their winding tunnels stretch 600’ to the east. Continuing down them attracts 3d4 more kobolds every 100’ who defend their lair with +1 to hit and damage, ambushing invaders with mud and reed-covered spike pits in the floor and barbed spears. The tunnels end in a karst cave hidden in tall river reeds, but the females have already fled with their eggs and tribal treasure. If the adventurers do not find the Blue Baron’s body before the Holmesmen do, this tunnel is the best way out of the dungeon.

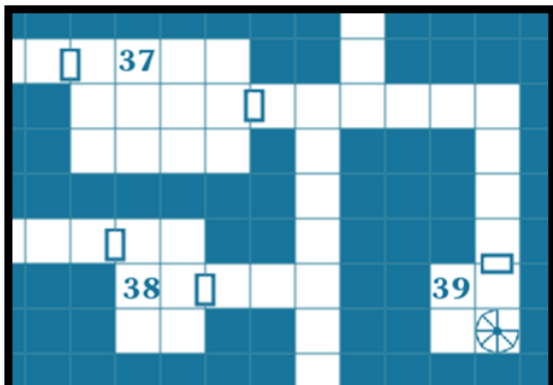


Kobolds: AC 9, HD 1d4, MV 10, ATT 1, DMG 1d6, AL LE, XP 5

Abilities: +3 to save vs. all magic attacks

38. THE BLACK ROOT

This room is filled with a dozen doughty gnomes and halflings staring at you. They look like they just sat down on a few old benches, crates, and barrels.



These tough-looking fellows claim to be adventurers and laborers but are really part of a demi human criminal syndicate called the **Black Root**. They originally came here to shake down Clan Hargraven (**Room 28: Know-It-All Dwarf Workers' Room**), but arrived quite late. After a few weird and dangerous encounters, the last ending in flight from the flesh golem (**Room 14: Locked Laboratory**), these braves have gathered here to decide what to do.

Being criminals, these wily opportunists take every advantage possible. They act as henchmen until the party is weak and then rob them, pick pockets, or do anything else they can cook up on short notice. Speaking of cooks, their excellent Halfling chef is also an herbalist with expertise in narcotic applications, although he can also use this skill for healing. The Black Root isn't above violence, but they usually attempt to con, stun, or drug marks over harming them. Adventurers must play smart with these miscreants, or wake up naked in the dungeon with their robbers long gone.

One thing that can win these toughs over is learning that the adventurers helped their departed cousin Perrin, the gnome engineer in **Room 23: Haunted Barracks**, especially if they see his distinct platinum key and hear a good story (as criminals and con artists they are used to discerning lies). If the dwarves in **Room 28: Know-It-All Dwarf Workers' Room** are still alive, the Black Root heads there immediately. If the adventurers already have Perrin's gold, they'd be wise to shut their mouths about it. The Black Root has only 12 ep among the lot, thus their desperate straits.



3rd Level Gnome Fighters (6): AC 3 or 4 (see below), HD 3d6, ATT 1 weapon, DMG 1d6, MV 25, AL N, XP 15

Abilities: +2 on saving throws, 2 carry +1 *shields* for AC 3

3rd Level Halfling Thieves (6): AC 8, HD 3d4, ATT 1 weapon, DMG 1d6 (backstab x 2), MV 25, AL N, XP 12

Abilities: +1 to hit with missiles, +2 on saving throws

SECOND MOSAIC ROOM 39.

At the bottom of the stairs is a room with all four walls decorated in mosaics similar in artistic style as those in **Room 3: Grand Entrance Hall**. The mosaics depict a crypt, with 5' wide "drawers"; two per 10' section of wall. These drawers are arranged in stacks four high, making for a total of 64 interment sites which can actually be pulled out from the mosaic.

One of these drawers is the door that leads out to the hallway. Referees should use their own preferences and creativity on the contents of the remaining receptacles, but a default arrangement is given below for those who don't wish to develop their own:

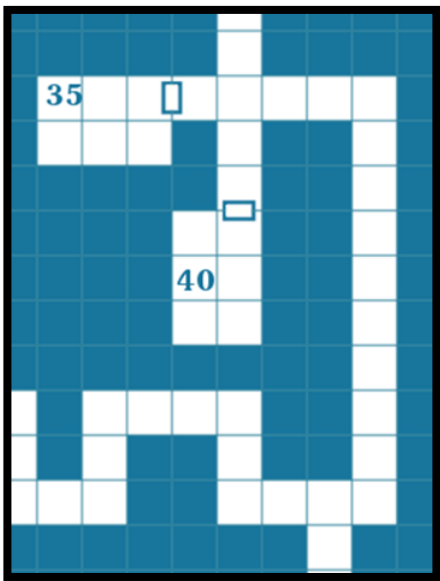
Number	1d12 Roll	Drawer Contents
X 30	1.	Empty
X 5	2.	Animated mosaic lesser skeleton: AC 9, HD 1d4, MV 30, ATT 1 weapon, DMG 1d6, AL Nil, XP 5, immune to <i>charm person</i> , <i>sleep</i> , and <i>read thoughts</i> .
X 3	3.	Animated mosaic carnosaur skeleton: AC 7, HD 4d4, MV 50, ATT 1 bite + 2 claws, DMG 2d6/1d6/1d6, AL Nil, XP 75, immune to <i>charm</i> , <i>sleep</i> , <i>read thoughts</i> , bigger with each subsequent drawer (HD 8d4/ 13d4).
X 6	4.	A scattering of coins (1d20 cp, 1d12 sp, 1d8 gp).
X 2	5.	2 form-fitting one-piece overalls (including shoes) which feel comfortable in any weather, but the Blue Baron always knows the location of the wearer - one drawer contains white overalls, the other powder blue
X 3	6.	A mosaic ghoul: AC 6, HD 2d8, MV 30/ burrow 5, ATT 1 bite + 2 claws, DMG 1d3 each, AL Nil, XP 20.
X 9	7.	A giant rat: AC 7, HD 1d4, MV 30/ swim 10, ATT 1 bite, DMG 1d3, AL Nil, XP 5.
X 2	8.	A +2 <i>mosaic weapon</i> , +4 <i>vs. constructs</i> . On every natural attack roll of 1 or 20 it loses 1d4 tiles. Once it has lost 40 tiles, it crumbles into its remaining mundane constituent pieces.
X 2	9.	<i>Magic missile</i> spell trap. Three missiles, each hitting a different target by proximity (attack as a 6th level magic-user).
X 1	10.	Room starts to fill with mosaic water. Opening other drawers will only divert a half-drawer's worth of the tiles. Room fills to waist height in 4 rounds (5 rounds with 10 or more open drawers), to chin height in 4 more rounds (6 more if 20 or more open drawers), and to the top of the wall at 14 rounds (18 if all other drawers are opened). Creatures will not emerge unless their real life equivalents don't normally need to breathe, once the "water" reaches their drawer. Opening new drawers once the mosaic water covers them is a 2-in-6 chance. The mosaic space does not flood from this trap, so it could be a means to escape.
X 2	11.	A mosaic spectre: AC 2, HD 6d8, MV 40/ fly 75, ATT 1 touch, DMG 1d8 +2 level drain, AL Nil, XP 500, immune to <i>charm person</i> , <i>sleep</i> , <i>read thoughts</i> , and non-magical weapons.
X 1	12.	The doorway out: if drawer is completely pulled out, it is possible to climb through into the hall.

