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FOURTH EDITION



HackMaster

QUEST FOR THE UNKNOWN

AN INTRODUCTORY ADVENTURE FOR CHARCTERS LEVEL 1-3

Drum



BY BRIAN JELKE, STEVE JOHANSSON, AND DAVID S. KENZER

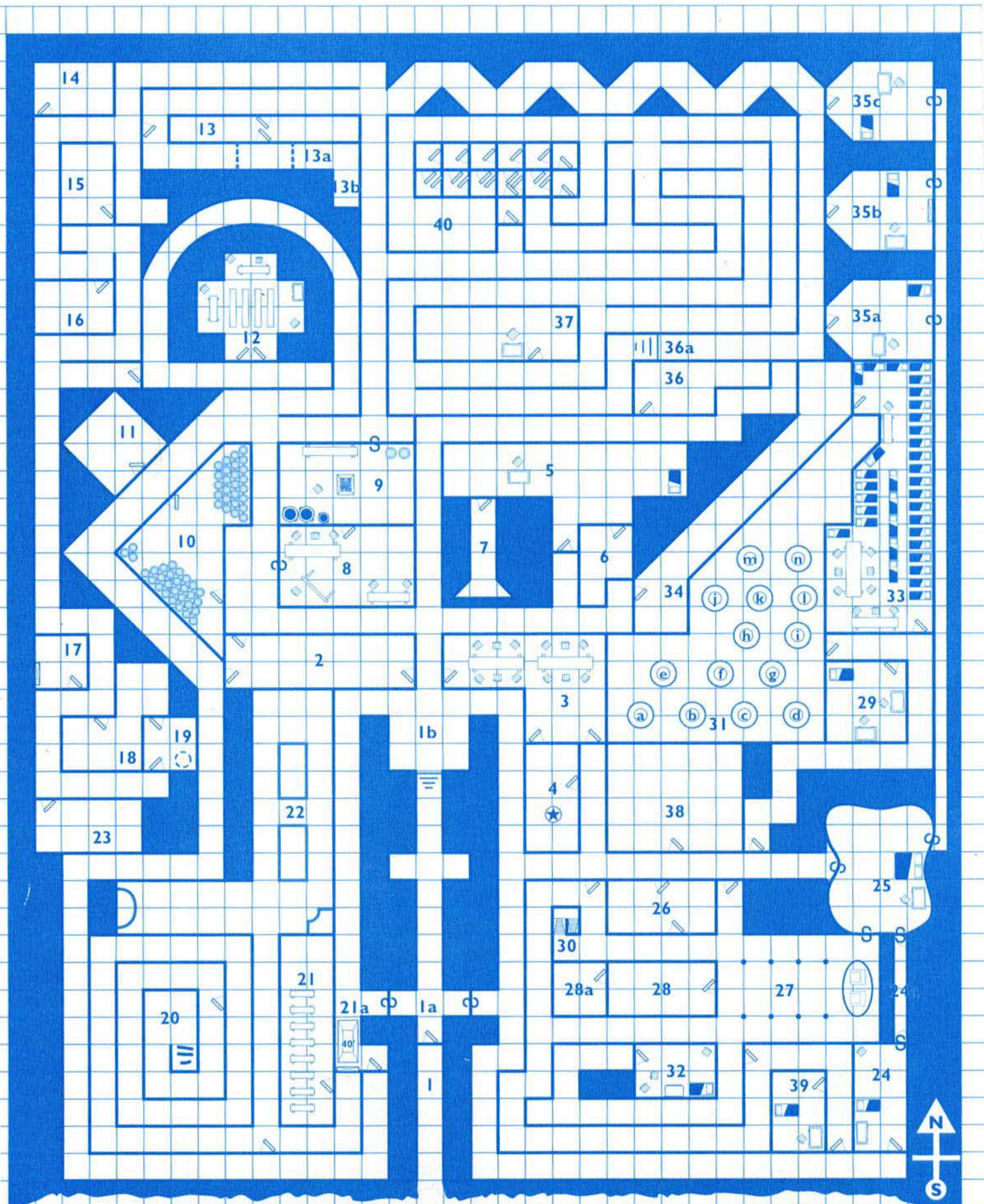
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QUASQUETON UPPER LEVEL



Scale = 10 feet — = False Door

See the HackMaster Player's Handbook for standard map symbols.



Quest for the Unknown

AN INTRODUCTORY MODULE FOR CHARACTERS LEVEL 1-3

* FOR GAMEMASTER'S EYES ONLY! *

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Special thanks to Mike Carr

for giving us one of the classic adventures.

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An introductory Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

INTRODUCTION:

This package forms a special instructional module for play of HackMaster and, as such, is specifically designed for beginning players and GameMasters alike. Due to its special design, it has numerous applications and services a multiplicity of purposes.

Those who would intend to be players on this adventure would be well advised to stop reading this now and to avoid further examination of the module details or game map. The reason for this is that it's cheating. So, if you're going to be a player in this module, stop reading here, resist the temptation (which will be considerable) to go further in examining the contents, put the module aside, and wait for your GameMaster to get ready to use this package for gaming. Otherwise, you'll be sorry!

NOTES FOR THE GAMEMASTER

As a beginning GameMaster, you will find this module helpful in many ways. First, it serves as a graphic example of a beginning dungeon. For this reason, it should prove illustrative to fledgling HackMaster GameMasters who will benefit from an example at what another dungeon design "looks like." Those designing their own dungeons will want to note various aspects of this dungeon which will give them valuable insights into the creative process which allows them to formulate their own unique dungeon and gaming experience.

Secondly, this package provides a "ready-made" game situation that can be utilized for several gaming sessions. Some initial preparation is necessary in addition to reading the material through one or more times before using it in a game. The preparation, however, is interesting and fun as well as instructional, for it shows how a GameMaster (or GM) "stocks" the dungeon with assorted treasures and monsters before any adventuring begins. As for player characters, participants must use their own characters rolled up according to the rules within the HackMaster Player's Handbook including possible henchmen and/or hirelings to accompany the player characters in their adventuring.

Third, there are several salient points of good dungeon design illustrated in this module that new GMs would be wise to note. Likewise, they should keep these factors in mind when they start to design their own game maps and situations:

1) Since it is important to offer a challenge commensurate to the players' level, this two-level dungeon design is made specifically for exploration by beginning players in a party of 3 to 6 adventurers of first level (player and non-player characters combined). This is reflected in various ways:

a) In general, this dungeon is less deadly and more forgiving than one designed to test experienced players. It is designed to be fairly challenging, however, and is by no means a cakewalk. Careless adventurers will pay with life and limb for a lack of caution, only one of the many lessons to be learned within the dungeon!

b) The dungeon is designed to be instructive for new players. Most of it should be relatively easy to map, although there are difficult sections, especially on the lower level where irregular rock caverns and passageways

will prove a real challenge. By the time the players reach this level, they should know enough from the upper level mapping that you can have a bit of fun at their expense by confusing them.

c) The monsters encountered will generally be commensurate with the adventurers' ability to defeat them. For the few that are too formidable, the adventurers will have to learn the necessary art of fleeing (a.k.a. running like sis-sified school-girls) or else employ more powerful means against them (and thereby learn the lesson that magic items and other resources should be expended before death as they are useless after, other than to the torch-bearer after he picks through the PCs' remains and heads to town to retire wealthy).

d) The treasures to be found will be commensurate with the first level requirements (see GMG Chapter 13). As always, the adventurers will have to be clever to recognize and/or extract the full value from their finds.

2) The dungeon includes a good assortment of typical features which players can learn to expect, including some interesting tricks and traps:

a) Several one-way secret doors

b) Illusions and rather annoying Magic Mouths

c) A windy corridor that may extinguish torches and open flames

d) A room of temptingly mysterious pools

e) A room of doors

f) A water pit trap that suddenly drops adventurers to the lower level

g) A portcullis trap where vertical bars drop behind the party in a dead end corridor

h) A pair of teleport rooms to confuse explorers

i) Several magical treasures-most beneficial, some cursed

j) Mysterious containers with a variety of contents for examination

3) There is a legend or story explaining some details of the setting and providing a background (i.e., why it exists, its background, how the characters became involved with it, etc.). Of course, players/adventurers will probably only know bits of this information - or perhaps only rumors of dubious reliability. Most good dungeons (and indeed, entire game campaigns) rest upon a firm basis of interesting background and "history" as set for the players by the GameMaster.

4) The setting is neither too simple nor too difficult. It has been well tested. If there is a problem it lies with you or more likely your players.

5) Adventurers can exit by either returning to the entrance or locating the other secret exit. Two ways down to the lower level are available for discovery, and a trap may also bring adventurers unexpectedly there.

PREPARATION FOR THE USE OF THE MODULE

The use of this module by the GameMaster first requires a working familiarity with its layout and various design features. Therefore, the first step is to completely read the module, doing so with care and with reference to the two maps provided to learn the basic layout and location of the various parts described in the written commentary. A second reading, followed by a memorization will also prove beneficial in preparing for a game that employs the module.

Upon examination of the two game maps, you will notice that each prominent room or chamber has a number for designation purposes. Each number corresponds to a written description within the body commentary in the booklet. Thus, the reader can easily reference a description of each such area of the dungeon by locating the written material within the booklet, and these are arranged in numerical order. The basic descriptions are standard: there is mention of either the monsters inhabiting a particular area or specific treasures to be found within (including occasional items which are part of the furnishings and which may have some unusual value).

Prepping the Players

Once the GameMaster's preparation is complete, he must assist the players in getting ready for the adventure. The first step is providing them with the background outline that sets the stage for the game. This "Player's Background Sheet" (which differs in some ways from the more detailed description/background for the GM) is on a separate sheet at the end of this booklet. It is designed so that the GM can remove it and hand it to the players prior to the adventure (or simply read it aloud to them if you do not wish to remove it from the booklet). Once the players know the background, they can prepare their characters for the adventure.

Once the players have decided upon the equipment they will be carrying, as well as their own arms and armor, they are ready to start play, a written record of abilities, wealth, and equipment owned and carried must be kept by each player. Failure to do so means they have mislaid and permanently lost the equipment, item or whatever. Be merciless in this area, as you must train the players to keep track of their own possessions as well as any findings/treasures they wish to take. If it's not written on a character or treasure sheet (and noted on such treasure sheet that a certain party member is carrying it) it is lost.

Using NPCs During Game Play

If there are only two or three players, or if a party wishes additional assistance, one or more NPCs (non-player characters who will be a part of the party but who will not be under the total control of the players) can be added to the group of adventurers at the GameMaster's discretion. When players have NPCs accompany them (these characters adventure for their own purpose, a purpose you must decide for each NPC, whether greed, power, knowledge or whatever), the GameMaster must use common sense in their employment within the game. Obviously, allowing players to assemble large bands of armed assistants at this stage of the game would be unfair and unbalancing as well as ludicrous, so it will be unusual to see more than one or two non-player characters appearing in the first games.

Only after players have survived to earn some reputé and wealth to attract (and afford) them will they be able to locate additional hirelings or adventurers to aid their exploration. Note that after the player characters have attained some degree of Fame, the attracted NPCs may also be looking to get something out of the PCs, whether it be a little extra cash or simply to follow them around and leach off of their Fame is up to you.

In some situations - most notably those involving great risk or danger - the GameMaster serves as the "conscience" of the NPC, and may cause him to balk at ordered action or perhaps even desert in the face of danger or as a result of unrewarded courage or accomplishment. For example, if a party is facing a hazardous situation and a player tells an NPC to do something that would seem more dangerous than the actions pursued by the other player adventurers, the NPC may hesitate to act upon the order - or in some cases might simply run away if the chance of death is great (this being determined by the GM's secret morale roll plus modifiers, depending upon the situation - See Chapter 11 of the GMG for precise details). Likewise, if an NPC successfully executes a hazardous action (slaying a dragon without much help, for instance) and does not get a proportional reward, he will understandably consider deserting the player character who ill-treated him or perhaps slitting his throat during his turn at watch and making away with the PC's stuff. In such cases, the GM will determine the outcome and, as always, the GM's decisions (the result of die rolls at appropriate chances that the rules determine) are final.

An alternative to having NPCs hired by and under player control is simply to have non-player adventurers available for single game participation. In this case, an additional character accompanies the group and participates, but is independent of player control other than to be helpful and generally cooperative. The GameMaster runs the character in essence, although his actions will generally follow the desires and suggestions of the players (unless an unduly hazardous action is demanded). The independent character participates in return for a share of the treasure gained, and this share (which will at least be proportional if the character is better than the player characters) must be agreed upon before the adventure starts. If your players are trying to attract such help, roll a die to see how hard a bargain the extra character drives in order to be convinced that participating is worthwhile (See page 152 in the GMG in the Cost of Successful Employment [of Henchmen] section for guidance). After the adventure has been completed, the extra character might simply take his treasure share and disappear from further use, or if the GM desires, be available for similar service in future quests.

Into the Great Unknown

Once the players have completed their preparations for the game, the GM finishes "setting the stage" by bringing the player characters from the background story to the place where the game adventure will begin. This is usually simply a matter of providing a brief narrative (such as, "Your group, after purchasing supplies and getting organized, left their town and went cross country until a deserted pathway was found which led into the hills, and finally to a craggy outcropping of rock"). Use of the LEGEND TABLE (described elsewhere in this booklet) is also made at this time.

To start the adventure, the players must decide on an order of marching for all of the characters in their group-who will be in front,

who in the middle, who at the rear, and so on. This should be done with official HackMaster™ tactical combat miniatures or, if none are available, diagrammed on a sheet of paper and given to the GameMaster for reference, and any change in the order of march during the adventure should be noted. In a standard 10-foot wide corridor, the most common arrangement is two adventurers side by side in each rank, although three characters could operate together in a single rank if all of their weapons were short and easily wielded (daggers or small axes, for instance).

One player in the group should be designated as the leader, or "caller" for the party, while another one or two players can be selected as mappers (at least one is a must!). Although individual players have the right to decide their own actions and relay them to the GameMaster as play progresses, the caller will be the one who gives the GM the details on the group's course of action as they move around and explore. Such instructions as "We'll move slowly down this corridor to the east." or "We'll break down this door while so-and-so covers our rear." are typical directions given by a caller to the GM. In the course of the adventure, the caller will naturally discuss the options available to the party with the rest of the adventurers, but it is this person who the GM relies upon for the official instructions from the party (although individual players can still pursue alternate courses of action at appropriate times, if they insist, by telling the GameMaster). Once a caller (or any player) speaks and indicates an action is being taken, it is begun, even if the player quickly changes his mind (especially if the player realizes he has made a mistake or error in judgment, these situations are the most fun for the GM!). Use your discretion in all cases.

The player or players mapping the explored area should use graph paper. Orient them according to the same directions on the referee's map (with the top being north in almost all cases). After that, allow them to draw their maps from your descriptions as they wish, but make certain that your verbal descriptions of the areas they explore are as accurate as their characters would be able to make out (you can say such things as "approximately sixty feet," especially in large or open areas or places where there are irregular rock surfaces). Above all, avoid the considerable temptation to correct their maps once they have drawn them. It will not be uncommon for players to show you their map (especially if they're confused) and ask you, "Is this right?" You should simply shrug, providing only a smug smirk and perhaps a condescending sarcastic comment or two, and avoid correcting any mistakes there, unless it would be obvious through the eyes of the adventuring characters. Encourage good mapping skills and an attention to detail and you won't have to waste your precious time with continual player map questions.

Exploration of the entire area comprising the module may well take more than one game session. It is also quite possible that adventurers (especially if wounded or reduced in number) might want to pull out of the stronghold and prepare for a return visit when refreshed or reinforced. If the PCs do this, they must work their way to an exit and discuss with you the pertinent details and time passage until their return. This is a good time to practice role-playing skills in a nearby town and also teach the wounded player characters the valuable lesson that even beggars and drunks in Garweeze Wurd have the 20 hit point kicker. Also keep in mind when the players retrace their steps toward the exit, the exact status of areas already explored will depend upon your judgement, whether areas cleared of monsters might in some cases be reoccupied by new ones, doors left open closed again, and locked, or

whatever. In fact, one of the most rewarding parts of GMing is watching the looks of shock and fear when you inform the heavily-wounded and fleeing party that their exit is blocked by an armed band of humanoids, perhaps one that had fled from them earlier and now seek revenge.

If the exploring adventurers wish to suspend the game temporarily during a rest period (when the adventuring characters stop to sleep, as they must do every 24 hours), appropriate notes should be made of each adventurer's status so that resumption of the game can begin at the same point on the next meeting of the players. Their choice of where to camp is a factor to consider, as well, since in this dungeon a check for wandering monsters must be made each hour they remain there (these checks are made at a normal 1 in 10 chance). It is customary to have one or more adventurers in the party standing guard at any one time, as the party members sleep in shifts in order to always have continual protection (although the devious GM may give a slight chance of a guard being asleep if a monster comes...). Just as with march order, it is important that players provide the GM with the sleeping location of each member and the placement of the guard or guards, since this may be crucial if and when a monster approaches from a given direction.

Experience points earned should be awarded at the end of every game session as described in Chapter 14 of the GMG.

THE PASSING OF TIME

As adventures go on, the GameMaster is responsible for keeping track of time elapsed. The GM should monitor its passage as he sees fit, but keeping in mind that exploring, mapping and examining various features takes up considerable time—with the larger the area and the greater the care taken in examining, the more time consumed. Wasted time is also a factor which should be noted, as players may waste time arguing or needlessly discussing unimportant matters or by simply blundering around aimlessly. On the other hand, time can pass quickly if adventurers move rapidly through the areas which have been previously explored and mapped. In all cases the GM should use good judgment and common sense. Keeping track of time is easy, of course, for GMs that own an official HackMaster GM screen. If not, cruder methods must be employed, such as paper and pencil.

In normal movement and exploration, each turn is considered to be ten minutes. If an encounter or melee occurs, the GameMaster immediately (but temporarily, for the duration of the encounter) adjusts the time frame to melee rounds consisting of ten 6-second melee rounds.

Every hour of adventuring, the GM should take a die roll for the possible appearance of wandering monsters at the indicated chances (which are normally 1 in 10, but which may vary depending upon location and dungeon level). Some occurrences (such as noise and commotion caused by adventurers) may necessitate additional checks.

Generally, eight hours of each twenty-four must be spent resting and sleeping, and prudent adventurers will sleep in shifts with a guard always awake. In this dungeon, three checks will be made each "night" for possible wandering monsters.

SPLITTING OF TREASURE AND COMPUTING EXPERIENCE

At the conclusion of an adventure (the party's emergence from the dungeon), the surviving characters divide the treasure (with equal shares generally awarded to each and magical or special items diced for by eligible characters) and the GM must compute experience for treasure gained (note all other EPs are awarded at the end or beginning of each game session). An NPC usually receives an equal share of any treasure, although his experience point award will only be one-half the amount awarded to player characters if the NPC in question is under the control of the player character and in such cases his treasure may be dependant upon the controlling PC as well.

The GM should also award experience points for the adventure goal of figuring out what happened to the owners of the dungeon, Zelligar and Rogahn, and their minions, servants, etc. Solving the following mysteries is worth 100 EP each:

Rogahn and Zelligar's disappearance (they went to raid the gnome protectorates to further fund Quasqueton)

Melanee's affair (with E)

Identity of Melanee's lover "E" (Erig)

Marevak's fate (Orcs tossed him into the acid pool in room 31)

Why stronghold in such disarray (Marevak's death/disappearance)

Deducing that Zelligar still lives (as evidenced by Mr. Pleasington)

What happened to the tower (it collapsed primarily due to shoddy workmanship)

You should award half (50 EPs) to the party overall EP total and 50 EP directly to the player that first deduces the answer (stating it out loud is a good indication of this).

HOW TO BE AN EFFECTIVE GAMEMASTER

The GameMaster is the pivotal figure in any HackMaster game. Accordingly, the GM's ability and expertise will be important factors in whether or not the game will be enjoyable for all of the participants.

The HackMaster game is a role-playing game, and is unlike traditional games that have a firm basis of regulated activity and repetitious action. A HackMaster adventure is free-flowing and often goes in unknown and unpredictable directions-and that is precisely the reason it is so different and challenging. The GameMaster is best described as the master of the gaming universe, for the GM oversees the whole process, keeps the game moving, resolves the action based upon events occurring and player choices made and monitors the actions and events outside the player group (i.e., handles monsters encountered, determines the actions of non-player characters encountered, etc.). The GM's responsibilities are considerable, but his foremost concern should be to provide an enjoyable game, which is challenging to the players. This means that risk should be balanced with reward and that game situations are neither too easy nor too deadly. Above all, the GM must be worthy of the respect of all the participants.

Beginning GameMasters often ask the most common first question, "Exactly how do you referee the game?" The answer is that there is no single best way-different GM's have different styles, just as individual players do. However, there are certain guidelines, which are important to follow.

Basic GM Guidelines

First, it is crucial to keep in mind that this is a game based on player interaction and player choice. The game generally follows the course of the player's actions-if not always their plans! As moderator, you present an ever-changing situation as it occurs (sort of like an unfolding story, or even a movie, if you like to think in those terms), and the players respond pretty much as they desire. As the game goes on, you are presenting them with a hundred different opportunities and choices-exactly how the game goes will depend upon their response to those opportunities and choices. For instance, if players decide to walk down a corridor and find a dead end with three doors, they have a number of choices-simply turn around and ignore the doors, listen at one or more before proceeding elsewhere, try to open one or more (either normally, by forcing them, or even by simply bashing them in), or whatever. You describe the situation, then await their decision as to a course of action. Of course, some decisions will be more difficult, or quick, or crucial to survival-and, as always, imagination and resourcefulness, as well as quick thinking will usually be rewarded while stupidity will go punished.

Second, a good GM remains "above the battle" and does not attempt to influence player actions or channel the activity in a particular direction. The GameMaster should require the players to ferret out their own clues and conduct their own quest. Accordingly, you should never provide information unless the players themselves discover it or put the pieces of a puzzling problem together through deduction or questioning, or a combination of the two. A large part of the game consists of player questions, many of which are, "What do we see?" Your job as GM is to answer those questions without giving too much away; make them earn it. You need not hint to players any information that they do not ask for on their own, except in unusual instances. Allow them to ask the questions, and allow them to make the choices.

In the same vein, as GameMaster you will enjoy watching players wrestle with the problems and sometimes impossible predicaments that you present or force on them. Although you may set up situations to challenge them, you must understand that you are not out to defeat and humiliate them at this low level. That should be reserved for when the characters attain higher level and it actually becomes challenging and enjoyable for you. You will enjoy moderating a well-played game where players respond to the challenges encountered much more than one where the adventurers foolishly meet their demise in quick time. Unfortunately, they might only attain the necessary skill by watching a couple, if not dozens, of their characters meet horrific demises at the hands of your traps and monsters. Never fear, though, they will eventually learn or quit to play Chutes and Ladders or some other game appropriate to their tiny intellect. So, in order to teach them necessary HackMaster survival skills, if your players abandon caution or make stupid mistakes, let them pay the price, and snicker for effect even as they weep tears of agony and mourning. In many cases, a danger due to lack of caution can actually be overcome, or a mistake in judgment countered by quick thinking and resourcefulness, but *let your players do the thinking and the doing.*

As GameMaster, you are the game moderator. This means you set the tempo of the game and are responsible for keeping it moving. Above all, you remain in control of the situation, although with reasonable players your game should always be in control. If players are unusually slow or dilly-dally unnecessarily, remind them that time is wasting. If they persist, allow additional chances for wandering monsters to appear-or at least start rolling the dice to make the players think that you are doing so. If players are argumentative with each other, remind them their noise also serves to attract unwelcome monsters by having some appear; if they persist, double the numbers.

Lastly, it is important to remember that the GameMaster is the final arbiter and complete master of his game. If players disagree with you, hear them out and reasonably consider their complaint. However, you are the final judge-and they should understand that, as well as the fact that not everything will go their way, or as they expect. Be fair, but be firm. With human nature as it is, players will undoubtedly attempt to try to talk you into (or out of) all sorts of things; part of the fun of being a GM is this verbal interplay. But in the end, what you say is what goes. If they persist or you begin to get annoyed for any reason, feel free to break out the HackMaster Smartass Smackdown Table (page 134, GMG) or use any other means you deem appropriate.

GAMEMASTER'S BACKGROUND

Many years ago, rumor has it, two noted personages in the area, Rogahn the Fearless (a fighter of renown) and Zelligar the Unknown (a magic-user of mystery and power) pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. The location of this hidden complex was chosen with care, since both men disliked visitors, intruders and wandering peddlers alike. Far from the nearest settlement, away from traveled routes, and high upon a craggy hill, the new construction took shape. Carved out of the rock protrusion that crested a heavily forested hill, this hideaway was well camouflaged, and its rumored existence was never common knowledge. Even less well known was its name, the Caverns of Quasqueton.

Construction of the new complex, it is said, took over a decade, even with the aid of magic and the work of hundreds of slaves and contract laborers. Vast amounts of rock were removed and tumbled off the rough cliffs into large piles now overgrown with vegetation. A single tower was constructed above ground for lookout purposes, even though there was little to see other than a hilly, forested wilderness for miles around.

Rogahn and Zelligar lived in their joint sanctuary for quite some time, conducting their affairs from within except for occasional adventures in the outside world where both men attempted to add to their reputations as foremost practitioners of their respective arts.

The deeds and adventures of these two characters were never well known, since they both kept their distance from civilization. Some say, and perhaps rightly so, that their motives were based on greed and some kind of vague (or chaotic) evil. No one knows for sure.

