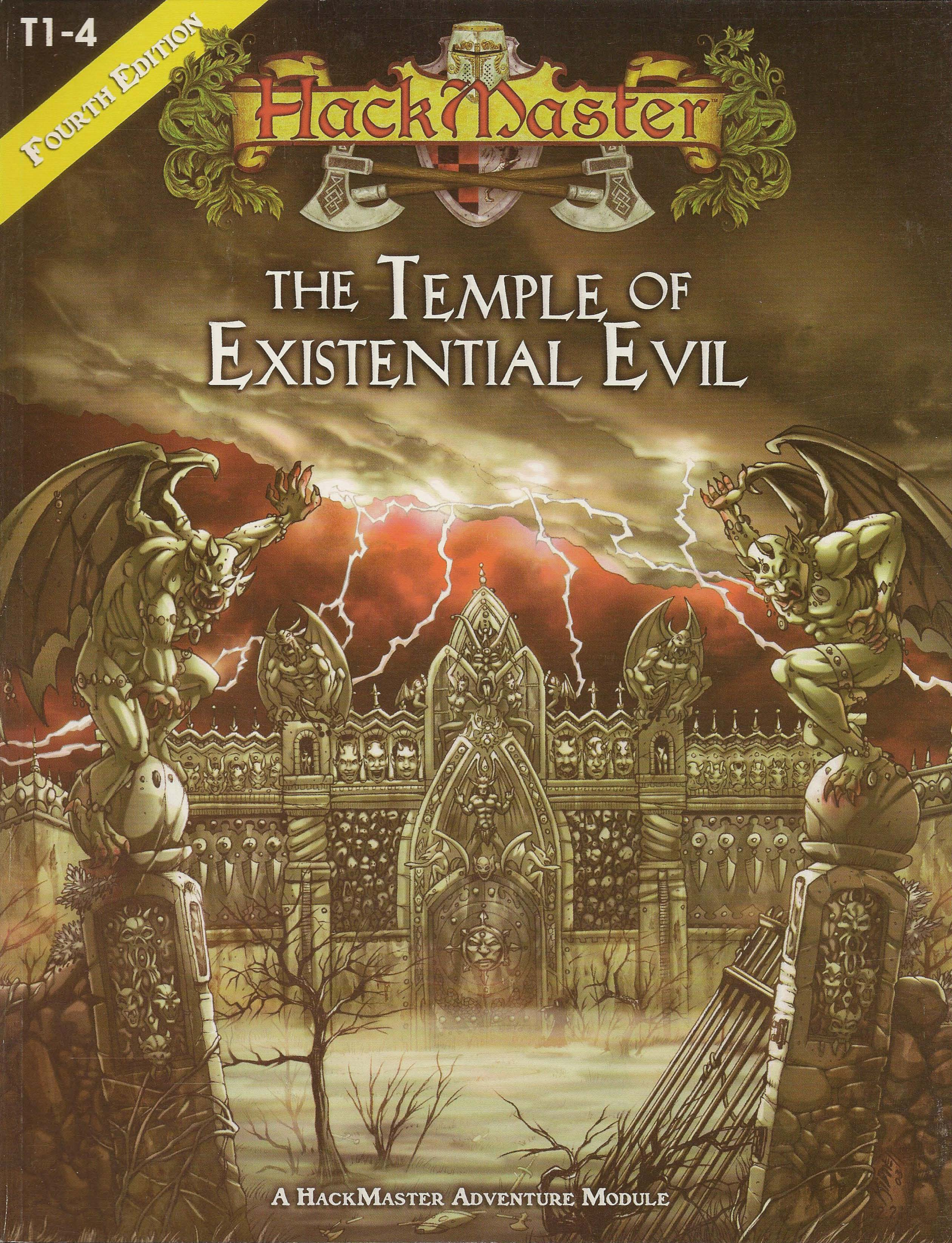
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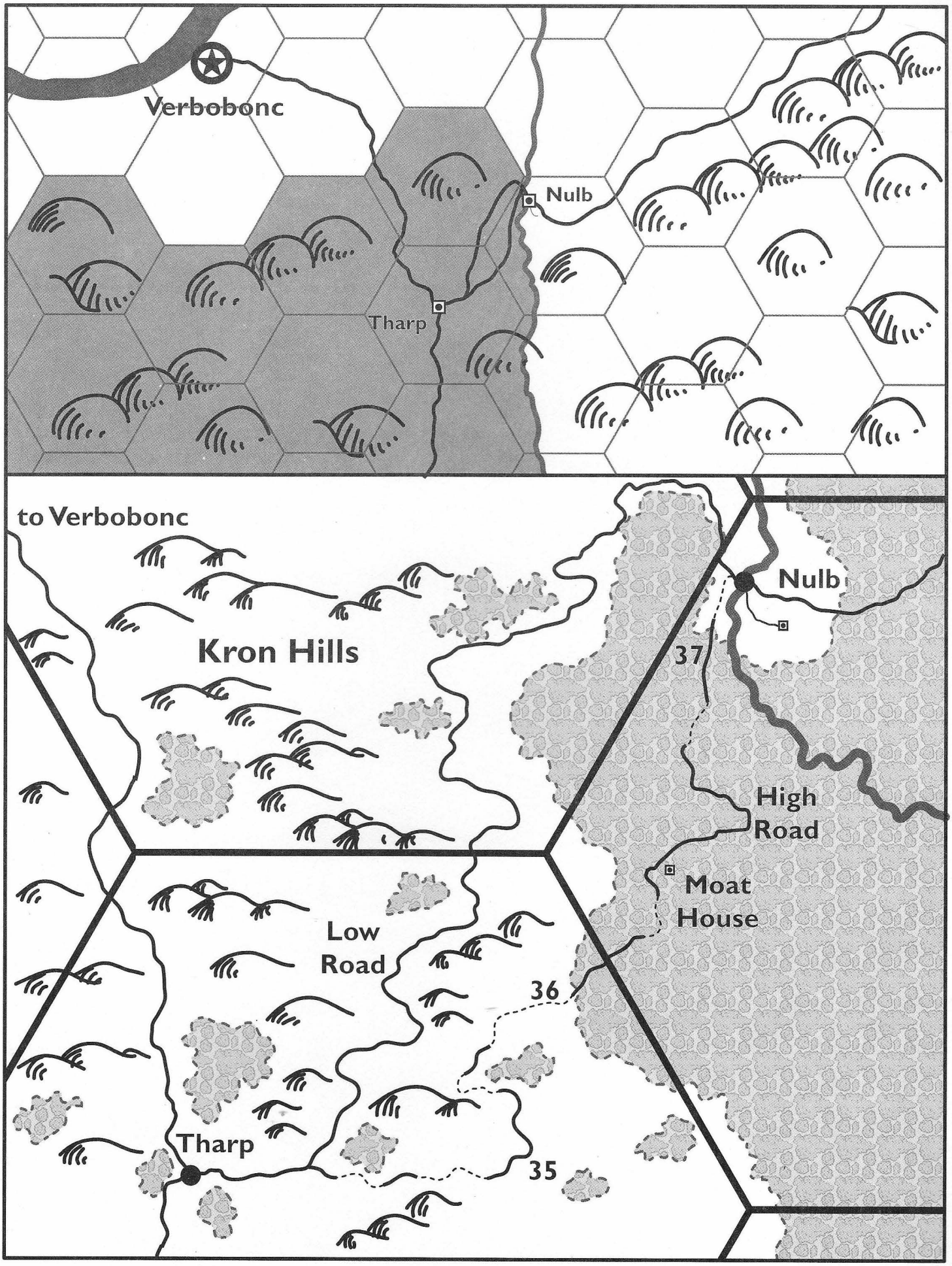
FOURTH EDITION