The "x" numbers indicate how many drawers of each type exist; once all of one type have been opened, that result no longer applies. Sadistic referees might have all alike drawers pop open as soon as one is opened, e.g., if adventurers open one drawer with a mosaic skeleton in it, the other four drawers with skeletons automatically pop open. Anyone climbing into a mosaic drawer which is then closed will no longer be in the real drawer, but can emerge into the mosaic space. Getting back in the drawer does not, however, allow them to exit mosaic space. Through lengthy exploration they may eventually find themselves arriving at **Room 3**; other journeys are possible. Referees are encouraged to develop what lies beyond to their own purposes.

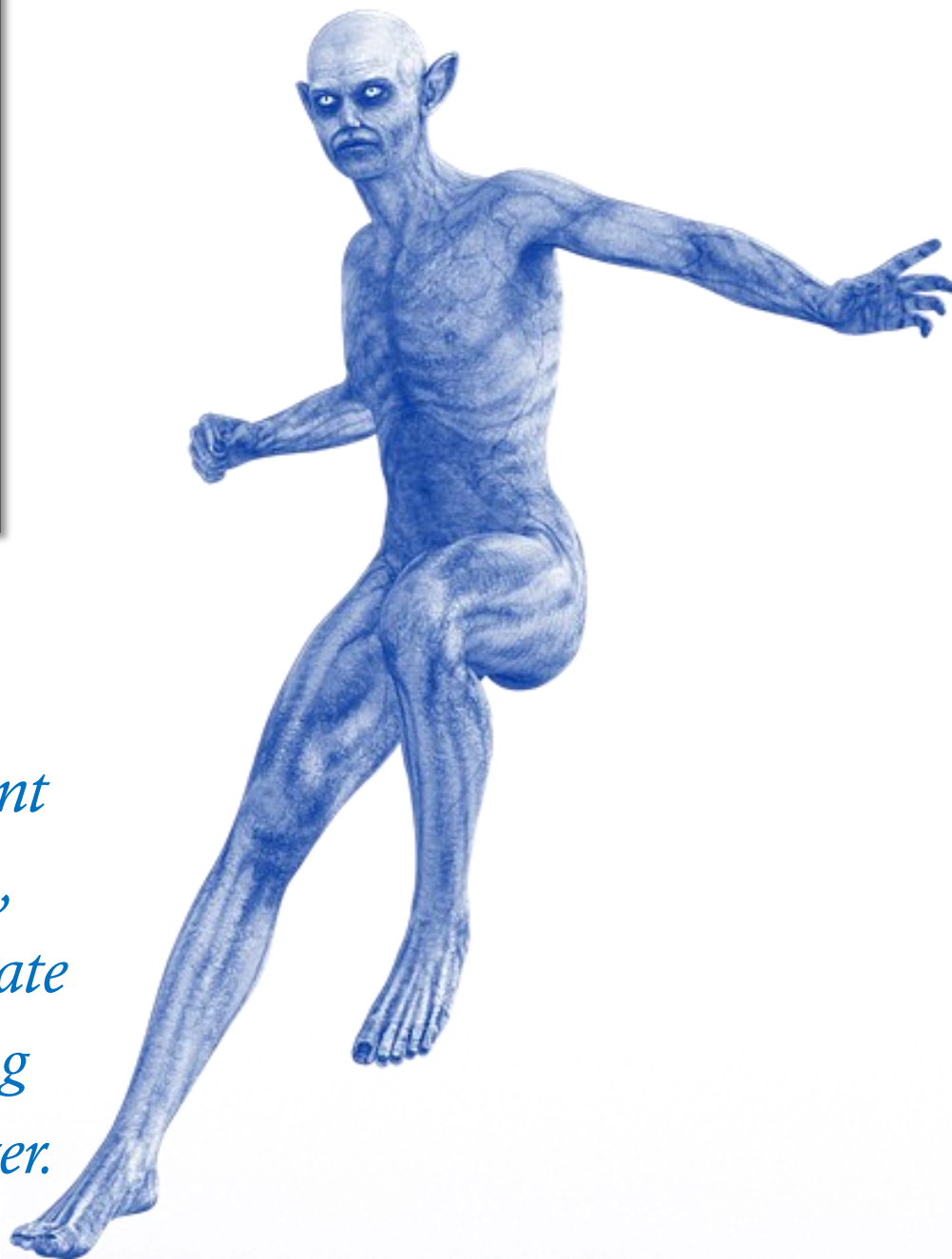
40. DEADLY DOPPELGANGERS

The door to this room is locked. Inside is a masterpiece of engineering. Large bronze tubes in a variety of sizes snake along the walls of the room. Small clouds of steam erupt from cylinders on occasion, and there is a low whirr emanating from below the chamber. All of the pipes lead to a very intricately designed metal chamber. The chamber will fit one person (human or otherwise) at a time. Near the chamber is a large red button made from wood.

If for whatever reason someone is inside the chamber when the button is pressed, a doppelganger of that character will be created in 1d6+2 rounds. The doppelganger will then seek out the unknowing character and attempt to murder them and take their place.



Tip: If your players had a interesting accent or mannerism, attempt to emulate it when playing the Doppelganger.

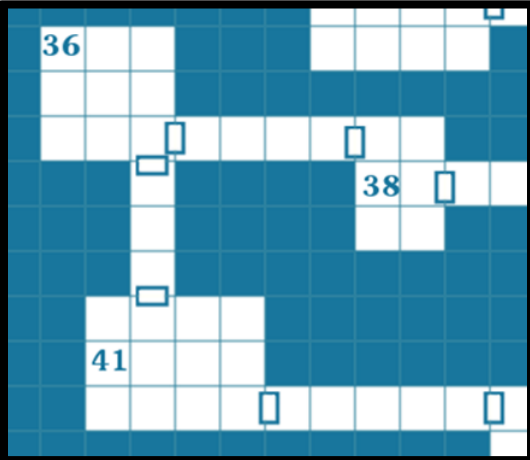


Doppelganger: AC 5, HD 4d8, MV 30, ATT 2 fists/ 1 weapon, DMG 1d6 each/ 1d6, AL N, XP 125

Abilities: STR+1, immune to *charm* and *sleep*, +6 to save vs. spell, staff, or wand

INVISIBLE MAWS 41.

