

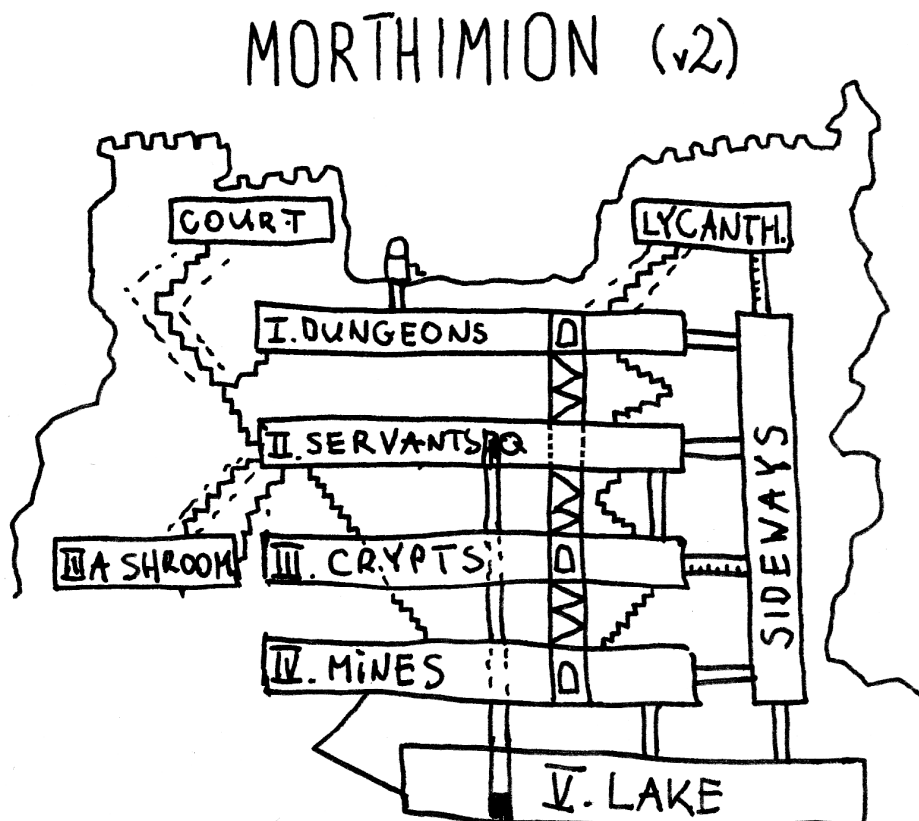
# Morthimion

## by Gabor Lux

Morthimion, the great ruined pile, has stood forlorn in its forest valley over generations. The incursion of monsters from its lower levels, and their menacing of the civilised frontiers has lead to the construction of The Great Wall, a grandiose task accomplished under King Donald I. A single gateway was left to the wild realms, manned by the armies of Castle Tarkish, the nearest town of note, and peace was restored once more.

However, treasure-seekers are still drawn to the castle with promises of rooms of gold and fabulous adventure. The ruins are now controlled by the Wizard Wörramos (M-U 11), said to be senile, deranged and extremely dangerous. Wörramos is withdrawn to his quarters, but the garrison, 50 strong (20 crossbowmen, 30 heavy foot), controls access to the dungeons. Wörramos keeps 4 pet basilisks guarding his inner keep.

- A levy of 10% is in effect, and a first pick of magic items retrieved is possible when Wörramos so pleases (1:6 for attractive magic items). Carrugron the castellan (M-U 6) handles appraisal and taxes, and relays messages to his master.
- Visitors may stay at the stables.
- Simple equipment may be available at the Commissary.
- Henchmen are available as per Morale & Men (**Echoes #01**), small town equivalent.
- Wörramos may be consulted at a fee, cryptic hint 200 gp/dungeon level, but 1:6 of **geas**.
- Don't anger the wizard!





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# Level 1: Dungeons

**Doors** are 1:3 to be stuck. **Random encounters** are LBB standard (pre-GH), but reduce large hordes to 1/10 total (30-300 to 3-30, etc), and high-levels to smaller groups.

**(ST) STOREROOMS:** goods of 1d6\*100 gp base value. 1d6: 1-3 spoiled, 4-5 damaged (½ value), 6 intact (full value). For type, roll 1d100:

01-10 food	45-49 spices	69-84 alcohol/drugs
21-30 dishes/household	50-51 treasure	85-97 cloth/tapestry
31-33 exotic	52-53 strange items	98-00 religious
34-38 tools	54-58 art	
39-44 weapons/armor	59-68 oil/wax	

1. Entrance from courtyard through old well, 30' down. Skeleton holds pickaxe. Sign reads "WELCOME TO MORTHIMION CASTLE".

2. [Replaced by ST]

3. Armoury, **ochre jelly** above racks.

**Ochre jelly:** HD 5; AC 8; Atk jelly 1d6; Spec hits or lightning divides, destroys wood, seeps through cracks; ML 12; AL N.

Hp 18

4. Cracks in wall, lichen colony, edible (1d6 rations).

5. Man-sized cracked clay urns with spoiled grain. **9 giant rats**, grain holds 400 sp, 30 gp, gems 4\*100, 500 gp.

**Giant rats (9):** HD ½; AC 8; Atk bite 1d3 + disease; ML 6; AL N.

Hp 1 3 2 3 2 1 4 4 2

6. Walled up. Scratching sounds from other size.

7. Stone Knight issues challenge, 5 r single combat to pass. **Hero, sword -2** redeemed to +1 if his curse is lifted.

**Hero:** Fighter 4; AC 2; Atk **sword -2** 1d6; Spec 4 attacks vs. normal men, immune to sleep, charm; ML 12; AL L.

Hp 19

8. Spying presence from N niche, zips treasure chest from pedestal to pedestal between rooms unless tricked. 600 sp, 20 gp, 5000 gp amulet.

9. Soot-blackened bronze urns & ashes, central has 500 sp silver handles, northern 5 blackened gems (4\*100, 500). Lighting flames conjures helpful wandering spirit.

10. Hall of columns in likeness of ladies in waiting & fighters. Insult animates **3 columns**.

**Animated columns (3):** Fighter 3; AC 3; Atk spear 1d6 (+1); Spec 3 attacks vs. normal men, immune to sleep, charm; ML 10; AL N; one has key, one has **spear +1**.

Hp 16 14 11

a) Key opens treasure hoard 4000 cp, 4000 sp, 1000 gp.

b) Side sanctum: hanging pegs with robes, candelabra, thumping sound. Prayer book 210 gp contains spells: *protection from evil*, *detect invisible*, *phantasmal forces*.

c) submersion in pool of electric eels (1d6/r) allows swimming to secret, 100 sp, 600 gp, 3\*spare plate mail.

11. Smoking pots in niches.

b) Grotesque contorted statue, restoring missing arm with appendage grants wish.

12. **21 orcs** playing board game, figures are teeth. 600 sp, 2000 gp, gems 5\*100, 500 gp.

**Orcs (21):** HD 1; AC 6; Atk axes 1d6; ML 7; AL C.

6 6 2 6 5 3 1 1 6 4  
6 6 6 2 6 1 5 2 4 3 6

13. Archer fresco, arrow trap 3\*arrow 1d6 (1:20 poison). Quiver of **3\*golden arrows +1**.

14. 10 spiders in den, cocooned elf with quiver, **elven boots**.

**Spiders (10):** HD 1; AC 8; Atk bite 1+P, dead in 2d6 turns; ML 6; AL N.

Hp 3 4 3 3 4 2 2 2 2 4

15. CALENDAR STONE, use of Code Book reveals broken world cycle, alt. timelines reached via Dolmen Gates.

16. Passage blocked by 15 servant zombies.

a) False door opens pit trap, secret door leads to tunnel.

b) Treasure room. Iron boots surrounded by wooden statues with masks: silver (100 sp), gold (50 gp, 100 gp), serpent (poison tongue trap), toad (hollow statue, **potion gt. str.**).

**Servant zombies (15):** HD 1; AC 8; Atk grab 1d6; ML 12; AL C.

1 1 6 6 4 2 2 4 6 3

6 5 3 5 1

17. Empty upturned bucket, 1 cp on top.

18. Domed marble room, **silver rose** under stone floor plug is 500 gp, will stop one LVL drain if worn on breast.

19. 28 goblins, 43 gp in pockets, around table with dirty cups (400 sp) & great dirty decanter (silver, 5000 gp, marked "SEUSO"). Rags, picks, ropes & hooks.

**Goblins (28):** HD 1-1; AC 6; Atk spears or swords 1d6; Spec attack dwarves; ML 6; AL C.

1 4 2 4 3 1 2 1 1 5

4 5 1 4 1 1 2 4 1 1

3 4 2 4 4 4 1 5

20. Knights' hall. Behind barred door, 90° gravity trap to Sideways Level.

21. Collapsed spiral stairs up. Great stone plaques: "MORTHIMION", "... (illegible) ANNO MMXIX".

22. Pile of refuse & bones of adventurers. Sign "TAKE OUT THE TRASH" – secret door opener to trash pit under heap. 6 giant centipedes.

**Giant centipedes (6):** HD ½; AC 9; Atk bite 1+P, dead in 2d6 turns; ML 6; AL N.

Hp 1 2 3 3 1 3

23. Sign: "DON'T KICK THE BUCKET".

24. Rat-infested storeroom, 70 normal, 10 giant rats. 600 sp spices.

**Giant rats (10):** HD ½; AC 8; Atk bite 1d3 + disease; ML 6; AL N.

Hp 1 2 1 1 1 1 2 2 1 3

25. Scratching beyond door are 14 skeletons in rotted livery, one has 200 sp overseer's cap, 60 gp. Tools – shovels, chisels, hammers, 3\*picks.