What is known more widely is the reputation of each. Despite their questionable alignment, both Rogahn and Zelligar capped their reputation of power when they joined forces to stop a gnome

titan invasion threatening the great valley below. In a crucial battle at a narrow pass in the hills, the two combined powerful forces and decisively turned back the invasion. Rogahn slew a horde of gnome titans single-handedly and Zelligar's powerful magic put their regiment to flight. A grateful populace rewarded the pair and their henchmen with considerable treasure, after which the two retired to their hideaway. Most of the reward treasure was apparently used to finance the further construction of Quasqueton, although some of it may yet be hidden somewhere. In any case, the hill stronghold was not completed in its entirety when, years later, the intrepid pair apparently embarked on their last adventure.

Last year, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated gnome titans. Taking most of their henchmen and associates along in a great, armed band, the two personages disappeared into the forbidding alien lands to the northwest, far from the hills and forests surrounding Quasqueton.

Word just reaching civilization tells of some great battle in the Gnome Protectorates where Rogahn and Zelligar have met their demise. This rumored clash must have occurred some months ago, and there are few details-and no substantiation of the story. The only thing certain is that Rogahn and Zelligar have been gone far too long, if only one had the knowledge and wherewithal to find their hideaway, there would be great things to explore! And who knows what riches of wealth and magic might be there for the taking???

LEGEND TABLE

Prior to the first adventure into the stronghold, the GameMaster will utilize this table to impart "background knowledge" (from rumors or legends known) to the adventurers. The table itself includes bits and scraps of information regarding the place to be explored-most of it accurate; however, legends and rumors being what they are, some of the information is false and misleading. It will be up to the players to act upon the information they "know". The GameMaster will tell them that these are legends or rumors they have heard about the place, and that is all (it will be up to the players to decide upon the value or veracity of such information).

To determine legends/rumors known, each player character will cast a 4-sided die in secret conference with the GameMaster (non-player characters or henchmen/hirelings will get no roll). The result of the roll will give the number of rumors/ legends known by the individual rolling the die:

- 1 - No legends known
- 2 - One legend known
- 3 - Two legends known
- 4 - Three legends known

Rolls of 2, 3, or 4 will result in additional rolls as defined above on the Legend Table using one d20. A roll of 1 on a d4 indicates that the adventurer has no knowledge of any rumors or legends pertaining to the stronghold; any information the player desires he must attempt to obtain from the other players. If a PC has any of the following skills (Current Affairs, History: Local, Intelligence Gathering or Glean Information) and makes a successful skill check, he may add +1 to his d4 roll to determine the number of legends known.

LEGEND TABLE (d20)

Result	True/False	Legend/Rumor
1	T	The name of the stronghold is Quasqueton.
2	F	Zelligar had a wizard's workshop in the stronghold where he worked on magic stronger than any known to man. (Zelligar used to tell this lie to the ladies when he was out on the town but it never got him anywhere.)
3	F	Rogahn owned a fantastic gem as big as a man's fist that was worth over 100,000 gold pieces; he kept it hidden in his personal quarters. (He actually had a big chunk of rose quartz that he told people was worth 100,000 gp but no one actually believed him!)
4	T	Zelligar and Rogahn had orc slaves to do the menial work, and some lived permanently at the stronghold.
5	T	The complex has two levels.
6	T	Part of the complex is unfinished.
7	T	The complex has a rear exit that is secret and well hidden. (Actually, it's not so well hidden any longer.)
8	T	No outsiders have ever entered the complex and returned to tell the tale.
9	T	Troglodytes have moved into the complex in the absence of its normal inhabitants.
10	F	The place is protected by the gods themselves and one member of any party of intruders is doomed to certain death.
11	F	The treasures of Zelligar and Rogahn are safely hidden in a pool of water.
12	F	The entire place is filled with guards left behind by Zelligar and Rogahn.
13	T	Rogahn's trophy room has battle relics and slain monster remains from his adventures.
14	T	There is a room with many pools of water within the complex.
15	T	The very walls speak to visitors.
16	F	An enchanted stone within the stronghold will grant a Wish to anyone who chips off a piece of it and places it within his mouth.
17	F	All treasures of Zelligar and Rogahn are cursed to bring ill to any who possess them.
18	F	Zelligar and Rogahn have actually returned to their stronghold, and woe be to any unwelcome visitors!
19	T	There are secret doors, rooms and passageways in parts of the complex.
20	T	The complex has more than one level.

Notes: When rolling on this table, roll again if any number duplicates one already rolled by the same player.
 "F" denotes a false legend or rumor (of course the player will not know it is false, so don't let on that it's false!).

SD = Special Defenses

Lang. = Languages known

Hon = Honor value (can be a specific number or a general term like average, dishonorable, great Honor or too much Honor.)

TOP = Threshold of Pain (see GMG p105). Usually this is half of a creature's full hit points. N/A indicates that the creature has an infinite TOP.

Crit BSL = Critical Hit Base Severity Level (see GMG p110). This is defined in terms of the defender's AC plus or minus an integer.

FF = Fatigue Factor. See page 107 of the GMG. The Fatigue Factor represents how many rounds of exertion it takes before a creature must save versus fatigue. The fatigue save is an ability check against a creature's combined average Constitution and Wisdom scores.

HOB = Hacklopedia of Beasts

Example:

Rogue Magic Mouth: (HF 0, EP 120, Int 8-10, AL N, AC 3, MV 3" (fly), HD 1, HP 24, SZ M, #AT 1, D 1-4 (may save vs. magic to avoid), SA: Nil, SD: only harmed by magic, Lang: Common, Hon: Ave., TOP: N/A, Crit BSL: Def AC-2, FF: N/A, Reference HOB 4 p111.)

The legends/rumors known are determined by the player's roll of the 20-sided die, and the GM reads the appropriate information off the table to the player for each roll (this is done secretly where the other players cannot overhear). The GM then tells the player that this is the extent of background information known by his player character (apart from the common player background); whether or not the player chooses to share this information (all or only part of it) with the other players is a personal decision. In this manner the GM gives each player a chance to see what bits of additional information their character knows before the adventure starts.

DEFINITIONS OF ABBREVIATED TERMS

HF = Hackfactor

EP = Experience Points

Int = Intelligence

AL = Alignment

AC = Armor Class

MV = Movement Rate

HD = Hit Dice

HP = Hit Points

SZ = Size

#AT = Number of Attacks per round

D = Damage

SA = Special Attacks

THE DUNGEON

This area for exploration is designed to challenge a party of 3-8 adventurers (player characters and associates) of up to the third level of experience, and is specifically intended for use with HackMaster. Players will find it beneficial to have a mix of characters in their party who will complement each other and who will possess a variety of abilities due to their different classes (fighters, magic-users, clerics, thieves, etc.). Additionally, the carrying of one or two useful magic items will likewise be of great help (although more numerous or more powerful such items will unbalance the situation).

The Caverns of Quasqueton, as mentioned in the background description, are hewn from a great rock outcropping at the crest of a large wooded hill. Winds buffet the hill continuously, blowing and whistling through the trees, vines and other vegetation that blanket the prominence on all sides. The rock itself is limestone, and is evident all throughout the caverns on both levels.

The air within the caverns is heavy, wet and musty. In some portions of the complex, a layer of dust lies upon everything, undisturbed for months. Burning anything within is slow and difficult, for

the entire atmosphere resists combustion, torches and lanterns will burn with a smoky flame.

There are many doors within the dungeon (the term "dungeon" being used generically for the entire underground area, as it usually is in HackMaster games), and some of them are secret doors, discernible only by special examination or perhaps by an elf or half-elf with his inborn ability to notice them. In all cases, unless otherwise noted, doors will be locked one-third of the time. All doors will require an open doors roll as described on page 17 of the Player's Handbook with an 18 or higher Strength required to open locked doors. Breaking the lock or breaking down the entire door will be a noisy undertaking, to be sure, and may serve to attract unwelcome monsters in the form of wandering monsters. So, you should not discourage your players from making as much noise as they want.

The two levels of the dungeon are approximately equal in size and are located one above the other. If the two maps could be placed over one another, the three access points between levels would directly correspond to their locations on the maps and lead directly to each other up and down.

THE CAVERNS OF QUASQUETON

KEY TO THE UPPER LEVEL

Within the complex, the upper level is a finished abode with generally good stonework and masonry. There are rough spots, or portions where workmanship is not as good as overall, but for the most part the construction and excavation were well done. The walls are relatively smoothly hewn and finished and in generally good repair. The floors, while uneven in places, are likewise in good condition. Corridors generally measure 8 to 10 feet in width, while ceilings for the most part are approximately 8 feet to 10 feet above the floor. The whitish stone from which the halls and caverns were hewn is evident overall. Doors are uniformly constructed of hardwood and approximately two inches thick.

UPPER LEVEL WANDERING MONSTERS

These encounters will only occur in corridors and empty or emptied rooms. Check every sixth turn (1 in 10 chance). If a monster is indicated, roll a ten-sided die and compare to the list below to determine what type of monster appears. Then check for surprise.

1) Cockroaches, giant, Dire (1):

This dirty beast is munching on some detritus. If characters immediately flee after disturbing it, it will not pursue.

(HF 4, EP 120, Int non (0), AL N, AC 4, MV 6", fly 12", HD 2+3, HP 30 ea. SZ: S, #AT 1, D 1-8, SA: Nil, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-0, FF: N/A, Reference HOB 2 p30.)

2) Insidious Stalker (1):

If the PCs encounter this creature, it will not immediately attack. Rather, it will begin to stalk the party just outside of the range of their illumination (using its 85% Hide in Shadows ability) looking for an



Giant Kangaroo Flea

opportunity to waylay a lone party member. This attack is preferentially made on a sleeping individual but might also be made against a guard posted outside a chamber or in conjunction with an attack by another monster in which the strength of the party is directed towards the other foe.

When it does attack, it will pounce towards the victim's face and on a successful hit create a hermetic seal over the person's mouth and nose. The target must then save vs. death magic each round or pass out. By the fourth round, however, he will automatically succumb. The stalker will then inject the victim with its needle-like appendage and either siphon out a quantity of his spinal fluid (rendering him a mental vegetable for ever after) or inject eggs into his stomach (either attack equally likely).

(HF 7, EP 270, Int 6, AL NE, AC 3, MV 12", HD 1, HP 24, SZ S, #AT 1 or 1, D 1-4 (bite) or 1-6 + special (pounce), SA: Strangulation, SD: Immune to acid, Lang: None, Hon: N/A., TOP: 12, Crit BSL: Def AC-2, FF: 10, Reference HOB 4 p32.)

3) Kangaroo Flea, Giant (1-3):

These beasts are out foraging for warm-blooded mammals upon which to feed. Although blind, they can sense the warmth of mammals (or their torches and/or lanterns) and will hop to the attack. On a successful hit, they will thereafter continue to drain the victim's blood at a rate that causes 1-4 hp of damage per round.

(HF 1, EP 35, Int Non-(0), AL N, AC 4, MV 6" or hop 12", HD 1, HP 23 ea., SZ M, #AT 1, D 1-4, SA: Blood Drain, SD: Nil, Lang: None, Hon: N/A., TOP: N/A Crit BSL: Def AC-2, FF: N/A, Reference HOB 4 p61.)

4) Lemur, Feces-Flinging (1):

This inquisitive creature will begin to follow the party. If approached, it will fling some "night soil" at the closest party member. If successfully struck by this missile, the target must save vs. poison or be blinded for one to three rounds. Additionally, he will reek of the filth and be 35% likely to negate



Feces-Flinging Lemur

surprise for any group he accompanies. If cornered, the Lemur will attempt to bite for 1-4 points of damage.

(HF 1, EP 15, Int 3, AL N, AC 8, MV 6", HD 1, HP 27, SZ S, #AT 1, D 1-4, SA: feces flinging, SD: Nil, Lang: None, Hon: N/A., TOP: 14, Crit BSL: Def AC-2, FF: 8, Reference HOB 4 p83.)

5-7) Rats, Common (3-12).

These rats are hungry and attack if they surprise the party. Even then they will flee when a third of their number have been slain. Boldly presenting a torch will keep them at bay and throwing some food, their way will distract them.

(HF 0, EP 5, Int 1, AL N(E), AC 7, MV 15", HD <1-1, HP 4 ea., SZ T, #AT 1, D 1 + 5% chance of contracting disease, SA: Disease, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-4, FF: N/A, Reference HOB 6 p113.)

8-9) Orcs

Take statistics from Room 33. These Orcs are out snooping around for treasure and/or their next meal. They are supposed to be guarding the complex, but Rogahn and Zelligar have been gone so long, the thought of their return no longer inspires fear (and therefore work ethic). There is a high probability that the Orcs have been drinking beer to excess (roll d6 1=sober, 2=Buzzed, 3-4=Sloshed, 5=Wasted, 6=Passed Out, will wake up in 1d6 rounds. See GMG page 170 and particularly Table 12R). If the roll indicates that they have been drinking, they will be noisy, reek of beer and can only surprise on a 1 in 10. They can be negotiated with if the PCs offer alcohol, but will not drink with dwarves or gnomes (whom they hate and will attack on sight, hurling insults as they advance). If the party defeats these Orcs, remove them from the roster in area 33.

10) Trash Ogre

This is the Trash Ogre from area 39 out looking for food and fun. He will attack first and ask questions later.

ENCOUNTER AREAS

1. ENTRANCE.

The spot marked with a "Q" on your map seems to be just up a treacherous pathway. The narrow pathway leads steeply up to a craggy outcropping of weathered limestone a couple hundred yards ahead. A cave-like opening, somewhat obscured by vegetation, is barely noticeable at the end of the path.

If the PCs walk up the pathway to the cave opening, it will be a simple trek. However, after the PCs have been inside for a while, there will be a heavy rainstorm that will wash out part of the path making a return trip difficult. In this case, have each PC make a mountaineering/climbing skill check. See page 131 in the HackMaster GameMaster's Guide for information on climbing. The

difficulty level of walking the path is "average" as defined on Table 6E in the GMG although it is "slippery" due to crumbling, wet soil.

If the PCs make it to the cave entrance, inform them that the cave opening is partially overgrown with vines. If they push them aside, read the following:

By sweeping aside some of the vines and branches, the opening becomes easily accessible to human-sized explorers. It leads straight into the rock formation, with a 10' wide corridor leading the way to a large wooden door. On the ground in front of the door is a plain woven mat.

The mat bears, in faded russet common tongue lettering, the word "Welcome". The door is securely locked, but close examination will reveal that bits of wood have been chipped away from the edge, indicating that it has previously been forced (this fact will certainly be known if adventurers indicate they are examining the door; otherwise, there will be a 10% chance per adventurer, cumulative, of this being noticed (i.e. 40% if four adventurers, etc.). If anyone looks under the mat, he will find a brass key. This key easily unlocks the door.

1a. Alcoves.

The corridor beyond the entrance door extends as far as you can see. Ten feet in, alcoves mark the left and right side of the passage. As you peer down this corridor, the wind whistles from the outside and dances past your feet.

The alcoves are empty. They are located here for purposes of defense against intruders or invaders. The first pair of alcoves actually hides secret one-way doors. These one-way doors are a defensive measure to allow guards to appear in the rear of any invading group that passes this point. The Orcs know about these doors and will use them to cut off the escape of fleeing PCs. The second pair of alcoves are empty as well. They are here simply to lull invaders into thinking the architect merely had an alcove-design fetish.

The second pair of alcoves once contained two Magic Mouth spells, and this magic omen was to be triggered as soon as any creature reached the point in the corridor between the two alcoves. However, in the ensuing years since Zelligar placed them, the magic has faded and the mouths have become wild – one a Rogue



Rogue Magic Mouth

Magic Mouth and the other a Sassy Magic Mouth.

Rogue Magic Mouth: (HF 0, EP 120, Int 8-10, AL N, AC 3, MV 3" (fly), HD 1, HP 24, SZ M, #AT 1, D 1-4 (may save vs. magic to avoid), SA: Nil, SD: only harmed by magic, Lang: Common, Hon: Ave., TOP: N/A, Crit BSL: Def AC-2, FF: N/A, Reference HOB 4 p111.)



Sassy Magic Mouth

Sassy Magic Mouth: (HF 0, EP 120, Int 8-10, AL CN, AC 3, MV 3" (fly), HD 1, HP 24, SZ M, #AT 1, D 1-3 (may save vs. magic to avoid), SA: cause spell failure, SD: only harmed by magic, Hon: Ave., TOP: N/A, Crit BSL: Def AC-2, FF: N/A, Reference HOB 4 p111.)

Their initial programming still has some bearing on their demeanor and they will execute Zelligar's instructions. When this occurs, the Rogue Mouth appears on the side wall of the east alcove, and the Sassy Mouth appears on the side wall of the west alcove. The east mouth speaks first, in a booming voice:

As your party passes the second pair of alcoves in the corridor, a booming voice issues from the east alcove. "WHO DARES ENTER THIS PLACE AND INTRUDE UPON THE SANCTUARY OF ITS INHABITANTS?"

After but a moment, and drowning out any attempted reply by the party, comes the reply from the west mouth:

Before you can complete a reply, a similar voice spews from the west alcove. "ONLY A GROUP OF FOOLHARDY EXPLORERS DOOMED TO CERTAIN DEATH!" Then both mouths shout in unison, "WOE TO ANY WHO PASS THIS PLACE – THE WRATH OF ZELLIGAR AND ROGAHN WILL BE

Roleplaying Tip: Magic Mouths

When role-playing the part of the Magic Mouths we recommend that the GM use the following prop to enhance the experience. Take a blank piece of paper and cut a hole in the center. Whenever you say something in the character of the Magic Mouths, hold the paper up to your mouth such that the only part of your face showing is your mouth in the center hole.

UPON THEM!" The mouths then begin a loud and raucous laughter, which fades in intensity as the twin mouths disappear from view.

If the characters are not intimidated by their dire warning, the mouths will reappear in a few minutes and begin to verbally abuse the party. The Rogue Magic Mouth will focus its attention on any female characters and go through a series of "pick-up" lines. If there are no females in the group, he will use his lines on pixie-fairies, elves, half-elves, halflings, gnomes, gnome-titans, humans, dwarves, gnomelings, half-ogres and half-orcs in that order. The Sassy Magic Mouth will just be obnoxious to anyone within earshot. They will continue to move along the wall and follow the party until they get bored.

1b. A Frightening Foyer.

Past the second pair of alcoves and at the end of the corridor leading away from the entrance are steps leading upward.

If the PCs continue up the steps read:

At the top of the steps, there is a large foyer from which the corridor continues east, straight and west. In this foyer is a grisly sight – the remains of a fierce hand-to-hand battle where no fewer than five combatants died.

If the PCs choose to examine the bodies read the following:

The stench of decaying bodies is strong and repulsive and the sight doubly so. It is apparent that three of the dead men were adventurers themselves. This ill-fated trio obviously had their last battle at this spot. Their opponents, also slain here, appear to be two Orc guards. The bodies arrayed here, each in various states of decomposition, are as follows:)

A human fighter, slumped against a wall. His broken sword, sheared off about eight inches above the pommel, tells the story of his demise. The body has been stripped of any armor and his only apparent remaining possession is a belt pouch.

A human magic-user, impaled against a wall, the killing sword, still thrust through the body, is lodged in the wall, which has a large section of

wood at this point. The magic-user's robe is now bloodstained and ruined but it does have a pocket.

A dwarven fighter, face down in the corridor just east of the intersection. In his right hand he still clutches his war hammer, and it appears that he crawled, wounded, to this point, since a trail of dried blood leads back to the battle location. A sack turned inside out lies alongside the body, now empty.

An Orc who defended himself to the death. The body lies sprawled across the floor, and a broken wooden shield rests nearby. The body has no armor on it. There is no weapon on the body or nearby, nor are there any other items of value on the remains.

An Orc, another guard. This body, with a bashed head from the blow of a war hammer, lies on the floor face down. There is no armor or weapon on the body except for a small sheathed dagger on the belt. The belt is very ornately decorated leather.

Note that both of the Magic Mouths will comment on the carnage as the players examine the bodies. Read the following using the Magic Mouth prop described earlier.

"Hmm, nasty wound, eh? Think yer tough enough to hack this dungeon, PUNK? Didn't think so."

"Why don't you just run home to yer Mommy?"

"Hope you brought along enough bodybags!"

"You brats should have stayed in the sandbox where you belong!"

The belt pouch on the human fighter contains 5 gold pieces (gp).

The magic-user's body is bereft of any items of great value. If the sword within the human magic-user is removed, the body will crumple to the floor, exposing a bloodstained carving. The carved letters form the word "QUASQUETON" in the "common" language. The sword, upon being removed, will prove worthless, since its handle is very loose and the overall quality of the weapon is poor. Because of this, it only functions as a non-magical longsword -2. See page 142 of the GMG for information on poor workmanship. Within the magic-user's pocket is a purse containing 2 gp and a pouch full of garlic buds.

The dwarf's beard has been shaved and his armor has been stripped from his body, although his helmet is still on his head. This headgear, however, has a noticeable dent in it making it unusable and thus worthless. There are no items of value on the remains of the dwarf.



other than his war hammer, which appears to be of average craftsmanship.

The ornate belt on one of the Orc guards would appear to be worth something, except for the bloodstains ruining its appearance.

2. KITCHEN.

This long room is obviously a food preparation area. Two cooking pits dominate the area. Each is large enough to cook an animal as large as a deer. They share a two-foot wide chimney vent over head.

Long tables line each wall, and there are scattered containers on them, some upturned, with spilled contents moldering on the tabletop. There are spoiled pieces of food all around, and the smell in the room is very uninviting. One chunk of moldy cheese is particularly noxious, as a fuzzy green growth covers its entirety. On the south wall is a chalkboard, while a cabinet lines part of the north wall. Hanging from above are a variety of utensils and some other of these are scattered about on the floor of the room.

One of the pits is slightly larger than the other one, but both are about three feet in depth. The pits are full of ash and charred remains of cooking fuel.

A particularly inquisitive halfling or gnomeling might want to investigate the chimney and in so doing he will be attacked by the **Hood Winker** which inhabits this flue. It will drop down on a victim when he has climbed about 10 feet up into the chimney. This attack will be made against the victim's head AC and no Dexterity bonus is allowed. A successful 'to-hit' means that the Hood Winker has grasped the victim's head and will continue to do 1-4 points of crushing damage and cause suffocation until it or the victim is dead. Note that any damage inflicted upon the Hood Winker will also be passed through to its victim.

A suffocating victim may hold his breath for a number of melee rounds equal to twice his Constitution. After this period of time, the creature must make a Constitution check every melee round in order to remain conscious. Each round, a +1 penalty to the Constitution check applies. In the round the victim fails the Constitution check he becomes unconscious. In the following round his lungs are depleted of usable oxygen he is reduced to zero hit points. The next round he dies.

The cabinet on the north wall is empty save for a quart bottle containing brandy. If this brandy is poured on the Hood Winker, it will become intoxicated and release its hold on a victim.

The words "Green Eggs and Ham" are written in common on the chalkboard. This is the password for the Wizard Locked door to the storeroom (#10); the former cook kept forgetting it so they wrote it

on his chalkboard. The cook is long gone. He was forced to cook for the Orcs and essentially treated as their slave for several months. After the Trash Ogre moved in, he eventually found the kitchen, then killed and ate the cook. The Orcs now avoid this place for fear that the Ogre will return (he ate an Orc as well).

The utensils are nothing more than pots and pans of various sizes, although there is a large cast iron kettle suspended from the ceiling by a thick chain. The kettle is empty.



Hood Winker

Hood Winker: (HF 4, EP 175, Int 2-4, AL N, AC 6, MV 6", HD 2+2, HP 30, SZ S, #AT 1, D 1-4, SA: suffocation, SD: immune to Sleep spells, Lang.: None, Hon: N/A, TOP: N/A, Crit BSL: Def AC-0, FF: N/A, Reference HOB 4 p12.)

3. DINING ROOM.

The entire room has a musty, mildewy smell to it. The room is moderately decorated, but frugally so, since there appear to be no items of great value as part of the decor. A nicely carved wooden mantle surrounds the room at a height 7 feet off the floor, and the stone walls are also carved in simple yet pleasant designs.

There are a number of tables and chairs in the room, these being of wooden construction and quite utilitarian in nature, save two larger chairs that stand out from the rest.

The lesser tables and chairs are scattered about, and several are overturned.

This room served as the main dining hall for the complex, and it was here that guest banquets were held.

The lesser table and chairs are made of hard maple. They show wear, although they have obviously not been used recently.

The ornate chairs are the personal seats of the stronghold's illustrious inhabitants, Zelligar and Rogahn. Both of these chairs are ornately carved walnut, formed from an enormous block of wood that forms a portion of the wall in the northeast corner of the room. Upon closer examination, the observer will notice that the chairs themselves are actually fixed seats connected to the wooden structure, thus being irremovable. Their great beauty is apparent, but is marred by a greenish fungus growing on portions of the walnut. It is obvious the seats have not been used for quite some length of time.

4. LOUNGE.

This anteroom is through a south door from the dining room, and apparently was designed for before-dinner and after-dinner activity. Drinking was apparently the most popular pastime here, for eleven pewter tankard mugs hang from a row of hooks high on one all (and judging by the empty hooks, 29 in all, it appears many more are missing). An ale keg, long since dry but still smelling slightly of the brew, stands in one corner.

At the center of the room is a white marble statue, full-size, of a nude human female, beckoning with arms out front in a very alluring pose.

The stone walls are strangely textured for an unusual effect, but are devoid of further markings or details. A long wooden bench seat, actually attached to the wall, is along each side of the room such that those seated on the bench would face toward the center of the room and the statue there.