The floor and ceiling of this room are covered in full length mirrors, this creates a very strange effect when looking at either. There are doors to the north and west, both of which are locked.

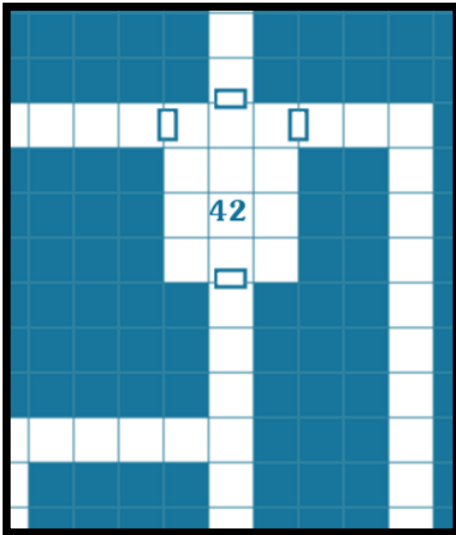


Everyone looking into the room must save vs. spell. Anyone who succeeds realizes the floor of the room is one enormous mouth filled with razor sharp teeth. Those who fail see the mirrors and nothing else. The incredibly razor-sharp magic mouth is able to bite anyone standing in the room.

Good Time For A Wandering Creature Check

The Incredibly Razor-Sharp Magic Mouth: AC 7, HD 4d8, MV 0, ATT 1 bite, DMG 2d6, AL CE, XP 125

THE FORTY-SECOND ROOM 42.



There are four doors leading into this room, one per wall. All the doors are locked when they are first tested, but upon closer inspection appear to be unlocked. All of them have symbols etched on the outside:

North door: Etched upon the door in Elvish is, *"Don't go that way, never go that way"*.

East door: Written with a rough blade in the common tongue are the words, *"That was definitely not edible"*.

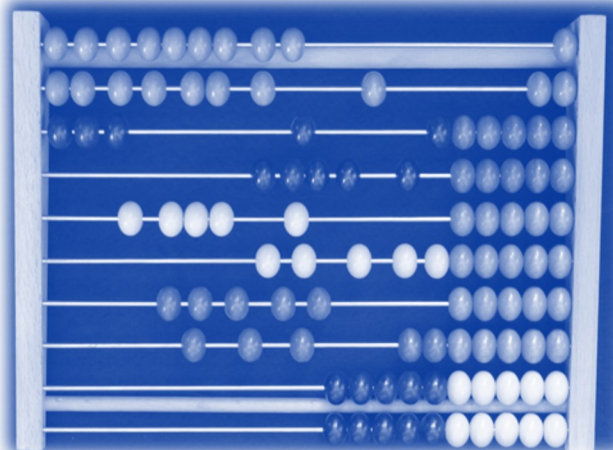
West door: In Dwarvish, *"I wouldn't trust him if I were you"*.

South door: Written in the common tongue in very small lettering above the handle is, *"The Blue Baron is totally in here"*.

The possibility that this room could be anything other than a typical dungeon room is so astoundingly unlikely, that an adding machine twice

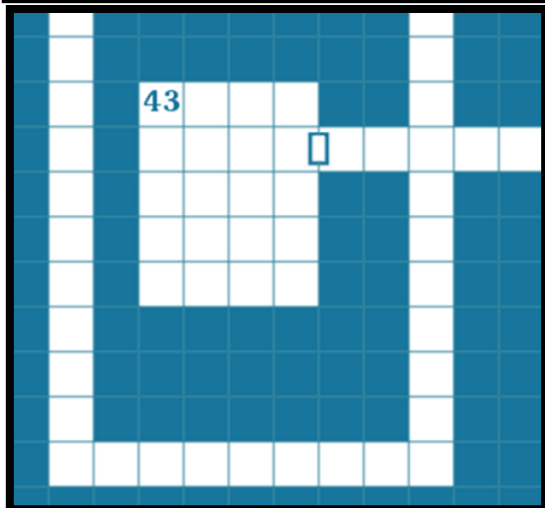
the size of the city of *Einhornstadt* would be needed to calculate the odds. It is in fact just a room, with walls, floor, and ceiling in an early shade of blue. Curiously, the number "42" is written on the floor near the south door in a friendly, easy-to-read script. The room is otherwise bare except for a small note on the floor explaining the concept of the adding machine to any curious individuals (there is a 1-in-6 chance the back of the paper holds the spell *cure light wounds*, as a scroll).

42



43. SEEPAGE

A vile black (actually very, very, very dark blue) substance is quickly flowing from beneath the bottom of the door, filling the surrounding hallway. The door is unlocked and the handle turns easily.



When the door is opened, anyone within 5' must make a DEX ability roll or fall prone and take 1 point of damage as the liquid floods out. Upon entering the room, movement rates are halved, and all melee attacks are at -1. The room is filling with a dark blue substance that bubbles slowly, lapping against the walls when the players disturb the area. From the centre of the room the fluid spurts from a pit, more and more of it every minute. It is currently 4' deep within the room.

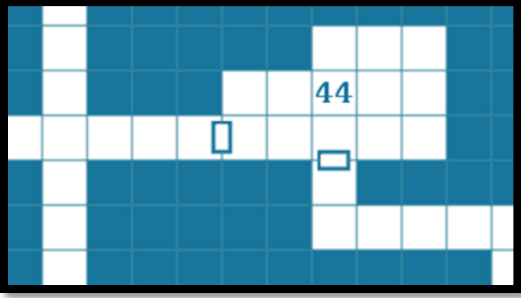
Every round, the level of the blue substance in this room rises 1', but it will spill out into the hallway if the door is opened. The black substance becomes harmful after 4 rounds of exposure: save vs. poison or become violently ill, taking 2d6 damage. On a successful save the player still vomits, but does not lose any hit points. If a search is made, refer to the following table:

Round	Chance of Finding Treasure	Treasure
Round 1	1 - 6	Bag of 100 gp
Round 2	2 - 6	Bag of 200 gp, 2 potions
Round 3	3 - 6	Bag of 300 gp, 3 potions
Round 4	4 - 6	Bag of 400 gp, 4 potions, 1 item of magic paraphernalia



HEY! Do you know where can I get a decent cup of coffee around here?

CREATURE STAGING AREA 44.



This room is not unlike a locker room. There is a plethora of different types of armour and weapons hanging from the walls. A few bunks are located along the north wall. A makeshift kitchen takes up the east wall - the smell is utterly foul. All of the creatures in this room rotate patrols, they are under orders to make sure that anything moving in this dungeon is no longer moving after they finish with it. The unfortunate problem is that none of the creatures really get along at all. Any

moment there could be a fight about whose turn it is to go out hunting, or the terrible smell of that stew, or an argument about who stole whose favourite axe, and so forth. At any time there are at least 2 types of creatures in this room. Roll 1d10 twice, ignoring the doubles to get two different types of creature.