**Skeletons (14):** HD ½; AC 8; Atk claws 1d6; ML 12; AL C.

Hp 2 2 2 1 3 2 2 3 3 2

1 2 1 2 3 3 1 1 2 3

26. Grand spiral stairs down to LVL 3, 4, but 1:3 turns to slide with no way up. Initially locked, but 1:6 to open each subsequent expedition. On sides, griffon head lowers Str, defaced orc head points towards well exit to NW.

27. Spiked door, knocking. Sign "TELLAMORK [skull symbol]". **Wraith of Tellamork** haunts sitting room with trunk, cask, comfortable chairs & rug. 400 sp silver cups scattered. Revolving wall to Tellamork's jewelry collection on lady's marble bust: 1300 gp medallion, 1100 gp comb, 900 gp earring, 1100 gp pin. Removing jewelry turns lady wizened and then dead, finally animating **wraith of Quirella**.

**Wraiths (2):** HD 4; AC 3; Atk LVL; Spec silver ½, magic only 1 die; ML 9; AL C.

Hp 14 14

28. Roaring fire in fireplace and riotous laughter, music & merriment around table in Great Feasting Hall. "The Merry Men of Castle Morthimion", 60 bandits, lieutenants Ruprecht & Diana, leader Horgelric, demand toll for passage.

**Bandits (1d6\*10 present):** HD 1; AC 7; Atk hand axes and swords 1d6; ML 8; AL N.

Hp	5	5	2	2	6	3	5	6	1	6
	3	6	2	2	2	5	6	3	5	4
	3	6	5	1	6	5	4	5	3	6
	1	2	3	3	4	6	3	5	5	3
	1	4	1	6	6	5	2	1	4	1

**Ruprecht, hero (present if first 30 are here):** Fighter 4; AC 2 (chain, **shield +2**); Atk sword 1d6 or 2\*bow 1d6 or dagger 1d6; ML 9; AL N.

Hp 19

**Diana, hero (present if second 30 are here):** Fighter 4; AC 5 (chain); Atk 2\*bow 1d6 or dagger 1d6; ML 8; AL N.

Hp 9

**Horgelric, myrmidon (1:6 present per 10 men here):** Fighter 6; AC 2 (chain, **shield +2**); Atk sword -2 "**Goofus**" (N, non-intelligent); ML 10; AL N.

Hp 33

a) barred window to oversee entrance room, screen visitors

b) feasting hall, weapons & shields on walls. Collapsed stairs lead outside, three leaders know magic word to open way.

c) leaders' room, hoard: 1000 sp, 700 gp, gems 10, 50, 50, 100, 50, 1000, 100, 50, 100 gp, **potion of animal ctr., potion of gaseous form, sword +2 "Gallant" (charmer, Chaotic, non-intelligent).**

**29.** Lion throne room in marble reception hall. Tapestries of the Faerie Princes, M Mouth on bronze gates to S: "BEWARE THE NIGHT OF THE WOLF".

**30.** Wolf's head, stairs down to Level 2, Servants' Quarters. Every Friday, they lead \*up\* to Lycanthrope Level (SPECIAL).

**31.** Frescoes of noble ladies all around marble hall. In middle, circular inscription on floor: "THE HALL OF DAMES. VALEDICTORIAN VIRTUE VINDICATES". In middle, 3x3 field of pressure plates with names, combinations result in rewards. Mechanism fails after successful combinations: 1:6, 1:3, 2:3, automatic.

Equestria	Gloriella	Grizelda
Dorina	Norma	Tara
Rowena	Esmeralda	Floriola

- EGG: golden egg hatches friendly **3 HD giant swan**, or worth 3000 gp.
- END: "Off with their heads!" 9 x swords animate to strike once.
- DEN: Court Key granted (opens **38**).
- TEN: 10 gems
- TEND: **potion of extra-healing**
- FEND: **sword +3** (Lawful, non-intelligent, attacks chaotics in party)
- ENTER: secret tea room opens, 6000 sp silverware, 800 gp plate set, shaker of "sugar" is **dust of speed**.
- GENT: **Order of the Garter** (+1 saves)
- ENT: **staff +1**
- FED: 10 iron rations
- NET: net falls while alert goes off
- NERD: 1d20 polyhedra rain down (base 10 gp gems)

**32.** Jail. Moaning wind, torches, dripping.

a) **Morton Melf**, elf Veteran (Elf 1).

b) **Old Man** studying hourglass is jailer with keys, curse ages 1000 years.

c) Torture chamber: brazier, rack, tongs, straw bales, iron maiden, hammer. Badly mortared walls: N to maze, W to **10 skeletons (hp 4, 1, 3, 3, 2 / 4, 3, 2, 1, 4)** with 300 sp & **potion of speed**.

d) **Lydia Luckless (Thief 1)**, knows secret of Unlit Lake, Level 5. 300 gp in boots.

e) Crazy hermit is kidnapped **Vicar Father Felius (Cleric 4)**, in mortal terror of Faerie Princes & hunting pack.

f) Straw mat hides crawlspace to Level 2. Bucket of dirt.

**Old Man:** HD 3; AC 6; Atk -; Spec curse ages 1000 years; ML 9; AL C; jail keys.

Hp 10

**Skeletons (10):** HD 1/2; AC 8; Atk claws 1d6; ML 12; AL C.

Hp 1 3 1 2 2 2 2 3 1 1

**33.** Chapel of light. Symbol of light shines from above on locked shrine, opens to Lawful Cleric's turning (2 HD min). **Blessed cloth** wipes away 1d6 Hp wounds, 1d3 holy water, 4\*silver arrows, **scroll of continual light** (Lawful can remove, Neutral takes 1d6, Chaotic 2d6).

**34.** Maze with pit traps. **Quantum ogres** appear inconveniently when characters walk into dead end. Southernmost pit hides secret passage.

**Quantum ogres:** HD 4+1; AC 5; Atk club 1d6+2; ML 8; AL C; 1d6\*100 gp each.

Hp 12 14 20 21

b) Statue of priest grants **scroll of find traps**. "HERE, YOU NEED THIS."

**35.** Space room, consciousness drifts (can enter LVL 5 but not back), disco ball 3000 gp but save vs blind, petrify.

**36.** Mortuary. **12 ghouls**, 1200 gp, **shield +1**. Treasure map on reverse of mouldy tapestry depicting "**the Silver Lake Treasure**" (Domains, 1614).

**Ghouls (12):** HD 2; AC 6; Atk claws 1d6 + paralysis; Spec all killed become ghouls; ML 7; AL C.

Hp 7 12 12 11 7 7 5 5 5 9  
12 9

**37.** Pool room fed by cat's head, drinking water lowers CON. Pool is decorated with sad cat mosaics. Petting head, kitten spirits meow from pool. Comforting them, they bring reward through small crack in N wall: silvery milk (**potion of tr. finding**), 6000 gp crown.

**38.** Wizard's head watches next to trapped, locked door. Eyes are 500 gp gems, but head continues cold mist 1d6 Hp/r, frozen solid if dead.

b) Stairs, door trap turns them into slide down pit trap to Level 3, Crypts.

**39.** Receding footsteps. Stairs down to Level 2, Servants' Quarters.

**40.** Treasures are seen on pedestal through super-crystal window: 100 sp, 100 gp, 6000 gp crown on stone skull.

**41.** Looted guard room, **12 orcs** arguing over 600 gp & Mining Permit.

**Orcs (12):** HD 1; AC 6; Atk spears 1d6; ML 7; AL C.

Hp 2 2 4 1 3 5 4 4 6 6  
1 4

## Level 2: Servants' Quarters

**Doors** are 1:3 to be stuck. **Random encounters** are LBB standard (Level 1), but reduce large hordes to 1/10 total (30-300 to 3-30, etc), and high-levels to smaller groups.

1. 1:6 pit trap is unlocked when guard station is unmanned, 1:2 if manned. Manned garrison is **31 morlocks**. Treasure under loose guard room flagstones: 500 sp, **potion of heroism**.

**Morlocks (31)**: HD 1½; AC 9; Atk 1d6; ML 6; 2\*flaming oil.

Hp	2	1	3	2	3	3	2	2	2	2
	3	3	1	3	2	2	3	3	3	2
	1	3	2	2	1	3	1	2	1	1

2. Bucket in corner. Mouldering bones, helmet.

3. Burrow maze: halflings fight unmodified, dwarves at -1, men at -2 and lose shield. **5 giant weasels** have dragged corpses into lair, rotting backpack has 100 sp, 300 gp, 14\*stakes.

**Giant weasels (5)**: HD 2+2; AC 7; Atk 1d6; Spec blood drain 1d6/r; ML 8.

Hp	13	13	11	7	10
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4. Musty smell, **5 giant centipedes** under bed.

**Giant centipedes (5)**: HD 1½; AC 9; Atk bite 1+poison; Spec poison at +3; ML 6.

Hp	1	1	2	2	3
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5. Stone slabs of guardsmen before temple entrance, archway depicting flames, sooty floor. One-way secret doors open if a great conflagration is built before entrance (5 flasks of oil or equivalent). Oubliettes beyond contain flame-proof vestments (one use) & ceremonial oils (600 gp).