HackMaster

THE TEMPLE OF EXISTENTIAL EVIL



A HACKMASTER ADVENTURE MODULE


Verbobonc
Nulb
Tharp
to Verbobonc
Kron Hills
Nulb
37
High
Road
Moat
House
Low
Road
36
Tharp
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Temple of Existential Evil

An Adventure Module for Characters level 1-8

* GAMEMASTER'S EYES ONLY *

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

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Introduction

INTRODUCTION

Welcome to the Oerth fantasy setting! Prepare yourself my friend, for you are about to embark on a journey into a land where magic and monsters lurk in every darkened corner. This is not a place for the meek spirited or the wuss of heart. This is one of the many fantastic realms of the HACKMASTER™ role-playing game. Like the popular Garweeze Wurld campaign setting (see the Garweeze Wurld Garweezeteer, as well as many other fine HACKMASTER books), Oerth is also a setting rich in history, intrigue, and magic... a place of opportunity and of danger as well.

This story unfolds in a small part of that land, a very small part indeed. But this place (at the foot of the Kron Hills not far north of the great Azure Sea) could breed dangers to threaten the nearby greater realms of the Archclericy of Veluna, and the kingdoms of Celene and Furyondy. There are also two small villages, Tharp and Nulb, that lie surrounded by the ancient wrinkled hills, squat in the vales between these great powers like two dark and tiny eyes on the face of some evil gawd.

Your players should each have a character of 1st or 2nd level; these young novices are about to set forth on the path to real adventure. The road may seem clear at first, but many twists and turns await them in the near future, and in the far future as well. The tasks of the GameMaster (GM) are many. You have to portray two entire villages, person by person, as well as the scoundrels that lurk in shadows, the monsters prowling the nearby ruins, and so on. But the challenges, situations, or amusements they present are only as good as your skills. Start at the beginning, and stop when you feel the pinch of time.

Just remember the GameMaster Code of Conduct Canon I: "The Game Must Go On!" Don't let sessions become too few and far between or else you run the serious risk of violating this tenet of HACKMASTER.

A WARNING TO PLAYERS

What the hell do you think you're doing? If you plan to play in this module and participate in the gore and carnage it offers you, then you should damn well STOP reading now. What are you thinking? The information in ALL HACKMASTER modules is strictly for GameMaster's (GM) Eyes Only! Attempting to glean clues from this adventure will not only spoil the surprises and excitement of the game but it's unethical. Reading any further will result in harsh penalties and possible banishment from the HACKMASTER Association (HMA). Be a man (or a woman as the case may be) of honor and put this book down NOW! Then step away. And should you choose to ignore this friendly warning then a hex on thee, you scoundrel — A GM's Curse on your dice!! May they fail you and consign you to an endless cycle of untimely Player Character deaths! May misfortune hound your every step in the game till the end of time.

[Note: In the event you later receive your GM credentials and thereby qualify to possess knowledge contained herein, this curse can by removed by sending a sincere 1,000 word apology along with a photocopy of your HMGMA membership card and a check for $25.00 processing and handling to the HMA offices. Should the HMA, after reviewing the matter, decide to reject your apology, no refund shall be given and the curse will remain in effect.]