1d10	Creatures
1	5d6 Kobolds: AC 9, HD 1d4, MV 25, ATT 1 weapon, DMG 1d4, AL LE, 5 XP Abilities: +3 to save vs. all magical attacks
2	3d8 Goblins: AC 8, HD 1d6, MV 25, ATT 1 weapon, DMG 1d6, AL LE, 7 XP
3	3d6 Orcs: AC 5, HD 1d8, MV 30, ATT 1 weapon, DMG 1d6, AL CE, 10 XP
4	5d4 Hobgoblins: AC 5, HD 1d8, MV 30, ATT 1 weapon, DMG 1d6, AL LE, 10 XP
5	2d6 Berserkers: AC 8, HD 1d8, MV 30, ATT 1 weapon, DMG 1d8, AL N, 15 XP Abilities: +2 to hit humanoids, CON+1
6	1d8 Gnolls: AC 7, HD 2d8, MV 30, ATT 1 weapon, DMG 1d8, AL CE, 20 XP Abilities: STR+1, INT-1
7	1d4 Bugbears: AC 5, HD 3d8, MV 40, ATT 1 weapon, DMG 2d4, AL N, 35 XP Abilities: Surprise on 1-3 on 1d6, STR+1, CON+1, DEX+1
8	1d4 Ogres: AC 6, HD 4d8, MV 30, ATT 1 weapon, DMG 1d10, AL N, 75 XP Abilities: STR+1
9	1 Doppelganger: AC 5, HD 4d8, MV 30, ATT 2 fists, DMG 1d6 each, AL N, 125 XP Abilities: Immune to <i>charm</i> and <i>sleep</i> , +6 to save vs. spell/ staff/ wand
10	1 Troll: AC 6, HD 6d8, MV 30, ATT 1 weapon, DMG 1d8, AL CE, 725 XP Abilities: Regenerates 3 hp per round except fire and acid, STR+1, INT-1, DEX+1

*Roll 1d8 Personality Quirks: 1. Jerk 2. Egotistical
3. Sloppy 4. Careless 5. Dim Witted 6. Obnoxious
7. Personal Hygiene Issues 8. Annoyed*

45. OPTICAL ILLUSION ART CRITTER

The door is unlocked, and has a **picture** nailed to its outer surface, the canvas hastily cut from its frame, and a crude “X” put through the picture (see example). The room smells musty, and contains a **desk**, **chair**, and **wardrobe**, as well as a large stone **sculpture**. There are about 5 gp worth of assorted coins scattered at the base of the sculpture.

The desk contains a half-finished letter complaining about a large pile of rubble dumped in the corner of someone’s study. The open inkwell has dried up. The wardrobe, if examined, is found to be stuffed with mouldy tattered rags, the remnants of clothing (the source of the musty smell). It also contains a plethora of humanoid bones.

The sculpture appears to be made of rough, grey-brown stone, possibly granite, and is the size of about 5 men huddled together. From the front, it appears to be a near-perfect three-dimensional replica of the image nailed to the door: it looks one thing, but at the same time it also appears to look like something else. From the back the sculpture appears to be unfinished.

The sculpture is in fact a **giant morphing spider**, a kind of semi-intelligent giant trapdoor spider. It has adaptive camouflage, and can bend and morph its legs and body to look blend into its surroundings. The hardest thing for it to hide are its coal-black eyes - prolonged study might detect their slight movement.

Normally these spiders try to look like natural features: boulders, piles of rubble, dead trees, etc. However, this particular one has learned that by looking like one of the pictures in this room, it can catch curious and tasty humanoids. If a human-sized creature comes within striking distance it will unfold and strike, lightning-quick. After it drains the victim dry, it stuffs the remnants in the wardrobe.

The spider’s body does not look out of place when viewed with dark vision, but, when so viewed, the “sculpture” looks like it has a dozen or more large fractures in it (these are the interfaces where its body parts are folded up). These fractures also appear to run towards a mass of small objects located in the center of the sculpture, where the spider keeps a cache of 88 gp worth of various coins. The spider has used some of these coins to bait the ‘base’ of the ‘sculpture’.

An unusual collection of **framed pictures** hangs on the walls. One of the frames is empty, because the picture has been cut out and nailed to the outside of the door. Each picture is different, and creates optical illusions - that is, they look like one thing (e.g. an old lady), but also like another thing (e.g. young girl). This is not magic, but rather a trick of the eye as the viewer changes position. Below are some examples of the optical illusions (referees are encouraged to invent their own):

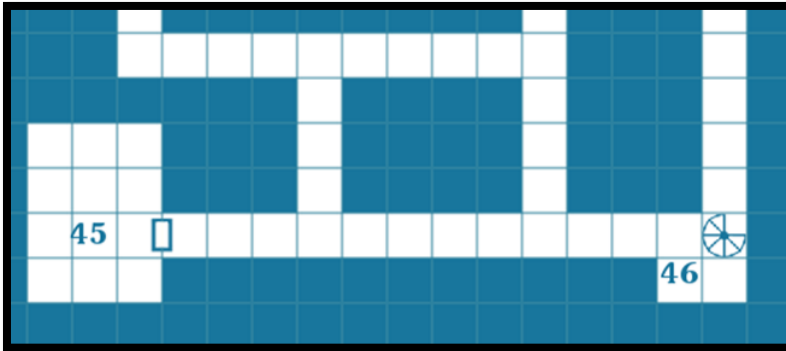
Roll 1d8	Image 1	Image 2
1	Crone	Young Girl
2	Skull	Woman Curled Up
3	Duck Head	Rabbit Head
4	Big Cat	Fist
5	Wolf Looking Two Ways	Large Snake
6	Man’s Face	Person Reading
7	Knight	Troll
8	Dungeon	Dragon

Giant Morphing Spider: AC 4, HD 4d8, MV 45, ATT 1 bite, DMG 2d4 + poison, AL Nil, XP 200

Poison: Save vs. poison or experience hallucinations or vertigo: -4 to every physical activity for 1d6 rounds

HARMONIC STAIRS 46.

A soothing vibration emanates from within this faceted room, removing fatigue and energizing anyone in here.



All effects here begin after the first round. Healing rates double, and anyone poisoned, *charmed*, possessed, or under any delusion gets another saving throw due to the powerful ambient energies. Viewing the stairs up to **Room 22: Leap of Faith** automatically reveals the **Tarot tiles** on the step risers.

Bringing Hree Apo's *resonance crystal* from **Room 24: Alien Prisoner** into this room causes silvery

echoes to be heard from the quantum space holding the **Blue Baron's coffin**. The sounds come from the top of the stairs at the hollow shaft and will lead anyone listening there.

Thus ends the adventure. Turn the page for conclusions.