6. Temple of the Flames.

a) Anteroom is trapped; tiled floor is engulfed in ankle-high flames (6 Hp, those anointed with oil or sneaking are unharmed).

b) Main temple features braziers and Great Bronze Idol, a furnace of monstrous make. 1:6 of **1d6 flame guardians** from 7. Lighting the furnace, it functions as vague oracle (1:3 to know, 1:2 veracity), or breathes flames if angered (12 Hp, save ½). Molten slag contains silver (6000 sp). Coal chute in furnace is secret door.

7. **10 flame guardians**, fighting men wearing soot-covered masks and black armour decorated with flame patterns and gold jewelry (2\*4000 gp, 2000 gp, 1000 gp), manning lower torture room. Have long ago lost key to northern iron door.

b) Locked room, debris. Skeleton of escapee has scrawled "AVOID THE PUDDING" on wall.

**Flame guardians (10)**: Fighter 2; AC 3 (plate); Atk trident 1d6; ML 9; AL C.

Hp	3	7	4	5	10	7	7	6	8	9
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8. **The brazier of imprisonment** affects who gaze into flames, save vs. spell or be trapped therein. Prisoners can be called forth and interrogated, by name or randomly. The tears of a princess will extinguish it and free all within.

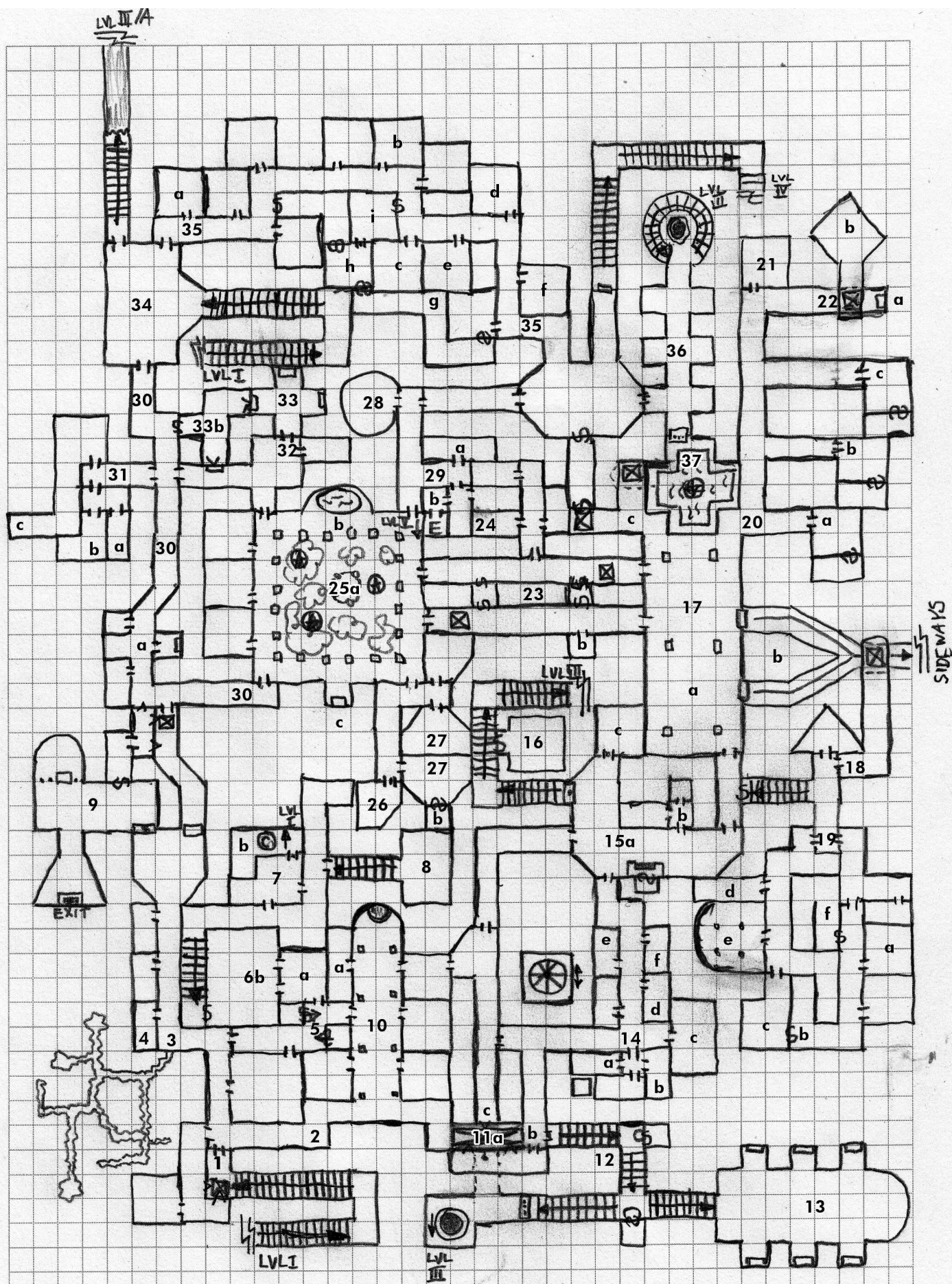
- 1) **Drusella**, formidable chambermaid, complaining about Wolf Mirror on Lycanthr. Level.
- 2) **Hermond**, fool, tells joke about Sir Baric, thrown down Sideways Level with intl. sword.
- 3) EMPTY
- 4) EMPTY
- 5) **Graymark**, severe M-U 3, got lost looking for the Code Book.
- 6) **Spot**, friendly wink dog, can smell out skeletons and crypts.

9. Sergeant's room infested with **20 giant ants** devouring wooden panelling. Fireplace chute leads outside to ruined pile, but 1:6 crumbling bricks at 2d6\*10'. Barred room is weapon display, one each of every weapon and armour. Winged falcon helm 110 gp (triple-duty), general's sword 3000 gp (old heirloom piece), **medallion of ESP 9"** (malfunctions 1:6 per use).

**Giant ants (20)**: HD 1; AC 5; Atk bite 1d6; ML 12; AL N; 6 Hp ants are warriors, +1 DMG.

Hp	1	6	2	1	5	4	5	3	6	5
	6	6	4	5	4	4	3	2	1	3





## Morthimion LVL 2: Servants' Quarters



10. Magical candles in shadowy hall lead towards mysterious pool which shows reflections with monstrous heads. **9 tromes** (a) in ambush position.

**Tromes (9):** HD 2; AC 5; Atk halberds 1d6 or javelins 1d6; ML 8; AL C.

Hp 4 6 11 2 6 5 3 7 7

11. Funnel-shaped 20' hallway trap to under-passage and 30' corpse pit down to Level 3, Crypts.

a) Trap mechanism triggers 1:12 per rank, cumulative. Four arrow slits allow flaming oil from c).

b) Locked iron doors are trapped to trigger slide into pit. **Morlock** guard on other side, will open up to two short and two long raps, or they can be bribed 200 gp for audience with King.

c) **18 morlocks** with spears and pot of hot oil, dunking fried fish if unalerted.

**Morlocks (18):** HD 1/2; AC 9; Atk 1d6; ML 6; 4\*flaming oil.

Hp 2 1 2 1 3 2 2 3 3 1  
3 1 3 1 2 1 3 1

12. Stone faces of 44 weeping maidens line passage. Fresco, "UNPREPARED THEY CAME, FORLORN ON THE SHORES OF THE LAKE BLEAK." One coin per eye opens secret chambers: uppermost has weeping fresco, lower one conceals grave of Lisa the Weeping Princess: 6000 sp, 500 gp, 1100 gp burial mask, 9000 gp crown, 5000 gp slippers, 2000 gp girdle, 3000 gp gold&crystal eyes, 5000 gp gloves. 1:6, cumulative per item taken, of unleashing **weeping wraiths** from fresco.

**Weeping wraiths (4):** HD 4; AC 3; Atk LVL; Spec drain, weeping (save vs. death or lethargic), 1/2 from silver, 1 Hp from magic arrows; ML 12; AL C.

Hp 20 18 10 14

13. **44 morlocks** and the **Morlock King** (Hp 8, +2 to hit, key, bucket crown) in hall of frescoes and inactive stone portals. 3000 gp, having been robbed by the Merry Men. The King allows party go down pit to the Crypts, but exacts a toll of treasure in lowered basket before allowing them up.

Frescoes in the hall depict the Faerie Princes and retinue. The portals, part of the "Dolmen Gates", may be opened by deciphering the Calendar Stone and turning the Time Wheel (now display for Morlock King's treasure heap).

- 5:6 of stepping into shadow reality for 3d6 turns (an earlier cycle where the castle is intact, but inhabitants are shadows speaking unintelligible gibberish). The Garden Dragons at **27** are active here, and their treasury lies open.

- 1:6 of \*\*\* **THE FAERIE HUNT** \*\*\*

**Morlocks (44):** HD 1/2; AC 9; Atk 1d6; ML 6; 1560 sp.

Hp 1 2 2 2 1 1 3 1 3 2  
2 1 1 1 3 1 3 1 2 2  
2 1 3 1 3 1 1 3 1 1  
3 1 2 1 3 3 1 2 1 2  
2 3 1 2

### \*\*\* THE FAERIE HUNT \*\*\*

Faerie Princes are **1d3 spectres**, huntsmen are **2d6 wraiths** with **4d6 shadow hounds**. Quarry is granted 2 turns to flee before pursuit commences. Survivors who meet the Princes again will be hailed and granted a **wish**.