A WARNING TO GAMEMASTERS

Fellow GameMasters, despite the above stern admonishment to players, you know as well as I that player-types love to flock together between adventures and share secrets and information. If many copies of this module are available to the players in your local gaming circle you can bet your lucky tensider that some of the secrets of this module have already been leaked. Not to worry, as GM you shall have the last laugh yet. If you suspect that your players are bellying up to the table with information they shouldn't have, you are strongly encouraged to alter sections of these adventures with an eye toward regaining your advantage. Then you can sit back with a smug grin on your face as you watch your players grow wide-eyed with terror and squirm as it slowly dawns on them that you are wise to them.

GETTING STARTED

Before starting the adventure, each player should have the HACKMASTER *PLAYER'S HANDBOOK* (PHB), a set of dice, and a first or second level character (the group ideally including at least one of each of the four major classes). The GameMaster needs the HACKMASTER *GAMEMASTER'S GUIDE* (GMG), scrap paper, and dice. The books of the HACKMASTER *HACKLOPEDIA OF BEASTS* (HOB) can also help greatly. Some items or spells may refer to another HACKMASTER reference such as HackJournal (HJ). If you do not own the appropriate reference either go out and buy it or substitute a suitable alternative from the core rulebooks that you do own. Also before the game, the GM should read and become familiar with the entire adventure. Concentrate on the overall themes and their connections in the different locales. If an encounter includes special notes that will apply before a party can react, highlight or mark these passages as a reminder, so you're sure to properly include each detail.

GM, if you start the adventure before reading the whole, limit the first game session to Tharp itself. Then, if you're too busy to memorize the book by heart, at least read enough in advance to keep ahead of the players. Any GM worth his salt should also be familiar with the deities of Gawds & Demi-Gawds, and review the appropriate legends with the players either before starting - or at some time early in the characters' careers. (After all, you don't want the players do get the drop on you, do ya?)

Now have one player read the following player's background to the rest, supplying Map #1 for their reference. The background is a bit lengthy - but the road ahead is a long one, as well.

PLAYER'S BACKGROUND

The Hamlet of Tharp (or merely "Tharp," as it is commonly called) is situated in the central part of the Flanaess, that portion of western Oerik Continent that is known and "civilized." The hamlet-sized village (local parlance having distinguished it with the greater term) is located some 30 leagues southeast of the town of Verbobonc, or thereabouts, on the fringe of the territory controlled by the noble Lord, the Viscount of Verbobonc. It is at a crossroads.

To the north is the mighty Velverdyva River, along whose south bank runs the Lowroad. Many days' travel to the east, on the shores of the Lake of Unknown Depths (the Nyr Dyv), is the great walled city of Dyvers. The village of Eathrow lies about halfway along the route. Below that to the southeast and east are miles and miles of forest (the Gnarley), beyond which is the Wild Coast, Woolly Bay, and the Sea of Gearnat. The road south forks a league or so beyond the little community, one branch meandering off towards

Definitions of Abbreviated Terms

HF = HackFactor
EP = Experience Points
Int = Intelligence
AL = Alignment
LG = Lawful Good
NG = Neutral Good
CG = Chaotic Good
CN = Chaotic Neutral
LN = Lawful Neutral
N = True Neutral
CE = Chaotic Evil
NE = Neutral Evil
LE = Lawful Evil
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
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.)
ML = Morale value of creature
TOP = Threshold of Pain (GMG page 105). 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 p 110). This is defined in terms of the defender's AC plus or minus an integer.
FF = Fatigue Factor (GMG page 107). 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 (for characters with those scores) or against a creature's morale rating for monsters without defined ability scores.
HOB = Hacklopedia of Beasts.
C = Cleric
F = Fighter
MU = Magic-user
T = Thief
S = Strength
I = Intelligence
W = Wisdom
D = Dexterity
Con = Constitution
Ch = Charisma
Com = Comeliness
SSG = Spellslinger's Guide to Wurld Domination. If you do not have this rulebook, substitute the spells or other material referenced from it with standard spells from the Player's Handbook or GameMaster's Guide.
G&DG = Gawds and Demi-Gawds contains information on the deities of the HackMaster game.

the Wild Coast, the other rolling through the lower Kron Hills to the village of Ostverk and then eventually turning southwards again into the elven kingdom of Celene. The western route leads into the very heart of the gnomish highlands, passing through Greenway Valley about a day's travel distant and going onwards to the Lortmil Mountains far beyond.

Tharp grew from a farm or two, a rest house, and a smithy. The roads brought a sufficient number of travelers and merchant wagons to attract tradesmen and artisans to serve those passing through. The resthouse became a thriving inn, and a wheel and wainwright settled in the thorp. More farmers and herdsmen followed, for grain was needed for the passing animals, and meat was in demand for the innfolk.

Prosperity was great, for the lord of the district was mild and taxed but little. Trade was good, and the land was untroubled by war, outlaws, or ravaging beasts. The area was free, beautiful, and bountiful - too much so, in the eyes of some.

Whether the evil came west from Dyvers (as is claimed by one faction) or crept up out of the forestlands bordering the Wild Coast (as others assert), come it did. At first it was only a few thieves and an odd group of bandits molesting the merchant caravans. Then came small bands of humanoids (kobolds or goblins) raiding the flocks and herds. Local militia and foresters of the Waldgraf of Ostverk apparently checked, but did not stop, the spread of outlawry and evil.

A collection of hovels and their slovenly inhabitants formed the nucleus for the troubles that were to increase. A wicked cleric established a small chapel at this point. The folk of Tharp tended to ignore this place, Nulb, even though it was not very distant. But its out-of-the-way position was ideal for the fell purposes planned for this settlement, as was its position on a small river flowing into the Velverdyva. The thickets and marshes around Nulb became the lair and hiding place for bandits, brigands, and all sorts of evil men and monsters alike. The chapel grew into a stone temple as its faithful brought in their ill-gotten tithes. Good folk were robbed, pillaged, enslaved, and worse.