If examined, the mugs will appear, to anyone who every hefted a frothy mug of ale, to be of excellent handiwork. Both sturdy and ornate (with an elaborate relief of the fortress on one side and an embossed "Q" on the other), these could easily fetch 5-10 gp each. Of course, the origin of the mugs will be readily apparent, and trouble may come of it (see the subsequent encounter area for a discussion of possible ramifications from selling Quasqueton's artifacts).

Those characters with the skill art appraisal: subset: sculpture will be able to discern that the piece would be worth over 5,000 gp on a successful skill check. However, it is not what it seems for this is in reality a **Mimic**. Those characters with the skill art appreciation: subset: sculpture will be able to discern that the piece was not sculpted with a successful skill check (and perhaps they will draw the erroneous conclusion that the object is a person that has been petrified). This mimic is not particularly hungry (for it just ate an Orc some days ago) so it is content to simply be left alone. However, if it is touched it will attack. Any successful hits will bind the victim to the pseudopod so that future attacks by the mimic will negate the victim's Dexterity bonus to Armor Class.

Mimic, Mineral: (HF 13, EP 120, Int 2-4, AL NE, AC 3, MV 3", HD 4, HP 45, SZ M, #AT 1, D 1-6 (pseudopod)/1-8 (bite), SA: Glue, SD: Camouflage (+4 to surprise), Lang: None, Hon: Ave., TOP: N/A, Crit BSL: Def AC+2, FF: 12, Reference HOB 5 p18.)

5. WIZARD'S (ZELLIGAR'S) CHAMBER.

The most noticeable feature seen upon entering this rather austere abode is a very large and fairly detailed bas-relief carving that runs most of the length of the north wall of the room. Some 70 feet in overall length, the wall carving depicts a mighty wizard on a hilltop casting a spell in the air over a valley below, with an entire army fleeing in confused panic.

The east and west walls are devoid of detail, although there are several wall pegs on each, apparently for hanging garments. There is a seven-foot high door on the south wall of his chamber that is unusually ornate and well constructed compared to the other doors in this complex.

There is a minimum of furniture within the room. A bed, located in the southeast corner of the chamber, is a frame of ornately carved rosewood. The headboard, besides showing the carved designs to advantage, boldly features the word "Zelligar" highlighted in gold leaf. The bed, obviously of value, is of fine workmanship and construction.

A rosewood nightstand table is beside the bed, and it has one drawer with a brass handle and a keyhole below the handle. Elsewhere in the room is a table and three chairs, none of which appears to be of any exceptional worth or value. Upon the table are a pewter pitcher and three pewter mugs.

Because of the sturdiness of the bed, it cannot be removed from the room without dismantling, and doing so will be difficult and likely to cause damage to the various pieces. If this is done, the baseboard and sides would be worth 100 gp each, and the headboard up to 500 gp. However, anyone trying to sell the headboard for its value will run an 80% risk that the purchaser will recognize the original owner's name (since the infamy of Zelligar is widely known). Since it will be obvious from where the headboard was obtained, if this word spreads at large (35% chance modified by the purchaser's reaction adjustment to the PC), the seller may, at the least, have attendant problems (Zelligar disappeared owing a lot of money to several shady organizations and these debts have never been settled. As such, they have laid claim to his personal property and their agents might show up to demand these articles!), and at most, have unwittingly created a trail of clues for a vengeful Zelligar and Rogahn to track upon their eventual return to civilization.

The brass handle to the locked drawer has a pin trap that will be tripped by anyone grasping it; inflicting 1 hit point of damage. An

oily substance on the pins is not a poison, but it does inflict unusual pain that will make the grasping hand unusable by the victim for 2-5 (d4 + 1) hours. A key inserted into the lock before the handle is grasped, negates the trap. Any key of a size comparable to the actual key (which is nowhere to be found) will accomplish this function. The drawer contains a **Scroll of Smell Immunity**.

The pitcher has a value of 15 gp, and the mugs are worth 5 gp each.

6. ZELLIGAR'S CLOSET.

The door to this room is an **Enchanted Door**. It has been given the directive of keeping safe the contents of the closet and secondarily to detain anyone "snooping around". To this end, it will remain passive and allow anyone to enter the closet but will then slam shut behind them, Wizard Locking itself in the process. If attacked, it will defend itself by first casting Hold Person on anyone within three feet (its arc of attack) and then slam into them causing 2-7 hit points of damage. It will then cast Charm Person on a member of the party and try to convince that person to defend it. Note that a permanent Protection From Fire has been cast upon it so it cannot be burnt down.

Enchanted Door: (HF 10, EP 540, Int 11, AL NE, AC 4, MV 3-foot arc, HD 6, HP 51, SZ M, #AT 1, D 2-7, SA: Spell use (Charm Person, Hold Person), SD: Wizard Lock Lang: Common, Hon: Ave., TOP: N/A, Crit BSL: Def AC+4, FF: N/A, Reference HOB 3 p21.)

Several bolts of fabric are stacked in one corner of the closet and lying on a bed made from crumpled cloth is a small winged reptile. Loose papers lie scattered about the room. A wooden stand in the corner of the room farthest from the door holds the remains of several books upon it. A small table bearing a large stack of papers stands in another corner. A stone slab paperweight holds these dusty papers in place. Several garments hang on the left wall. An unlit lantern hangs from a hook opposite the garments.

The small winged reptile is – Mr. Pleasington the Homonculous. Mr. Pleasington turned out to be more of a pest than an aid to Zelligar and so was often locked in this closet to keep him out of trouble. Years of confinement has done nothing to calm his temperament. His first instinct will be to maniacally fly around the room squawking. If anyone tries to catch or corner him, he will attempt to bite his would be captor. After a few minutes of this he returns to his nest and begins pouting. If carefully approached with something sweet, he will calm down. He knows nothing of use but will blather endlessly. The fact that Mr. Pleasington is still alive is testimony to the fact that somewhere Zelligar must also be alive. Although his telepathic link to Zelligar was broken some time ago implying that Zelligar is perhaps no longer on the same plane or otherwise unable to communicate telepathically.

Homonculous (Mr. Pleasington) (HF 1, EP 270, Int 17, AL NE, AC 6, MV 6"/18" (fly), HD 2, HP 28, SZ T, #AT 1, D 1-3 (bite), SA: sleep poison, SD: Nil, Lang: Common, Hon: Ave., TOP: 14, Crit BSL: Def AC+0, FF: 9, Reference HOB 4 p12.) Like his master, Mr. Pleasington has the following quirks and flaws: nervous tick, jerk and color blind.



Homonculous

Of the five pieces of apparel there (shredded and soiled coats and cloaks), only one is remarkable, being studded with circular bits of pewter for ornamentation. Even the ornamental garb has suffered the ravages Mr. Pleasington. While the first four garments are of no value, the last one could possibly bring up to 1 cp if sold.

The oil lantern contains no fuel. It has obviously hung unused for a great deal of time but appears to be perfectly usable if refueled.

Were an academic to reconstruct the books that are strewn about he would be able to make sense of them on a successful skill check. The task of reconstructing a book takes eight hours to accomplish. An individual possessing the appropriate skill is required to both reconstruct and decipher the works as follows: Ancient History or History, local skill (Book #1), Botany skill and fluency in the elven language (Book #2), History, local or History, world (Book #3) or Weather Sense (Book #4)). Each book is worth a mere 5 gp unless otherwise noted.

Book #1-A historical work, this book, written in the common tongue, outlines the history of the civilized area within 100 miles of the stronghold location. Anyone who already possesses the Ancient History or History, local skill and reads this book will gain 1-6 points of skill mastery in that subject (halved and split evenly between the two if both are possessed).

Book #2-This tome is apparently an encyclopedia of various types of plants. Although the various illustrations given within provide a clue to its topic, it is written in the language of elves, so it will not be understandable to a reader who does not know the elven tongue (unless a Read Languages spell is used). Anyone who possesses the Botany skill and spends two weeks studying this tome will gain an additional 2-7 points of skill mastery in that subject.

Book #3-This volume appears unremarkable at first glance, seeming to be a notebook with many handwritten entries of undecipherable runes and markings. It is actually a diary kept by Zelligar, and it details one of his adventures from the distant past, written in his own hand. Anyone who possesses the history, local or history, world skill and reads this book will gain 1-4 points of skill mastery in that subject (halved and split evenly between the two if both are possessed). A book dealer, scribe, or librarian would pay up to 50 gp for it. Of course, if the book is sold in this

manner, the seller risks a 40% chance of word of its sale getting out as a rumor, with attendant problems developing as those who hear of it seek out the finder for further details on how it was acquired.

Book #4-This work, written in the common language, discusses weather. Although well illustrated with drawings of meteorological phenomena, descriptive text is sparse. Some cryptic notes written in the margins were apparently made by Zelligar-but these are undecipherable without a Read Languages spell and are actually nothing more than notes such as a student would make in studying the work to highlight important points. Anyone who already possesses weather sense skill and reads this book will gain 1-3 points of skill mastery in that subject.

The paperweight is monogrammed with a fancy letter Z. The papers are written in the common language and upon examination will be seen to deal with mundane matters: an inventory of foodstuffs, a financial accounting of expenses, notes on construction work for the complex, a couple of memorandums received by Zelligar regarding the "Melanee problem" and other unremarkable writings. All bear the signature of Marevak. The most recent date on any of the papers is 12080 Freta'kerz 25.

7. WIZARD'S ANNEX.

At the south end of this room is a magnificent sight: two massive wooden chests, each studied with jewels and overflowing with riches. A pile of gold pieces is arrayed around and within them, and scattered among this treasure trove is an assortment of glittering gems, jewels, goblets, silver dinnerware, piles of silks and bolts of fine cloth.

The massive treasure is in reality a **Perpetual Illusion**, and it will be temporarily dispelled as soon as any creature touches the first bit of "treasure". The illusion, once dispelled, reappears in the same place again within 24 hours. In reality, the room is empty. This room apparently was for meditation. Zelligar loved money and the sight of piles of it had a calming and soothing effect on him.

8. WIZARD'S WORKROOM.

Note: Zelligar's workroom and laboratory (room 9) are located adjacent to each other, with limited access by secret doors.

There are several large wooden tables within the room; one of which is overturned on its side, as well as one central table made of

Chemical Compounds (d20)		
Result	Contents	Possible Types
1	Sand	White, brown, black
2	Water	Pure, brackish, holy, urine
3	Salt	table, rock, epsom
4	Sulfur	-
5	Wood chips	Hickory, pine, oak, ash, maple, walnut
6	Herbs	Dill, garlic, chives, basil, catnip, parsley
7	Vinegar	Red, white, yellow
8	Tree sap (hardened)	Pine, maple
9	Carbon	Coal, ash, graphite
10	Crushed stone	Quartz, granite, marble, shale, pumice, obsidian
11	Metal filings	Iron, tin, copper, brass, zinc
12	Blood	Human, orcish, dwarven, elven, dragon, halfling
13	Dung (hardened)	Human, canine, feline, dragon, troll
14	Wine	White, red, vinegar (spoiled), fruit, Zinfandel, Chardonnay, Merlot, Fortified
15	Fungus powder	Mushroom, other
16	Oil	Vegetable (corn, canola, olive), animal, petroleum, mineral
17	Insect bodies	Bees, flies, beetles, ants
18	Bone powder	Human, animal
19	Spice	Pepper, cinnamon, clove, paprika, oregano, nutmeg
20	ground willow bark	Labeled "Melanee's headache medicine"

stone. None of the tables have anything upon them. There are several chairs and stools scattered about the room. On the center of the north wall is a door. Approximately four feet off the floor, wooden cabinets line the wall on either side of the door.

The workroom is a facility designed for various purposes related to the study and practice of magic. The top of this prominent table is actually a slab of smooth black slate, although a thick layer of dust hides its cold black beauty.

The cabinets are not locked, and contain various chemical compounds and supplies of no particular value in glass or earthen containers. There are forty such containers, as well as one larger jar (described below). If the adventurers choose to open and examine the contents of any particular container, roll a die (d20) and consult the Chemical Compounds table on this page.

If a die roll gives a duplicate result, use the column at the right of each entry to determine differentiation between different substances of similar types. If adventurers try to ingest any substance, simply handle the situation accordingly. In not all cases will the contents be immediately identifiable - in the case of a certain substance not obviously identifiable, a skill check is required. Use relevant academic skills based on the substance. agriculture, anatomy, basic, botany, culinary arts, geology and plant identification: holistic may all be relevant depending on the substance. The skill check should be easy (+65%) or average (+30%) depending on the relevance of the academic skill to the mystery substance.

The larger jar is of clear glass and seemingly contains a black cat's body floating in a clear, colorless liquid. If the large cork lid is unstopped, the liquid will instantaneously evaporate, the cat will suddenly spring to life, jump out of the jar, meow loudly, and run for the door. If the door is closed, the cat will be seen to pass through the door and disappear. Once out of sight, the cat will transform into a large black jaguar and lie in wait for anyone to follow it.

Jaguar: (HF 5, EP 420, Int 2-4, AL N, AC 6, MV 15", HD 4+1, HP 41, #AT 3, D 1-3/ 1-3/ 1-8 (claw, claw, bite), SA Rear Claws rake 2-5 x 2 (d4+1), SD Surprised 1 in 10, Lang: Nil,

9. WIZARD'S LABORATORY.

Note: Zelligar's laboratory and workroom (room 8) are located adjacent to each other, with limited access by secret doors.

Several large wooden tables are scattered about this room, as well as one central table made of stone. The tables are covered with grizzled remains of appendages – human and otherwise as well as a single stoppered smoked glass bottle.

An iron bracing and bar suspend a cast iron pot over a sunken fire pit – obviously the central feature of the room. A smallish skeleton hangs from the ceiling in the northeast corner of the room. Along the west wall is a large wooden rack. On the south wall is a stretched leather skin.

Three wooden vats, two large and one small, stand in the southwest corner of the room. A stone block used as a table stands next to the vats, along the west wall. Six earthen containers and glassware of various types sit the top of the stand. Several more pieces of glassware lie jumbled next to the stone block.

A wooden coffin, quite plain and utilitarian, rests upright in the northwest corner. Two kegs rest against the north wall. Wooden shelving on the north wall holds glassware and three earthen containers. Two small trays hold an assortment of colored powders.

The wizard's lab is a strange but fascinating place. Zelligar's experimentation with many kinds of magic led to a collection of equip-

ment and devices that were stored here, scattered about this 50' by 30' room.

The top of this prominent table is actually a slab of smooth black slate, although a thick layer of dust hides its cold black beauty.

Four of the grizzled paws on the stone table are actually **Crawling Claws**. They will pounce at anyone who approaches within ten feet of the table. The first critical miss made by someone attacking these claws will shatter the glass bottle (this effect superceding the normal critical miss table).

4 Crawling Claws: (HF 1, EP 35, Int Non (0), AL N, AC 7, MV 9", HD <1-1, HP 3 each, SZ T, #AT 1, D 1-6 to those in leather or less, 1-4 otherwise, SA Nil, SD Half damage from edged weapons, immune to death magic, undead resistance to spells, Lang N/A, Hon: Ave, TOP N/A, Crit BSL: Def AC-4, FF N/A, Reference HOB 2 p 37)



Crawling Claw

If the cork is removed, the gas within will immediately issue forth with a whoosh. The vapors are pungent and fast acting, and all characters within ten feet must make an immediate save vs. poison or be affected by laughing gas. The gas itself is not poisonous, but will cause any characters failing their saving throw to immediately lapse into uncontrollable raucous laughter for 1-6 melee rounds (check each individually). During this time, the characters will have a 50% chance of dropping anything they are holding or carrying and will rock with spasms of great laughter, staggering about the room, chuckling and bellowing with great glee. The noise will necessitate a special additional check for wandering monsters being attracted to the ruckus, and even if a monster appears, the affected characters will be unable to oppose it until the gas effects wear off (if a monster does come, roll a 4-sided die to see how many melee rounds it appears after the laughing starts). Characters under the influence of the gas will not respond to any efforts by others to snap them out of its effects (even slapping the face will do no more than cause more laughing), although if a Dispel Magic spell is thrown, it will make



them sober immediately. Otherwise, the only way to stop the laughter is to wait for the effects to wear off.

Several pine logs are piled underneath one of the tables, and if these are moved, a shiny "gold" ring will be found. Although it appears brilliant and seems to be worth up to 100 gp, it is actually worthless. It has no special magical properties.

The skeleton is that of a gnome-titan and the skull is cracked. (A successful skill check, made at 'difficult', by someone with the anatomy, vital (gnomes) skill would discover it to be a gnome titan chief-tan's remains...)

The rack is apparently from some kind of torture chamber, since it is obviously sized for human bodies. A trickle of dried blood stains the oaken construction on the front.

The stretched leather skin sports magical writings that are undecipherable without the aid of a Read Magic spell. The legend, if interpreted, will read: *"What mysterious happenings have their birth here? Only the greatest feats of wizardry, for which every element of earth, water and sky is but a tool!"* The skin is old and extremely fragile, and any attempts to remove it will cause irreparable harm and render it useless because of the skin crumbling away.

The pit is only 2' deep, although it appears slightly less than that due to several inches of ashes resting within it. An iron bracing and bar across the 4' wide opening suspend a cast iron pot that is empty except for a harmless brown residue sticking to its interior sides and bottom. Another similar pot, which is shallower, lies on the floor alongside the pit, and it is empty, both pots are extremely heavy, and it takes great effort by two or more characters of 14 or greater Strength to even move them.

Each large vat is of approximately 100 gallon capacity, but empty. The third vat nearby, only half the size of its neighbors, is half filled with murky fluid. This is **Insidious Ichor**. Anyone peering in will be attacked. If successfully hit, the ichor will stick to the victim and begin to seep into its body at a rate of 1 HD/round (1 HD of seepage occurring with the initial hit). For every HD that seeps into the victim, he must save vs. magic to prevent the Ichor from seizing control of their body. Saves are made at +2 for the initial HD but decrease by one for every additional HD that seeps in. Should the Ichor take control of a victim, it will attempt to flee the complex.

Insidious Ichor: (HF 3, EP 420, Int 8-16, AL NE, AC 9, MV 6", HD 3, HP 32, SZ M, #AT 1, D special: see above paragraph, SA special see above, SD special see above, Lang: Common plus possibly a dead language, Hon: Ave, TOP N/A, Crit BSL Def AC -1, FF N/A, Reference HOB 4 p 31)

The stone block table along the west wall is extremely heavy and requires 30 combined Strength points to budge. The six earthen containers are just like those found in the workroom (room 8), and, except for the third one from the left, any contents within them should be determined in the same manner



Insidious Ichor

as, described there. The third one from the left is a **Potion of Extra Healing**, kept here by Zelligar in case of emergency. Some of the glassware are clean and some show residues, but all are empty and dusty.

The wooden coffin opens easily and is empty. If the Magic Mouths are with the party, they will take the opportunity to comment on the size match of the coffin relative to a party member or two.

The two kegs on the north wall are just like those in the storeroom (room 10). Each has a letter code to denote its contents, and a roll should be made in the same manner as described there to determine what is within if they are opened.

The containers on the wooden shelving are as those in room 8 and likewise determined. The two small trays hold powdered incense of different colors, and the smell of their aroma will give away their identity.

The glassware, if wrapped carefully and transported to an alchemist or similar interested party, would fetch upwards of 1100 gp. Damaged materials are worthless. If the players try to transport these items, make sure you describe how fragile they are and check against crushing blow for every fall and bump in the road along the way. If wrapped well, simply save 6 times versus normal blow and deduct 2d8% for each failed saving throw.

10. STOREROOM.

A sturdy oak door bars each entrance to this irregularly shaped room. These doors will be found to be securely fastened for they are held by a Wizard Lock. Characters with great Strength may possibly batter them open but they may also be easily opened if the phrase "Green Eggs and Ham" is spoken, this being the password.

Approximately 60 barrels and casks fill a portion of the room, but by no means do they come close to filling its capacity. They stand in two stacks, one against the southwest wall and the other along the east wall in the northern portion of the room.

The containers are filled with supplies and foodstuffs. Each barrel weighs between 15 and 60 pounds depending on the contents. Although the casks and barrels storing the commodities have prevented spoilage, the contents are at least a year old and are by no means "fresh." Although usable or edible still, they nonetheless have an off-taste that suggests staleness. These containers are each marked in some letter code to denote contents. If a character chooses any individual barrel or cask for examination, roll a die (d20) on the Barrel Contents table to determine its code marking, and if it is broken open, the appropriate contents will be discovered.

Note that any container opened and left unsealed, or containers whose contents have spilled, will (over a period of time) attract vermin and/or monsters if the door to the room has been battered open. Spilled or uncovered material will also be subject to spoilage and rot. This is important if the PCs make more than one foray into the stronghold and time lapses between such adventures.

Barrel Contents (d20)

Result	Code Letter(s)	Contents
1	TL	Whole barley
2	B	Wheat flour*
3	FT	Rye flour*
4	MK	Salted pork
5	GG	Dill pickles*
6	HU	Raisins*
7	EJ	Salted Cod
8	Y	Dried Cranberries*
9	PF	Dried Peas*
10	SD	Ale*
11	Z	Honey*
12	AW	Wine (watered)*
13	OG	Pickled Cabbage*
14	XR	Dried Peppers*
15	LC	Salt*
16	VW	Lard
17	QS	Beef Jerky
18	RH	Sunflower seeds*
19	UT	Hard candy*
20	JS	Dried mushrooms*

* Barrels of this type can be sold for 2-20 gp to an interested merchant.

11. SUPPLY ROOM.

Construction supplies fill a small portion of this large room. The remainder is empty.

Going through the room will reveal the following, materials:

- A coil of very heavy rope, 200' in length
- A box of iron spikes (50)
- A box of metal nails
- A pile of heavy wooden beams, each 10' in length and 6" deep by 6" in width (80)
- A sack of building mortar, almost empty
- A stack of rough stone blocks, each measuring approximately 6" by 6" by 12" in size (400)
- Six wooden doors, leaning in a row against a wall
- A large box of assorted hardware (including several locks of various types, door hinges, clasps and hasps, door handles, assorted metal bolts, and similar items)
- A jug of dried glue

This room is in fairly good order as the Orcs never go here (they associate it with work).

12. LIBRARY.

When the players enter the passageway south of the library, read:

A pair of ornately carved oaken doors adorn the lefthand wall of this dead-end passageway

When they open the doors, read:

What lies beyond the double-doors is obviously Quasqueton's library as books of all shapes and sizes fill the five-foot high bookshelves that stand against each wall. The floor of the room is covered with dust. Three large oaken tables fill much of the center of the room, one in each of the west, north, and east wings.

Several wooden chairs sit scattered about. Plush divans rest in two corners of the room. Wall sconces designed to hold lanterns for illumination are mounted on the walls all around the room.

A forbidding reddish glow emanates from what look like birdcages set into the north wall. The mysterious pulsing seems to randomly vary in intensity.

The dust hides a beautiful and shiny surface of polished red granite. The stone is inlaid in large blocks and extends uniformly to within a foot of each of the walls. In the very center of the room within the floor surface are blocks of white granite within the red stone, and these form the letters R and Z with an ampersand between. If closely measured, the Z is slightly larger.

Rich, fleecy upholstery covers the divans and makes them very comfortable for reclining. These, however, are rather dusty and dingy due to their age and lack of use. With a proper cleaning each would demand 220 gp.

Four of the six small cages on the north wall (the other two are broken open) each contains a **Dire Firefly** (four total). The reddish glow from this source will appear as forbidding and mysterious when viewed from the entrance to the library, seeming to be a luminosity of varying intensity totally alien to anything viewed before. The insects themselves seem to be thriving in their captive abode, but their food source and longevity are totally puzzling. The bars to these cages are incredibly strong and can only be opened by a successful bend bars check made at -30%.

4 Dire Fireflies: (HF 4, EP 300 each, Int 1, AL N(E), AC 4, MV 3", 15" flying, HD 1+4, HP 29, 28, 27, 26, SZ S, #AT 1, D 1-2, SA: fire electrical bolt for 5-20 hp 1/turn, SD: Nil, Lang.: None, Hon: N/A, TOP: 16, 15, 14, 13, Crit BSL: Def AC-1, FF: N/A, Reference HOB 3 p33.)

The library is rather modestly supplied with books, volumes and tomes of various sizes. There are likewise only a few scrolls, these being stored in a rack along the east wall. The entire collection would fetch around 2000 gp, but buyers would need to be found for each book to gain the maximum values. Simply selling off in quantity will garner 400 to 700 gp. A sampling of the titles that can be found are listed as follows.

The Secrets of Chamoania by Beska Miltar, Wizard. Apparently the personal journal of a wizard studying a lost race of cannibals in the jungles of a place called Bafuan. It ends abruptly on page 182 and the last twenty pages or so are blank. Written in common tongue, has crude drawings in the margins.

Successful Masonry by Gnarlybeard. Written in Dwarvish. Treatise on masonry. 146 pages.

Weit's Standard Kobold Anatomy (120 pages, leather bound) – written by Slavnadorilist Weit (in common), a droning human sage, this is the second most popular cure for insomnia at leading Kobars, anyone who can successfully read it all (requiring 3 consecutive Constitution checks and one Intelligence check against one-third of Intelligence, without failures) gains +10 on anatomy skill checks relating to Kobolds and similar creatures (as determined by the GM)

Trog Grog and Other Humanoid Spirits: Drink Among Vermin (150 pages, wood covers with leather binding and iron brackets) – referring to spirits of the alcoholic kind, this tome records favorite types of drinks among various humanoid races, including regional variations, and recipes for these disgusting brews. It also notes exactly how much stamina it takes to keep each type of ale or wine down. Compiled in halfling by the halfling traveler and alcoholic scholar Hansford Halatin.