**Spectres (1d3):** HD 6; AC 2; Atk 2\*LVL; Spec drain, +1 or better to hit; ML 10; AL C.

Hp 29 24 19

**Wraiths (2d6):** HD 4; AC 3; Atk LVL; Spec drain, 1/2 from silver, 1 Hp from magic arrows; ML 8; AL C.

Hp 11 15 15 15 17 10  
15 17 8 12 15 16

**Shadow hounds (4d6):** HD 1; AC 5; Atk bite 1d6; ML 9; AL C.

Hp 3 1 4 4 3 1 2 5 2 6  
4 5 5 1 3 5 3 2 4 3  
1 5 6 5

**14. Cooks'** barracks, bustling with activity. Neutral until riled up.

a) **8 cooks**, petrified **gelatinous cube** fills southern niche (contains silver vein worth 9000 sp).

b) **13 cooks**. Giant gold-plated mortar looks like it is worth 4000 gp.

c) **10 cooks**, 900 sp, 600 gp in cavity behind armoire.

d) Abandoned cooking supplies include witches' cauldron in chalk circle. Peering from within is **Fred, intelligent lump** of green stuff (1 Hp). Likes neutrals, recognises potions if worn on head. Vulnerable.

e) **8 cooks** sorting pots and pans.

f) **2 cooks** studying "Seventy Ways to Cook a Rat".

**Cooks (41):** HD 1-1; AC 9; Atk knife or military fork 1d6; ML 6; AL N.

Hp	2	4	5	5	5	2	1	1	5	4
	4	3	3	1	5	1	1	3	1	5
	2	3	1	4	4	1	1	3	5	1
	2	3	5	5	3	1	3	4	4	1
										4

**Gelatinous cube:** HD 4; AC 8; Atk cube 1d6 + paralysis; ML 12; AL N.

Hp 18

**15. 16 cooks** busying themselves among bubbling cauldrons (2d6 Hp) and heated grilles (1d6 Hp/r). **Head cook** is ogre-equivalent. The cooks want to retake the Larder Level, will show secret door to **18-19** to an adept group. Hostiles are lured to **15b**.

a) Main kitchen. Secret recess behind S fireplace hides **fireproof apron & mittens** (as potion).

b) Pantry. North room is freezer with huge yellow ice cube (refrigerated **ochre jelly**), "bubbles" therein are gems (2\*2000 gp, 9000 gp, 1000 gp). West room is smoker room trap, door is stuck when passed through; suffocation follows in 1d6+2 turns. 26 smoked sausages are iron rations made from mystery meat (may contain traces of elf).

c) 5000 sp in silverware

**Cooks (16):**

Hp	4	3	2	1	5	4	1	3	1	3
	1	5	4	2	2	5				

**Head cook:** HD 4+1; AC 5; Atk heated tongs 1d6+4; ML 9; AL C; keys to Level 3, **15c**.

Hp 14

**Ochre jelly:** HD 5; AC 8; Atk jelly 1d6 (destroys wood); Spec weapons & lightning divide, fire and cold effective, seeps through cracks when thawed; ML 12; AL N.

Hp 21

**16.** The tomb of Sir Liebig-Humphrey, noted epicurean, lies between kitchen and Crypt Level. Inscription reads "BOUILLON NON LIQUAMEN". Iron bull statues are **2 gorgons** guarding sarcophagus with **cuisinart blade +1** (1 hit at regular combat ability or unfold into three blades at ½ level each; Neutral, EGO 9), **potion of clairvoyance**, **potion of plant control**, **scroll vs. puddings**. Following his wishes, Sir Humphrey has been turned into 82 bouillon cubes (iron rations).

**Gorgons (2):** HD 8; AC 2; Atk butt 1d6 and breath stone; Spec petrification; ML 12; AL C.

Hp 26 24

**17.** Lower Feasting Hall is considered neutral ground, with all reaction checks at +2.

a) Food is served on long tables, and leftovers dumped down **17b**. Rations available at 1 gp, iron rations 3 gp, all you can eat banquette 5 gp/head. Donation box between W passages has plaque reading "FOR SAFE TRANSFERENCE, DONATE 10 GP", 1d6\*10 gp within.

b) Garbage chute is 90° gravity trap to Sideways Level.

c) Northern pit is filled with black, lamprey-infested water, underground tunnel leading to **37**.

**18.** Garbage chute is 90° gravity trap northwards, then to Sideways Level.

**19. LARDER LEVEL:** Subsection infested by the "bags", leathery bag-shaped carnivores. The bags pretend to be hanging from the ceiling or resting on the floor, attacking to devour hapless intruders (surprise 2:6). They babble "We come in peace" while feeding. They are semi-intelligent, and ruled by a king (f). All non-keyed areas have preserved foodstuffs for 10 days each.

- a) **12 bags** hanging among regular supplies.  
 b) Several jugs, including 12\*oil.  
 c) Dirty tarp on the floor is unfolded **giant bag** waiting to pounce. Several jugs of grease. "Treasure chest" is spring-loaded trap containing **yellow mould** (save or die, 1d6 Hp/r).  
 d) **13 bags** in orderly pile digesting dead halfling underneath (lockpicks, helmet, 100 sp and 110 gp).  
 e) Frescoed room with curtains and several ornate chairs (100 gp each) with **15 skeletons** wearing rotted livery sitting in repose.

**Skeletons (15):** HD 1/2; AC 8; Atk swords 1d6; ML 12; AL C.

Hp	2	1	2	2	3	3	2	3	1	2
	1	1	1	2	1					

- f) The **king bag** sits on throne of **10 bags** among two **giant bag** guards, wearing 3000 gp crown. He is very imperious, and demands obeisance from intruders. He offers a pick from his treasure for the head cook's head. Treasures are at the end of the passage: 4300 sp, 900 gp, marble pedestal holding purple velvet bag with 5 gems (2\*100 gp, 2\*1000 gp, 5000 gp).

**Bags (35):** HD 2; AC 7; Atk bite 1d6; Spec swallow on 18-20, surprise 2:6; ML 7; AL C.

Hp	4	2	1	1	1	6	3	5	3	2
	3	5	1	1	4	5	4	5	6	6
	3	4	1	1	4	2	2	6	2	1
	2	6	6	1	3					

**Giant bag:** HD 4; AC 7; Atk bite 1d6+2; Spec swallow on 15-20, surprise 2:6; ML 9; AL C.

Hp	17	10	6
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**King bag:** HD 4 MAX; AC 7; Atk bite 1d6+2; Spec swallow on 15-20, surprise 2:6; ML 9; AL C.

Hp	24
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**20. THE VAULTS OF RABAD THE FEARLESS.** Footsteps echo along corridors in pursuit. Those who turn shall be stabbed once by invisible 3 HD swords. 1:6 of fresh corpses.

- a) **10 spiders** have taken over room of several clay funeral pots. Pots behind secret door have 600 sp, **green slime**.

**Spiders (10):** HD 1; AC 8; Atk bite 1+P, dead in 2d6 turns; ML 6; AL N.

Hp	4	5	3	2	4	6	1	4	1	3
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- b) **5 ghouls** lurking among broken statuary. One of the statues is filth-encrusted silver (3000 sp), one has had head replaced with hollow clay replica (300 gp and bees therein).

**Ghouls (5):** HD 2; AC 6; Atk claws 1d6 + paralysis; Spec all killed become ghouls; ML 7; AL C.

Hp	4	7	7	9	9
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- c) Plaque over entrance reads "GEMS OF PAIN". 44 false gems of apparent 100 gp base value embedded in wall frieze, each costs 2 Hp to remove.

**21 CHANTRY OF THE CENTIPEDE LORD**, all surfaces bedecked with bristly brass plates. Plaque below brass centipede idol: "WHEN YOU KNOW IT IS HERE, THAT WHICH IS HERE, WILL TRULY BE HERE". Casting *detect magic* activates enchantment, granting +2 good luck through expedition. Removing idol (600 gp curio value) activates Skittering Curse, incessant random encounters with giant centipedes.

**22** False door at a) drops **gelatinous cube** from ceiling chute.

**Gelatinous cube:** HD 4; AC 8; Atk cube 1d6 + paralysis; ML 12; AL N.

Hp	12
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- b) Diamond Laser Room: configuration of rays and mirrored walls in equilibrium; removing 5000 gp diamond suspended in centre bounces slicing lasers across room, save vs. wands or take 4d6 Hp each.

**23. Cryastus and Dalto**, magic-users using *phantasmal forces* from secret thoroughfares and operating trap mechanisms from control room to jointly convey victims towards 20' pits with bones of former victims. Treasure at **24**. If captured, they demand to be freed by pretending to serve Wörramos.

- b) Control room. Activating one pit locks the other in place.

**Cryastus** and **Dalto**: Magic-User 3; AC 9; Atk staff; ML 8; AL C.

Cryastus' spells: 3/1; 1: hold portal, protection from good, light, charm person; 2: ph. forces.

Dalto's spells: 3/1; 1: hold portal, light, sleep; 2: ph. forces.

Hp 8 8

**24.** Mushroom patch on manure pile with spotted, striped, checkered, etc. shrooms. 1d6+2 rations, 1:6 poisoned, 1:6 hallucinogenic. Buried underneath is metal hatch concealing Magic-Users' treasure, 9000 sp and 5 gems (2\*50 gp, 2\*100 gp, 1000 gp, spellbooks).

**25.** Cloister surrounding overgrown garden with gazebo and dragon statues. Donation box between E passages has plaque reading "FOR SAFE TRANSFERENCE, DONATE 10 GP", 1d6\*10 gp within.

a) Three worn statues of young green dragons, one holding a carved stone tablet:

"IN DIFFERENT CYCLES, THESE DRAGONS OF STONE, WOULD STAND CAREFUL WATCH, GUARDING GOLD THAT SHONE; FALSE SENTRIES OF A FAKE TIME SHALL BRING NO GOLD, UNTIL COME TIMES WHICH WERE ONCE FORETOLD."