In but three years, a grim and forbidding fortress surrounded the evil place, and swarms of creatures worshipped and worked their wickedness therein. The servants of the Temple of Existential Evil made Tharp and the lands for leagues around a mockery of freedom and beauty. Commerce ceased, crops withered; pestilence was abroad. The existentialist leaders of the temple sought to spread their evil radical ways to the surrounding lands. They forced upon others their philosophy that existence precedes essence and that the significant fact is that we and things in general exist, but that these things have no meaning for us except as we through acting upon them give them meaning. Mankind is adrift in a sea of chaos, and everyone shall embrace it. If you understand what the hell we just said, then you are well on your way to being prepared to run this adventure.

But the leaders of these bizarre ideas were full of hubris and, in their overweening pride, sought to overthrow the good realms to the north, who were coming to the rescue of the land being crushed under the tyranny wrought by the evil temple. A great battle was fought.

When the good people of Tharp saw streams of ochre-robed men and humanoids fleeing south and west through their community, there was great rejoicing, for they knew that the murderous oppressors had been defeated and driven from the field in panic and rout. So great was the slaughter, so complete the victory of good that the walled stronghold of the Temple of Existential Evil fell within a fortnight, despite the aid of a terrible demon. The place was ruined and sealed against a further return of such abominations by powerful blessings and magic.

Life in Tharp quickly returned to a semblance of its former self, before the rise of the temple. For five years afterward, the village and the surrounding countryside have become richer and more prosperous than ever before. A party of passing adventurers hunted down a monstrous Troll who plagued the place for a time. Carrying the ashes and a goodly fortune as well, the adventurers returned to the village. Before going elsewhere to seek their fortunes, the adventurers also returned a portion of the villagers' losses. Other adventurers, knowing of the evil that had once resided in the area, came to seek out similar caches, and several did find remote lairs and wealth - just as some never returned at all.

After a time, adventurers stopped coming to the area. It seemed that no monsters were left to slay, and no evil existed here to be stamped out. The villagers heaved a collective sigh. Some pained at the loss of income, but others were relieved by the return to the quiet, normal life - and Tharp continued its quiet existence for four years more.

But then, a year ago, the bandits began to ride the roads again - not frequently, but to some effect. To the good folk of Tharp, this seemed all too familiar, so they sent word to the Viscount that wicked forces might still lurk thereabouts. This information has been spread throughout the countryside, and the news has attracted outsiders to the village once again. Who and what these men are, no one can be quite sure. All claim to be bent on slaying mon-

sters and bringing peace and security to Tharp; but deeds speak more loudly than words, and lies cloak the true purposes of the malevolent.

GAMEMASTER NOTES

This adventure is designed for beginning level play. If you happen to have a group with some experience under their belt, allow them to bring their existing characters. After all, there's no sense in making them start the whole business all over again.

Experienced 1st, 2nd, and even 3rd level characters can easily begin in Tharp. If characters are higher than level one, crank up the HackFactor of the adversaries encountered either by making them slightly higher level or adding more of them. You should sharply limit the amount of gear and treasure they can bring to the village (as you will understand when you read the adventure). If your group of players has had exceptional luck, simply engineer a minor encounter or two along the way - light-fingered Leprechauns, a thief or two, or perhaps some brigands - to rid them of a few of those cumbersome gems, coins, and magical items.

For each numbered area, general information is given first. If the text is boxed, it may be read directly to the players. Otherwise, present the given information in your own words. If you are so thoroughly familiar with the adventure that you can simply glance at the name of the encounter area and then put everything in your own words, so much the better. You should be conversant with the whole before beginning play. Your players will, in turn, reflect and be inspired by your skill in presenting the material herein.

Immediately following the player information is more detailed and often secret material, which you should not reveal to the players. Review this carefully as well, to be sure of the interrelationships and consequences of certain actions.

The whole is quite general, in fact, and while some characteristics of the non-player characters (hereafter referred to as NPCs) are given, there is sufficient latitude for you to completely personalize the adventure to fit your style of play and satisfy your players. Follow the guidelines given, but round them out to make each encounter unique.

The persons that are met at the inn, along the road, and so forth, are you; for the GameMaster is monsters, NPCs, and all else but player characters. Play it to the hilt. Do it with flair and wit. Be fair both to the characters and to yourself. Be cunning but just and honest when in the role of a warding ranger. Be deceitful, clever, and thoroughly dishonest when acting the part of a thief. Think of the parts you take as those of characters you are playing, and act accordingly. But temper your actions with disinterest in the eventual outcome, and keep only the viewpoint of that particular role. Wearing two, three, or a dozen different hats is challenging, but that is part of being an outstanding GM.

Most of the local folk, being farmers, revere druidical teachings and consider the Druid of the Grove (area 24) to be their spiritual caretaker. Many of the inhabitants are 0-level commoners such as children and midwives. Statistics included are for townsfolk, usually militia members. In general most of the townsfolk do not walk around in their armor. GMs may need to adjust the AC of the townsfolk if they are attacked unprepared. If game statistics become necessary for them see the *HACKLOPEDIA OF BEASTS* Volume 5, page 8 for the entry of "Men." Floor plans for most of the buildings are not given, so you should design them for areas in which you expect action to occur. Change the map of Tharp as the game progresses. Note any places destroyed, and add new ones for persons you move into the place. If a general battle seems likely, you can list the village militia and fight it out on the tabletop. In short, the scenario has been left as open as possible for your own taste in development. Have fun!