Diary of Melfinn the Meticulous, Volume 347 (200 pages, leather bound with steel brackets, very nice looking) – the single most popular cure for insomnia among all literate folk, this ponderous tome records, in thin, cramped but very careful handwriting, every minute detail of Melfinn's life for 64 straight hours. Every thought, action, deed and word is written down. It takes 6 consecutive saves vs. breath weapon to stay awake through the first 20 pages. Written in elvish, of course.

Things I Found in Mr. Barnicle's Secret Chest (25 pages, paper-bound) – written in infernal script by an Imp who came to despise his master, this book consists of lists of odds and ends, and a few spell components. More interesting entries include "thirty-three inches of hemp string", "four flakes of green lint", "list of possible titles including 'The Big', 'The Great' and 'The Bifurcated'" and "poorly done erotic charcoal sketches".

Songs of the Hummingbird (100 pages, metal bound with a small lock) – a collection of love stories, songs and poems, both classic and original, compiled by the great bard and minstrel Retina Flothodar. Written in elvish.

Wizard's Guide to Items of Mass Destruction (110 pages, leather bound) – purporting to be a series of recipes for creating magic items such as Wands of Fireballs written by Thimtor Greybeard, it was actually written by Zaxxor the Fourth, a gnomish prankster and is in fact 100% wrong. Attempting to follow the instructions will result in anything from nothing to explosions of unpleasant odor. Written in gnome.

Book of Dwarven Law anonymous author. Language - Dwarven. Illuminated manuscript listing codes of law as

well as many commonplace 'rules to live by' for all dwarves.

Book of Illumination anonymous author. Language - Common. Thick Papyrus scroll includes holy songs, calendars of church feasts, and saint's days for all lawful good deities.

Brethren of the Star by Callistus Vellare. Language - Common. Black leather bound book which details the history and major figures of this long-vanished magical organization.

Life of Purple Ire, The by Baghland. Language - Halfling. This biography of the famous pixie-fairy cleric tells of her quest for spiritual truth.

Cure of Licking, The by Netephorus. Language - Common. This thin vellum sheet says that a remedy for enchantment is to lick the forehead upward, then across, and then up again, and lastly to spit behind the back of the afflicted. If a salt taste is detected on the first lick, it is proof of a charm spell in effect.

Knowing your Trees - This is a reference work identifying different species of trees and where they grow within about 100 miles of Quasqueton. It has sketches of leaf and bark types.

The Great Beyond - This book is a scientific work on star gazing. It has sketches of various constellations, suggestions for optimum viewing and a bit of lore on how people were transformed into constellations by the gawds as punishment.

Denizens of the Netherdeep - This is an encyclopedic book on different races that can be found underground. It is not comprehensive as many of the entries are limited to the area local to Quasqueton.

How to Sail - This is a reference work for the novice small craft shipman. If one had a small craft to practice with and sufficient time to study this book, one could gain a beginner skill level in seamanship with a successful learning ability check.

Tome of Grawdyng - This is a religious text espousing the precepts of the faith for the wicked gawd of death. Its passages and illustrations are quite disturbing to the casual reader.

Other books of note include:

Gryndyll's Tome of Mundane Lore (The Dwarven Edition)

Grel to Elvish/Elvish to Grel Dictionary

Passion Among the Elven Women of the Shadok (a popular work of Halfling Erotica — all the GOOD PARTS are underlined.)

Fladnaar's Registry of Glersee and Runes (Vol Six)

Layman's Guide to Armor Repair

From Seed to Harvest (A book on beet farming — including turning a profit raising various produce)

13. IMPLEMENT ROOM.

This elongated room contains tools, equipment, and implements of various types. The implements are stacked neatly and orderly. A fine layer of dust covers everything.

In the room are the following items:

- A box of wooden pegs
- A coil of light rope, 50'
- A coil of heavy chain, 70'
- A coil of fine copper wire, 20'
- Mining picks (32), all unusable and in poor repair
- Chisels (15)
- Shovels (13)
- Empty barrels (14)
- Mallets (8)
- Iron bars (29, each measuring 1" in diameter, 8' in length), very rusty
- An iron vise (12" jaws)
- Mining jacks (2), one broken
- Crosscut saws (2, 2-man)
- Hacksaw (4)
- A mason's toolbox (containing trowel, stone chisel, plumb line, etc.)
- A cobbler's toolbox (containing small hammer, knife, heavy needles, etc.)
- A small barrel of arrows (60, all normal but apparently well made) - These arrows are infested with Quarrel Mites (a flea-like insect that appears as nothing more than a black dot to the naked eye). Anyone so much as handling them will allow a single mite to hop onto their person and start eating their arrows. Actually taking these arrows (which operate at -10 to hit and damage if used) will infest the person with 2 mites per arrow taken. Once infested, a person's arrows will suffer a -1 to-hit and to damage penalty per day. Bows can also be affected. See the Quarrel Mite description in Hacklopedia of Beasts Vol. VI for further information on the destructive properties of these pests.
- An empty wooden bench, 10' long

On the east wall, fairly well concealed considering its size, is a counterweight mechanism for the portcullis trap in the corridor just outside the room, as well as a lever to raise the barrier once it has been tripped. No more than two men/dwarves/elves, etc. at a time can attempt to use the lever to raise the portcullis, and their combined Strength ratings must total at least 30. This gives them a 20% chance to raise the impediment, with an additional 5% chance for each point of the total beyond 30 (for example, two men with Strengths of 15

and 18 trying together would have a 35% chance to raise the portcullis). Each combination of characters (including henchmen/hirelings) can attempt to raise the barrier but once, although different attempts can be made with different combinations of two persons making the try.

13a. Portcullis Trap

*Note: A **Perpetual Illusion** has been cast at area 13b. Although, in reality, the corridor dead ends in 15 feet it appears to continue on another 90 feet and then turn left.*

The trap itself is in the corridor just east of the south door of room 13. The trap will be sprung when one or more adventurers reach a point 10' in front of the dead end wall (13b). When this happens, a portcullis drops noisily at 13a (as shown on the map). Thieves in the front of the party can spot the trap if they search for traps either on the ceiling where the portcullis is or on the floor 10 feet from the dead end at 13b (a pressure plate activates the trap).

There are twelve vertical bars and several crossmembers. Persons who are very strong may attempt to escape the trap; however, each person has but one attempt, and if the attempt fails, that person will never be able to do so with that barrier. Adventurers can try to lift the gate at half their lift gates percentage (due to the heavy weight). Alternatively, they can attempt to bend the bars but success will only allow egress by gnomelings or halflings (due to the extra crossbar support), two successes are required to release gnomes or gnome-titans, three for elves, four for thin humans, five for average humans and six for everyone else, but half-ogres cannot escape at all via bending the bars. Note that unarmored pixie-fairies can escape immediately by simply squeezing between the bars.



If some way can be employed to use the hacksaws to cut through the portcullis, there will be a time delay of 24 hours if one saw is used, 18 if two are used, 12 hours if three are employed, and 6 hours if all four are utilized (no more than one saw per person). The sawing will make noise of some sort, and this may attract wandering monsters at double the normal chances. Additionally, each saw has a 20% chance of its blade breaking in any 6 hour period (roll a d6 to see what hour it breaks on).

A secret compartment is located on the south wall just OUTSIDE the bars (i.e., a trapped person can reach through the bars and open the secret compartment). Inside is a key that unlocks the gate.

14., 15. & 16. TELEPORTATION ROOMS.

A strong magic causing teleportation has been permanently placed upon these three rooms of equal size and shape. This is a trick to fool and confuse unwary invaders and overly nosy employees and is designed to upset their directional sense.

Each room functions in the same manner once its door is opened. In each room, at the corner farthest from the door, is a shiny, sparkling outcropping of crystalline rock that will dazzle when light is reflected off of it; in each room the outcropping is identical. Once adventurers enter the room to investigate this, the entire party is instantly teleported to identical locations at another room—whether they be in the room itself or nearby in the hallway (determine which of the other two rooms by random die-roll). This teleportation occurs without the adventurer noticing that it has occurred; that is, they have no way of “feeling” that anything unusual has happened. And of course, this means that, although they are in a different location facing in different directions, the adventurers will still have reason to believe that they entered the room through a door which is on the east wall (if they originally entered room 15), or through a door which is on the south wall (if they originally entered room 14). To reflect this fact without tipping off the players, you should turn your map on its side in order to be able to correspond to the directions the players believe they are facing. Of course, when the players emerge from the room and attempt to follow their maps, they will be confused by the fact that the details outside the room are not as they expect. They may question you and even suspect a mistake has been made (with such comments as, “Wait a minute, that can’t be like that, we just came that way!”) When this occurs, avoid argument and simply state things as they are in the new location, letting players puzzle over the problem and arrive at their own conclusions and/or solutions.

Once the teleportation has been triggered in a room, it will not occur again until the room is empty and the door has been closed from the outside. It will thereafter be triggered when the door is opened and the room is entered. The door of the receiving room (the one to which the party is being teleported) will always appear exactly as the door of the first room entered. Doors to both rooms will automatically close themselves and the rooms will become “ready” to be triggered whenever all adventurers have passed to a point at least 120’ from the door, as measured down any corridor(s). It is possible, however, that a party could trigger the trick, be teleported to another room, then blunder back upon the original room, see that the two were identical but in different locations, and discover what had occurred. On the other hand, the adventurers could become totally confused, lose their way with an inaccurate map, and experience all

kinds of difficulty—whatever does happen will depend upon players’ actions and their ability to recognize and cope with the situation. Just sit back and enjoy their frustration!

When the players open the door to any of these three rooms, read:

This room is barren, except for a a shiny, sparkling outcropping of crystalline rock in the far right corner of the room. The rock dazzles as your light reflects off of it, sending small rainbows of color cascading across the walls.

17. CHAR STORAGE CELLAR.

This room is full of blackish soot and dust. There is only a small pile of wood and coal against the north wall.

This 20’ by 20’ room is used for storing fuel for the smithy across the hallway. It’s almost empty now and has been out of use since Rogahn left and took his armorer with him.

There is a false door on the west wall of the room. It cannot be opened, although it does seem to rest in a frame and even will rattle or move ever so slightly when great strength is applied. No amount of force will open it, though successfully “breaking it down” will cause a minor depression in the wood (yet it will still remain stubbornly closed and “locked”).

18. SMITHY.

This irregularly shaped room seems to be almost two separate rooms. An eerie wind whistles through the upper areas of the room near the ceiling.

Three fire pits lie dormant in the northeast 20’ by 20’ portion of the room, located on the north wall, in the northeast corner, and on the east wall, respectively. In the center of the room stands a gigantic forging anvil. A hand bellows hangs on the wall to the west. The larger southwest portion of the room is mostly barren, although an assortment of blacksmith’s tools and irons hang on the walls.

The wind is a natural effect that provided exhaust venting when the smithy fires, long since silent, were stoked with fuel. Among the tools on the walls is a portable armor repair kit for scale mail.

19. ACCESS ROOM.

In the northeast corner of the room and along the north wall are log sections of various size stacked in a pile. The room is otherwise empty.

This room adjoins the smithy, and also provides a vertical access to the lower level of the stronghold.

The wood varies from 8"-24" in diameter and 1'-4' in length. This was additional fuel for the blacksmith's fires.

In the southeast corner of the room there is a large hole in the floor about 3' across. If light is held from above and observation is attempted, it will be impossible to see how deep the hole is or to where it gives access. If a light source (such as a torch) is cast down the hole, it will come to rest on the floor of the lower level, and from above it will be seen that this is approximately 40' down.

There is a large iron ring anchored to the south wall near the hole, and if a rope is fastened to it, it can be used to assist in descending to the lower level. The fastening, however, is a bit loose, and each person using the rope will have a 1 in 6 chance (non-cumulative) of pulling the ring out of the wall per 100 pounds of weight and gear, causing them and the rope to fall to the floor of the lower level. If any person falls, they will do so near the bottom and will take 1-4 hit points of damage (determined by the roll of a four-sided die). Once the ring has been removed from the wall, it cannot be replaced to be usable again,

As an alternative to use of the ring, clever adventurers could use one of the logs in the room measuring 4' in length, tie the rope around it, place it across the 3' opening, and climb down the suspended cord.

For purposes of descent, any rope must be at least 30' in length. In order to allow a return back up, the rope must be at least 35' in length so that it can be reached from below while suspended.

Another method for possible descent is to use a rope and grapple, either attaching the hook to the iron ring or anchoring it to one of the two doorways. If a grapple is used anchored at the south doorway, add 10' to required length, or 20' if the north doorway is used as the anchor point.

20. DEAD END ROOM.

A turning corridor winds inward until ending in a staircase going up. The walls are unfinished and shoddily built, but improve in quality gradually until nearing the stairs (but never to the level of expert or even journeyman). Rogahn was attempting to use this as a training project to develop some Stonemasonry skills amongst his workforce because the endless construction Zelligar desired was bankrupting the treasury. This never panned out.

When the PCs reach the end read:

The stairs ascend 20 feet then end abruptly in

a chaotic mess of fractured wooden beams, bricks and shingles all covered in thick, heavy dust.

Anyone with any of the four construction skills (defense works, fortifications, hasty defense works or siege works) or the mining skill can tell that there has been a collapse, but the materials are clearly for outdoor work. The rubble is the remains of the interior of the watch tower (which still stands some 40 feet tall outside the dungeon, though it is overgrown with vegetation and hidden by trees). Rogahn's force of guards-turned stoneworkers built the roof and several interior levels, but the roof collapsed from the weight of a heavy, wet snow last winter while Rogahn was away. Shortly thereafter, the remaining levels collapsed leaving a cylindrical shell (the outer tower was built by true craftsmen, but Rogahn ran short of funds to complete the watchpost). Rogahn and Zelligar will be sorely annoyed when they discover the state of their tower!

21. MEETING ROOM.

This long and narrow room apparently served as some kind of auditorium or meeting room. There are ten wooden benches scattered about the room, each about 15' in length. A large, 10 inch thick stone slab lies flat at the north end of the room. On the north wall are four decorative cloth banners of red, green, blue, and yellow.

The large stone slab at the north end of the room served as a sort of stage, rising 10 inches off the floor to accommodate any speakers and place them in full view of any assemblage.

The banners, although once attractive, are now deteriorated and rotting, thus being of no particular value.

21a. Pit Trap.

At the end of the corridor, there is a false door on the south wall where the corridor turns. When any adventurer approaches the door (within 5'), the weight will trigger the trap, causing the entire 20' section of floor between the false door and the wall opposite it to open up. A giant crack opens in the center of the floor as the middle drops down and the sides slant inward, dropping all characters and their equipment through the 4' wide opening. The bottom of the trap, some 40' below, is a pool of cold spring water in room B8 of the lower level.

Those falling through the trap will sustain 1-4 hit points each when they hit the water below. In addition, characters heavily encumbered will sink, but since the water is only eight feet deep, they can simply climb out by walking up any slope toward a cavern wall (this requires free hands so carried items must be dropped as well as a successful climb check with very slippery walls, but very rough and at a mere 45 degree incline).

22. GARDEN ROOM.

As the PCs approach from the corridor, read:

Down the corridor you see an eerie and forbidding sight. Unusual growths have extended themselves from the room beyond into the corridor, spreading inexorably in your direction.

Passing this feature and entering the room will reveal a sight totally unlike any ever seen in the outside world. If they proceed, read on:

The floor is covered with a carpet of tufted molds that extends to all the walls and even onto parts of the ceiling, obscuring the rock surface. The molds appear in a rainbow assortment of colors, and they are mixed in their appearance, with splotches, clumps, swirls, and patches presenting a nightmarish combination of clashing colors. This is indeed a fuzzy fairyland of the most forbidding sort, although beautiful in its own mysterious way.

Once the showplace of the entire stronghold, the garden has, over the passage of time, become a botanical nightmare. With no one to tend the gardens, the molds and fungi have grown out of control.

The room has two major portions, a north arm and a west arm. At the end of each of these extensions are large semicircular stone formations overgrown with fungous matter. In the southeast corner of the room is another similar outcropping likewise covered with the underground vegetation. In the center of the northern wing are two large sunken pits, each 10' x 20' in size.

All around the room are fungi of a hundred different kinds including four **Dark Seethers**. These are scattered in patches and clumps of growth. There are many different types of mushrooms (including an incredible "grove" of the giant variety, with stems looking like tree trunks and caps fully 8' in diameter), as well as such common fungi as shelf types, giant puffballs, coral fungi, and morels. The various growths all seem to be thriving, although any nutrient source is well covered by their proliferation. Perhaps some strange magic or extraordinary means keeps this incredible garden alive and growing...

Although passage through the room is possible, the various types of growth hinder movement. Furthermore, any kind of mass movement or commotion (such as a melee) will cause the Dark Seethers to release a cloud of spores in a 20' radius. Anyone breathing in these spores (automatic unless extraordinary measures are taken) will thereafter have Dark Seether spores in their system. Although not debilitating in any way, when the character dies the Dark Seether spores will germinate and begin consuming his corpse. This process will take four to seven days. This permanent affliction will remain until a Neutralize Poison spell has been cast upon the character.



Items dropped to the bottom of the pool will be retrievable, but due to the extremely cold temperature of the water, characters will depend upon their constitution rating to see if they can stand the water enough to dive for things on the bottom. Only one check can be made for each character, with a 5% chance per point of Constitution that he will be able to take the cold water (for example, a character with a Constitution score of 11 would have a 55% chance of being able to take the cold water and dive effectively). Those who cannot take it will involuntarily surface and get out of the water, spending at least two rounds desperately looking for a way to warm up and unable to communicate coherently. If characters dive for items at the bottom of the pool, only one item at a time is retrievable and each dive takes one round (six seconds) with two rounds between each dive for air.

In any event, no character can stand to stay in the water for more than ten rounds-and one hour is required for rest and recovery after each diving session to dry off, fully warm up again, etc. Refer to the room description of room B8 of the lower level for adventurers deposited here, and begin their progress from that location on the lower level map.

The trap, after being triggered and dropping persons from above to the pool, will close again until triggered once more from above. The alcove just north of the trap contains a well-hidden keyhole on the south wall (must actively search to find, but becomes obvious after discovery). The front-door key (a copy of which can be found under the welcome mat) fits the keyhole. If turned one revolution counter-clockwise, the trap will be disarmed until the key is turned one revolution clockwise.

If any adventurer attempts to ingest a certain type of fungus, there is a 30% chance of it being poisonous (a save vs. poison is necessary).

Dark Seethers (HF 3, EP 120, Int Non (0), AL N, AC 10, MV Immobile, HD 4+3, HP 37, 40, 43, 44, SZ S, #AT 1, D Special, see above. SA Special, see above, SD Nil, Lang: N/A, Hon: Ave, TOP 19, Crit BSL: Def AC +2, FF N/A, Reference HOB 2 p 49)



Dark Seether

23. CARPENTRY ROOM.

This room contains three large oaken tables, several chairs, and a dozen wooden stools stacked against the walls. In the corner opposite the door is a woodworking table with a crude vise attached. Small saws and other carpenter's equipment also rest thereon. Wood chips and sawdust lie scattered about the floor.

This room was used primarily for furniture storage and carpentry, although it is mostly empty.

24. MISTRESS' CHAMBER.

This tastefully decorated bedchamber is dominated by a large maple four-poster bed against the west wall. The bed has a large canopy of embroidered pink cloth with striking reddish trim, but it is as dusty as everything else in the room. Next to the bed is a small nightstand with a single drawer. Beside it, against the wall, is a red cedar chest of drawers.

On the center of the north wall is a large full-length wall mirror in a carved wooden frame. In the north-west corner of the room is an attractive water basin that is sculpted from the same rock that forms the wall of the room. A small tapestry hangs on the east wall.

This room is more tastefully decorated than the rather spartan living quarters found elsewhere in the stronghold. It is the personal chamber of Rogahn's girlfriend, who apparently lived at the stronghold for some time. But now it appears that she, along with so many others who lived here, has long since been gone.

The bed is rather ornately carved (somewhat resembling the bed in room 5-see the description there-but with no name engraved on the

headboard. In the unlocked nightstand drawer is a personal diary bound in soft doeskin (see the player handout at the back of this book). On top of the chest is a tortoise shell dish (worth 1 gp) which is empty except for a single gold piece coin lying in it, and this rests upon a frilly lace cloth (worth 1 cp) along with two small capped bottles half full of perfume (the perfume is moderately expensive and might fetch as much as 60 gp each to the right buyer). The chest of drawers holds an assortment of leather items, old clothing, and personal effects like combs, brushes, and hairpins. One comb is a silver-plated item that is of moderate value, being worth 5 gp. An ornate pin is stuck to the side near the back of the second drawer. It has a pearl head and is worth 175 gp. The clothing could bring 12 gp for the lot.

The crown of the mirror frame is carved into attractive curving designs, and there is an inscription hewn into the finished wood that says in the common language, "To the fairest of all in my eyes." The frame, if removed is worth 3 gp.

The water basin is an integral part of the wall itself. A hole in the bottom of the basin is stopped with a rotting cork; this crude drain lets water drop to an inclined piece of rock, which drains, into a crack in the wall. There is no running water in the room, however.

The 3' x 4' tapestry measuring on the east wall depicts a handsome and robust warrior carrying off a beautiful maiden in a rescue scene set in a burning village, with a horde of gnome titans viewing from afar. Embroidered in gold cloth at the top of the scene are the words, "Melanee, the most dearly won and greatest of all my treasures." The tapestry is within a wooden frame, and is firmly anchored to the wall. Intact it will fetch 200 gp. Unfortunately, it cannot be removed by normal means without damaging it, in which case it will only carry a value of 40 gp.

24a. Secret Corridor.

Lurking in the secret corridor between rooms 24 and 25 is an **Indigo Ambusher**. It will ferociously attack.

Indigo Ambusher: (HF 2, EP 65, Int 1, AL N, AC 3, MV 6" (fly), HD 2+1, HP 35, SZ S, #AT 1 and 1 (Indigo Ambushers always go for the neck (-2 to hit) second round after a successful hit, ambusher will strike with tail hitting automatically, D 1-4 and 2-12 electrical, SA Nil, SD Immune to electricity, Lang: N/A, Hon: Ave, TOP 16, Crit BSL: Def AC, FF: 8, Reference HOB 4 p 30)



Indigo Ambusher

25. ROGAHN'S CHAMBER.

The curving walls of the room are immediately noticeable as different from all others in the stronghold, not only due to their layout, but also because of their covering: the walls are covered with vertical strips of rough-finished fir

wood, and these narrow planks run in single pieces from floor to ceiling. The construction is not remarkable, nor is it fancy in any respect, but the result is strikingly pleasing to the eye. A wooden bed with a fluffy-looking mattress juts from the east wall. A freestanding cabinet of wood matching the bed is alongside it. A wooden stool is near the cabinet, rounding out the furniture. In each of the four curved corners of the room is a different painting.

Rogahn's personal quarters are rather simple and spartan, showing his cheapness.

If any of the wood is removed from the wall, nothing save back bracing and the rock surface wall will be discovered.

Opposite the door on the west wall is the bed, which is made of maple, and contains a feather mattress. The baseboard has an engraved letter R on it, but the bed is otherwise devoid of particular detail.

The cabinet holds some garments of general use: cloaks, a leather vest, a buckskin shirt, a metal corselet, a pair of silver-plated brass knuckles (a bit worn, but worth 180 gp due to fancy engraved designs) as well as a pair of **Boots of High Kicking**.

The paintings are each 3' wide and approximately 4' high. The four subjects depicted are: a dragon being slain by a group of warriors, with one standing prominently at the front of the group, thrusting the killing sword into the dragon's neck; a great battle in a mountain pass, with a small band of fighters led by a great wizard and a single hero putting an entire gnome-titan army to flight; a warrior



and a maiden in a rather stiff pose – the maiden seems to be ambivalent; and a depiction of a hero and a wizard joining in a firm hand-clasp on a deserted hilltop – with only a sunset in the background. The principals in all of these panoramas are the same. A successful (easy +65%) skill check by someone with art appreciation: subset: painting will reveal that the warrior/hero is Rogahn, the wizard is Zelligar, and the beautiful maiden is the Fair Melanee, Rogahn's girlfriend. A successful art appraisal: subset: painting check (average +30%) will reveal that the paintings are worth 100 gp each.

The secret door on the northeast leads to a narrow passage that ends by the guest rooms. There are tiny spy holes between the masonry on the east walls of the guest rooms.

26. TROPHY ROOM.

Covering most of the north wall is an immense dragon's skin, its brassy scales reflecting any illumination brightly. At the west end of the room is stone statue of a many-legged lizard. On the east wall is a smallish 3-4 foot tall skeleton, suspended from a pair of irons near the ceiling, giving the entire chamber a macabre presence.

Elsewhere on the walls are a variety of odd mementos: two gigantic sets of war moose antlers each on a large head; four dragon paws with claws extended; a stuffed odd-looking goose-sized creature with the head and body of a rooster, bat wings and a reptilian tail ending in feathers; a largish black shield which could only be used by a giant; a pair of ram's horns; a pair of crossed swords; a bearskin; an entire door bearing religious symbols; and a set of three colorful flags.

The stronghold's trophy room consists of an assortment of various curiosities accumulated over the years.