(Más ciklusokban e kövült alakok / Sárkányok valának, s így szóla ajakok: "Silány korokban kizökkent idő, Nem csillog kincs és nem beszél a kő.")

Statue effects: 1) gives **scroll of raise dead** to player who has lost 2+ level character, 2) turns subject into troll (save vs. polymorph), 3) gives **map to "the Treasures of the Eastern Woods"** (Domains 2011).

Characters who have travelled through the dolmen gates (e.g. at **13**) will find the dragons alert and guarding the treasury!

**Young green dragons (3)**: HD 9; AC 2; Atk bite 1d6; Spec breath gas 18/9 3/day, +1 vs. air-based spells; ML 9; AL C.

Hp 18 18 18

b) Shimmering pool of faerie reflections. Grants permanent +1 to saves for Neutrals visiting it through dolmen gates, others take 3d6.

c) Gold-inlaid gates are closed, treasury is only accessible through gates. 10,000 gp, 60 gems (20\*50 gp, 10\*100 gp, 20\*500 gp, 10\*1000 gp), **wand of secret detection** (19 charges), **boots of traveling & leaping\*2**, **potion of invulnerability**, **scroll vs. faerie**, **scroll of 2 Cleric spells (hold person, sticks to snakes)**.

d-e) **HORLEN'S HEROES: 4-4 chaotic heroes** sleeping in quarters at d) and guarding royal reliquary at e) with royal globus cruciger (5000 gp, doubles as **holy hand grenade** 6d6 Hp).

**Heroes (8)**: Fighter 4; AC 2 (plate, shield); Atk swords and axes 1d6; ML 11; AL C.

Hp 16 12 22 18 19 15  
7 15

**26. THE BLOSSOMING LORD'S PRISON**: stately living quarters, everything is creamy, indestructible marble, including noble youth in see-through sarcophagus. If visited through dolmen gate and guided back to reality, this faerie prince will grant a **wish**, and set out to turn back the Domains into deep forest (1d3+1 hexes per day), destroying woodland-surrounded human habitation.

**27.** Rooms separated by indestructible mirror projecting the visitors of one room into the other as **phantasmal forces** who will fight them on next visit (same appearance and numbers but 1 HD). Starts with 2d8 courtiers.

b) Secret projection room has the phantasmal device with 3000 gp diamond crystal lens.

**Phantasmal forces (2d8)**: HD 1; AC 9; Atk varied 1d6; ML 12; AL N.

Hp 4 2 1 2 1 3 6 2 5 2  
3 4 2 5 6 1

**28.** Space room, magic mouth couch babbles in many tongues – M-U sleeping thereon gains extra random spell (level 1d3+1), but subsequent tries require save vs. magic to avoid insanity.

**29.** Neat black marble corridor with red carpets, ruled by gang of **20 bandits** controlling elevator access (50 each use).

a) Barracks in former executive suite. Smart furniture, office plants.

b) Strange cage is elevator down to LEVEL 5, Spellbound Theatre.

**Bandits (20):** HD 1; AC 7; Atk hand axes and swords 1d6; ML 7; AL N.

Hp	2	4	2	1	5	6	1	4	4	2
	4	3	3	3	4	2	3	6	2	4

**30.** Hall of the wandering pit. Sound of disembodied thumping feet, 20' pit has 1:3 to appear somewhere in passage.

a) Scrawled message reads "THE RATS IN THE WALLS". Skittering and scratching from beyond precarious W wall. False door with bronze fish patterns triggers portcullis trap sealing niche and unleashing horde.

**Giant rats (26):** HD ½; AC 8; Atk bite 1d3 + disease; ML 6; AL N.

Hp	3	2	1	2	1	3	3	3	3	3
	3	1	2	2	3	3	2	2	2	1
	2	2	2	3	2	1				

**31.** Damp tunnel complex, clammy walls with mould and moss.

a) Thick mushrooms, half removed for food; axe still stuck in leftover stump.

b) **4 giant lizards** feasting on mushrooms.

**Giant lizards (4):** HD 3; AC 6; Atk bite 1d6; Spec tongue reels in opponent; ML 8; AL N.

Hp	12	13	17	9
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c) Chewed bones in moss- and mould-choked tunnel. Sac overhead ruptures w. **yellow mould** (save or die, 1d6 Hp/r).

**32. 9 troles** under command of Tassaro the Theurgist are guarding the door shrine at **33**. Barrack room to E has stacks of small ale barrels.

**Troles (9):** HD 2; AC 5; Atk halberds 1d6 or javelins 1d6; ML 8; AL C.

Hp	8	6	7	3	8	7	11	10	6
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**33. THE SHRINE OF DOORS.** Clad in fantastic black and red vestments, **Tassaro the Theurgist** chants and burns incense before three ornate bronze fals doors depicting faerie princes. Donation of at least 200 gp gets gibberish "prophecy" with ESP granting "real" details. **23 zombie acolytes** at b) under Tassaro's command encircle to block non-believers.

**Tassaro the Theurgist:** Magic-User 4; AC 9; Atk staff 1d6; ML 8; AL C; **wand of fear** (28 charges).

Spells: 4/2; 1: detect magic, light, read magic, sleep; 2: ESP, invisibility.

Hp	10
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**Zombie acolytes (23):** HD 1; AC 8; Atk grab 1d6; ML 12; AL C.

Hp	3	2	2	3	5	6	2	3	2	4
	4	5	5	3	4	2	5	6	5	6
	4	4	3							

**34.** Frescoes on W wall depict knights and courtiers dancing the pavane. NE door is trapped, knocking over piled-up junk on other side and alerting Yellow Beak Gang 2:3. Stairs beyond NW door are choked with earth and vegetable matter. Digging down requires half day's work to clear way to Shroomland (SPECIAL Level 3/A).

**35.** Abandoned servant and barrack room complex controlled by the Yellow Beak Gang, **66 orcs** (g-i) and **4 ogres** (e). They use secret doors to encircle and trap adversaries.

a) Furniture rigged to collapse for 1d6 Hp, pot of **green slime** (1:2 to hit first rank).

b) Skeleton in closet tumbles out, dumping tun of rancid oil (flammable! first rank doused, second rank save vs. breath to avoid being covered – check light sources & orcs will exploit this).

c) Flagstones have been dug up to reveal buried chest stuffed with old rags and bricks.

d) **14 servant zombies** clubbing walls with bricks and hammers.

**Servant zombies (14):** HD 1; AC 8; Atk grab 1d6; ML 12; AL C.

Hp	1	2	3	2	6	3	5	5	6	4
	4	6	1	1						

e) **4 ogres** on flea-ridden animal skins, torturing crazed **bear** in cage (roll reaction if freed).

**Bear:** HD 4; AC 6; Atk paws 1d6; Spec hug 2d6/r; ML 10; AL N.

Hp	11/15
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f) **12 spiders** in unruly heaps of discarded cloth.

**Spiders (12):** HD 1; AC 8; Atk bite 1+P, dead in 2d6 turns; ML 6; AL N.

Hp	3	2	5	2	1	2	2	6	2	1
	6	4								

g) Connecting tunnel hung with shields and spears.

h) Main orc barracks with adventurer trophies, treasury door key in magic-user's stuffed head.

i) Orc treasury. 4000 sp, 5000 gp, 40 gems (15\*50 gp, 24\*100 gp, 1000 gp), **potion of growth, plate +1, map to "The Double Treasure"** (Domains, 2313).

**Orcs (66):** HD 1; AC 6; Atk axes 1d6 or javelins 1d6; ML 7; AL C.

Hp	5	3	2	5	4	5	4	4	3	1
	1	6	2	4	6	6	6	1	2	1
	3	5	6	4	2	5	2	5	4	1
	5	3	5	4	6	5	6	5	3	5
	3	6	5	3	1	1	6	2	4	2
	5	5	4	4	3	4	2	1	6	5
	6	2	6	3	6	3				

**Ogres (4):** HD 4+1; AC 5; Atk club 1d6+2; ML 8; AL C; 1d6\*100 gp each.

Hp	15	12	9	21
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**36.** Clammy hall with puddles of slippery gelatinous goop and misc. effluvium (1:6 **green slime**). Round door to the N has spiral stairs, 60' sludge drop.

**37.** Pool room, lamprey-infested black water has pipe to pit under **17c**. Statue of bearded old philosopher is overgrown with black crud. Letters on stone tablet are revealed if scraped away:

"ROLLING OVER MAN DO FATE'S WHEELS GRIND

CRUSHING HE WHO CAN NO ENLIGHTMENT FIND

ESCAPE THE CYCLES WHICH ENTRAP THY TRAIL

BUT BEWARE WHAT WAITS WITHIN, FOR 'TIS A FALSE WAY"

## SPECIAL: The Sideways Level

**Trapdoors** placed horizontally are 1:6 to open underfoot. **Random encounters** are special (Level 2 equivalent).

**(B) BOULDERS:** open doors to roll in preferred direction, 1:6 to break doors **and** secret doors underneath. 2d6 Hp in path, 3d6 if falling (save vs. stone applies).

**WATER:** Measured in 10' cubes, it flows downwards and fills spaces as appropriate. Save vs. paralysis to avoid being swept if in path.