As a final note, remember that the NPCs who are noted as agents of various powers will send a continuous stream of information to their superiors. All will be cautious in their actions, and are unlikely to be duped or maneuvered. If they participate in any adventures, or if they are imprisoned or badly treated, their masters will be very unhappy to receive bad news. The concerned parties will absolutely seek to redress matters according to their alignments, personalities, and ultimate goals. There are wheels within wheels in the Hamlet of Tharp and the lands around. Behind each person lurks another, the circles growing wider and the figures shadowy but very powerful.

KNOWN HISTORY OF THE TEMPLE

For many years, a bizarre cult flourished somewhere on the shores of the Nyr Dyv. Although the exact location of their temple is unknown, the townsfolk do know certain facts regarding it and its followers.

Originally, the cult was little more than an existentialist society, teaching that life is a futile struggle against outside forces (gawds, other persons, nature, and so on) aligned in opposition to the individual, and that the individual is only at his best when he struggles against these forces. This "cult of despair," as many referred to it, gathered few followers, until one day a mysterious and charismatic woman arrived.

In a surprisingly short time, the cult's teachings changed. Rather than preaching of how to embrace despair and rise above it, the cult sought to bring despair to the entire world. Only when the whole world is in despair, said their new leader, can its people truly feel the need to struggle and rise above their current state.

But how to bring despair to the whole world? "Obviously," she said, "we must follow aspects of evil, so that we may destroy all works of good and to disrupt order. Once the world is disrupted, our message will take root among all its peoples."

Chance was regarded as the first evil, and its penchant for chaos fitted the premise of the cult. Anarchy was likewise worshipped as an even more powerful force of chaos. The epitome of chaotic evil, however, was regarded as a combination of Insanity and Immorality, represented by blackness and physical relations with demons of the Abyss. These ideals become the four cornerstones of the cult; each ideal had its own followers, who often did not cooperate well with the others.

Realizing that this new cult would give them ample opportunities for gathering power, many thieves, assassins, brigands, and the like quickly joined. The cult grew powerful and rich, attracting more followers of the worst sort and offering them safety within the walls of the temple stronghold.

From this fortress the followers rode to rob, pillage, and lay waste to the lands about, tithing the cult from the spoils of the carnage. Captives from those raids were brought back to the temple to serve as human sacrifices (children to the Chance Quarter, men to the Anarchy or Insanity Quarter, and women to the blackest evil) or to slave their lives away in bondage. Besides the extensive upper works of the temple, a deep labyrinth beneath the place was constructed, but virtually nothing is known about these dungeons except that they were inhabited by a plethora of creatures serving chaos and evil. It is rumored that a demon took up abode in the deepest level, to better receive the sacrifices to it.

Eventually, the neighbors of the temple grew tired of these depredations. All good (lawful, neutral and chaotic) banded together to form a mighty host. Their army marched to the temple, fighting two battles along the way. The first was conclusive, thought the forces of good who held the field afterward, so they gained the reputation of victory, and their ranks swelled with local men. The second battle saw a great slaughter of kobolds, goblins, orcs, hobgoblins, evil men, and the like. The temple was thereafter besieged, fell, and its inhabitants put to the sword. Some sources report that the temple and its precincts resisted complete destruction, but most state that the whole was razed so that the cult could never emerge again, nor could anyone locate the place where the cult once flourished.

However, a nearby moat house was once the outpost of the Temple of Existential Evil, its watchtower and an advance base for raids, looting, and destruction. From this area, servants of the temple were to bring the hamlet of Tharp and all the lands around it into subjection. The conquered folk were then to be used as slaves to construct yet another fortress further west, spreading the ways of the temple in ever-growing rings to encompass all of

the land around its base. This outpost was ignored during the destruction of the temple, for the army of good that came against the wicked hordes was so strong as to be totally immune to any pinpricking from the garrison of the moat house. Only after the end of the battle that destroyed the main armies of the Temple of Existential Evil was attention turned to this place. A detachment of horse and foot with a small siege train then came to the marshlands, to lay the castle low. The common folk from miles around came to help, and the moat house was surrounded, cut off, and battered into extinction.

The place is now shunned by the people of Tharp, who hate its former evil and the memory of the terror brought to them by the black lord of the fortress - a vile cleric of damnation - and his evil men and humanoid troops.

SECRET HISTORY OF THE TEMPLE

When the mysterious and charismatic woman mentioned above (in fact, the demoness Zuggtmoy) initially conceived the plan to establish her own rule on a portion of the Flanaess, she decided to use as many "tools" as possible, just as did her competitor (Zyandal). Consulting some of her clerical servants, Zuggtmoy decided that existential evil would have more appeal than a cult dedicated to her beloved fungi. Recruiting was not difficult, and soon the rudiments of the Temple of Existential Evil were flourishing.

The beauty of her plan was obvious to Zuggtmoy; each quarter of existential evil (anarchy, chance, immorality and insanity) would appeal to a broader base of servants and followers, and certain ones would actually serve her directly. The four separate existential temples would also compete, spreading evil more effectively and also serving to check one another if any grew too powerful - Zuggtmoy, of course, desiring to retain all real power in her own grasp. The appeal of existential destruction and demonic aid attracted many malign and twisted creatures to the temple, and it grew ever more rapidly. They never really understood the tenets of existentialism but were attracted by the temple's apparent power anyway.