CONCLUSIONS

Our Heroes Triumph

The adventurers find the Blue Baron's body before the full moon rises and teleport into the town square. If Enderith is still alive in the quantum space and the adventurers haven't dealt with him, he'll end up here too, so the adventurers may still have to fight him. However, Nhoj will shortly also teleport in one round later with Maria Keiner, and subdue Enderith for everyone's safety, ordering the Blue Baron's men-at-arms to clap the elf in irons for questioning.

Nhoj resurrects Lord Keiner, and the fête of celebration commences. The next day, as his first official act, the Blue Baron knights the adventurers as the first of the **Order of Oak and Holly**. He also magnanimously removes Maria's curse with the magical jeweled coffer, but he then prudently banishes her to a mountain monastery.

Inglorious Failure

The adventurers do not find the Blue Baron's body by the rise of the full moon.

Nhoj still resurrects the Blue Baron, but Maria's curse takes effect. She changes before everyone's eyes and becomes terrifying to behold: a scarred, bleached hag with spindly, knobbed limbs made worse by glassy claws and fangs. The pitiful woman spasms in pain from the transformation as her bones shift with the phases of the moon. Anyone of less than 3rd level viewing Maria's transformation must save versus spells or flee in terror for 1 turn (which is most of the folk gathered here). Howling in despair, the **white hag** opens a *dimension door* and flees. To change the mood, and show his gratitude, the Blue Baron declares the fête open.

Maria Keiner, "The White Hag"

AC 9 (4) HD 7d8, MV 40, ATT2 claws or 1 spell, DMG 1d6 each, XP 680, AL LE

Abilities: STR 13, INT 14, WIS 11, DEX 9, CON 16, CHA 6

Spells: 1st - *jump*, *magic missile*, *shield*, *sleep*; 2nd - *forget*, *invisibility*, *web*; 3rd - *dispel magic*, *fly*; 4th - *dimension door*

Bested

The Holmesmen find the Blue Baron's body before the adventurers. The disgraced heroes now have to escape the dungeon through the kobold tunnels in **Room 37: Exploding Kobolds**, or via the dangerous rapids in **Room 34: Collapsed Room**. By the time they arrive in the town square, they find only celebratory debris from the fête. The adventurers receive a tepid reception in town and may slink off with whatever treasure they gained from the dungeon.



Boglin: AC 9, HD 1d4, MV 15, ATT 1 lick, DMG saliva, AL CG, XP 7

Boglins are distant cousins of goblins, but smaller and more affectionate. They are often kept as pets by the rich.

Chkal: AC 7, HD 1d8, MV 40, ATT 2 claws/ 2 weapons, DMG 1d3 x 2 *or* 1d4 x 2, AL N, XP 15

These wiry-framed alien sophonts stand over 6' tall on hindlimb-shaped legs, with golden eyes, long filaments on their heads, and leathery skin providing a natural AC 7. They can jump and climb well, have darkvision to 120', but suffer a -1 to hit penalty in daylight. They can use two weapons at once. Chkal may have any class.

Crap Golem: AC 7, HD 7d8, MV 25, ATT 1 fist, DMG 2d8, AL N, XP 1,000

These incredibly foul-smelling constructs are unaffected by normal weapons, although fire will cause damage as per burning oil. Crap golems must continually replenish their mass as their constituent fecal matter dries up and flakes off, and they will lose 1HD every 1d10 rounds if they are away from their source of excrement.

Glass Wasp, Giant: AC 5, HD 1d8, MV 20/ fly 45, ATT 1, DMG 1d6 + poison, AL Nil, XP 20

These stealthy predators have powerful night vision and lurk in dark caves, staying still to let prey pass and attack with surprise. Glass wasp poison immobilises targets for 3d6 turns and makes their bodies clear, so the wasp can conceal its prey from competitors. The extracted raw toxin hardens into a lucid white resin, which can be powdered to make a paralytic poison for ingestion or application to edged weapons. Physicians, clerics, thieves guilds, and necromancers will pay 250 gp per vial of glass wasp poison, or half that for the resin.

Incredibly Razor-Sharp Magic Mouth: AC 7, HD 4d8, MV 0, ATT 1 bite, DMG 2d6, AL CE, XP 125

Anyone looking at one of these monsters must save vs. spell. Success means the enormous mouth filled with razor sharp teeth becomes obvious, failure means the viewer sees refracting mirrors and nothing else. The incredibly razor-sharp magic mouth is able to bite anyone standing in its lair.

Mastiff: AC 9 HD 1d8, MV 30, ATT 1, DMG 1d3, AL N, XP 5

These large hounds are commonly used as guard dogs, but can be difficult to control and may turn on their masters if they become too hungry or frenzied.

Morphing Spider, Giant: AC 4, HD 4d8+4 (22 HPs), MV 45, ATT 1 bite, DMG 2d4 + poison, XP 200, AL Nil (saving throws vs poison or experience hallucinations or vertigo; adventurers coordination is shot, PC gets -4 to everything physical for a number of rounds equal to 20-CON stat)

NEW CREATURES

Nightmare Thing: AC 4, HD 2d8, MV 30, ATT 1 claw, DMG 1d6, AL CE, XP 30

These horrors dwell between planes of existence, and are capable of reaching from one into another to attack unsuspecting victims or even drag them into its own dimension.

Scabrous Nyak-Vhom: AC 7, HD 3d8, MV 30, ATT 2, DMG 1d8, AL CE, XP 80

On rolling a natural 20 when attacking a scabrous nyak-vhom, anyone within 10' must save vs. breath weapon to avoid a scab-opening acid spray that does 3d6 damage.

Strangler Salamander, Giant: AC 6, HD 2d8, MV 20, ATT 2 bite/ constrict, DMG 1d6+ poison/2d4+poison, XP 50, AL NIL

These giant amphibians lurk in dank, dark places and ambush prey from up high, using long prehensile tails and a potent transdermal toxin on their slimy skin to strangle and weaken prey before bending their rubbery bodies to deliver a bite. Anyone attacked must save versus poison or suffer -2 to Strength for 1D6 turns. Additional failed poison saves do not incur cumulative penalties but do extend the duration by 1 turn.

Vampire Slime: AC 6, HD 5d8 (+2d8 for host zombie), MV 20, ATT blood drain, DMG 2d6, AL CE, XP 750

Vampire slimes are foul amorphous undead formed by an evil alchemical rite, involving a cultist who drinks a potion that violently liquidates their body, only to have their life force reanimate the miasmal puddled remains. The vampire slime possesses a baleful cunning, so it will often set terrible ambushes, use traps and terrain advantages, and set out treasure to lure prey. Being amorphous, vampire slime can slip under doors, through pipes, into cracks and down drains to hunt and survive.

Vampire slimes drain victims of blood and fluids, often flowing inside a dead victim to animate it as a zombie. A vampire slime's blood drain heals it for half the damage inflicted, making it difficult to destroy. Vampire slimes can also animate 10 HD of zombies, often concealing its host among them.