1d8	Ashes	Stats
1	Avian (2d10)	HD 1; AC 7; Atk beak 1d6; Spec surprise 3:6; ML 7; AL C. <b>Upside down atavistic birds / leathery wings, rock-coloured.</b>
2	Flitter (3d10)	HD 1/2; AC 7; Atk needle 1d3; ML 5; AL N. <b>Mindless winged fuzzballs spitting needle projectiles.</b>
3	Floater (2d6)	HD 2; AC 8; Atk enzymes 1d6; Spec corrode as slime, sharp weapons divide, surprise 5:6; ML 7; AL N. <b>Gliding, transparent amoeboids, zero-G characteristics.</b>
4	Gargoyle (2d6)	HD 4; AC 5; Atk claws 1d6; Spec +1 or better to hit, 4:6 attack automatically; ML 8; AL C.
5	Gas Bag (2d6)	HD 1; AC 9; Spec explode 1d6 at mêlée range; ML 9; AL N. <b>Puffed up leather bags with eyes in many directions.</b>
6	Giant Bat (2d6)	HD 2; AC 6; Atk bite 1d6; Spec blind, sonar detects movement; ML 7; AL N. <b>Don't see PCs who stand still.</b>
7	Mothmen (2d6)	HD 2; AC 7; Atk spear 1d6; Spec coughing dust (save vs. poison or lose turn); ML 7; AL C. <b>Grey, cruel and callous.</b>
8	Spiraloid (1d2)	HD 5; AC 3; Atk –; Spec <i>charmed</i> victim walks close, +1 or better to hit; ML 10; AL N. <b>Lure the unwary to doom.</b>
9	Vampire Bat (2d10)	HD 1-1; AC 6; Atk bite 2; Spec blood drain 2/r, blind, sonar detects movement; ML 6; AL N. <b>Don't see PCs who stand still.</b>
10	Whirlwind (1d6)	HD 3; AC 3; Atk vortex 1d6; Spec carried off on max damage; ML 9; AL N. <b>Animated whirlwinds sweeping the shafts.</b>

1. 1:3 of bodies, 4:6 already looted.

2. Inscription on ceiling reads, "WELCOME TO THE SIDEWAYS LEVEL. IT IS ALL A MATTER OF PERSPECTIVE. Secret room 6000 sp, 1200 gp around basalt bat idol (defilers save vs. magic or dance down shafts).

3. Frescoes of dancing maidens in lush painted garden. Weeping image hides secret door, but characters in way are swept away (1-4 down 30', 5-6 down to **25**). Pedestal in water room holds **triton armour & shield +1** (allows underwater breathing).

4. One of four trees growing in grassy room is **evil trent** (too large to pursue outside). Apples on smallest tree are **1d6 random potions**.

**Evil trent:** HD 8; AC 2; Atk hit 2d6; Spec command 2 trees; ML 10; AL C.

Hp 28 //28 31

5. Lair of **21 mothmen** who inhabit tubular, lichen-coated passage.

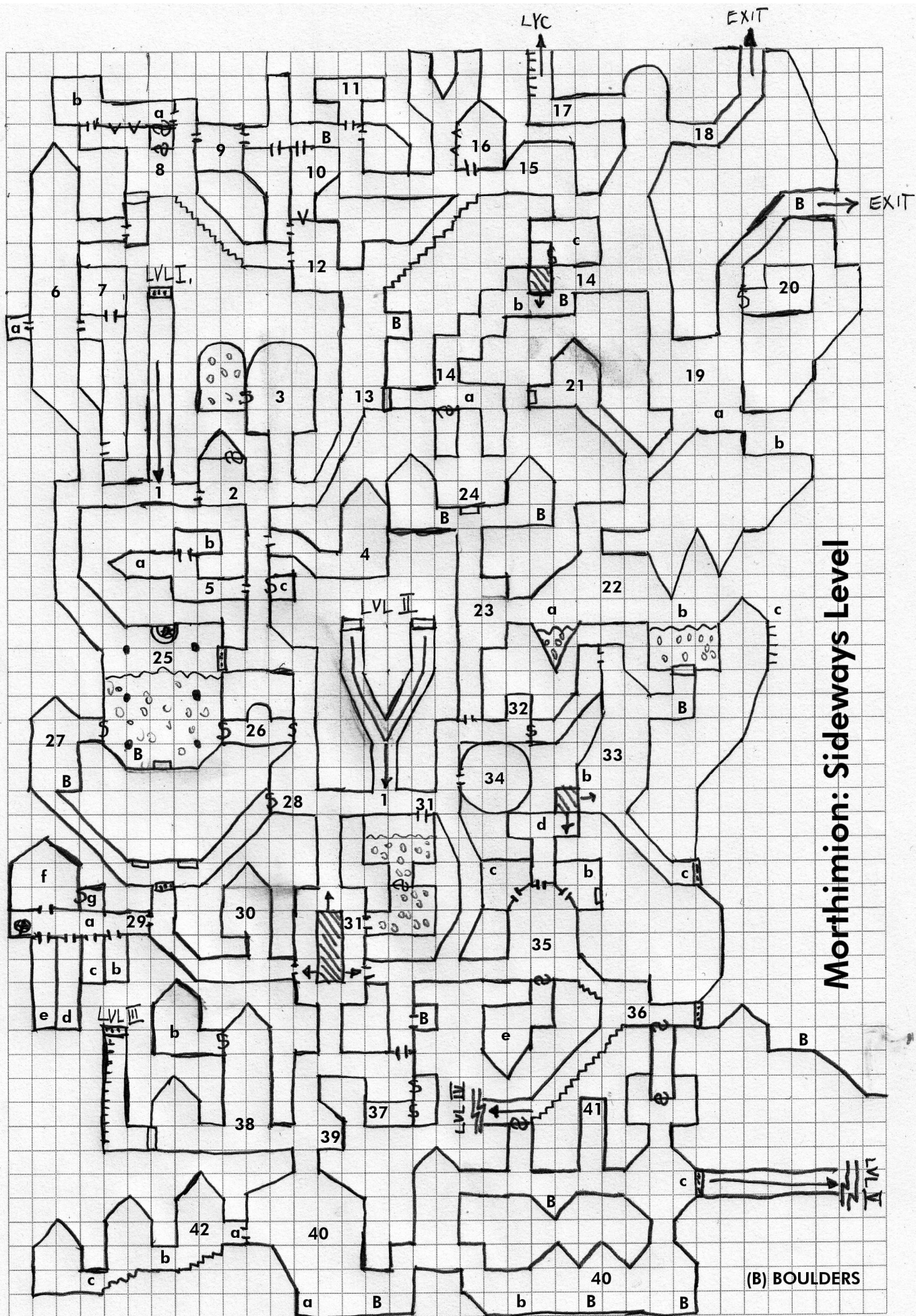
a) Narrow end contains glowcrystals (600 gp, flickering causes splitting headache & prevents rest).

b) Fungus altar is smeared with berries and pollen. Great iron coffin holds 6000 sp, 400 gp.

c) Real treasury is 5000 gp, rare ebony carvings of mothmen (fragile, 5\*1000 gp), 9 tridents.

**Mothmen (21):** HD 2; AC 7; Atk spear 1d6; Spec coughing dust (save vs. poison or lose turn); ML 7; AL C.

Hp 5 6 7 6 11 4 8 4 7 8  
6 4 2 5 7 3 6 7 12 6 8



6. "THE GREAT GALLERY", 17 **vampire bats**. Inscriptions form long king list; magical signs at the top are spells (require *read magic: phantasmal forces, hallucinatory terrain, growth/plant*) and a partial **map to "The Valley Treasure"** (Domains 0709, but marked 070X due to ruined stucco).

a) Painted sideways door opens if outlines are traced; leads to Dolmen Gate guarded by 2 **giant scorpions**. Correct combination allows teleportation to other gates within Morthimion, or randomly in the Domains (1d6 for direction & distance).

**Vampire bats (17)**: HD 1-1; AC 6; Atk bite 2; Spec blood drain 2/r, blind, sonar detects movement; ML 6; AL N.

Hp	3	2	3	4	5	3	3	2	2	2
	2	5	5	3	4	1	1			

**Giant Scorpions (2)**: HD 5; AC 3; Atk claws 1d6 and stinger 1d6 + poison; ML 9; AL N.

Hp	16	18
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7. 7 **avians** roosting on rotting beams above scattered bones.

**Avians (7)**: HD 1; AC 7; Atk beak 1d6; Spec surprise 3:6; ML 7; AL C.

Hp	6	2	5	1	4	1	6
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8. Anti-hero **Hoddaful Hakabus** (Fighter 4) and 30 **brigands** (40 are out raiding), hold upper W corner of level from fortified positions, using flaming missiles to deter invasion. Abundant climbing gear. Treasure 1000cp, 5000sp, 10,000gp, **potion of flying, staff of commanding, scroll vs. elementals**.

a) Secret hatch can be opened to dump cauldron of oil (save or slip, fire 2d6/r).

b) Barracks of 20 men with battle plans to invade castle through Lyanthrope Level.

**Brigands (30 present)**: HD 1; AC 7; Atk hand axes and swords 1d6 or bows and burning oil 1d6; ML 9; AL C.

Hp	3	5	2	5	5	1	2	1	3	3
	1	2	4	6	1	5	4	2	5	3
	2	2	3	2	5	1	4	4	6	1

**Hoddaful Hakabus**: Fighter 4; AC 2 (plate, shield); Atk *axe +1* 1d6+1; ML 12; AL C, **pot. flying**.

Hp	15
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9. **Brigand** roost with 10 men, alarm horn & spikes to hold door.

10. Pit of 5 **giant weasels** serving as brigands' entertainment. Scattered bones and scraps with 400 sp silver bird statue, message to Lodobar the Innkeeper (Domains, 1413).