At this crucial juncture, the gawd Iuz (AKA The Old) demanded an audience with Zuggtmoy. The Old, long ruling a realm of his own, perceived the Temple of Existential Evil and Zuggtmoy as tools to be used for his own ends. Help the demoness and her temple to grow, aid their ravaging of the lands around, and they would surely draw down the hosts of good from Veluna, Furyondy, and everywhere else nearby. This drew foes away from his own border immediately, and at the very worst weakened them to some degree. If good triumphed, The Old would not be harmed, for he could retire from the battle, none the worse for having spent time and effort helping Zuggtmoy. If the battle were a draw, then Iuz could move his own armies south to Furyondy to put the hosts of good in a vise of irresistible evil. If the temple triumphed, then he could call upon Zuggtmoy to repay his aid and make sure that he benefited from the territorial acquisitions in Furyondy. Also, a strong chaotic evil ally against the growing power of the Horned Society could be most useful.

Zuggtmoy, in turn, saw the advantage of having The Old's magic to aid her in building her fortress and expanding her domain in the Flanaess. Zuggtmoy agreed to accept Iuz as her partner. She saw him as an excellent weapon, especially useful against the Horned Society once she had absorbed most of Veluna and Furyondy. She would then encourage Iuz to crush the might of the Society, and she would be left as the great evil power in the Flanaess, ready to absorb the Wild Coast and Pomarj, while the rumps of Iuz and the Horned ones served as buffers in the north and east. Her hordes, in turn, could concentrate on the hated elves and dwarves to the west.

Together, Iuz and Zuggtmoy gathered their power and created the Orb of Abyssal Death, a device (appearing as a golden skull) that could open up powerful nexuses of the Abyss. Each nexus is a partial layer of the Abyss, containing a moonlike body stranded in a small, odd and isolated region of magically created space. These nexuses hovered right at the edge of unknown layers of the Abyss, drawing forth power from them and taking on some of their aspects (fleshy, windswept, hot, or ruined).

And so the alliance formed, but it did not save the temple. By the might of good, Zuggtmoy was bound in its dungeons, but Iuz remained free (just as he had planned). After the mighty magicks had been wrought to bind Zuggtmoy - powers which most certainly involved great wizards, high priests, and deities - Iuz deigned to occasionally return to the temple in hopes of gaining an advantage for his past efforts. If he could somehow free Zuggtmoy, she would certainly be much in his debt. At the same time, she would be seething with a lust for revenge against those who imprisoned her. It was Iuz, in fact, who helped the remnants of the temple's followers to remain viable, but he lacked the soundness of mind to forge them into a useful tool.

The weakened existential quarters fought more amongst themselves than with the forces of good pressing their advantage above. Iuz, meanwhile, remained more concerned with establishing a following of his own than with the furthering of Zuggtmoy's organization of existential evil. Some of the latter remained faithful to the demoness, despite their not knowing where she was or how to free her.

Some actually turned to Zyandal in desperation, for many drow visited the temple after its fall. And although Zyandal hated Zuggtmoy's existential evil, she so lusted for power that she accepted such service. Had she not been routed, her dark followers so crippled, much might have come of this. As it transpired, Zyandal could - and can yet - give only encouragement, without physical or magical aid, to those who call on her. For example, the Nefarian Quasit named Kritche (see area 337 of the Temple) was given to Fal, the Battlemage, as a catspaw in Zuggtmoy's territory.

The temple is thus broken into no less than seven competing groups: those who serve existential evil principles, and those who serve Iuz, Zyandal, or Zuggtmoy. Woe to the disloyal should Zuggtmoy, the Lady of Fungi, ever regain her power!

OTHER ADVENTURES

Though characters that start their careers in Tharp should, after finishing with it, be able to take on the villains of Nulb and the temple, not all adventurers are so lucky. Some characters will no doubt perish in the course of this adventure, and events will not always proceed as planned. As GM, you should gauge the progress of the players and characters alike. If they need more seasoning before continuing to the greater challenges, you may (and should) design and develop other adventures in the area. The details of these "side trips" are left entirely up to you. The details of your own campaign and personal preferences will suggest some natural ideas, and so will the actions of the characters, if well played. Here are a few brief ideas for your own development as needed or desired.

Tharp and Nulb: If you develop the latter village in the manner given for the former, many natural developments will suggest themselves. New arrivals of typical townsfolk should be fairly common, and NPC adventurers (as annoying as they usually are to most players) arrive with regularity. Some of the latter may be of interest or use, available as hirelings or mercenaries. Some will have their own ideas for adventure, and may assemble a rival party that the PCs may encounter now and again in their explorations. And of course, few are what they seem, and some may be quite powerful. Think of the day-to-day life in these small villages, and imagine the needs of the local folk. A new mill or winery would not find much welcome, as these are already represented in Tharp. But a new blacksmith might provide a convenient excuse, in drawing off business, for Elmo and/or Otis to become a bit more active in their secret tasks. A new butcher, candlemaker, dairyman, fisherman, glassblower, hunter, milliner, and/or potter might arrive and prosper in either village, perhaps bringing news, hidden professional skills, or other developments to the campaign. If some minor but nevertheless entertaining foray would provide a means for low-level characters to gain those extra few experience points needed to gain a level, design an interlude accordingly. It need not fit any greater campaign purpose, but should be logical to the setting. The