Harming a vampire slime inside a zombie means destroying the corpse host first, and it can lash out from inside the zombie through orifices and open wounds. The first 2D8 HD represents the inhabited zombie. A vampire slime often falls down after a sound strike, only to attack by surprise when the body is searched or passed by. A vampire slime can be turned, but combines its hit dice with those of its host zombie (turns as a 7 HD undead). Attacking the inhabited zombie with *holy water* or burning oil usually forces a vampire slime out. Normal weapons harm it, but blunt attacks do only ¼ damage.

White Hag's Cats (6): AC 4, HD 1d6, MV 40, ATT 1 bite + 2 claws, DMG 1d2/ 1d2/ 1d3, AL LE, XP 10

Maria's feisty pets used to attack anyone who displeased her. After their mistress's curse, the cats become larger, elfin, and ghostly pale, following the White Hag into the forest. They also manifest the ability to travel through shadows, making them much harder to keep track of and strike in battle (-2 to hit). Once per night, the White Hag may choose a cat and see through its eyes.

ARTEFACTS & MAGIC ITEMS

Items with an asterisk () are part of the artefact auction. The auction is not included as a scene, but you as referee may wish to do so. Remember though, this is how Queen Basina will get Lord Keiner's back taxes, so any interference certainly comes with consequences.*

*Campy Catsuit**

A primitive piecemeal suit of jungle cat hides, leather, dyed burlap, and bone pins. The suit's features are rather exaggerated and absurd, giving the impression of a child's costume. However, once per day the wearer can transform into a sleek spotted lion. Even when simply worn, the suit subtracts 3 from the wearer's unarmoured armor class (becomes AC 6 for humans). Furthermore, each time the wearer transforms, there is a 1 in 6 chance they are overcome with blood lust and keep attacking until at least one enemy is killed. Thereafter, each day the suit is not used, the wearer must make a [successful](#) save vs. spell or don the suit to transform immediately into the murderous feline.

Spotted Lion: AC 6, MV 50, ATT 1 bite + 2 claws, DMG 1d3 each

Abilities: +2 to hit from above, on any attack roll of a natural 20 add rear rake attack for 2d3 damage

*Halku's Rug**

This is an ancient woolly mammoth hide, usable as a defence, a hidden sanctuary, or a grand parlor curio. An ice-age wizard made the rug to preserve part of his homeland when he saw the climate changing millennia ago. Stepping on or touching the wool requires a save vs. spell to avoid shrinking into the pelage, which becomes a frosty primeval forest realm ruled by a demigod named Oyan.

Resonance Crystal

This crystal wand produces a barely audible sound, really a complex of infrasounds that soothes and lulls hostile jellies, slimes, oozes, and other amorphs for 1d3 rounds unless they save versus magic wand. Hree Apo currently has the *resonance crystal* (**Room 24: Alien Prisoner**). Using the crystal also increases scrying attempts with the *quantum jelly* (see **Room 26: Secret Study**).

Revenant Charm

This stained bone fetish allows the wearer to reanimate and avenge his or her own death. Anyone can be sought or attacked so long as it involves getting to the killer or killers. Furthermore, the revenant gains a bonus equal to half its character levels (rounded down) for task checks and to resist turning attempts. Once the last killer is dead, the revenant drops as a disintegrating husk. The revenant gains the usual undead immunities and weaknesses, but it may otherwise be destroyed normally.