**Giant weasels (5)**: HD 2+2; AC 7; Atk 1d6; Spec blood drain 1d6/r; ML 8.

Hp	9	9	8	9	8
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11. **Quadbong** (Magic-User 5), mortally afraid of heights, has sleepwalked down here and got stuck.

**Quadbong**: Magic-User 5; AC 2; Atk dagger 1d6; ML 7; AL C; **ring of protection** [yes, it does give AC 2].

Spells: 4/2/1; 1: hold portal, light, read languages, read magic, sleep; 2: continual light, knock; 3: haste, infravision.

Hp	14
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12. Bones and refuse have dropped down from weasel pit – they can fit through arrowslit and drop on delvers. Broken daggers and arrows.

13. "DEVIL DOOR" with bas-reliefs of devils and flames. Handle heats to red hot (1d6/r), simple push opens.

14. Boulder trap at b). Hoddaful Hakabus (8) periodically retrieves and places treasure at c), scrapes remains into pit at a).

a) First pit opens as secret trapdoor (2:6). Pressure plate lowers stone block at b), then teleports pit contents to top of stairs in 6 turns. Second pit is open, 11 **vampire bats** feasting on adventurers crushed by rolling boulder. Assorted junk, 1d6 useful equipment.

b) Rolling boulder trap. Block position closed unless boulder or other weight in pit.

c) Private hoard of 6000 sp, 1000 gp. No exit unless boulder trap is triggered! (1:6/day)

**Vampire bats (11):** HD 1-1; AC 6; Atk bite 2; Spec blood drain 2/r, blind, sonar detects movement; ML 6; AL N

Hp 2 1 3 1 5 5 1 5 3 3 2

15. Ready supply of 22 stone wheels (millstones), 1d6 Hp if rolled and 2d6 if dropped.

16. Shaft control and observation room, machines drain overflow pipes (2d6\*10' cubes of water), and have 1:3 to drop boulder. Orc calendar girls.

17. Distant howling, shaft climbs to secret entrance, Lycanthrope Level.

18. Howling wind, emerges on ruins perimeter atop Morthimion.

19. Nest of **22 giant bats**, used as steeds by brigands (2 men each). Neutral until disturbed, +2 to reaction if offering meat. Allow riders if friendly.

a) Guano piles, bones, armoured skeletons are lost expedition of Sir Falcon (eagle banner).

b) Chalk sign reads "GREAT GOD! THIS IS AN AWFUL PLACE AND TERRIBLE ENOUGH FOR US TO HAVE LABOURED TO IT WITHOUT THE REWARD OF PRIORITY." Camp site, two tents with 1d3 ropes, 1d3 dozen spikes, 1d6 picks. Lamp, 1d6 oil. Spoiled iron rations.

**Giant bats (22):** HD 2; AC 6; Atk bite 1d6; Spec blind, sonar detects movement; ML 7; AL N.

Hp 5 9 10 4 8 7 10 7 4 9  
10 8 3 6 7 8 8 8 7 6  
6 5

20. Statuary of lost courtiers guarded by **10 gargoyles**. Gemstones in petrified jewelry are still retrievable: 700 gp, 4000 gp, 9000 gp. **Potion of polymorph** on pedestal, petrified scroll's inside is inscribed with **map to "The Ferryman's Treasure"** (Domains, 1309).

**Gargoyles (10):** HD 4; AC 5; Atk claws 1d6; Spec +1 or better to hit, 4:6 attack automatically; ML 8; AL C.

Hp 18 9 14 19 8 14 13 16 16 14

21. **Giant spider** and **13 spiders** spin silks in cobweb room, **elven cloak** is 1/2 ready. Stone portal with image of Faerie Princes striking down a petitioner.

**Giant spider:** HD 4; AC 5; Atk bite 1d6+P (instant death); ML 10; AL N.

Hp 17

**Spiders (13):** HD 1; AC 8; Atk bite 1+P (dead in 2d6 turns); ML 8; AL N.

Hp 1 4 4 3 1 2 2 4 6 6  
4 4 6

22. Cavern lair of **Crepithrax, large sub-adult black dragon**. Crepithrax is asleep (5:6) or bathing (1:6) and can speak. It sleeps atop a mound of treasure; 8000 cp, 37,500 sp and 30,000 gp, **potion of giant control**, **potion of diminuation**.

a) Acid vat (4d6/r) used by Crepithrax for bathing, and contains 5 dragon eggs.

b) Crepithrax has secreted the stolen dwarven treasures (jewelry 1400 gp, 2\*4000 gp, 7000 gp) in overhanging calcium formations above pool of fizzy water. Giant iron drain opened from above as gate, below with valve (but save or swept away with torrential flood).

c) Ledge, iron rungs leading down to nothing. Scrap note of dead explorer reads, "...and Sir Baric's fate shall remain a mystery, as he was thrown down the level with his sword..."

**Crepithrax:** HD 8; AC 2; Atk bite 1d6; Spec on 7+, breathes 6"x1/2" line of acid for 24 hp (3/day), +1 vs. water, -1 vs. earth; ML 10; AL C.

Hp 24

23. "THE GALLERY OF SLUMBERSOME REPOSE" 30 niches with sarcophagi in vertical wall sections. Inside are the bodies of knights with 1d6\*50 gp each, 1:6 to stir up **1d6 wraiths** if disturbed. Inscription at bottom reads "YONDER REST FAIR MORTHIMION'S HOSTS / DREAMLESSLY BEFORE GLOW THE WEE HOURS / OH THAT A BRIGHT LIGHT WOULD 'GAIN LEAD THESE BRAVE GHOSTS / WHO HAD SHIELDED THESE DOMAINS OF OURS". At dawnbreak, a single sunbeam shines across the caves to fall on sarcophagus concealing secret cavity, knight's **shield** +2.

**Wraiths (1d6):** HD 4; AC 3; Atk LVL; Spec 1/2 from silver, 1 Hp from magic arrows; ML 8; AL C.

Hp 12 8 15 17 12 11



24. Twin gallery populated by **9 gas bags**. 2 boulders. Stone sarcophagus in W room had belonged to Sir Sebald, 1000 sp, 400 gp, gems (2\*100 gp, 50 gp). Cracked E sarcophagus bears the name of Lady locaste. 3 holy water vials in marble basin.

**Gas bags (9)**: HD 1; AC 9; Spec explode 1d6 at mêlée range; ML 9; AL N.

Hp 5 6 4 4 5 2 6 1 5

25. Reservoir of sideways columns. Pool inhabited by **3 giant catfish**. 90° statue of bearded sage raises hand in benediction, inscription reads: "THUS DID SAINT NIVARDIUS HOLD BACK THE WALL OF WATER." Bronze false door at bottom bears image of intertwined snakes.

**Giant catfish (3)**: HD 3; AC 6; Atk bite 1d6; Spec swallow on 20; ML 8; AL N.

Hp 8 15 12

26. Leaking water. Control mechanism for great block between **30** and **31**. Basin under drainage grate has caught 2000 sp, 1200 gp, 100 gp gem.

27. **12 avians** in gallery nests. 5000 sp, nest lining contains **scroll vs. undead**.

**Avians (12)**: HD 1; AC 7; Atk beak 1d6; Spec surprise 3:6; ML 7; AL C.

Hp 2 3 3 6 5 3 2 5 6 1  
2 2

28. Bas-reliefs of devils, bearded idol in side niche holds iron trident, **1:6** casts *command* on trespassers, defends self with lightning bolt 2d6/r if attacked (save vs. wands ½).

29. "THE PITS of CIL", shrine ruled by **Dhev Tant, evil Lama** (Cleric 7). Formerly an agent of Law, he has now fallen for Chaos. Beautiful **vicars, Viorella, Maltressa and Cagatha** (Cleric 4), **30 berserkers** wielding tridents. Forces in the Pits know how to sidestep pit traps (1:2 avoids).

a) Hallway of fantastic red & black tiles, brass gongs, heavy curtains, incense. Bearded devil statue with fire bowl; jumping in fire transports to Domains, random hex (direction 1d6, distance 1d6). Podium by statue operates pit levers.

b) **6 ogres** chained to the walls, who enjoy to tear up whatever is thrown to them.

c) **8 spiders**. 2' iron "column" is end of pipe, cap can be screwed off to reveal crawlway to **P**.

d) **8 elves**. They are from the Domains (1213), and got captured exploring level. Roll reaction.

e) Treasure pit. 5000 cp & 11,000 gp intermixed with broken bodies.

f) Evil vicars dance ecstatically on podium before berserker audience & image of Great Disembodied Eye which can hypnotise crowd (save vs. spell). Treasures and sacrifices are thrown down the pit in "the Splendid Feasting".

g) Dhev Tant's secret sanctum. Pedestal holds lion box with "the 22 gems of Cil" (4\*10 gp, 50 gp, 6\*100 gp, 8\*500 gp, 1000 gp, 2\*5000 gp), **potion of human control**, **curse scroll** (polymorph to insect), and a **map to "the Faerie ring treasure"** (Domains, 1305).

**Dhev Tant**: Cleric 7; AC 1 (plate, shield +1); Atk mace +2 1d6+2; ML 8; AL C.

Spells: 2/2/2/1/1; 1: cure light wounds, foul food & water; 2: bless\*2; 3: curse, cause disease; 4: cause serious wounds; 5: create food.

Hp 16

**Viorella, Maltressa & Cagatha**: Cleric 4; AC 2 (plate, shield); Atk mace 1d6; ML 11; AL C.

Spells: 2/1; #1 protection/good, detect good, hold person; #2 protection/good, foul food&water, find traps; #3 light, darkness, speak w/animals.