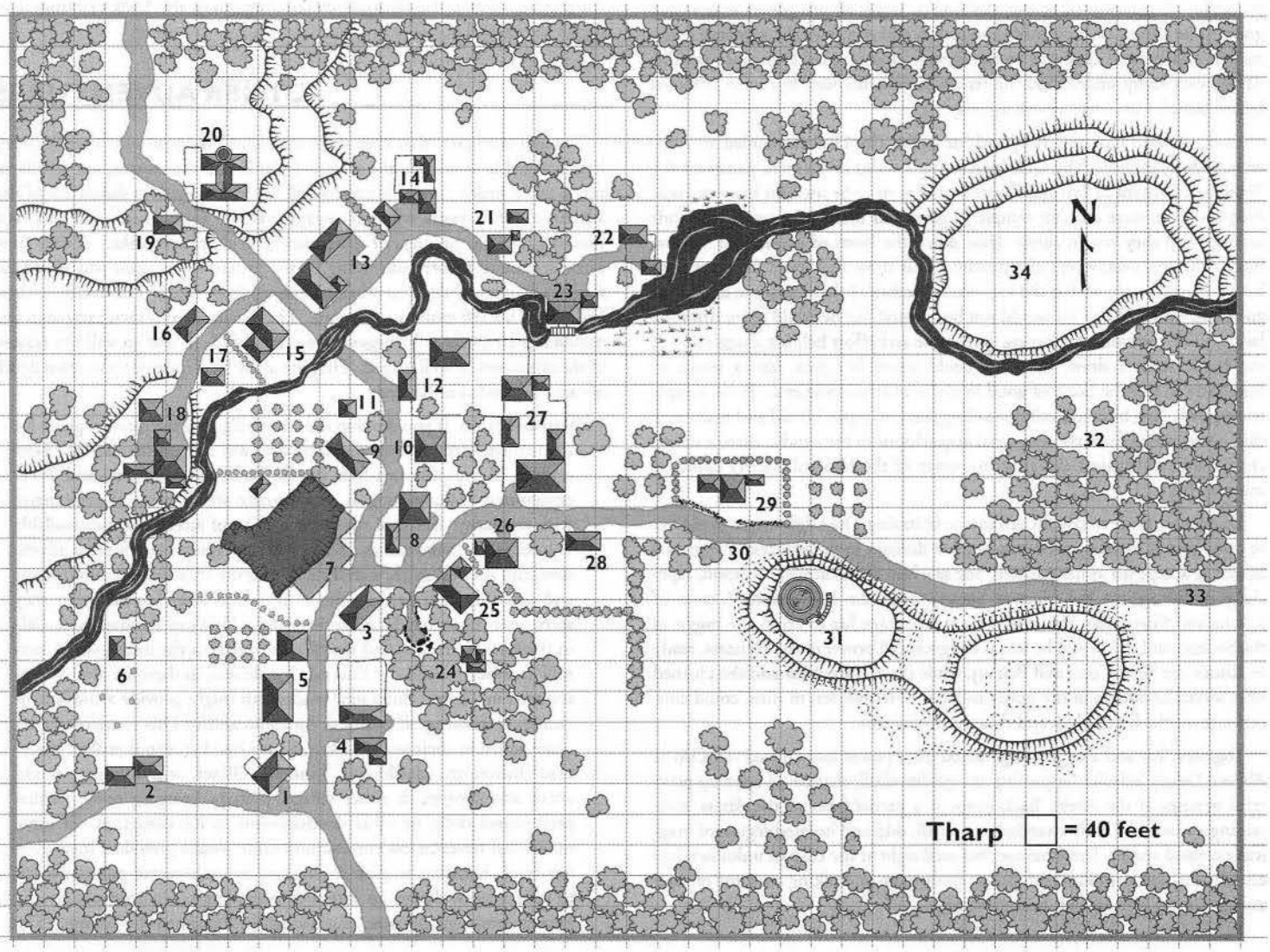
random encounter charts provided in the GMG could even stimulate a few ideas.

As the local situation changes with the activity (or lack of activity) of the PCs, any number of noteworthy events might occur. The factions of the temple, being chaotic and not well organized as yet, may decide on a brief and probably premature foray into the countryside. Some individual or creatures might arrive to replace the denizens of the ruined moat-house. And as greater challenge, wicked existential forces could be sent forth from the dungeons to test the speed and severity of the reactions of the forces of good - a small and simple probe in the broader tactics of Zuggtmoy, Iuz, and the rest. The King of Furyondy, one of the greater powers concerned with and carefully watching the activity in this area, might send reinforcements in response. The druidical leaders might counter with their own powers over the forces of nature. Large-scale escalation is unlikely at this point in the temple's recovery, but the appearances and effects of such developments might seem otherwise....

Kron Hills: Nearly 20,000 gnomes live in this area. This is known to most everyone living nearby, as the gnomes were instrumental in driving the humanoid hordes from the Lortmil Mountains adjacent to the southwest, as well as in the overthrow of the temple a decade ago. The enclaves and territories of the gnomes should not be invaded, but there are still plenty of other caves and ruins scattered in the region. This is a natural setting for some other small dungeon of your own design that can be tailored to challenge the party's resources while remaining within their capabilities.

Velverdyva: The natural flow of the river is eastward, from the lower Yatil mountains and the Clatspur range southward through Veluna, past Verbobonc and quite near Nulb (fed by the Imeryds Run), and continuing through the Gnarley Forest into the great Nyr Dyv - the Lake of Unknown Depths. And where the water flows, creatures follow. A simple boating jaunt, either upstream or down, can encounter river pirates and sundry random aquatic encounters (freshwater only, of course). Low-level characters should be discouraged from such endeavors to some extent, but those of level 5 and up might perhaps find other arms of the powers of chaos and evil lurking in the waters nearby. And who knows what things - or even kingdoms - lurk in the depths.