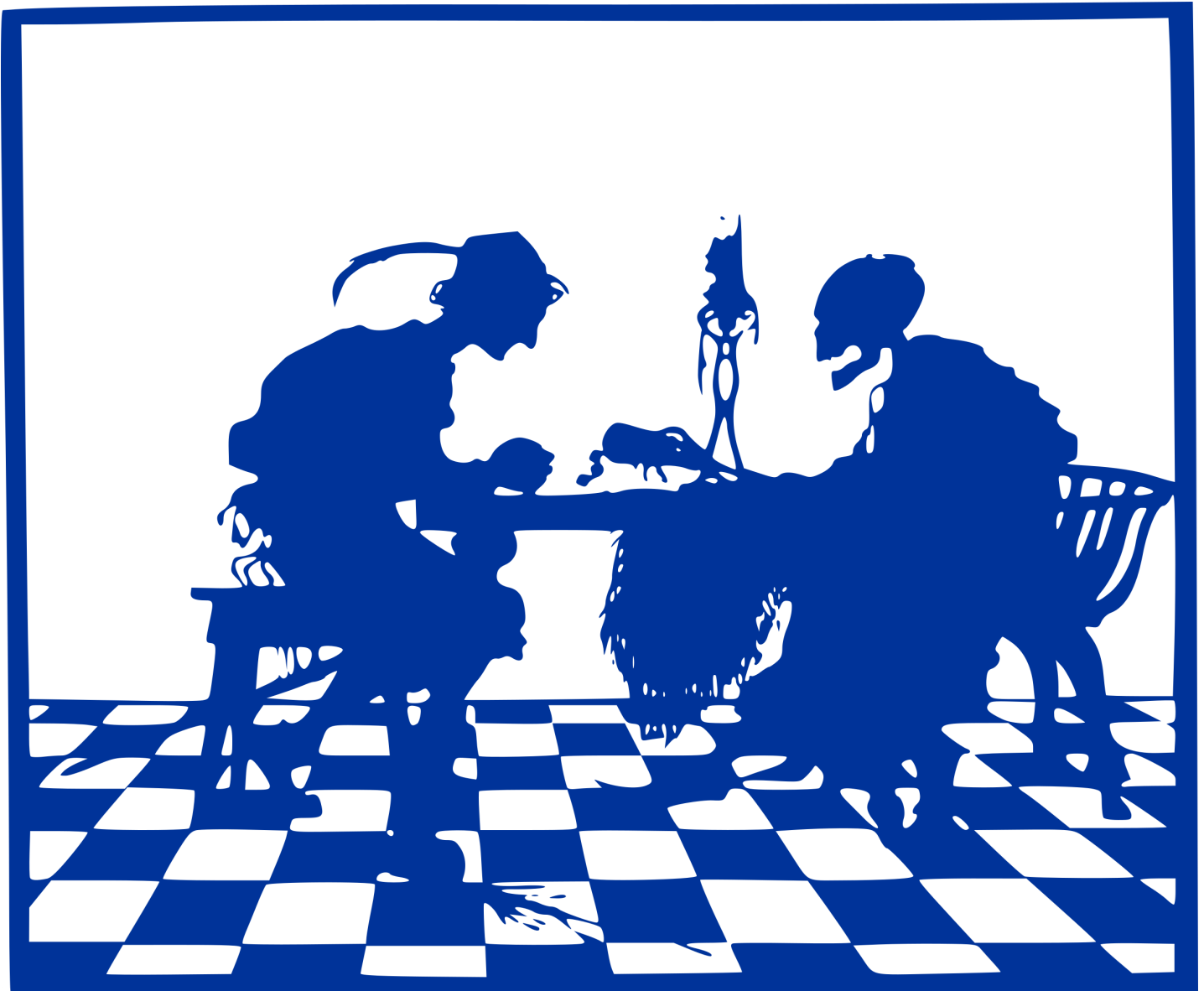
ARTEFACTS & MAGIC ITEMS

Blacklaw's Burning Salts

These blessed alchemical salts can attack various creatures, the effect depending on the target. A vial contains 1d4 doses, thrown like oil or holy water, or cast immediately with a gloved hand. The latter method adds +2 against the thrown oil penalty for smaller creatures, and multiple targets can be struck. Normal corporeal beings take 1d4 damage as the volatile salts ignite upon touch. Oozes, slimes, jellies, and creatures harmed by salt (snails, slugs, and leeches) take 1d8 damage and are *slowed*. Undead, demons and devils take 2d8 damage, and turning attempts are as for clerics two levels higher.

*Masque of St. Cancarn**

This mask is made from iron, with leather straps. A length of thin rope runs from one side of the jaw to the other, connected to rope is a set of yellowed front teeth. The teeth are encased in a piece of rounded brass. Wearing this ancient mask is extremely uncomfortable. Once the mask is placed upon the wearers head they are instantly transported to the moment of their death. The Baron would pull this mask out as a parlour trick when partying with his rich elite friends. Its worth is well into the 1,000 gp range.



If the players find their party lacking extra muscle, they can hire a few of the following peons:

Sige The Mighty: (1st Level Human Fighter)

Sige isn't actually that mighty, although he claims to be! When met by the characters he will boast about all of his previous accomplishments as a fighter. All of which he has borrowed from legend and twisted to be all about him. Clever players may catch on to this.

Stats: STR 5, INT 4, WIS 12, CON 10, DEX 8, CHA 14, long sword, leather armour, shield

Cost: 2 sp per day

Findeli Lonevris: (1st Level Elf Magic-User)

Findeli came to the city in search of knowledge, having exhausted the library's from home. He is a loyal helper and will do his best to keep any situation under control. He is however curious, when it comes to anything ancient or puzzling.

Stats: STR 10, INT 14, WIS 9, CON 9, DEX 10, CHA 7, quarterstaff, dagger, pocket full of marbles.

Spells: *Magic missile*

Cost: 1 gp per day

Riffolk Mythey: (2nd Level Human Cleric)

Riffolk is a follower of Najin, goddess of the moons. He is a hardy cleric, muscle-bound and headstrong. His only fault is that he never learned to speak well, and tends to drop words when talking.

Stats: STR 16, INT 9, WIS 12, CON 8, DEX 9, CHA 3

Spells: *Remove fear*

Cost: If the adventurers agree to pay a tithe to his goddess (100 sp) he will stay and help as long as he is able

Heaher Leah: (1st Level Human Thief)

Heaher spent some time as a for hire assassin, but was kicked out for being far too brutal on her contracts. She has since led a life of crime, just making ends meet. She won't think twice about stealing from her employers or running if things get bad.

Stats: STR 10, INT 12, WIS 9, CON 8, DEX 12, CHA 13 **Cost:** 3 GPs a day



Utheald (3rd Level Human Fighter)

Alignment: Lawful Evil Background: Shunned By The Gods Quirk: Arrogant

Attributes:

Strength: 12

Intelligence: 7

Wisdom: 10

Constitution: 8

Dexterity: 13 (+1 Missile Weapons)

Charisma: 10 (Max 4 Followers)

Hit Points: 18

HP Current:

Armour Class: 8

Weapon Damage: 1d6

Equipment:

Battle axe, leather armour, large sack, rations (1 week)

Saving Throws

Breath Weapon: 15 Magic Wand: 13 Gaze: 14 Ray/Poison: 12 Spell/Staff: 16

Notes & Treasure:

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Attack Table:

AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC-1	AC-2
10	11	12	13	14	15	16	17	18	19	20	21

Enennar (3rd Level Elven Magic User)

Alignment: Neutral Background: Dreams of "The End Of Days" Quirk: Perfectionist

Attributes:

Strength: 14

Intelligence: 12 (+2 Languages)

Wisdom: 18

Constitution: 8

Dexterity: 13 (+1 Missile Weapons)

Charisma: 10 (Max 4 Followers)

Hit Points: 14

HP Current:

Armour Class: 9

Weapon Damage: 1d6

Equipment:

Quarterstaff, robes, backpack, 2 torches, small sack

Saving Throws

Breath Weapon: 16 Magic Wand: 14 Gaze: 13 Ray/Poison: 13 Spell/Staff: 15

Notes & Treasure:

Spells:

Charm Person, Detect Magic, Web

Attack Table:

AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC-1	AC-2
10	11	12	13	14	15	16	17	18	19	20	21

Thakam (3rd Level Dwarven Cleric)

Alignment: Lawful Evil Background: Debts From Addictions Quirk: Naive

Attributes:

Strength: 11

Intelligence: 16 (+6 Languages)

Wisdom: 15

Constitution: 14

Dexterity: 9

Charisma: 12 (Max 4 Followers)

Hit Points: 10

HP Current:

Armour Class: 8

Weapon Damage: 1d6

Equipment:

Quarterstaff, leather armour, small statue of deity (holy symbol), backpack, rations (1 week), 2 torches

Saving Throws

Breath Weapon: 16 Magic Wand: 12 Gaze: 14 Ray/Poison: 11 Spell/Staff: 15

Notes & Treasure:

Spells:

Cure Light Wounds, Protection From Evil

Attack Table:

AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC-1	AC-2
10	11	12	13	14	15	16	17	18	19	20	21

Tharlip Leyne (3rd Level Halfling Thief)

Alignment: Chaotic Good Background: Born Blind, Other Sense Heightened Quirk: Trusting

Attributes:

Strength: 13

Intelligence: 6

Wisdom: 15

Constitution: 13

Dexterity: 10

Charisma: 5 (Max 2 Followers)

Equipment:

A pair of daggers, leather armour, a large sack, thieves tools, 1 week rations

Saving Throws

Breath Weapon: 15 Magic Wand: 13 Gaze: 14 Ray/Poison: 12 Spell/Staff: 16

Notes & Treasure:

Thievery:

Head Noise: 45% Find Trap: 30% Climb Smooth Surfaces: 90%

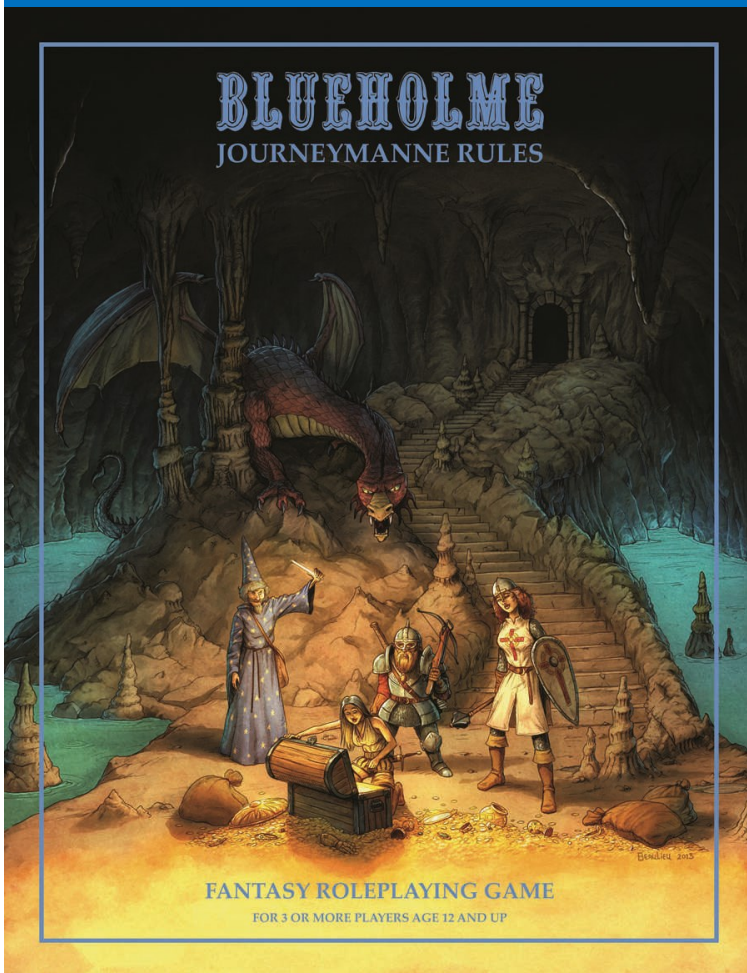
Hide In Shadows: 20% Move Silently: 30% Open Lock: 25% Pick Pocket: 30%

Remove Trap: 20%

Attack Table:

AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC-1	AC-2
10	11	12	13	14	15	16	17	18	19	20	21

Blueholme Journeymann Rules



The *BLUEHOLME™ Journeymanne Rules* are a table top fantasy roleplaying game which emulates the game play of the original basic rule book, popularly known as the Holmes Edition or simply the Blue Book. Unlike those basic rules, however, this book allows for characters of 1st to 20th levels, and include everything the referee could possibly need to create and run a campaign in the Underworld, the Wilderness, or the Realm: monsters, magic, treasure, and ... well, what more do you need? *BLUEHOLME™ Journeymanne Rules* are fully with compatible.

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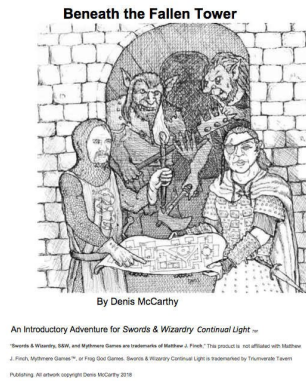
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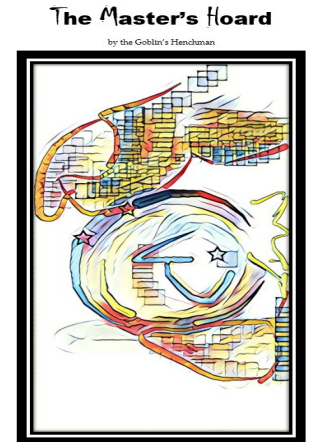
BLUEHACK



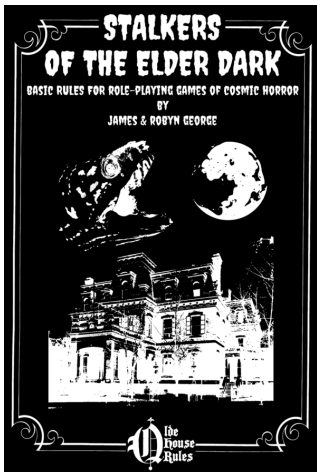
ALPHA BLUE



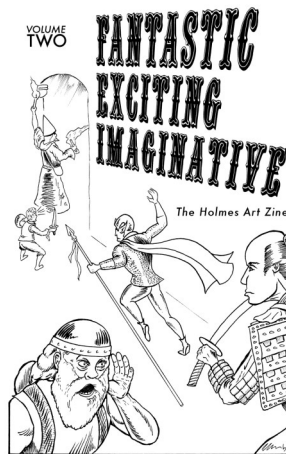
**BENEATH THE
FALLEN TOWER**



**THE MASTER'S
HOARD**



**STALKERS OF THE
ELDER DARK**



**FANTASTIC!
EXCITING!
IMAGINATIVE!**

Volume TWO



**BLACK PUDDING
VOLUME 4**



The Secret of Cykranosh

The Secret Of Cykranosh

DUSTY DOOR



An Adventure For 3rd Level Characters
Written By Shane Ward

BLUEHOLME
COMPATIBLE PRODUCT

*Whatcha waiting for? Go grab these
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supplements today!*

Thank You

I would like to express my deepest gratitude to Scott for taking up the reins and getting this project off the ground and completing it! I am very happy with the end results, and I think that we did a fantastic job of bringing the Blue Baron and his family to life. Thank you Michael for bringing the Holmes rules back to life and giving them a launching pad for more adventures. To Venger, Denis, Goblin's Henchmen, James & Robyn, Wayne, Jon, James & Jeff I thank you so very much for your contributions to the rooms, art, random tables, off the wall ideas, and scary creatures, and most of all for being part of this collaboration. Without great people jumping on board and putting in their ideas these things fall apart. I would be remiss without thanking Dr. John Holmes &



Gary Gygax for getting our imaginations into overdrive in the first place, Thank you to my wonderful wife Jennifer who picks me up and listens to my crazy ideas without batting an eye lash. Sometime next January look out for Volume 3! We can't do two adventures and not make it a trilogy damn it! If you are looking for a co-writer, graphic design, editor, layout, cartographer, I can recommend you some wonderful people! Shoot me an email at shanepatrickward@gmail.com

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NOTES

The Return of the BLUE BARON

It is with heavy heart that I confirm the rumors which you must have heard by now. My husband, Lord Gavanov Keiner, 23rd Baron Keiner, known to many as the Blue Baron, is no more.

Yet hope remains in the words of his final command, a rather unique funeral arrangement. The Blue Baron dares all brave and adventurous souls who would risk death in trade for fame and glory to come forthwith to Einhornstadt, arriving no later than three days before moonrise.

My Lord Baron calls on you from beyond the grave. Ignore him at your loss and peril.

Expectantly,

Maria Keiner

VOLUME 2

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