Hp 13 11 15

**Berserkers (30)**: HD 1+1; AC 7; Atk tridents; Spec +2 vs. normal men, fearless; ML 12; AL N.

Hp 5 6 2 6 7 6 2 6 6 7  
6 4 2 6 2 2 5 7 3 4  
6 4 5 7 5 4 5 7 7 2

**Ogres (6)**: HD 4+1; AC 5; Atk club 1d6+2; ML 8; AL C.

Hp 15 17 16 17 15 14

**Spiders (8)**: HD 1; AC 8; Atk bite 1+P, dead in 2d6 turns; ML 8; AL N.

Hp 6 3 2 3 4 4 5 4

**Elves (8)**: HD 1+1; AC 5; Atk swords 1d6; ML 7; AL N.

Hp 5 6 2 4 6 7 7 4

30. Lair of 21 **mothmen** worshipping glowing crystal sphere with miniature figure within. Trapped **Princess Erysin the III** must give up spells while within globe.

**Mothmen (21):** HD 2; AC 7; Atk spear 1d6; Spec coughing dust (save vs. poison or lose turn); ML 7; AL C.

Hp	11	10	6	5	8	5	11	6	5	4	8
	7	7	6	8	6	3	6	9	7	6	

**Princess Erysin the III:** Magic-User 3; AC 9; ML 6; AL L; 1000 gp necklace, **potion of healing**.

Spells: 3/1; 1: detect magic, light, read languages; 2: wizard lock.

Hp 10

31. Double flooded room. Sign on lower door is marked "CASTLE MORTHIMION, DEPARTMENT OF CONSTRUCTION. DO NOT OPEN DOOR UNTIL RETRIEVAL OF ROOM CONTENTS." Treasure in room is swept away if opened (4000 sp silverware, 6\*200 gp plates). Upper room water is inhabited by **cave octopus**. Stuck secret door under silt layer.

**Cave octopus:** HD 6; AC 5; Atk 2\*arms 1d6; Spec entangle, ink cloud; ML 8; AL N.

Hp 21

32. 50' "sideways sideways pit" is outlined with painted pit symbol 90° on side wall, indicating gravity anomaly. Secret door is opened by pressure "down" pit – contents are teleported to top of slanted passage in 6 turns. Lurking behind the secret door are 13 **flitters** looking for blood.

**Flitters (13):** HD 1/2; AC 7; Atk needle 1d3; ML 5; AL N.

Hp	1	2	1	3	3	2	2	2	1	2
	1	2	1							

33. Lost **spiraloid** is drawn to gallery acoustics. 1:6 of 1d6 victims in tow with 1d6 equipment. Flitters in 32 exploit charmed dupes.

b) Lowered stone blocks opens up W wall niche with 5000 sp silver statuette.

c) Torn unicorn banner near exit gate belonged to elven expedition, now captive at 29d.

**Spiraloid:** HD 5; AC 3; Atk –; Spec *charmed* victim walks close, +1 or better to hit; ML 10; AL N.

Hp 20

34. Faerie Prince "THE LORD OF ROSES" is trapped within floating, indestructible glass coffin surrounded with rose vines (1d6 Hp/r) in spherical zero-G room. 12 **floaters** drift invisibly. Someone who can pass through the stone arch at 0911 (Domains) simultaneously at sunrise and sunset, will free the Lord, who will gift PCs with an **enchanted rose** which can raise the dead 7 times. He will then proceed to the Domains, spreading the deadly scarlet fever wherever he goes.

**Floaters (12):** HD 2; AC 8; Atk enzymes 1d6; Spec corrode as slime, sharp weapons divide, surprise 5:6; ML 10; AL N.

Hp	8	9	9	9	12	10	6	11	4	5	9	4
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35. Stone dais bears inscription, "THE ROOM of FALSE DESTINIES" Secret door underneath.

b) **Door monster** pretending to be decorated portal.

c) Treasure chest affixed to pedestal teleports all in room to LVL 3 if opened.

d) Flipping lever in W end moves block to reveal 5000 sp silver statuette in wall niche, but reverses level gravity *for party members only* (up becomes down).

e) Real treasure pit contains 4000 sp, 1200 gp, gems (50, 2\*100), **Lymunden the Dwarf** (Fighter 2), who got trapped in here while seeking new lens for Stone Crystallisation Machine on LVL 4.

**Door monster:** HD 7; AC 3; Atk 1d6/r pseudopods 1d6; Spec sticky, engulf; ML 10; AL C.

Hp 27

36. 6 **horned lizards** wrestle for bones and scraps, let pass those who feed them. 1:6 of berserkers baiting lizards. Use jousting rules for fight.

**Horned lizards (6):** HD 4; AC 3; Atk horns 1d6; ML 11; Spec charge 2d6; AL N.

Hp	14	12	19	6	13	15
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37. THE ALTAR OF SIDEWAYS CHAOS. Touching cursed 3000 gp gemstone eye embedded in altar will (1d12)...

1 – reverse alignment, 2 – add 3<sup>rd</sup> eye on forehead (+1 vs. surprise, detect secrets), 3 – *confusion* on company, 4 – cursed gem swapped for real eye (grants *infravision*, but reduces max Hp to  $\frac{3}{4}$ ), 5 – all swords reverse alignment, 6 – all followers will be secret chaos agents until *remove curse*, 7 – save or *stone*, 8 – *clairvoyance* to **29** and all its sub-areas, 9 – turns gems & jewelry into glass, 10 – all characters save vs. magic or random abilities swapped, 11 – save or *polymorphed* to random monster (use LVL 2 chart), 12 – grants *wish*.

Harming gemstone summons **balrog**.

**Balrog**: HD 10; AC 2; Atk **sword** +1 1d6+1 and (if immolated) whip 3d6; Spec magic resistance 75% at 11th level, immolate on 7+; ML 10; AL C.

Hp 26

**38.** Sky-blue walls. Fresco of girl with kaleidoscope eyes will use *hallucinatory terrain*, then (1d6)... 1 – *sleep*, 2 – summon **1d2 spiraloids**, 3 – summon **1d6 whirlwinds**, 4 – grants *clairvoyance* to desired level, 5 – *hold person*, 6 – *phantasmal forces*.

b) Diamond collection on cushions lit by floodlights: 5\*100 gp, 500 gp, 2\*1000 gp, 10,000 gp. Several pieces missing. Glass shards & broom in corner.

**Spiraloid (1d2)**: HD 5; AC 3; Atk –; Spec *charmed* victim walks close, +1 or better to hit; ML 10; AL N.

Hp 13 16

**Whirlwinds (1d6)**: HD 3; AC 3; Atk vortex 1d6; Spec carried off on max damage; ML 9; AL N.

Hp 16 9 7 6 13 11

**39.** Remains of lost expedition. Spikes, rope, torches (all faulty).

**40.** The Garbage Pits where everything from up there ends up. Detritus of centuries inhabited by the **11 garbage trolls**, who attack from below garbage, and retreat to regain strength if badly hit. Upper reaches inhabited by **12 giant bats** and **15 vampire bats**, remain aloof until approached. Flooding turns place into “Troll Lake” if sufficient reservoirs have been drained.

a) Buried deep under garbage are Sir Baric’s shield & armour, intelligent, speaking **flaming sword “Valorous”** (+1, +2 vs. trolls, +3 vs. undead, Lawful, detect magic & slopes, EGO 12).

b) Troll hoard 20’ down holds 1000gp, **potion of heroism**, **spear** +1, diamonds (6\*10 gp, 9\*50 gp, 25\*100 gp, 12\*500 gp, 7\*1000 gp, 5000 gp)

c) Iron bar grille has been sunk into concrete, no lock.

**Garbage trolls (11)**: HD 6+3; AC 4; Atk claws 1d6; Spec regeneration after 3 r, 3/r; ML 9; AL C.

Hp 20 19 18 22 21 13  
22 31 24 19 22

**Giant bats(12)**: HD 2; AC 6; Atk bite 1d6; Spec blind, sonar detects movement; ML 7; AL N.

Hp 6 6 5 11 6 8 11 6 6 10 4 6

**Vampire bats (15)**: HD 1-1; AC 6; Atk bite 2; Spec blood drain 2/r, blind, sonar detects movement; ML 6; AL N

Hp 1 4 4 4 4 5 4 5 1 5  
1 1 3 4 4

**41.** Scrawled inscription on top of chimney reads, “WHEREVER YOU GO, THERE YOU ARE.”

**42. THE TOMB OF KING TUT TUT.** Tasteless frescoes, 3 traps at a, b, c (rolling boulder, magnetism, rising floor). **11 mummies** and **\*\*The King\*\***, himself! Royal jewelry are 6000 gp, 900 p, 1500 gp, 3000 gp, 6000 gp, 2000 gp, gems (3\*100 gp, 500 gp, 2\*1000 gp), **potion of invulnerability**, **potion of poison**, **potion of fire resistance**, **scroll vs. elementals**, **curse scroll (polymorph into insect)**, **plate** +1.

**Mummies (11)**: HD 5+1; AC 3; Atk claws 1d6; Spec rot, +1 or better to hit,  $\frac{1}{2}$  from all weapons except fire; ML 11; AL C.

Hp 15 24 19 17 25 14  
19 18 13 18 22

**King Tut Tut**: HD 5+1 MAX; Spec can melee 4 opponents; ML 11; AL C; gold mask 6000 gp.

Hp 31

**TO BE CONTINUED...**