The lizard statue is actually a basilisk turned to stone by its own gaze, the small skeleton is that of a gnome titan, the odd goose-sized creature is a cockatrice, and the three colorful flags are immediately recognizable as belonging a prominent gnome titan clan to any local adventurer that makes an Intelligence check.

Close examination (and an Intelligence check at a -5 bonus) will reveal that the dragon paws are not-so-clever fakes.

The crossed swords are both magical broad swords. One is a *+1 broad sword*, cursed, and the other is a *broad sword -2, cursed*. The -2 cursed broad sword has a gem (garnet) embedded in its pommel worth 50 gp.

If anyone with religion, general knowledge examines the door, they can determine that the symbols are of the gawd Thrain. One holy symbol is silver and worth 50 gp.

27. THRONE ROOM.

Before you is a rectangular room flanked by stone columns in two rows. They lead to a pair of great chairs atop a raised stone platform. A pair of crossed longswords and a set of draperies in alternating panels of yellow and purple hang on the wall behind the raised platform. The area is reminiscent of a ballroom of small size, although it is impossible to tell the room's actual purpose at this point. The floor is smooth slate, while the pillars and raised platform seem to be constructed of great blocks of red granite.

The throne room, mostly for show, consists of two great chairs on a raised stone platform overlooking a rectangular court. The court is flanked on each side by a set of four large stone pillars. The two pillars furthest southeast each have a **Jaculi** coiled around them but their camouflage make them 75% unlikely to be seen. They will strike (at +4 to hit) anyone that approaches within 5 feet of a pillar.

2 Jaculi: (HF 1, EP 35, Int 1, AL N, AC 6, MV 9", HD 1, HP 32, 29, SZ L, #AT 1, D 1-6, SA Nil, SD Camouflage, Hon: Ave, TOP 15, Crit BSL Def AC -2, FF 6, Reference HOB 4 p 40)



Jaculi

The two chairs are sculpted from gigantic blocks of white marble and due to their bulk and weight, are for all intents and purposes permanent fixtures.

* The draperies are of no unusual value, although they add considerably to the appearance of the room (despite their color clash with the various shades of stone – unfortunately Rogahn was color blind. In his eyes they matched perfectly!). The longswords are silvered, in good working order. They are worth 150 gp each.

28. WORSHIP AREA.

On the back wall of the room, opposite the door, is a rock carving of a great idol that appears sculpted from the wall itself. The floor is smooth black slate broken in the center by a circular depression, or pit of some kind.

The stronghold's worship area is no more than a token gesture to the gods, it would seem.

The idol (of a horned head with an evil visage) appears about 4' wide and high, and is surrounded by religious symbols and runes of Yi'Gor.

The pit, which measures 5' across and slopes to a maximum depth of 3'. This sacrifice pit is open and mostly empty, except for a small quantity of residual ash covering the bottom.

28a. Inner Sanctum: Huecuva.

Upon hearing noise outside this room (such as searching or discussion within 100 feet), this baddie will polymorph himself into the form of the former chief cleric (whom he murdered) and try to bluff the party until he picks up on someone actually being a cleric. He then goes into a blind rage, reveals his true form and attacks.

Huecuva: (HF 4, EP 270, Int 2-4, AL CE, AC 3, MV 9", HD 2, HP 28, SZ M, #AT 1, D 1-6, SA Disease, SD Hit only by silver or +1 weapon, Lang: N/A (Moaning and wailing), Hon: Ave, TOP N/A, Crit BSL: Def AC, FF N/A, Reference HOB 4, p 18)



Huecuva

29. CAPTAIN'S CHAMBER.

Before the PCs open the door, read:

The door to the room is a large wooden construction just like the others in the stronghold, but its exterior surface is embellished with an irregular-shaped leather skin covering, which is studded with circular bits of brass that form the word "ERIG" prominently.

A massive **Org**, nominally the leader of the Orcs to the north, lives in this room since the Orcs dislike him. The feeling is mutual. Note he wields a +1 Longsword.

Org: (HF 1, EP 120, Int 10, AL CE, AC 5 (hide armor and medium shield), MV 9", HD 3+1, HP 34, SZ M, #AT 1 (at a +3 to-hit from magic and 16 Strength, D1-8+5), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Ave, TOP 17, Crit BSL Def AC +4, FF 9, Reference HOB 6 p 33)



Org

The door opens into a rather barren room. In the southeast corner is a crude bed, and alongside it is a table. On top of the table is a small stoneware crock, a pewter tankard, and a small hand mirror. A wooden chest sits near the south wall. In the northeast corner of the

room is a wooden keg stand with a single barrel upon it. On the wall at the western extremity of the room are numerous pegs and brackets, apparently for holding arms and armor. The wall is mostly empty, except for two shields and a heavy mace hanging thereon.

Home for Erig, Rogahn's friend and comrade in arms, this is a rather simple room with few furnishings.

The covered crock that contains 5 gp. The pewter tankard is one of those missing from the lounge (area 4).

The wooden chest is locked. It contains several garments, including a pair of pants, several cloaks, a heavy cloth coat, and two pairs of boots. A broken dagger is at the bottom of the chest underneath the clothing. A leather pouch also therein contains an unusual memento, a walnut plaque with an inlaid piece of silver engraved with the words, "To Erig, great and trusted fighter by my side, and captain of the guard at Quasqueton-against all foes we shall prevail!" It is signed with an embellished "R." This plaque is of some value, and could bring up to 25 gp if sold. Also in the chest is a note written in a feminine script which states, "I'll treasure last night forever." It is signed only with the initial M.

The barrel is marked with a letter code of "SD" and is full and untapped. If the keg is broken open, ale will issue forth.

The shields are both medium shields, one normal, the other a **Medium Shield +2**. The mace is a **+1 Mace**, but requires at least a strength of 12/51 to wield due to its weight.

30. ACCESS ROOM

This room is devoid of detail or contents, giving access to the lower level of the stronghold by way of a descending stairway. This stairway leads steeply downward and allows direct access to room B01 on the lower level.

31. ROOM OF POOLS.

The largest room you have found so far, this room is quite different than the others. Although the walls are the same rough blackish stone as elsewhere, the floor of this room is covered with ceramic tiles arranged in mosaic fashion. The majority of the thousands of tiles are golden brown in color, but patterns of white and black tiles appear in various places to enhance the effect of the very striking designs thus formed. Arrayed throughout the room are fourteen round pools, each about ten feet in diameter.

The designs (various flowing lines, etc.) are purely decorative, and carry no mysterious message or meaning.

The ten-foot pools are all identical in shape, with sides sloping to a maximum depth of five feet in the center. This mystical arrangement is doubly amazing, since all the contents of the pools are different...

The individual pools are letter coded A to N, and examination of any particular pool will reveal the following:

- a) **Pool of Healing:** This pool contains a strange pinkish liquid that will cause instantaneous healing when ingested. It will also cure disease, but will not restore hit points in doing so (it will cure disease rather than heal if the imbiber is both wounded and infected). Whenever a drink is taken, 1-12 hit points of individual damage are restored immediately to the drinker, although this can only be done once per day per person (any further consumption will have a nasty laxative effect within an hour). Although the liquid can be placed into containers and removed from the pool, the healing properties will immediately disappear once it is taken from this room. Note: this pool disappears and reappears from time to time magically, so if adventurers make a return to this room, there is only a 30% chance that the liquid will be present again then (although it will always be there upon their first visit).
- b) **Acid Pool:** This pool is filled to the brim with a clear, fizzing liquid that gives off a strange and unpleasant aroma to those near it. It is full of acid, and most deadly. If any adventurer falls or leaps within it, certain and immediate death will result. Putting a hand or other body member within it will result in an immediate 2-8 hit points of damage, more if a greater portion of the body is exposed to the liquid. Drinking any of the liquid (even but a sip) will cause immediate gagging and cause no less than 5 hit points of damage, plus a saving throw against poison to survive. Putting just a drop or two to the tongue will cause the loss of 1 hit point, plus induce gagging and choking for two melee rounds of time (twelve seconds), although no saving throw for poison will be necessary. Weapons or other objects dipped into the acid will begin to deteriorate (swords will be marked and weakened, wooden items warped and cracked, etc.) and may even be ruined completely. (Roll a save at -4 each round an item is immersed to determine if it deteriorates. See GMG page 202, ignore effective armor hit points, if any.). A normal dagger would have 6 hit points, a short sword 12, and a two-handed sword 24. If a weapon is not completely destroyed, assign a penalty on to-hit and damage rolls equal to the damage it has suffered (until it loses all its hit points and is completely destroyed). If a character is foolish enough to dip his armor in the pool while not wearing it, the armor will suffer the full damage against its armor points; thus it could be destroyed quickly. The strength of the acid is such that it will eat through any non-glass container within two melee rounds (it is otherwise Type B acid, see GMG page 207). If characters search around the outside of this pool they will find a small black soft-leather boot (the left one) with a silver bell on the tip of the toe (the same one as shown in the painting in Room 32, below).

A single platinum-key of large size (about six inches long) is visible at the bottom of the pool, seemingly unaffected by the acid. This key, if somehow retrieved, is identical to the front-door key under the welcome mat out front. It was accidentally dropped into the pool by one of Zelligar's Hangers-on; he dropped it by accident during a drunken revel a few years back.

c) **Pool of Sickness:** This pool is filled with a murky gray syrup. If any of it is consumed (even but a sip), the victim will begin to suffer sickness, but not until six turns (one hour) afterwards. If this occurs, there is no loss of hit points, but the victim suffers from strong and recurring stomach pains for 1-4 hours (roll a four-sided die) which make fighting and even movement impossible for that period (although a victim could be carried by others), after which all symptoms pass and the character returns to normal. Placing a drop of liquid upon the tongue will give a sweet taste, but will cause no symptoms. Weapons or other items placed within the liquid will be totally unaffected. Any portion of the liquid removed from the pool will lose its special properties within three melee rounds (18 seconds).

d) **Green Slime Pool:** The horrid contents of this pool are immediately obvious to any gazing into it. The **Slime** is covering the walls of the basin most of the way from the bottom to the edge.

Green Slime: (HF 0, EP 35, Int Non- (0), AL N, AC 9, MV 0", HD 2, HP 24, SZ M, #AT 0, D 0, SA Transformation, SD Nil, Lang: N/A, Hon: Ave, TOP N/A, Crit BSL: Def AC, FF N/A, Reference HOB 7 p 79)

e) **Drinking Pool:** This pool is filled with icy cold spring water that will refresh anyone who takes a drink from it (Fatigue Factor automatically renews). The water is pure and good with a hint of lemon, but has no other special characteristics.

f) **Pool of Beer:** This pool is filled with Kromian Ale. Not only is it excellent beer, it has a taste so inviting that anyone tasting it will be prone to drink more and more until intoxicated! If a sip is taken, the taster must save vs. magic or drink an entire pint (regardless of the player's wishes). Once he's finished that pint, he must save again or he'll have another.

Since Kromian Ale is very strong (per GMG Table 12U: Drink Type Modifiers to Intoxication Level), each pint counts as three drinks on GMG Table 12S: Racial Intoxication Levels. Characters drinking more than one pint will soon find themselves rapidly becoming intoxicated. Bear in mind that once a character starts to become intoxicated, the adjustment to abilities given in Table 12V: Effects of Alcohol and Drugs may well lower his subsequent saving throws against continuing to drink.

g) **Dry Pool:** This depression is completely dry, and there is no trace of any liquid within it, nor any clue as to whether any type of matter was ever within it. The basin itself seems to be some kind of yellowish ceramic origin, but it will be impervious to striking or any similar attempt at cracking or fracturing.

h) **Hot Pool:** This steaming and bubbling cauldron is filled with boiling water, which will be obvious to any observer. The water itself is completely normal in all other respects, although it has a relatively high mineral content, as evidenced by a whitish crust built up around the edge of the pool.

i) **Aura Pool:** This pool of shimmering water (which otherwise appears normal in every respect) is less full than many of the others. The water itself seems to glisten and sparkle, and will be seen to radiate magic if an attempt to detect it is made. The water tastes normal in every respect, but those drinking as little as a single sip will experience a strange effect. Upon swallowing the liquid, the drinker will feel his entire body tingle, and at the same time the character and others in the area will see a visual phenomenon: an aura of color will glow around the character's

entire body for approximately a full minute. The color apparent will depend totally upon the character's alignment. It will glow blue for an alignment of lawful, red for chaotic, while any neutral characters will exhibit a yellow aura. The brightness of the color ranges from bright (good) to dark (evil). Those near the edge between alignments will show the appropriate color mixture (e.g., a LG character with NG tendencies will exhibit a greenish hue). Of course, upon first consuming the liquid, the players will have no idea what the strange appearing colors may mean, so they may be puzzled by the effects and there are no clues around the pool to explain the colors. The water will retain its special magical characteristics even if it is removed from the pool, but there are only 12 suitable drinks possible due to the small amount of liquid present. This pool, just like the pool of healing previously described, disappears and reappears from time to time (see "a" above for details and percentage chance of reappearance for future visits).

j) **Pool of Sleep:** This pool is full of a greenish liquid of varying shades, with a swirling pattern evident on its stagnant surface. Puffing a drop on the tongue reveals a sort of fruity taste, but no special effects will be noticeable. Taking a sip will be tasty refreshment, but within ten seconds a real drowsiness will set in which may even cause (50% chance) an immediate sleep to begin, that will last from 1-6 minutes. Drinking any greater volume of the liquid will induce a comatose slumber of from 1-8 hours, with no saving throw possible. Any removal of the liquid from the room will totally negate its effectiveness, although removing anyone who has consumed the stuff will not awaken them. Zelligar was a notorious insomniac who could only sleep with the aid of this pool. Unbeknownst to Zelligar, his apprentice and henchmen sometimes enjoyed dressing him in frilly dresses and placing him in humorous positions while so slumbering.

k) **Fish Pool:** This pool of normal lake water holds hundreds of small fish. Neither the fish nor the pool has any other special properties, nor are they unusual in any way. They are small enough to be swallowed whole and sometimes the Orcs have contests to see who can swallow the most before vomiting.

l) **Ice Pool:** This basin is filled with steaming dry ice, although for some unknown reason it never seems to dissipate. The ice is "hot" to the touch due to its extremely low temperature. Since it is highly doubtful any character has ever seen dry ice, the entire spectacle will be highly mysterious, appearing as some kind of whitish rock giving off eerie vapors and feeling hot to the touch. If any pieces are broken off and removed from the pool, they will dissipate into carbon dioxide gas as normal dry ice would do. Such pieces could be handled with a gloved hand, but the nature of the substance will still likely be unapparent.

m) **Treasure Pool:** This basin, filled with normal water, holds a great treasure underneath the water. A pile of gold pieces lies on the bottom of the pool, and the golden image is sprinkled with an assortment of sparkling jewels. Alas, this treasure trove is nothing more than a Perpetual Illusion, which will be dispelled once the surface of the water is broken or disturbed. Once the waters are calm again, the image will reappear.

n) **Pool of Muting:** This pool is almost empty, but a small amount of water remains. Although the liquid appears to be normal water (and has no unusual odor or taste to belie its actual nature), it is actually a magical substance. This liquid, when

swallowed, causes a complete loss of voice and verbal capabilities for 1-6 hours. This muting will become apparent only when it has been swallowed; merely putting a drop on the tongue will give no clue as to its effect, and it will seem like normal water. Any character drinking the water will suffer the effects, and that means that the player will be affected likewise. Thus, you need inform the player or players of their limitation, and they are barred from any further communication by verbal means with the other players in the party for the duration of the muting effects (1-6 game hours, determined by rolling a six-sided die). In such cases, they must remain completely silent (no grunts or groans allowed), and can only communicate with other players via nods, head shaking, hand signals, rude gestures, etc. If any player who is caller for the group is so affected, another player must take his place. Written communication is possible only if the muted player's character and a companion have the reading/writing skill for the same language.

32. ADVISOR'S CHAMBER.

The decor of this bedchamber is rather pleasant, although uninspired. The floor is the most striking aspect of the room, for it is pure black slate. There are some minimal furnishings in the room—a common bed, three chairs, a makeshift desk with a single drawer, and a battered old table.

The walls are barren rock, except for a framed picture hanging over the desk showing two figures standing side by side: a warrior of impressive proportions and a drow elf.

The chamber was the dwelling area for Marevak, advisor to Zelligar and Rogahn. Marevak stayed behind to manage Quasqueton when his clients left. The first several weeks he kept things in excellent order, but when he accused Erig and Melanee of indiscretions, they fled. Seeing his duty clear, Marevak composed a letter to send word to Rogahn. Unfortunately, Melanee had paid the Orcs to eliminate the evidence. They laced his wine with liquid from pool j (room 31), then tossed him into pool b. Although Erig had left them a list of evidence to destroy (including Melanee's diary and all of Marevak's notes) with instructions to destroy the list as well, they stupidly destroyed the note first. With no authority, they realized there was no need to bother trying to destroy any evidence they might have remembered and the rest is history.

This is actually a full-color painting, beautifully rendered, and in one corner is written the words: "To wise Marevak, worthy advisor and counselor, from a grateful Zelligar and Rogahn.". Anyone examining Marevak (the drow) will see that he wears a black cloak, held by a silver rose clasp, stylish white dress clothes and outlandish black mini-boots with bells of some type on the ends.

In another corner of the painting is the signed name Tudor - this being the artist who painted the picture, but this fact is certainly not obvious to anyone finding the painting other than those with either the art appraisal: subset: painting or art appreciation: subset: painting

skills. The painting is quite large and bulky, as well as heavy, when removed from the wall. If carried undamaged out of the stronghold and back to civilization, it could bring up to 300 gp if sold (this requires an art appraisal: subset: painting skill check at average difficulty). However, anyone trying to sell the painting for its value will run a 60% risk that the purchaser will recognize the origin of the painting - and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where it was obtained.

The desktop is mostly empty, except for several attached sheets with various notes written in the language of the drow. The first letter is a short note in common that reads: "Rogahn, I do not relish being the one to report this, but my suspicions are confirmed. I confronted them and was mocked even as they admitted their indiscretions. Return swiftly to seek your justice. (signed) Marevek." The second sheet is headed with the title, "Suggestions for the Further Development of Quasqueton," and the next dozen pages or so relate to certain details of construction for the stronghold (although there is no information of a sort to assist the adventurers and no maps). Marevak signed the document (discernible only by those who know the drow language or by a Comprehend Languages spell - elven characters will know what language it is but will be unable to read it) at the bottom of each page. Any that can read the construction notes will read the following suggestions: working the natural caverns of the lower level into smooth, angular halls, added torch sconces throughout, finishing the "bat cave" and turning it into a ballroom for visiting diplomats, carving a stairway from the rocks of the back entrance, paving the front entrance so the walk up is not treacherous, building a second tower and hiring proper stoneworkers and carpenters to bolster the shoddy construction of the new tower. The suggestion for funding is a daring raid into the "Protectorates" to take by force from the "small ones".

The locked drawer of the desk is well-secured, and any tampering (with the exception of a successful "remove trap" by a thief) will cause the release of a terrible gaseous emission which will be so penetrating as to drive all characters from the room for 1-4 hours, with no saving throw (this happens only once). The lock can only be picked by a thief character at his normal chances, but only a single try can be made - if he fails that character cannot open the lock. However, access to the drawer can be gained by dismantling the desk, although this will require heavy blows from some kind of weapon (due to the noise, an extra check for wandering monsters must be made if this occurs). The contents of the drawer are two scrolls (**Aura of Innocence**, **Comprehend Languages**, **Enlarge**, **Magic Missile**, **Phantasmal Force**, **Push**) and (**Spider Climb**, **Throw Voice**, **Blur**, **Flaming Sphere**, **Fire Telekinesis**, **White Hot Metal**), a small black pouch holding 9 bloodstones (50 gp each), a **Wand of Repel Attack** with 11 charges. The wand's command word is "Kevlar" (the Elvish word for body armor). It is written upside down and backward on the bottom of the desk drawer.

33. BARRACKS.

A dozen orc guards stay put here, despite the danger of their bosses returning (they have blown off all their duties for a year!) and the monsters in the area, because of the endless supply of beer available from the pool room. They're all drunk and surly and will rush to the attack. (Statistics given are modified per Table 12V of the GameMaster's Guide to reflect their "sloshed" state of intoxication). AC 7 (studded leather armor & shields but +1 AC due to average DEX of 7 brought on by intoxication), MV 7", HD 1, HP 29 (x2),

28, 27 (x2), 26 (x3), 25*, 24 (x2), 23, #AT 1 (@ -1 to-hit), D by weapon (all use broad swords) *Note the one with 25 hit points is wearing **Studded Leather Armor +2**, but doesn't realize it (he stole it from Rogahn's room). Additionally, the one with 29 HP wears an embroidered black cloak worth 100 gp, held tight with a silver clasp (of a rose) worth 175 gp.

Orcs: (HF 0, EP 15, Int 8, AL LE, AC 7, MV 7", HD 1, HP 29, 29, 28, 27, 27, 26, 26, 26, 25*, 24, 24, 23, SZ M, #AT 1 (at -1 to hit due to intoxication), D by weapon (broadswords), SA Nil, SD Nil, Lang, Orcish, Common, Hon: Ave, TOP 13, Crit BSL Def AC - 3, FF 5, Reference HOB 6 p 33)



Orcs

Scattered throughout the room are about 40 common beds, and about half that number of chairs and stools. There are several large wooden tables along various walls, and at the south wall is a large wooden chest of drawers. The walls of the room are rough stone, but there are wall sconces designed to hold torches, and various pegs upon the wall. Various odds and ends hang from several of the pegs.

This large, open room is the dwelling place for the guards and men-at-arms of the stronghold (most of whom left on the last adventure with Rogahn and Zelligar). The chest of drawers is empty except for a few old socks, some common footwear, a few cloth vestments, and other similar items of no special value.

In the southwest corner of the room the floor slants toward the wall steeply and an opening (too small to give any access) leads into the wall. From the faint smell, it is apparent that this is some kind of crude toilet area.

There are some odds and ends hanging from several of the pegs: an old battered shield (medium shield with 1 HP remaining before dropping in defensive value), an empty canteen, a 20' section of light chain, a sheathed sword (old and rusty), a bearskin (worth 65 gp to the right buyer), and 3 pewter tankards (see area 4, lounge).

34. ARMORY.

You immediately recognize this place as an armory. While nearly empty, some weapons and armor still hang from pegs and racks around the walls. Several free-standing armor, shield and weapon racks are completely empty.

Visible through the empty racks, in the extreme

southwest corner of the room are four chests. They look large and bulky, as well as heavy.

This irregularly shaped room is designed to house the arms supply of the stronghold. It is mostly empty now, however, since many of the arms were taken along on the last foray of the inhabitants of the hideaway. When the room is entered, a slight whistling sound can be heard if the adventurers stand quietly. If the door is closed (unless spiked open it will close automatically one round after everyone has entered, and even if so secured, there is a 50% chance that it will close anyway) and the second exit is likewise closed, a howling wind will immediately result, with an 80% chance of putting out any torch carried by the adventurers, or a 50% chance to extinguish each lantern carried. The wind will cease whenever either or both of the exits are opened. Upon examination of the ceiling of the room (which is a full 20' from the floor), two sizable vents will be noticeable (neither providing usable access) to show that this is a natural, rather than magical, phenomenon.

The rock walls of this room are mostly smooth, and there are carved ledges within several of them. Wooden pegs also abound, and there are some items still left in place on the wall: seven battered medium shields (all have 1-4 HP left), a suit of completely trashed and rusty field plate (2 HP remaining, currently AC 8), a suit of battered plate mail (8 HP remaining, currently AC 6), a suit of battered banded mail (6 HP remaining, currently AC 7), several crude bows (-2 "to hit" if used), a quiver of normal arrows, a dozen spears, two hand axes (one with a split handle, -1 to-hit), a flail, a two-handed sword with broken blade (-3 to-hit, -50% to damage), and a dagger. None of the items appears remarkable.

In the extreme southwest corner of the room are four locked chests. They are large and bulky, as well as heavy. The first three are piled full of heavy woolen sweaters and socks. All are moth-eaten and useless. The last contains the following suits of new armor (all human-sized): ring mail, studded leather, scale mail, chain mail and splint mail.

35a. Guest Chamber.

The rough rock walls of this bedchamber enclose a wooden bed, a small table, and a single chair. The bed rests against the north wall, while the table and chair stand in the southeast corner.

There is nothing of value here.

35b. Guest Chamber.

This room contains a wooden bed along the north wall, a small table on the south and a single chair at the table. A wooden door adorns the far wall.

There is nothing of value here.

The door is a false door. Although it seems to move just as a normal door would, it resists opening. If it is battered down, it will reveal only a stone wall behind it.

35c. Giant Guest Chamber.

A truly massive bed dominates the northeast portion of the room. An outlandishly tall wooden chair and table are near the south wall.

There is nothing of value here. The furnishings would only be appropriate for someone of giant size.

36. AUXILIARY STOREROOM.

This room is piled full of heavy woolen sweaters, socks and long underwear.

All are serviceable, but quite itchy if worn.

36a. False Steps.

Although the steps here are very real, the entire area north of this room (the various winding corridors) is specially designed to confuse any nosy employees (Zelligar liked the idea of having a spooky, confusing lair so those in his employ would keep to themselves and not snoop about where they didn't belong). The corridor leading past the guest chambers is on an upward slant that will be unnoticeable to casual adventurers (except dwarves, gnomes and gnomelings, who will have a 5 in 6 chance to notice it. Halflings with stout blood will have a 75% chance to notice the slope.). The stairs (8 of them) then lead downward, as if to another level-although this is only the impression created.

37. RECREATION ROOM.

Before the party enters, read:

This carved door, heavy and thick in appearance, bears a fancy "R" on its outer face.

If the PCs enter, read:

The room was apparently made for a variety of activities, as is apparent from its furnishings and contents. Except for two heavy benches and a single stool, there are no furnishings in the room other than five heavy woven mats lying atop each other to form a sort of floor cushion

measuring 20' by 20'.

On the east and west walls, which are covered with pocked wood, are large archery targets, and six arrows are still stuck into the eastern target. Although there are several quivers of arrows around, there are no bows in the room.

Several iron bars of varying length lay jumbled in the northeast corner of the room. Dozens of metal disks of varying circumference rest along the north wall and on the floor in that corner as well.

About 7 feet off the floor, a similar metal bar is attached to the two walls in the northeast corner of the room. Nearby, a rope is suspended from the ceiling 20' above. Hanging on the south wall are weapons: a sword, a battle axe, a flail, and a mace. Leaning against the wall are two heavily battered shields.

This room is designed for recreation and training, and was designed especially for Rogahn's use.

There are a total of 4 quivers containing 6 sheaf arrows, 11 flight arrows, 2 sheaf arrows and 19 flight arrows, respectively.

The iron bars and disks are designed for weight lifting. They are worth 15 gp to an interested party such as a fighter's guild, but they weigh altogether 400 pounds!

The weapons hanging on the wall are almost double normal weight, but appear normal until hefted. They are useless for regular combat, but excellent for training. - The sword is notched and ruined, but the other weapons are worth their normal value to an interested buyer. The two heavily battered medium shields have 2 and 3 HP remaining before becoming completely useless.

38. MUSEUM.

The north, south and west walls of this room each bear a sectioned fresco. Several items, adorn the wall space around the western frescoes. These include: a piece of parchment, a curved sword and a smallish skeleton. There is more blank space on the wall, apparently for further additions to the room's collection of items.

This room is an unfinished museum, a special monument to the achievements of the stronghold's most illustrious inhabitants.

The northern sectioned fresco shows various events and deeds from the life of Rogahn, and the several views pictured are: a young boy raising a sword, a young man slaying a wild boar, a warrior carrying

off a dead gnome titan, and a hero in the midst of a large battle hacking gnome titan foes to pieces.

The southern sectioned fresco depicts cameos from the life of Zelligar: a boy gazing upward at a starry night sky, a young man diligently studying a great tome, an earnest magician changing water to beer before a delighted audience, and a powerful wizard casting a type of death fog over an enemy army of gnome titans from a hilltop.

The western section is unfinished, but several sections of frescoes show the two great men together: shaking hands for the first time in younger days, winning a great battle against gnome titans in a hill pass, gazing upward together from the wilderness to a craggy rock outcropping (recognizable to the adventurers as the place where the stronghold was built), with a fourth space blank.

The items around the fresco on the east wall are mementos from the past.

The parchment is a letter of thanks for help in the war against the gnome-titans from one "Calliastrio" (a prominent local landowner). The letter is written in common.

The curved sword is of gnome-titan manufacture (anyone with weaponsmith skill of 51 or higher can determine this).

The skeleton is of gnome-titan general (so identified by a wall plaque in the common language).

The frescoes are painted and they cannot be removed. None of the mementos is of any particular worth or value.

39. ANOTHER GUEST ROOM.

A **Trash Ogre** inhabits this pig sty. There is a 30% chance he will be gone (in which case there is a 25% chance the door will be left ajar). If here, there is a 40% chance he will be sleeping in the bedding in the southwest corner. If the door is opened, it will rattle the piles of broken armor bits he stacks against the door and he will awaken. He will attack immediately (and keeps his battle axe in his bed with him).

Trash Ogre: (HF 2, EP 270, Int 7, AL CE, AC 4, MV 9", HD 4, HP 32, SZ L, #AT 1, D 2d4 (+3 to-hit, +7), SA -1 to ALL die rolls, SD N/A, Lang: N/A, Hon: dishonorable, TOP 16, Crit BSL Def AC 5, FF 8, Reference HOB 6 p 24)



Trash Ogre

This room is an absolute mess. Trash literally fills it so much that the floor cannot be seen.

Players may mistake this room for a trash area. It is not. Bits of armor, weapons, food, bones, bats, body parts from former victims, rat skin, hides, fingernails, skulls, bedding, feathers, utensils, broken

chairs, you name it and it's here, but broken, gutted, etc. The Trash Ogre lives here and likes it this way.

His treasure is scattered about the room: a long sword in good condition, a great helm in good condition, a basinet (badly dented), 864 cp, 331 sp, 12 ep, 94 gp, 19 hsp, 1 pp, a suit of halfling-sized chain mail with AC5 but 6 HP gone, shards of at least three different shields, a buckler in near-mint condition, 4 tiger eye gems in a pouch worth 25 gp each, a small malachite worth 50 gp, a badly flawed pearl worth 10 gp, a small copper medallion worth 1 gp, an iron brooch worth 5 sp, a leather scabbard for a short sword, a vial of holy water, 3 flasks of oil, a hip-flask (empty), a rams-horn with silver inlays worth 15 gp, travellers' cloak (torn), a pair of gnome-sized boots, a backpack (blood stained but useable), gloves (gnomeling-sized), 3 torches (one is half-used), a tinderbox (flint is missing), 26 feet of rope, a **Potion of Healing**, 4 pewter tankards from the lounge (see area 4) and a large belt-pouch turned inside out. Each complete man-turn of searching will yield a 30% chance of discovering one item of treasure and another 1-100 coins of mixed type. Unfortunately, each turn also yields a 20% chance that the Trash Ogre will return (if he's not already been defeated).

40. DOOR ROOM

This area of small rooms that is separated by a series of doors is an eccentric feature of the complex installed by Zelligar to confuse nosy employees and would be burglars. There is nothing of value here.

KEY TO THE LOWER LEVEL

The lower level of the complex is rough and unfinished. The walls are irregular and coarse, not at all like the more finished walls of the level above (except for the two rooms on this level which are more like those in the upper portion and in a state of relative completion). The corridors are roughly 10' wide, and they are irregular and rough, making mapping difficult. The floors are uneven, and in some cases rock chips and debris cover the pathways between rooms and chambers. The doors are as in the upper level, but the secret doors are either rock or disguised by rock so as to appear unnoticeable.

LOWER LEVEL WANDERING MONSTERS

These encounters will only occur in corridors and empty or emptied rooms. Because of the frequency of the vermin wandering the halls, check every second turn; 1 in 4 (roll a 4-sided die) rather than once per hour as set forth in the GMG for normal conditions. If a monster is indicated, roll an eight-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise.

1-2 Large Rats (2-8):

These foul vermin will attack 75% of the time only fleeing when half of their number has been slain. They can be kept at bay by waving a torch at them but this maneuver will cause them to simply stalk the party until an opportunity to attack presents itself.

(HF 0, EP 7, Int 1, AL N(E), AC 7, MV 15", HD <1-1, HP 6 ea., SZ T, #AT 1, D 1d4-2 + 7.5% chance of contracting

disease, SA: Disease, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-4, FF: N/A, Reference HOB 6 p113.)

3 Dire Cockroaches (1-2):

These dirty beasts are munching on some detritus. If characters immediately flee after disturbing them, they will not attack.

(HF 4, EP 120, Int non (0), AL N, AC 4, MV 6", fly 12", HD 2+3, HP 30 ea., SZ S, #AT 1, D 1-8, SA: Nil, SD: Nil, , Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-0, FF: N/A, Reference HOB 2 p30.)

4 Lime Green Quivering Mass (1):

This noxious sludge will be encountered clinging to the ceiling from which location it will strike one of the lead characters (70% chance of surprising the victim). It will attack until slain.

(HF 4, EP 280, Int 3, AL N, AC 10, MV 6", HD 4, HP 39, SZ M, #AT 1, D 1-12, SA: anyone struck by a Lime Green Quivering Mass must save vs. paralysis or be paralyzed for 1-6 rounds, SD: immune to damage from blunt weapons, Lang.: None, Hon: N/A, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 4 p87)



Lime Green Quivering Mass

5-6 Gelatinous Cube (1):

This Cube is from Area B23. It is out mindlessly hunting and will attack and pursue in all directions.

(HF 8, EP 725, Int Non (0), AL N, AC 8, MV 6", HD 4, HP 35, SZ L, #AT 1, D 2-8, SA: anyone struck by a Gelatinous Cube must save vs. poison or be paralyzed for 5-20 rounds, Surprise 5 in 10, SD: immune to electricity, fear, hold spells, paralyzation, polymorph and sleep-based attacks, resistant to cold, Lang.: None, Hon: N/A, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 3 p48.)



Gelatinous Cube

7-8 Troglodytes (1-4):

These Troggs are out hunting for the tribe in Area B26 (see Area B26 for statistics). If encountered, they will attack immediately, hoping to gain surprise and adventurers to eat. If they encounter stiff resistance (four melee rounds without dropping a foe, or a Trog drops before an adventurer), they will flee at full speed. If possible, they will lead the party through the grand cavern of bats (area B21). There they will escape through the secret door to their lair if the bats are panicked, or they will head into the labyrinth in the southwest cor-

ner in the hope that the PCs will become lost so the Troggs can back-track and head back to alert the others.

ENCOUNTER AREAS

B01. ACCESS ROOM.

As you emerge from the stairwell a large, cluttered room comes into view. Piles of rock and rubble, as well as mining equipment: rock carts, mining jacks, timbers, pickaxes, etc. fill the area and offer excellent hiding locations for any manner of disgusting creatures, though none are apparent.

Anyone with any level of mining skill can tell immediately that there has been no mining activity for quite some time. Those unskilled in mining will notice this fact if they ask specifically or examine the equipment AND make an Intelligence check. A pair of wooden planks a foot wide and 20' long lean against the wall. These could prove quite useful when crossing the water pit (see Area B08).

B02. STORAGE AREA.

This room is piled full of furniture: tables, chairs, a couple of desks, a bookcase, and more lie jumbled in a massive heap.

All are broken in some way – the chairs are rickety, the tables uneven. The inhabitants of Quasqueton meant to repair all of this stuff "someday" but apparently, no one ever got around to it.

B03-B27. BASEMENT OF QUASQUETON.

The bulk of the lower level of the complex is a series of unfinished caves and caverns, which are mostly devoid of special detail-all being characterized by irregular walls of rough rock. Plans were in place to excavate this level as a cost-effective means of expanding the complex but the disappearance of the owners meant that this never came to be. The basement is typified by large caverns with uneven floors strewn with bits of rock and rubble joined by winding corridors (9' – 12' in height). The air is damp, musty and a bit chilly (54 degrees Fahrenheit).

B03. SECRET CAVERN.

The secret door opens by rotating a jutting stone 45 degrees clockwise (it will turn no further). The stone lever is located at a height of 5 feet and on the right hand side of the door, 9 inches from the edge of the door itself. The door is 5 feet high and 3 feet wide. Rotating the stone counter-clockwise will result in a sixteen pound rock to drop from a compartment in the ceiling onto the head of anyone standing directly in front of the lever (just to the right of the door) for 2d6 points of damage. Once opened the secret door remains open until the lever is turned back.

After twisting the rock you hear an audible "click" closely followed by the grinding of stone on stone. A 5-foot by 3-foot section of the wall opens revealing a space beyond. Therein you see dozens of crates and boxes stacked in the southeast corner.

This secret cave was the repository for Zelligar's prized collection of wine. A greedy bastard and a bit of a snob, he had no desire to share any of his precious vintages with the motley collection of thugs Rogahn kept as his house guard.

Stacked in the southeast corner are 37 wooden crates. Each is stamped with the emblem of a winery and lists the vintage and year. No dates are more recent than 3 years old and some are as old as 70 years. Each crate contains 12 bottles. Any bottle sampled will have a 10% chance of having gone bad (save vs. poison at +4 or be nauseated for one hour). Those still good have mellowed to an excellent flavor (from the perspective of a wine connoisseur). To the uncultured pallet it is gawd awful stuff but a wine merchant will gladly pay 1-6 gp per bottle! A successful brewing skill check would divulge the quality and relative value of these wines.

Bear in mind that each crate weighs 40 pounds and is bulky to transport. Rough handling of the crates will certainly cause the bottles to crack thereby ruining the contents. If the full load is successfully extracted and sold, it will net anywhere from 444 to 2664 gp.

B04. PHOSPHORESCENT CAVE.

Peeking into this medium-sized cavern you see a strange sight. A soft phosphorescent glow bathes the entire area independent of any other illumination. The strange light seems to emanate from the widespread growth of a light purplish mold or lichen of some type. The growth covers the walls, ceiling, and even parts of the floor.

The growth is **Shimmer Moss**. Anyone viewing the vivid shimmering colors for more than two melee rounds must save vs. spell or stand fascinated for one to four rounds. They can then attempt to look away but must save again or continue to helplessly stare at the moss.

Thirty feet into the cavern lie two corpses overgrown with the stuff. Examination (by someone saving vs. magic!) will reveal them to be the husks of two Orcs. All of their personal gear has long since rusted.

The former occupants discovered the **Shimmer Moss** when they broke through the wall while beginning excavation of the basement. It spooked their workmen so much that they abandoned any further thought of tunneling westward. Because smoking dried Shimmer Moss can give the smoker an euphoric feeling, dried Shimmer Moss goes for 10 gp per bag on the street. If the entire patch were harvested and dried, the cavern contains sufficient moss for about 20 bags.



Shimmer Moss: (HF 1, EP 7, Int non (0), AL N, AC 9, MV Nil, HD 1, HP 24, SZ S, #AT Nil, D Nil, SA: Fascination, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: N/A, FF: N/A, Reference HOB 5 p48.)

B05. WEBBED CAVE.

Sticky webs completely cover what looks to be another tunnel or perhaps cavern entrance.

The webs must be cut or burned through to gain access. See Web spell for details in the HackMaster Player's Handbook. (The webs are five feet thick.)

A giant spider used to live here but it ate some bad meat and perished. Its corpse still lies in the center of the room and will appear to be sleeping. Only close examination by an extremely bold individual will reveal that it is in fact dead. Of course, blasting it with a few spells and having it not react might also provide a clue. There are webs along the ceiling. If the webs are thoroughly searched, one can find bones from many older victims, dried husks from several newer victims and one "husk" has a belt pouch with six gems: a carnelian (50 gp), two turquoise (10 gp), a malachite (10 gp), a pearl (500 gp) and a topaz (500 gp).

B06. CAVERN OF THE MYSTICAL STONE.

A large chunk of glowing rock rests in the center of this antechamber. The contrast of the

darkness of the caverns and the magical glow radiating from the stone almost cause you to squint.

Anyone with the Geology skill can determine that the glowing chunk of rock is mica. The stone radiates magic strongly. The stone rests permanently in its place and is not removable. Although chips can easily be broken off the rock by hand, only one chip at a time may be broken away; until anything is done with it, the rest of the rock will remain impervious to breaking.

Once removed, a chip's glow will begin to fade, and after thirty seconds it will be a normal piece of mica with no magical properties (as will be the case if it is removed from this room). The chip's magical properties manifest only if a character places it in his mouth before thirty seconds have passed from breaking it off from the chunk. The GM should use a watch to accurately measure the elapsed time. The magical effects are highly variable. If any character places a chip within his mouth, a 20-sided die is rolled to determine the effect according to the following table (but a d8 should be substituted for the d20 for the very first piece eaten by the first adventurer to eat a piece to ensure a good result and hopefully ensnaring the others into greedily using the stone to excess):

B07. CAVERN.

Even lower than the passageways, this cavern has a shallow ceiling of a mere five feet in the center, descending to corners of mere inches.

Exploration of the back and sides will require a halfling, gnome or pixie fairy to crawl back there. The effort will prove fruitless as this area is devoid of anything but a few small rocks.

B08. WATER PIT.

This room contains the 8-foot deep pool of water into which any unwary adventurers are precipitated from the trap on the upper level (see the special description of the trap under the description of room 36). As described there, the water is extremely cold. Anyone entering the water (whether voluntarily or not) must spend a full hour recovering from its chilly effects.

The pool is about 20 feet across and is filled by a cold spring.

B09. SAFE CAVE.

This irregularly shaped cavern appears empty.

It is empty. Because the water in B8 prevents easy access, this cave makes a nice rest area for injured parties.

MICA CHIP EFFECTS (d8 and d20)

Result	Magical Effect(s)
1	Gives a permanent +1 to last weapon used by the character
2	Makes a 500 gp gem appear in character's hand (roll randomly on Table 13B on p178 in the GMG)
3	Raises Strength or Dexterity rating permanently by 25 percentage points (50% chance of either)
4	Raises Constitution or Intelligence rating permanently by 25 percentage points (50% chance of either)
5	Raises Wisdom or Charisma rating permanently by 25 percentage points (50% chance of either)
6	Raises Comeliness rating permanently by 25 percentage points
7	Heals all lost hit points of character (if any)
8	Gives a special one-time bonus of 1-6 hit points to the character (these are the first ones lost the next time damage or injury is taken)
9	Causes invisibility for 1-6 hours of game time (subject to normal restrictions per Invisibility spell)
10	Immediately teleports the character and his gear outside the Quasqueton complex (front door)
11	Immediately teleports the character without gear outside the Quasqueton complex (back door; gear stays in this room)
12	Causes idiocy for 1-4 hours (unable to function intelligently or fight, must be led by other adventurers)
13	Immediately blinds the character for 1-6 hours of game time (no combat without blind-fighting talent, must be led by other adventurers)
14	Poison type G (saving throw at +1) for 1d4 damage per turn for 2-12 turns or 1d4-2 damage per turn for 2-12 turns if character makes a saving throw or character inflicted with disease – roll on Table 1Q (pg 23, GMG) (50% chance of either)
15	Roll on spell mishap table (see page 85 in the GMG), if result involves a spell, roll randomly to determine spell (MU, 1d6 for level and use Table 7G on p77 of the GMG)
16	Lowers Comeliness rating permanently by 25 percentage points
17	Lowers Charisma or Wisdom rating permanently by 25 percentage points (50% chance of either)
18	Lowers Intelligence or Constitution rating permanently by 25 percentage points (50% chance of either)
19	Lowers Dexterity or Strength rating permanently by 25 percentage points (50% chance of either)
20	Gives a curse: the character will sleep for 72 hours straight each month, beginning one day before and ending one day after each new moon (Arlora). This effect can be removed by a Remove Curse spell.
21+	Appears to have no effect, but character actually gains one random quirk. Roll on table 6A in the Player's Handbook with a +50 modifier.

NOTE: For each additional piece placed in the mouth of the character in question, add a cumulative +2 to the roll (i.e., +4 for the third piece eaten, etc.).

B10. ARENA CAVERN.

This cavern, designed as a small theatre or arena, is unfinished. The center portion of the room is sunken about 15 feet below the floor level, and the sides slope downward from the surrounding walls to form a small amphitheater. The door to the chamber is busted open and a red glow and faint buzzing sound emanates from within.

A swarm of three **Dire Fireflies** buzzes around the ceiling of this chamber. They will hover 12 feet over the party and select a pair of victims (the first two characters to enter the room). Said victims will each be blasted with a green bolt of electricity (5-20 hp) by the strongest Firefly. The following round the next one will attack followed the third round by the last one. Should this fail to incapacitate the victims, they will retreat to the ceiling and avoid combat until they've recharged (10 minutes). However, should another character

attack them with ranged weapons it will throw off their game plan and they will concentrate on zapping him instead. They've learned their lesson the hard way (the swarm originally numbered 12) and will avoid melee.

3 Dire Fireflies: (HF 4, EP 300 each, Int 1, AL N(E), AC 4, MV 3", 15" flying, HD 1+4, HP 29, 28, 26, SZ S, #AT 1, D 1-2, SA: fire electrical bolt for 5-20 hp 1/turn, SD: Nil, Lang.: None, Hon: N/A, TOP: 16, 15, 14, 13, Crit BSL: Def AC-1, FF: N/A, Reference HOB 3 p33.)

B11. CAVERN.

Long, thin stalactites and stalagmites fill this odd-shaped cavern. The far walls and sides are difficult to make out - shrouded in shadow and cover because of the many formations.

This empty cavern is dry, but must have had some type of seepage in the past. Hopefully the players will waste plenty of time here worrying about what is hiding behind the formations and/or lurking in the shadows. Make sure you keep track of time and roll for wandering monsters!

B12. SUNKEN CAVERN.

The short, sloping corridor you've been traversing ends in a small cavern. The stench from here is just horrendous: putrid and smelling of excrement. The offal covers the floor and the moist walls glisten in your (torch) light.

Living in this filth is a family of four **Sewer Gophers**. They attack anyone searching or disturbing the muck.

Hidden among the filth is a dead explorer. His equipment is covered and soaked through with feces and worse. He has a backpack (damaged, but contains a pouch with three garlic buds, a sprig of wolfsbane and a six-sided die, a belt (ruined), belt pouch (containing 22 sp, 9 pp and a small diamond (flawed) worth 50 gp), a sheathed dagger (serviceable weapon, but scabbard is ruined), a short-sword (rusty), a quiver (empty), **Leather Armor +2** (with 3 HP of damage), and a pewter tankard (see area 4, lounge).

4 Sewer Gophers: (HF 3, EP 175 each, Int 5, AL N, AC 6, MV 9", HD 3+2, HP 33, 31, 30, 28, SZ M, #AT 3, D 1-4/1-4/1-6, SA: 25% chance to decapitate on a to-hit roll of 20, called shots do double damage, SD: stench (-1 to hit), +2 save vs. fire attacks, Lang.: Common, Hon: Ave, TOP: 17, 16, 15, 14, Crit BSL: Def AC+1, FF: 9, Reference HOB 3 p93.)



Sewer Gopher

B13. PROVING GROUNDS CAVE.

The largish stalactite-covered cave before you has exits on three sides. The wall near the farthest exit appears discolored and bumpy. Several of the stalactites appear broken as well.

This cave was used for the practice of magic spells. The floor near the south wall is bumpy and darkly discolored (charred and partially melted by intense heat). Anyone with a skill of geology will be able to determine this easily.

B14. DEAD-END CAVE.

This smaller cave bends off to your right and out of sight.

Four **Shriekers** grow out of sight from the entrance along the southwest wall. If they sound off, they will alert the Piercers in B19 as well as the Gelatinous Cube in B23.

4 Shriekers: (HF 2, EP 120, Int Non-(0), AL N, AC 7, MV Nil, HD 3, HP 40, 34, 31, 29, SZ M, #AT 0, D Nil, SA: Shriek, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: N/A, FF: N/A, Reference HOB 7 p60.)



Shriekers

B15. EMPTY CAVERN.

This empty cavern has two exits. The floor gently slopes up to meet the walls on your left and your right creating a bit of a path between the exit tunnels. Several niches run the length of either side of the room.

One niche in the far north corner contains a small leather pouch drawn and wrapped in the draw strings. It holds 8 cp and 6 gp. An Orc slave stole this pouch from a guard years ago and hid it here. He perished from disciplinary beatings before he could recover his treasure.

B16. SIDE CAVERN.

This cavern is unusual only in that its eastern rock wall is striated with irregular diagonal streaks of a bluish ore.

The ore is cobalt infused silica. Those with the geology skill might be able to determine this with a successful skill check made at the "very difficult" level of difficulty (-10%). It is worthless to the adventurers (and anyone else, really). Hopefully, it will waste their time and with any luck, resources. Don't forget to keep track of time and roll for wandering monsters!

B17. CAVE GOUGER LAIR.

An irregularly-shaped cave, filled with stalagmites and stalactites leads to an empty cave further on or out a side passage.

Those seeking an alternate route around the Piercers are in for an unpleasant surprise. A large and vicious **Cave Gouger** (hp 34) has staked out the passage leading to B20. Cave Gougiers are reptilian predators with the head of a frog, the lower body of a snake and a barbed tail. The runty one of the pair lies in wait in the south. The Gougiers are not on particularly good terms with each other and each keeps to his own area.

2 Cave Gougiers: (HF 2, EP 150 each, Int 6, ALCN, AC 7, MV 7", HD 2, HP 34, 24, SZ: M #AT 2, D 1-6/1-6, SA: gouge out eyes on a to-hit roll of 20, SD: never surprised, Lang.: Gouger, Hon: Ave, TOP: 17, 12, Crit BSL: Def AC+0, FF: 6, Reference HOB 3 p99.)



Cave Gouger

B18. SHAFT ALCOVE.

This cave appears empty.

The far northern cave has a dark shaft in the far northwest corner leading straight up. It goes only four feet and ends. Anyone with mining skill can tell this area was carved deliberately by tools. The shaft was the beginning of a dumb-waiter to the auxiliary storeroom (Room 36, above). Never finished, it will only serve to confuse the players at this point in time.

B19. PIERCER CAVERN.

This long and wide cavern stretches as far as you can see. Many stalactites, thin columns and stalagmites make the path appear difficult to traverse.

The **Piercers** tend to congregate around the cave entrances (four at each entrance), but if alerted by the bats or Shreikers, four will move to the center path and form a column along the north-south axis of

the room. Four more will cover the passage to area B21 and the final four will wait at the entrance to B13. There they will wait until any intruders enter the center area, the middle group will attack first. If the PCs retreat the way they came, or run for an exit, the other group will be waiting for a second ambush.

12 Piercers: (HF 1-5, EP 15/35/65/125 by hit die, Int 1, AL N, AC 3, MV 1", HD 1-4, HP (4HD) 40, 38, 32 (3HD) 34, 31, 29 (2 HD) 30, 26, 25, (1 HD) 27, 24, 23, SZ S (1-2 HD) to M (3-4 HD), #AT 1, D 1-6 per hit die, SA: Nil, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-2 (1 HD), Def AC-0 (2 HD), Def AC+1 (3 HD), Def AC+2 (4 HD), FF: N/A, Reference HOB 6 p70.)



Piercer

B20. SLOPING CORRIDOR.

This corridor noticeably slopes downward and bends off to the right.

B21. GRAND CAVERN OF THE BATS.

You must have entered a vast cave because your light hits no walls other than those adjacent to your immediate left and right.

This majestic cave is the largest in the complex, and is impressive due to its size and volume, for the ceiling is almost 60 feet above. B20 gives primary access to this room. A secondary entrance/exit is via a secret door to the west, while steps to the southeast lead up to room B22. The secret door is hidden by a twenty-foot wide and five-foot high stretch of brick wall. The bricks are loose and may be removed. The secret door is really a three-foot wide section (spanning the 12th through - 15th feet counting from the south).

A southwestern arm of the room leads to an alcove of rock pillars of unusual and irregular shape, and these run from floor to ceiling to form a very meager catacomb.

When it is daytime in the outer world, a small opening in the ceiling just off a midway point of the north wall will show daylight (if night outside it will be very difficult to notice the opening-only a 10% chance per adventurer observing the ceiling.) The opening in the ceiling is used by the many thousands of bats which live on the ceiling of the cavern by day and which venture out at sunset each day for feeding. The opening is totally inaccessible to any attempts by adventurers to reach it, short of Flying, Levitating or similar means. If a pixie-fairy or an ensorcelled character fly up there, they have add a base 60% to the chance of disturbing the bats (see below).

The **bats** are nocturnal animals and the species living in this particular cavern is very easily agitated. Any party of adventurers entering the cavern with torches or other bright sources of light (including unshielded lanterns) will have a base 5% chance per light source per turn (10 minutes) of disturbing the bats and causing them to swarm. In addition, any noises above subdued conversation will add another 10% to the chance of disturbing the bats, assuming of course that they are present in the cave when the party enters. (For example, a party with four torches would have a 20% chance of disturbing the bats and causing them to swarm, or 30% if they are arguing in addition.)

If the bats are disturbed, first a few begin squeaking and flying around (this will of course occur if any sleeping bats are physically prodded or awakened), then more and more follow until the mass becomes a giant churning swarm (this will take only two melee rounds, or twenty seconds). The swarming bats will squeak and squawk, flying madly about. They will fill the grand cavern and overflow into adjacent areas and corridors, but those flying out of the cavern will soon return. While swarming, the bats will buzz and harry any persons in the cavern or adjacent corridors, zooming past them at high speed while others hover about. Occasionally, one of the bats will try to land on a character (50% chance each round) to deliver a pinching bite that is unpleasant and causes 1 point of damage as well as causing a +1% chance of contracting a disease. Consult Table 10 on p22 of the GMG for other circumstances that affect one's chance to contract a disease. Swarming also disrupts spell casting (unless the character makes a successful Wisdom check), gives combatants wielding weapons -2 to-hit and a further -2 to-hit for creatures that rely on sight. Any flying pixie-fairy caught in a swarm will be buffeted around (no spell casting possible and -4 to hit) such that he is unable to tell which direction he is facing (roll randomly to determine direction - d8 for each axis). Furthermore, any flying creature also suffers two automatic bites per round.

If adventurers leave the grand cavern and remove their light sources with them, the swarm of bats will slowly cease their activity and return to their inverted perches (this takes about 30 minutes). If the adventurers stay in the room, extinguish their lights, and lie silently on the floor for the same period of time, the bats will return to their dormant state.

Characters fighting swarming bats will find the task hopeless due to their sheer number, but attempts can be made using any hand held weapon larger than a dagger, against an AC of 15 due to the sheer numbers (i.e., your almost bound to hit one if you swing a weapon). A single hit will kill one bat, two on a critical hit. Note carefully where the characters are standing and fighting and provide a base 35% chance that any attack will be rolled against an ally if within striking distance (no Dexterity or shield bonuses). Note also that due to the great screeching and leathery flapping the players cannot hear one another and should not be allowed to talk at the table to discuss their actions.

Fighting the bats makes enough noise to necessitate an additional special roll for wandering monsters. Additionally, characters fighting or otherwise enduring swarming bats



Common Bat

will automatically be caught by surprise if any wandering monster comes upon them while they are doing so.

A sort of fluffy and dusty guano covers the floor of the grand cavern, quite different from the droppings of most other species of bats.

The bats will return and leave at sunset each day until returning as a swarm at the following dawn.

Hundreds of Normal Bats: (HF 0, EP 15 each, Int 1, AL N, AC 8, MV 1", 24" (fly), HD 0, HP 1-2 each, S T, #AT 1, D 1, SA: disease, SD: swarm, Lang.: none, Hon: N/A, TOP: 1, Crit BSL: Def AC-4, FF: N/A, Reference HOB 1 p52)

B22. RAISED CAVERN.

Four steps lead up from the grand cavern into this low-ceilinged cave.

The eastern wall also shows diagonal streaks of the same bluish ore noticeable in room B16. The room has a low ceiling (only 5 feet), so some humans may find it difficult to stand fully erect.

B23. GELATINOUS CUBE GROTTO.

This cave is little more than a large bend in the passage. A large amount of coinage lies strewn about the area.

A smallish **Gelatinous Cube** spends much of its time roaming this passageway, keeping it lichen-free. It traverses most of the cavern area, but seems to prefer this area and will thus be here 35% of the time. It cannot cross the water in B8 and will not pass beyond doors, nor does it like area B1 (less growth to eat). If the Shreikers sound off, the bats in B21 make a commotion or there is conflict in B19, it will recognize the vibrations as food on the way and head for the opening to area B19 and wait for prey to run into it. If it is elsewhere in the complex, it will travel to this spot full-speed, but will take the fastest route (which means it may travel straight through the conflict, bypassing potential food, so it can wait at the passage entrance). It will wait 15 minutes before going back to wandering aimlessly. Refer to the Wandering Monster listings at the beginning of each level for statistics.

There is a total of 998 gp, 1203 hsp, 6954 ep, 1105 sp, a **Philter of Lust**, a **Potion of Rainbow Hues**, a **Potion of Ventriloquism**, **Vial of Oil of Impact**, **Potion of Sleep**, **Ring of Constant Thunder** and a **Scroll of Protection From Poison** in a bronze scroll tube, and 2 pewter tankards (see area 4, lounge).

B24. PIT TRAP.

Just outside this cavern, in the corridor that leads eastward, is a large covered pit at the intersection of three corridors. The pit is about 12' across and 20' deep. A fall into this pit will inflict 2-12 hit points of damage, and any characters reaching the area will have a basic 70%

chance of falling in, with a 30% chance of noticing the trap (the danger would be greater if, for instance, they were running rather than simply exploring). If characters in the first rank of a party fall in, there is only a 20% chance of the next row of characters falling, and each checks separately as before. The trap, once sprung, does not shield the pit any further, and the pit will be noticeable – provided ample illumination is present and until the Troglodytes reset it in two to four hours. Note also that the Troglodytes will move a boulder across the entrance to B25 when the pit is sprung. The bottom of the pit will (70% chance) contain various bits of junk (broken rocks, bits of wood, remains of mostly-consumed bats, molting skin (Troglodyte), dried leaves and sticks (from the secret entrance), etc.)

B25. CAVERN OF THE STATUE.

The tribe of **Troglodytes** (see B26, below) use this area as a guard post. There are three Troggs guarding here at all times. Roll 1d12 three times and select three troglodytes from Area B26 with a result of 1 being the weakest and 12 being the 12th from the weakest (in order of ascending hit points). The stronger ones never keep guard. These guards have a total of 30 cp as personal treasure.

You see a large, rough natural cave. Stalactites cover the ceiling. A large, dark man-shaped form stands in the shadows of one end, and the other end stretches farther than your light.

If the PCs investigate the form, read:

The "form" is a solitary stone figure, roughly sculpted from the same black stone of the cavern walls and firmly anchored to the floor. The figure, obviously a human male (although lacking any finished detail), stands some seven feet high, with both arms slightly outstretched and pointing to the jagged rock outcropping which divides the two corridors on the far end.

The statue is too heavy to be moved, and will completely resist any attempts to budge or topple it.

A large boulder stands to the south of the southern-most entrance (near the pit). The Troglodytes use this boulder to seal off the passageway when the Gelatinous cube sets off the pit trap. A few hours later, they will move the boulder back and an armed group (in case the Cube is still nearby) will reset the pit. Although a member of their tribe has already been lost to the cube, they like it around as it protects this entrance from intruders as well as provides a handy garbage disposal system (they throw their food scraps, bones and trash into the pit and the Cube either eats the remains in the case of organic material or carries them away and deposits them randomly throughout the halls in the case of the inorganic material). The ground near the boulder shows obvious signs of this movement in the form of moved earth and scrape marks on the cavern floor (anyone looking will notice the markings).

B26. EXIT CAVE.

This large, oblong cavern is rather unremarkable structurally. However, its foul stench gives away the fact that it is currently occupied by a group of man-sized reptilian bipeds with leathery hides, toothy lizard heads and a fin-like crest on their heads that runs down their backs.

A secret one-way passage out of the stronghold is hidden in the northeast corner of the cave. Pushing on a loose rock on the left hand side of the door at a three foot height on the wall triggers this secret exit, at which time the opening occurs in the wall, leading to the outside world.

From the exterior vantage point, the door is no longer quite so secret. In fact, a small tribe of Troglodytes have sought shelter in these cave through this access point. About nine months ago these 18 Troggs were driven from the Mines of Chaos by their warlike neighbors but were lucky enough to find this secret lair. They are now quite happy with their new home. They discovered the secret passageway to Area B21 some time ago and bat is now a regular portion of their diet (along with rat, cockroach and the occasional adventurer stew). They also hunt the woods nearby.

7 Male Troglodytes (HF 3, EP 120 each, Int 6, AL CE, AC 5, MV 12" 9" Sw, HD 2, HP 36, 34, 32, 30, 28, 26, 25, SZ M, #AT 3 or 1, D 1d4-2/1d4-2/2-5 (claw/claw/bite) or 2-8 (javelin + 3 to-hit), SA: surprise 6 in 10, SD: weakening stench (those within five feet must save vs. poison or lose 1-6 points of Strength for 1 turn), Lang.: Trog, some common, Hon: Ave, TOP: 18, 17, 16, 15, 14, 13, 12, Crit BSL: Def AC-0 (claw/claw/bite) Def AC+3 (javelin), FF: 6, Reference HOB 8).

7 Female Troglodytes (HF 1, EP 35 each, Int 6, AL CE, AC 5, MV 12" 9" Sw, HD 1+1, HP 29, 27, 26, 24, 24, 24, 23, SZ M, #AT 3 or 1, D 1d4-2/1d4-2/2-5 (claw/claw/bite) or 2-8 (javelin + 3 to-hit), SA: surprise 6 in 10, SD: weakening stench (those within five feet must save vs. poison or lose 1-6 points of Strength for 1 turn), Lang.: Trog, some common, Hon: Ave, TOP: 14, 13, 13, 12, 12, 12, 11, Crit BSL: Def AC-1 (claw/claw/bite) Def AC+2 (javelin), FF: 6, Reference HOB 8).

3 Hatchling Troglodytes (non-combatant)

1 Troglodyte Male leader (HF 4, EP 200, Int 6, AL CE, AC 5, MV 12" 9" Sw, HD 3, HP 36, SZ M, #AT 3 or 1, D 1d4-2/1d4-2/2-5 (claw/claw/bite) or 2-8 (javelin + 3 to-hit), SA: surprise 6 in 10, SD: weakening stench (those within five feet must save vs. poison or lose 1-6 points of Strength for 1 turn), Lang.: Trog, some common, Hon: Great (+1 to ALL die rolls), TOP: 18, Crit BSL: Def AC+1 (claw/claw/bite) Def AC+4 (javelin), FF: 6, Reference HOB 8).

Note that three Troggs will be in Area B26 on watch at all times, and another two to eight will be out hunting (half outside and half

inside). Also, remember to deduct any casualties met as wandering monsters or slain in B26.

If characters take advantage of this exit, they will find themselves on a rock ledge about three feet wide and 20 feet long. If they use ropes to scale down, they can rappel without too much difficulty to a location some 40 feet below where the drop is less steep and a descent can be made through the trees and vegetation toward the valley below. If the characters stand on the ledge and observe the view, they will notice that they are on the north face of the massive outcropping that houses the stronghold, whereas the other entrance is on the south face. Because of the wilderness that surrounds the entire area, it may take some doing to return to front of Quasqueton. North across the valley lies a secret cave complex that houses scores of humanoids (the Caves of Pandemonium).

Next to the door is a large, free-standing brass gong. It is used to alert any Trog out on the hunt or asleep of trouble. Note it can be moved outside and sounded to bring home any hunting parties (who will return in 6d20 minutes). Fifteen piles of bedding occupy the eastern portion of the lair, near the secret door. A rock covering a crevasse in the floor near the western wall holds the groups treasure. (1012 gp, 1598 ep, 2970 cp, 4 gems 10 gp base (Banded Agate, Moss Agate, 2 Turquoise), 5 gems 50 gp base (Citrine, 2 Jasper, 2 Rock Crystal) 1 gem 100 gp base (Coral), **Scroll of Diminished Rite**, -1 **cursed Body Shield**, +1 **Battle Axe**. The treasure area also contains a map drawn on Orc skin showing the area around module B2 Little Keep on the Borderlands.

The secret door is identical to that in Area B21, but the passage is on the 6th to 9th feet section counting from the south. The Troglodytes are careful to replace the bricks after passing through and several have become quite good at removing bricks from the bottom portion of the wall without collapse (it's easier for them to replace the bricks this way).

B27. TREASURE CAVE.

The entrance to this cave is hidden by a secret door. It opens by pressing two stone nubs, one at either side of the door at 3-foot 6-inch height. Each may be pressed individually (moving in with an audible click), but unless both are pressed, the door will not open. Once activated, the door opens inward with a quiet grinding of stone on stone.

Close examination of the floor in the outer corridor will reveal some long dry dirt patches. These lead to the secret door in the south wall. These were left by the muck golem. Zelligar meant to have someone clean these up but simply forgot about it.

The secret portal swings open to reveal a dark and narrow passageway.

Rogahn and Zelligar engineered this area to be the hiding place for their valuables in the stronghold. They installed the secret door and bricked-up the passageways east and west as well. Rogahn then subsequently murdered the construction crew so that no one would know about the treasure cache. Zelligar then placed the guardian.

At the end of the passageway you see the

glint of gold! Gold coins lie scattered around the floor. You also see eleven chests and coffers seemingly randomly distributed around the room, two of which are tossed wide open and one is open and resting on its side, although the contents are not visible from your vantage point.

The gold is a scattering of 46 gold pieces on the floor of the room (carelessly dropped in a pile by Rogahn when he decided he had packed enough cash; these were later scattered accidentally by the Muck Golem). Of the 11 chests, all but three have been emptied. The three full ones are locked with sturdy built-in locking mechanisms. The others have various padlocks, straps, etc.

Rogahn and Zelligar took most of their magic items and cash on their journey with them. They needed the money to pay their henchmen and others to do the dangerous tasks and the magic items to protect themselves.

Coffer #1: Closed, unlocked and empty

Coffer#2: On side, open and empty.

Chest#3: **LOCKED POISON NEEDLE TRAP SAVE AT +2 OR DIE**. This chest contains 916 pp.

Chest #4: Closed, unlocked, empty

Chest#5: Flung open and empty

Coffer#6: **LOCKED GAS TRAP SAVE AT +2 OR SLEEP FOR 2-20 turns**. This chest contains 650 hsp and a mink cape worth 2700 gp.

Chest #7: Closed, unlocked, empty

Chest#8: Locked and empty

Chest#9: Flung open and empty

Chest #10: **LOCKED**. This chest contains a pair of wrought silver armbands worth 500 gp for the pair (the name Rogahn is inscribed on the inside of each) and 910 gp.

Chest#11: Locked and empty

Anyone examining the rest of the room will notice that a pile of damp earth fills a small portion of the northeastern corner of the room. This is the remnant of the **Muck Golem** that Zelligar built to stand guard over the treasure. As soon as any item of value is touched or disturbed or if the pile is prodded, it will begin to reanimate. This will take two rounds due to long inactivity. However, unless someone is specifically watching the pile this will go unnoticed. Once reactivated, it will attack.

Decrepit Muck Golem: (HF 6, EP 650, Int 0, AL N, AC 8, MV 3", HD 5, HP 37, SZ M, #AT 1, D 1-6, SA: suffocation, SD: Nil, Lang.: none, Hon: N/A, TOP: N/A, Crit BSL: Def AC+3, FF: N/A, Reference HOB 3 p89)

PLAYERS' BACKGROUND SHEET

Rogahn the Fearless and Zelligar the Unknown are legendary names. Even you, a young fledgling raised far from the great cities of Garweeze Wurld, know of their reputation—even though their tale begins years ago. The elders and the sages speak both names with respect, even awe, in a distant admiration for the two legendary figures...

You have heard parts of the story before, but never enough to know all of it, or even what is true and what is only legend or speculation. But it is a great and fascinating beginning in your own quest to learn more.

Rogahn the Fearless earned his name as a great warrior, and his reputation spread far and wide across the land. Zelligar the Unknown, equally renowned, earned his respected status and power as a foremost practitioner of the mystical arts of magic and sorcery.

No one knows what occurrences or coincidence brought these two men together, but tales tell of their meeting and forming a strong bond of friendship, a union that would last for the ages. As this occurred, legend has it, the two men virtually disappeared from the view of civilization. Stories occasionally surfaced about a rumored hideaway being built deep in the wilderness, far from the nearest settlement, away from traveled routes, and high upon a craggy hill—but no one seemed to know any more than that, or where this supposed hideaway really was located, if indeed it was. No one knows for sure, but some say their motive was to pursue the common goals of personal greed and some kind of vague (or chaotic) evil. In any case, they jointly led a hermit life with but a few occasional forays into the outside world to add to their own reputations.

Many years passed, until one day a great gnome-titan invasion came from the lands to the northwest, threatening to engulf the Meletian Kingdom with the excessive carousing and oppression of the unchecked gnome-titan horde. Just when things seemed the darkest, Rogahn the Fearless and Zelligar the Unknown made their unexpected yet most welcome reappearance. Joining their powerful forces, they and their band of loyal henchmen met the gnome-titan army in a great battle at a narrow pass in the hills, and decisively turned back the invasion. Rogahn slew a horde of the little guys single-handedly and

Zelligar's powerful magic put their army to flight. It was a great victory, and a grateful populace of Frandor rewarded the pair and their consorts with considerable treasure. After that, the two heroes returned to their hideaway, and rumor has it that the spoils of victory were spent to further its construction, although some of it may yet be hidden somewhere.

The most exciting portions of the legend are the most recent. Last year, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated Gnome Protectorates. Taking most of their henchmen and associates along with them in a great armed band, the two personages, it seems, disappeared into the forbidding little-folk lands to the northwest on a great adventure which some say may have been asked by the very gawds themselves.

Word just reaching civilization tells of some great battle in the gnome-titan lands where the legendary Rogahn and Zelligar may have met their demise. This rumored clash must have occurred some months ago, and there are few details—and no substantiation of the story. The only thing certain is that, if all this is true, Rogahn and Zelligar have left their secret base virtually unguarded ... if only one had the knowledge and wherewithal to find their hideaway, he would have great things to explore!

Now, just recently, came the most promising bit of information—a crude map purporting to show the way to the hideaway of the two men, a place apparently called "Q." You or one of your acquaintances has this map, and if it is accurate, it could perhaps lead you to the mythic place that was their home and sanctuary. Who knows what riches of wealth and magic might be there for the taking??? Yes, the risk is great, especially since the pair may yet still be alive and might even return any day, but the challenge cannot be ignored. Besides, others may get there first if you tarry long. Gathering a few of your fellows, you share the secret and embark on an Quest for the Unknown...

TIPS FOR PLAYERS

Beginning players would do well to profit from some basic advice before beginning their HackMaster careers, and with that in mind, the following points are offered for consideration:

1) Be an organized player.

Keep accurate records on your character (experience, abilities, items possessed, etc.) for your own purposes and to aid the GameMaster. Getting caught unprepared in an audit sucks, so don't be a fool, keep accurate notes.

2) GM means GameMaster.

Always keep in mind that the GameMaster is the master of the game, and as such, deserves the continued cooperation, consideration and respect of all the players. If you disagree with him, present your viewpoint with deference to the GM's position as game judge, but be prepared to accept his decision as final-after all and even get docked EPs or worse! Disagreeing is a risk that should only be taken in extremis.

3) Cooperation is the key.

Cooperate with your fellow players and work together when adventuring. If you don't watch their back, who will watch yours???

4) Pace yourself.

Be neither too hasty nor too sluggish when adventuring. If you are too fast in your exploration, you may recklessly endanger yourself and your fellow adventurers and fall prone to every trick and trap you encounter. If you are too slow, you will bore the GM and may be waylaid by more than your share of wandering monsters without accomplishing anything but killing additional characters. As you gain playing experience you will learn the proper pace, but rely on your GM for guidance. If he seems overly bored or annoyed, pick up the pace!

5) Avoid arguing.

Arguments among players are the GM's best friend. HackMaster is tough enough without you being your own enemy. While disagreements about a course of action will certainly arise from time to time, players should quickly discuss their options and reach a consensus in order to proceed; bickering in the dungeon will only create noise that may well attract wandering monsters.

6) Be on your guard.

Don't be overly cautious, but be advised that some non-player characters may try to hoodwink you, players may doublecross you, and while adventuring, tricks and traps await the unwary. Of course, you won't avoid every such pitfall (your GM will make sure of that), but don't be surprised if everything is not always as it seems.

7) The golden (NPC) rule.

Treat any retainers or NPCs with extreme caution. While useful, the GM will certainly use them to manipulate you and push your buttons. If you try to avoid this by rewarding them generously and do not expose them to great risks of life and limb that your own character would not face, then you can expect a continuing loyalty as the GM uses them to siphon off your hard-earned dough.

8) Know your limits.

Your party may not be a match for every monster you encounter, and occasionally it pays to know when and how to run away from danger. Likewise, a dungeon adventure may have to be cut short if your party suffers great adversity and/or depleted strength. Many times it will take more than one adventure to accomplish certain goals, and it will thus be necessary to come back out of a dungeon to heal wounds, restore magical abilities and spells, and reinforce a party's strength. Rarely, but occasionally, you can find a "safe spot" where you can rest and heal in the dungeon. These are great, because they save time, expense, and potential embarrassment and loss of honor at the hands of suddenly-brave zero-levels when you're at your weakest.

9) Use your head.

Many of the characters' goals in the game can be accomplished through the strength of arms or magic. Others, however, demand common sense and shrewd judgment as well as logical deduction. The most successful players are those who can effectively use both aspects of the game to advantage.

10) This is a game.

The fun of a HackMaster game comes in playing your character's role. Take on your character's persona and immerse yourself in the game setting, enjoying the fantasy element and the interaction with your fellow players and the GameMaster. But don't get carried away and turn this into some kind of thespian gathering; it's called HackMaster for a reason. If we wanted you to flit about pretending to be fairies, we'd have called it ActMistress.

GOOD LUCK, ENJOY YOURSELF, AND GOOD HACKING!

The Diary of Melanee

12080 Barz'tera 3.

Oh happy day! A castle! My Rogahn has built a castle for me. What a lucky girl am I. Won't Perelaine and Jasabiel be soooo jealous! My hero Rogahn. Rogahn, how I love thee.

12080 Barz'tera 5.

I cannot hardly wait to see my castle. This explains so much. All of the late nights out with the boys, especially that Zelligar, and all the weekends we would have spend alone together - gone. How petty and foolish I was to think he was seeing another, when he was out toiling to build me a wonderful castle! I will never doubt my love again!

12080 Barz'tera 18.

Quasqueton. I like the sound of that. Quasqueton. My love Rogahn tells me it is the Elfish word for my own name - Melanee, which explains why it sounds so lovely. Quasqueton. What a grand place this great castle is. Standing so nobly atop the green hillock, it has the loveliest view of the lush valley below. The air is so sweet and the flowers so bright! I do believe I will truly love it here.

12080 Quay'tera 5.

I can't believe it! My Rogahn refused my simple request to make the 'guard tower' my personal apartments when it is complete. The light is lost to me. My bedchamber is dark all the day long and the cold and damp remain regardless of any decorations or finery.

Rogahn promised I would have an enormous window - the better to see the valley below! Tomorrow I will make him build me one.

12080 Quay'tera 6.

Once again, Rogahn has refused my small request. I cannot believe he lied to me over so small a matter. As my mother always told me, 'One falsehood begets another.' How can I ever trust him?

He prattles on about how the tower is for defense and it is unsafe for me. BAH! I know THAT'S a damn lie. No one is as strong as my Rogahn and no one would dare assault me or this place. Especially with that creepy Zelligar hanging around. And don't think I don't know what those guards are thinking when they gaze at me with that look in their eyes.

12080 Tarn'tera 19.

My lovely garden -- it's ruined! All of my newly planted violets and marigolds are completely dead. DEAD. This awful fungus is out of control. I just can't figure out why it won't go away.

One thing's for certain - that bastard Zelligar is behind this mess. He's cast some sort of spell on my garden because he hates me. He's jealous because he's so ugly and old. I confronted him with it, but he just denied it, like always. He treats me like some sort of child or simpleton. They all do. Well, I don't have to take this crap from him. I will have my Rogahn smack the scrawny little vindictive jerk down for me. And that will be the end of it.

12080 Tarn'tera 20.

Rogahn says I'm imagining it. He's actually taking Zelligar's side against me - again! I've never been so humiliated in all my life. I am not making this up!

Every last plant in my little garden is now gone. My last reminder of home - of a life outside this hellish pit - is now gone. Devoured by a fungus created by a petty, mean old, ugly, toad-loving dirty wizard.

12080 Adnar'kerz 22.

That guard - I think his name is Jaque - keeps looking at my bosom. I can't believe it. I told Rogahn to do something about it, but he refuses to do a thing.

I just know they're all laughing into their sleeves behind my back.

12080 Freta'kerz 1.

That's it. I can't stand it any more. I'm leaving at the first opportunity. Everyone here hates me and I hate them. What a mistake it was to ever believe Rogahn. He's done nothing but lie to me. And he never visits like he did in the beginning.

I can't believe he did this to me. I wish he would have left me to burn in the fire. My fairy tale turned into a nightmare courtesy of Rogahn the asinine. I don't know what the future holds, but anything else including life as a serving wench would be better than this hell.

Farewell.

12080 Freta'kerz 3.

Oh, my new love "E" has saved me from utter destruction in the dark forest on the other side of the valley. He rescued me from an entire pack of those smelly creatures Rogahn calls

gnolls. He forced himself. . . no, forced cannot be the word when it is given willingly. Oh, E, free me from the clutches of Rogahn and his evil "friend" Zelligar - the swine!

12080 Freta'kerz 27.

At last, Rogahn is leaving with his vile henchmen. I don't see what such sallying forth has to do with the tower falling down - or the crappy workmanship of those losers he's hired - and I don't care. I plan to use my time to throw caution to the wind.

I come to you E, my sweetheart, you need wait no longer today.

12080 Freta'kerz 28.

I think I must be in heaven! E is so much more, ah, attentive and so wonderful.

That dark twerp, Marevak, gives me the creeps. It's none of his beeswax what I do and with whom. I think he plans to tell Rogahn, but I have plans to stop him.

12081 Haar'kiev 1.

I talked to my love and he said he has a job offer at Frandor's Keep, that little keep just over the valley. We have a plan to make our escape, and I'll pay the uglies to take care of that runty advisor. If that stinky dog Rogahn ever returns, I'll be far out of his clutches.

Like he'd even notice my absence anyway.

BATTLE SHEET

Upper Level Wandering Monsters

Cockroaches, giant, Dire (1): (HF 4, EP 120, Int non (0), AL N, AC 4, MV 6", fly 12", HD 2+3, HP 30 ea. SZ: S, #AT 1, D 1-8, SA: Nil, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-0, FF: N/A, Reference HOB 2 p30.)

HPs

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Insidious Stalker (1): (HF 7, EP 270, Int 6, AL NE, AC 3, MV 12", HD 1, HP 24, SZ S, #AT 1 or 1, D 1-4 (bite) or 1-6 + special (pounce), SA: Strangulation, SD: Immune to acid, Lang: None, Hon: N/A., TOP: 12, Crit BSL: Def AC-2, FF: 10, Reference HOB 4 p32.)

HPs

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Rounds after successful hit

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Kangaroo Flea, Giant (1-3): (HF 1, EP 35, Int Non-(0), AL N, AC 4, MV 6" or hop 12", HD 1, HP 23 ea., SZ M, #AT 1, D 1-4, SA: Blood Drain, SD: Nil, Lang: None, Hon: N/A., TOP: N/A Crit BSL: Def AC-2, FF: N/A, Reference HOB 4 p61.)

1) HPs

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2) HPs

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3) HPs

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Lemur, Feces-Flinging (1): (HF 1, EP 15, Int 3, AL N, AC 8, MV 6", HD 1, HP 27, SZ S, #AT 1, D 1-4, SA: feces flinging, SD: Nil, Lang: None, Hon: N/A., TOP: 14, Crit BSL: Def AC-2, FF: 8, Reference HOB 4 p83.)

HPs

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Rounds of blinding

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Rats, Common (3-12): (HF 0, EP 5, Int 1, AL N(E), AC 7, MV 15", HD <1-1, HP 4 ea., SZ T, #AT 1, D 1 + 5% chance of contracting disease, SA: Disease, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-4, FF: N/A, Reference HOB 6 p113.)

HPs

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Upper Level Planned Monsters

1a. Rogue Magic Mouth: (HF 0, EP 120, Int 8-10, AL N, AC 3, MV 3" (fly), HD 1, HP 24, SZ M, #AT 1, D 1-4 (may save vs. magic to avoid), SA: Nil, SD: only harmed by magic, Lang: Common, Hon: Ave., TOP: N/A, Crit BSL: Def AC-2, FF: N/A, Reference HOB 4 p111.)

HPs

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1a. Sassy Magic Mouth: (HF 0, EP 120, Int 8-10, AL CN, AC 3, MV 3" (fly), HD 1, HP 24, SZ M, #AT 1, D 1-3 (may save vs. magic to avoid), SA: cause spell failure, SD: only harmed by magic, Hon: Ave., TOP: N/A, Crit BSL: Def AC-2, FF: N/A, Reference HOB 4 p111.)

HPs

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2. Hood Winker: (HF 4, EP 175, Int 2-4, AL N, AC 6, MV 6", HD 2+2, HP 30, SZ S, #AT 1, D 1-4, SA: suffocation, SD: immune to Sleep spells, Lang.: None, Hon: N/A, TOP: N/A, Crit BSL: Def AC-0, FF: N/A, Reference HOB 4 p12.)

HPs

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Suffocation Rounds

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4. Mimic, Mineral: (HF 13, EP 120, Int 2-4, AL NE, AC 3, MV 3", HD 4, HP 45, SZ M, #AT 1, D 1-6 (psuedopod)/1-8 (bite), SA: Glue, SD: Camouflage (+4 to surprise), Lang: None, Hon: Ave., TOP: N/A, Crit BSL: Def AC+2, FF: 12, Reference HOB 5 p18.)

HPs

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6. Enchanted Door: (HF 10, EP 540, Int 11, AL NE, AC 4, MV 3-foot arc, HD 6, HP 51, SZ M, #AT 1, D 2-7, SA: Spell use (Charm Person, Hold Person), SD: Wizard Lock Lang: Common, Hon: Ave., TOP: N/A, Crit BSL: Def AC+4, FF: N/A, Reference HOB 3 p21.)

HPs

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6. Homonculous (Mr. Pleasington): (HF 1, EP 270, Int 17, AL NE, AC 6, MV 6"/18" (fly), HD 2, HP 28, SZ T, #AT 1, D 1-3 (bite), SA: sleep poison, SD: Nil, Lang: Common, Hon: Ave., TOP: 14, Crit BSL: Def AC+0, FF: 9, Reference HOB 4 p12.) Like his master, Mr. Pleasington has the following quirks and flaws: nervous tick, jerk and color blind.

HPs

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Sleep Poison

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8. Jaguar: (HF 5, EP 420, Int 2-4, AL N, AC 6, MV 15", HD 4+1, HP 41, #AT 3, D 1-3/ 1-3/ 1-8 (claw, claw, bite), SA Rear Claws rake 2-5 x 2 (d4+1), SD Surprised 1 in 10, Lang: Nil, Hon: Ave, TOP 20, Crit BSL Def AC +2, FF 9, Reference HOB 1 p 109)

HPs

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9. Crawling Claws (4): (HF 1, EP 35, Int Non (0), AL N, AC 7, MV 9", HD <1-1, HP 3 each, SZ T, #AT 1, D 1-6 to those in leather or less, 1-4 otherwise, SA Nil, SD Half damage from edged weapons, immune to death magic, undead resistance to spells, Lang N/A, Hon: Ave, TOP N/A, Crit BSL: Def AC-4, FF N/A, Reference HOB 2 p 37)

HPs

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9. Insidious Ichor: (HF 3, EP 420, Int 8-16, AL NE, AC 9, MV 6", HD 3, HP 32, SZ M, #AT 1, D special: see above paragraph, SA special see above, SD special see above, Lang: Common plus possibly a dead language, Hon: Ave, TOP N/A, Crit BSL Def AC -1, FF N/A, Reference HOB 4 p 31)

HPs

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Rounds of Seepage

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12. Dire Fireflies (4): (HF 4, EP 300 each, Int 1, AL N(E), AC 4, MV 3", 15" flying, HD 1+4, HP 29, 28, 27, 26, SZ S, #AT 1, D 1-2, SA: fire electrical bolt for 5-20 hp 1/turn, SD: Nil, Lang.: None, Hon: N/A, TOP: 16, 15, 14, 13, Crit BSL: Def AC-1, FF: N/A, Reference HOB 3 p33.)

1) HPs

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Recharge

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2) HPs

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Recharge

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3) HPs

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Recharge

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4) HPs

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Recharge

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22. Dark Seethers (4): (HF 3, EP 120, Int Non (0), AL N, AC 10, MV Immobile, HD 4+3, HP 37, 40, 43, 44, SZ S, #AT 1, D Special, see above, SA Special, see above, SD Nil, Lang: N/A, Hon: Ave, TOP 19, Crit BSL: Def AC +2, FF N/A, Reference HOB 2 p 49)

1) HPs

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2) HPs

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3) HPs

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4) HPs

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24a. Indigo Ambusher (HF 2, EP 65, Int 1, AL N, AC 3, MV 6" (fly), HD 2+1, HP 35, SZ S, #AT 1 and 1 (Indigo Ambushers always go for the neck (-2 to hit) second round after a successful hit, ambusher will strike with tail hitting automatically, D 1-4 and 2-12 electrical, SA Nil, SD Immune to electricity, Lang: N/A, Hon: Ave, TOP 16, Crit BSL: Def AC, FF: 8, Reference HOB 4 p 30)

HPs

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FF

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27. Jaculi (2): (HF 1, EP 35, Int 1, AL N, AC 6, MV 9", HD 1, HP 32, 29, SZ L, #AT 1, D 1-6, SA Nil, SD Camouflage, Hon: Ave, TOP 15, Crit BSL Def AC -2, FF 6, Reference HOB 4 p 40)

1) HPs

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2) HPs

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FF

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28a. Huecuva: (HF 4, EP 270, Int 2-4, AL CE, AC 3, MV 9", HD 2, HP 28, SZ M, #AT 1, D 1-6, SA Disease, SD Hit only by silver or +1 weapon, Lang: N/A (Moaning and wailing), Hon: Ave, TOP N/A, Crit BSL: Def AC, FF N/A, Reference HOB 4, p 18)

HPs

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29. Org: (HF 1, EP 120, Int 10, AL CE, AC 5 (hide armor and medium shield), MV 9", HD 3+1, HP 34, SZ M, #AT 1 (at a +3 to-hit from magic and 16 Strength, D1-8+5), SA Nil, SD Nil, Lang: Orcish, Common, Hon: Ave, TOP 17, Crit BSL Def AC +4, FF 9, Reference HOB 6 p 33)

HPs

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FF

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Hide armor
AC 6 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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31. Green Slime: (HF 0, EP 35, Int Non- (0), AL N, AC 9, MV 0", HD 2, HP 24, SZ M, #AT 0, D 0, SA Transformation, SD Nil, Lang: N/A, Hon: Ave, TOP N/A, Crit BSL: Def AC, FF N/A, Reference HOB 7 p 79)

HPs

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33. Orcs (HF 0, EP 15, Int 8, AL LE, AC 7, MV 7", HD 1, HP 29, 29, 28, 27, 27, 26, 26, 26, 25*, 24, 24, 23, SZ M, #AT 1 (at -1 to hit due to intoxication), D by weapon (broadswords), SA Nil, SD Nil, Lang, Orcish, Common, Hon: Ave, TOP 13, Crit BSL Def AC -3, FF 5, Reference HOB 6 p 33)

1) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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2) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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3) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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4) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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5) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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6) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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7) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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8) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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9) HPs

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FF

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studded leather armor +2
AC 5 6 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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10) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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11) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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12) HPs

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FF

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studded leather armor
AC 7 8 9
HP

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medium shield
AC +3 +2 +1
HP

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39. Trash Ogre: (HF 2, EP 270, Int 7, AL CE, AC 4, MV 9", HD 4, HP 32, SZ L, #AT 1, D 2d4 (+3 to-hit, +7), SA -1 to ALL die rolls, SD N/A, Lang: N/A, Hon: dishonorable, TOP 16, Crit BSL Def AC 5, FF 8, Reference HOB 6 p 24)

HPs

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FF

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Lower Level Wandering Monsters

Large Rats (2-8): (HF 0, EP 7, Int 1, AL N(E), AC 7, MV 15", HD <1-1, HP 6 ea., SZ T, #AT 1, D 1d4-2 + 7.5% chance of contracting disease, SA: Disease, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-4, FF: N/A, Reference HOB 6 p113.)

HPs

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Dire Cockroaches (1-2): (HF 4, EP 120, Int non (0), AL N, AC 4, MV 6", fly 12", HD 2+3, HP 30 ea., SZ S, #AT 1, D 1-8, SA: Nil, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-0, FF: N/A, Reference HOB 2 p30.)

1) HPs

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2) HPs

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Lime Green Quivering Mass (1): (HF 4, EP 280, Int 3, AL N, AC 10, MV 6", HD 4, HP 39, SZ M, #AT 1, D 1-12, SA: anyone struck by a Lime Green Quivering Mass must save vs. paralysis or be paralyzed for 1-6 rounds, SD: immune to damage from blunt weapons, Lang.: None, Hon: N/A, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 4 p87)

HPs

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Paralysis

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Gelatinous CUBE (1): (HF 8, EP 725, Int Non (0), AL N, AC 8, MV 6", HD 4, HP 35, SZ L, #AT 1, D 2-8, SA: anyone struck by a Gelatinous Cube must save vs. poison or be paralyzed for 5-20 rounds, Surprise 5 in 10, SD: immune to electricity, fear, hold spells, paralyzation, polymorph and sleep-based attacks, resistant to cold, Lang.: None, Hon: N/A, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 3 p48.)

HPs

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Paralysis

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Lower Level Planned Monsters

B04. Shimmer Moss: (HF 1, EP 7, Int non (0), AL N, AC 9, MV Nil, HD 1, HP 24, SZ S, #AT Nil, D Nil, SA: Fascination, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: N/A, FF: N/A, Reference HOB 5 p48.)

HPs

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B10. Dire Fireflies (3): (HF 4, EP 300 each, Int 1, AL N(E), AC 4, MV 3", 15" flying, HD 1+4, HP 29, 28, 26, SZ S, #AT 1, D 1-2, SA: fire electrical bolt for 5-20 hp 1/turn, SD: Nil, Lang.: None, Hon: N/A, TOP: 16, 15, 14, 13, Crit BSL: Def AC-1, FF: N/A, Reference HOB 3 p33.)

1) HPs

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Recharge

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2) HPs

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Recharge

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3) HPs

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Recharge

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B12. Sewer Gophers (4): (HF 3, EP 175 each, Int 5, AL N, AC 6, MV 9", HD 3+2, HP 33, 31, 30, 28, SZ M, #AT 3, D 1-4/1-4/1-6, SA: 25% chance to decapitate on a to-hit roll of 20, called shots do double damage, SD: stench (-1 to hit), +2 save vs. fire attacks, Lang.: Common, Hon: Ave, TOP: 17, 16, 15, 14, Crit BSL: Def AC+1, FF: 9, Reference HOB 3 p93.)

1) HPs

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2) HPs

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FF

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3) HPs

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FF

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4) HPs

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FF

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B14. Shriekers (4): (HF 2, EP 120, Int Non-(0), AL N, AC 7, MV Nil, HD 3, HP 40, 34, 31, 29, SZ M, #AT 0, D Nil, SA: Shriek, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: N/A, FF: N/A, Reference HOB 7 p60.)

1) HPs

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2) HPs

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3) HPs

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4) HPs

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B17. Cave Gougers (2): (HF 2, EP 150 each, Int 6, AL CN, AC 7, MV 7", HD 2, HP 34, 24, SZ: M #AT 2, D 1-6/1-6, SA: gouge out eyes on a to-hit roll of 20, SD: never surprised, Lang.: Gouger, Hon: Ave, TOP: 17, 12, Crit BSL: Def AC+0, FF: 6, Reference HOB 3 p99.)

1) HPs

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FF

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2) HPs

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B19. Piercers (12): (HF 1-5, EP 15/35/65/125 by hit die, Int 1, AL N, AC 3, MV 1", HD 1-4, HP (4HD) 40, 38, 32 (3HD) 34, 31, 29 (2 HD) 30, 26, 25, (1 HD) 27, 24, 23, SZ S (1-2 HD) to M (3-4 HD), #AT 1, D 1-6 per hit die, SA: Nil, SD: Nil, Lang: None, Hon: N/A., TOP: N/A, Crit BSL: Def AC-2 (1 HD), Def AC-0 (2 HD), Def AC+1 (3 HD), Def AC+2 (4 HD), FF: N/A, Reference HOB 6 p70.)

1) HPs

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2) HPs

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3) HPs

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4) HPs

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5) HPs

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6) HPs

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7) HPs

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8) HPs

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9) HPs

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10) HPs

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11) HPs

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12) HPs

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B26. Troglodytes (15)

Male Troglodytes (7): (HF 3, EP 120 each, Int 6, AL CE, AC 5, MV 12" 9" Sw, HD 2, HP 36, 34, 32, 30, 28, 26, 25, SZ M, #AT 3 or 1, D 1d4-2/1d4-2/2-5 (claw/claw/bite) or 2-8 (javelin + 3 to-hit), SA: surprise 6 in 10, SD: weakening stench (those within five feet must save vs. poison or lose 1-6 points of Strength for 1 turn), Lang.: Trog, some common, Hon: Ave, TOP: 18, 17, 16, 15, 14, 13, 12, Crit BSL: Def AC-0 (claw/claw/bite) Def AC+3 (javelin), FF: 6, Reference HOB 8).

1) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
2) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
3) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
4) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
5) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
6) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
7) HPs	□□□□□	□□□□□	□□□□□
	□□□□□		
FF	□□□□□	□	

Female Troglodytes (7): (HF 1, EP 35 each, Int 6, AL CE, AC 5, MV 12" 9" Sw, HD 1+1, HP 29, 27, 26, 24, 24, 24, 23, SZ M, #AT 3 or 1, D 1d4-2/1d4-2/2-5 (claw/claw/bite) or 2-8 (javelin + 3 to-hit), SA: surprise 6 in 10, SD: weakening stench (those within five feet must save vs. poison or lose 1-6 points of Strength for 1 turn), Lang.: Trog, some common, Hon: Ave, TOP: 14, 13, 13, 12, 12, 12, 11, Crit BSL: Def AC-1 (claw/claw/bite) Def AC+2 (javelin), FF: 6, Reference HOB 8).

1) HPs	□□□□□	□□□□□	□□□□□
	□□□□□	□□□□□	□□□□□
FF	□□□□□	□	
2) HPs	□□□□□	□□□□□	□□□□□
	□□□□□	□□□□□	□□□□□
FF	□□□□□	□	
3) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
4) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
5) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
6) HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	
7) HPs	□□□□□	□□□□□	□□□□□
	□□□□□	□□□□□	
FF	□□□□□	□	

Troglodyte Male leader: (HF 4, EP 200, Int 6, AL CE, AC 5, MV 12" 9" Sw, HD 3, HP 36, SZ M, #AT 3 or 1, D 1d4-2/1d4-2/2-5 (claw/claw/bite) or 2-8 (javelin + 3 to-hit), SA: surprise 6 in 10, SD: weakening stench (those within five feet must save vs. poison or lose 1-6 points of Strength for 1 turn), Lang.: Trog, some common, Hon: Great (+1 to ALL die rolls), TOP: 18, Crit BSL: Def AC+1 (claw/claw/bite) Def AC+4 (javelin), FF: 6, Reference HOB 8).

HPs	□□□□□	□□□□□	□□□□□
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FF	□□□□□	□	

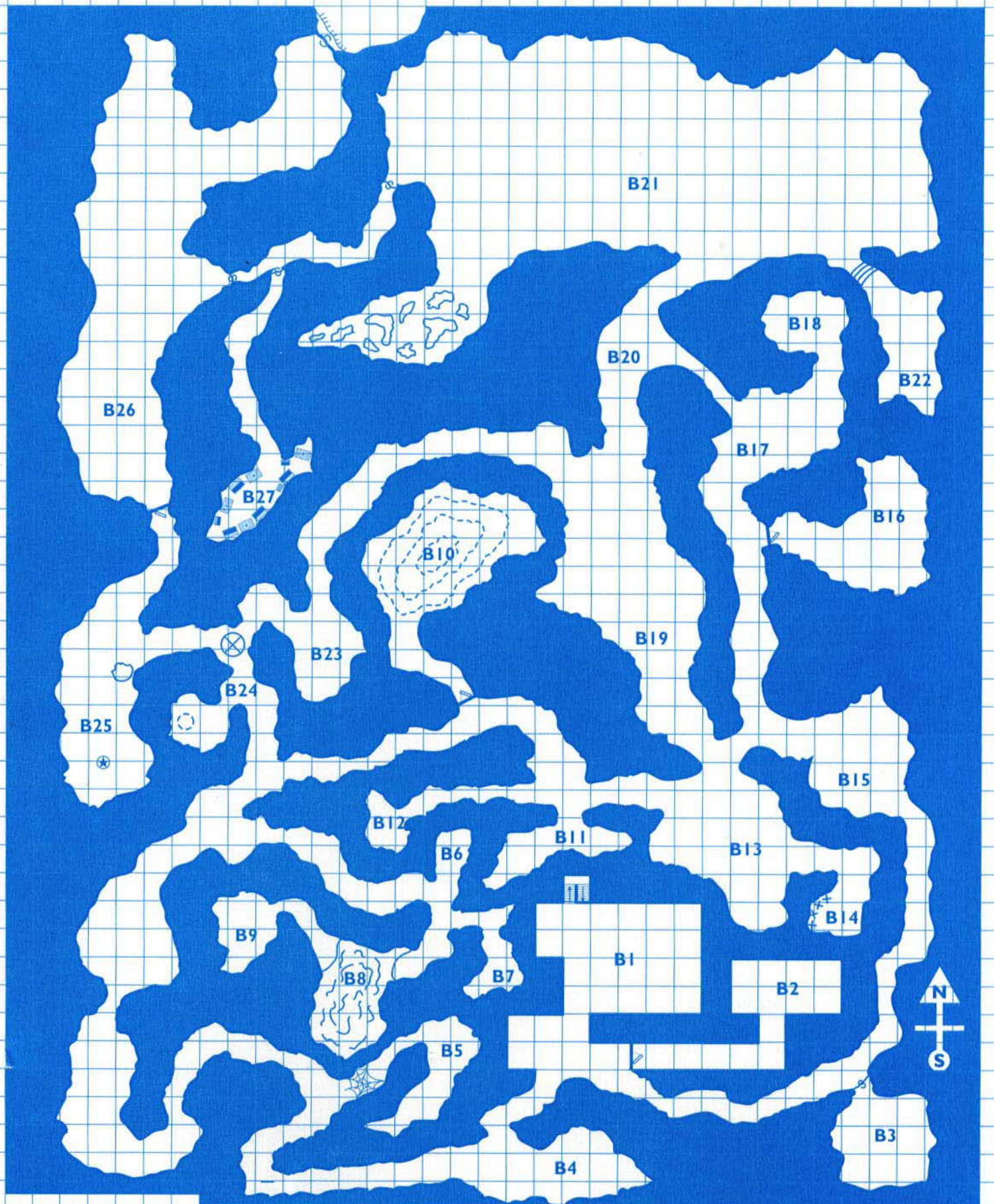
Strength Loss:

Party Member	#	Rounds Affected
	1	□□□□□ □□□□□
	2	□□□□□ □□□□□
	3	□□□□□ □□□□□
	4	□□□□□ □□□□□
	5	□□□□□ □□□□□
	6	□□□□□ □□□□□
	7	□□□□□ □□□□□
	8	□□□□□ □□□□□
	9	□□□□□ □□□□□
	10	□□□□□ □□□□□
	11	□□□□□ □□□□□
	12	□□□□□ □□□□□

B27. Decrepit Muck Golem: (HF 6, EP 650, Int 0, AL N, AC 8, MV 3", HD 5, HP 37, SZ M, #AT 1, D 1-6, SA: suffocation, SD: Nil, Lang.: none, Hon: N/A, TOP: N/A, Crit BSL: Def AC+3, FF: N/A, Reference HOB 3 p89)

HPs	□□□□□	□□□□□	□□□□□
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Suffocation	□□□□□	□□□	
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QUASQUETON LOWER LEVEL



Scale = 10 feet

See the HackMaster Player's Handbook for standard map symbols.



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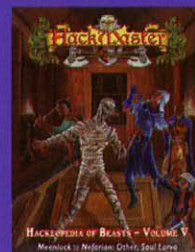
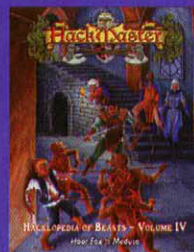
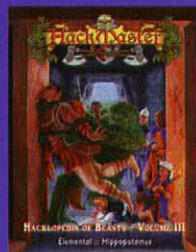
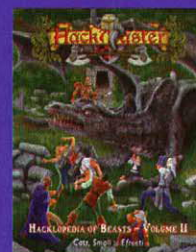
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