Verbobonc: The obvious source of new adventurers to replace those lost, this city also offers more and better equipment, a greater scope of information, and so forth. The spies of the rising temple are here also, and will follow those who seem to be on their mistress's trail. As this is a city of 11,600 and the capital of the Viscounty, considerable design time is required for full details. Small portions (the palace of Viscount Wilfrick, City Hall and the Mayor's residence, Guildhalls, strongholds of the nearby gnomes and elves, and so forth) may suffice, if accompanied by general street descriptions and a broad selection of random encounters.





The Hamlet of Tharp

BEGINNING THE ADVENTURE

You approach the Hamlet of Tharp, your mind mulling over what little you've heard of the small community at the crossroads. Are the reports true - is the whole community engaged in evil practices? Are the folk here bumpkins, easily duped? Worse, does a curse lie upon those who dare to venture into the lands that were once the temple's?

Shaking away your reverie, you look out along the dusty, rutted road, lined with closely grown hedges of brambles and shrubs. Here and there it cuts through a copse or crosses a rivulet. To either hand, forest and meadow have given way to field and orchard. A small herd of cows grazes nearby, and a distant hill is dotted by wand stone chimneys with thin plumes of blue smoke rising from them. A road angles west into the hill country, and to either side of the road ahead you see barns and buildings - Tharp at last!

RANDOM RUMORS

The Tharp Rumor Table may be used if players use the Glean Information skill or by talking to the townsfolk of Tharp. Naturally, not all rumors are true.

Tharp Rumor Table

(1d10)	Result
1	"Bah! I still say that the new head of the House of Pangrus is up to no good."
2	"Psssst... Keep your eye on anyone you see from Nulb. I wouldn't trust them if I were you."
3	"No way am I takin' the low road. Why, it gets more dangerous ever' day. You kin bet that the gnomes that live there are up to no good."
4	"I'm telling you, I heard a strange noise when I was walking past the graveyard last night. And I'm not the only one who's noticed such things."
5	"WHO saw a light out at the old moat house? What do you mean 'a friend of a friend of a friend'?"
6	"Tharp could really use a new Inn. This new one just ain't as friendly as the old Welcome Wench used to be."
7	"Yeah, I'm glad construction started on the new tower. It's nice to have plenty of work in Tharp for a change."
8	"Jaruks' huge bear almost bit one of the tower folk yesterday!"
9	"You know, Ernst and Bertram have been spending a lot of time together lately. Not that there's anything wrong with that."
10	"Bullcookies! YOU jump in the well and then tell ME it's a passage to the Elemental Plane o' Fire!"

WHAT THE TOWNSFOLK KNOW

History about the temple and how it affected the lands around it, as well as clues pointing the PCs towards the moat house, may be gleaned through conversation with the villagers of Tharp. Old-timers know far more of the tale than newcomers, and most of the Council members could relate the whole story as found here, given sufficient provocation and trust in those inquiring. It is unlikely that such trust will be cause for revelation, unless seriously interested characters attend a special Council meeting for the express purpose of aiding the hamlet through their explorations.

Older townsfolk can provide vague bits and pieces of information, as specifically noted in their individual entries. These NPCs are:

1) **Polina** and **Vengri** (area 1)

2) **Dirk** (area 8)

3) **Solaro** (area 9)

4) **Dworth** (area 10)

5) **Smid** and family (area 12)

6) **Dremi** (area 17)

7) **Sargulio** (area 19)

Council Members who can tell the full story (see below) are, in order of seniority:

1) **Rumbol**, the hamlet elder (area 27)

2) **Jaruks**, the druid of the Grove (area 24)

3) **Dijon**, chief cleric of the church (area 20)

4) **Gryvar**, Elmo's father and Captain of the militia (area 2)

5) **Tymm**, the Miller (area 23)

All but the addled and the young know that the village of Nulb is about 30 miles (10 leagues) to the northeast along the low road, though the high road is about 10 miles (a little over 3 leagues) shorter. Those who know of the moat house know that it is about half way or so along the high road.

THE TOWNFOLK'S STORY:

Although the exact location of the temple is unknown to most residents of Tharp, the townsfolk do know certain facts regarding it and its followers. They know that, from a fortress near Nulb, followers of this cult rode to rob, pillage, and lay waste to the lands about, tithing the cult from the spoils of the carnage. Captives from those raids were brought back to the temple to serve as human sacrifices or to slave their lives away in bondage. Besides the extensive upper works of the temple, a deep labyrinth beneath the place was constructed, but virtually nothing is known about these dungeons except that they were inhabited by a plethora of creatures serving chaos and evil. It is rumored that a demon took up abode in the deepest level, to better receive the sacrifices to it.

Eventually, the neighbors of the temple grew tired of these depredations, and banded together. Their army marched to the temple, besieged it, and put its inhabitants to the sword. Some townsfolk may report that the temple and

its precincts resisted complete destruction, but most state that the whole was razed so that the cult could never emerge again, nor could anyone locate the place where the cult once flourished.

However, they do believe that a moat house near Tharp was once the outpost of the Temple of Existential Evil, its watchtower and an advance base for raids, looting, and destruction. From this area, servants of the temple were to bring the hamlet of Tharp and all the lands around it into subjection. The conquered folk were then to be used as slaves to construct yet another fortress further west, spreading the ways of the temple in ever-growing rings to encompass all of the land around its base. The moat house was ignored during the destruction of the temple, for the army of good was so strong as to be totally immune to any pinpricking from the garrison of the moat house.

Only after the end of the great battle was attention turned to this place. A detachment of horse and foot with a small siege train then came to the marshlands, to lay the outpost low. The common folk from miles around came to help, and the moat house was surrounded, cut off, and battered into extinction. The former outpost is now shunned by the people of Tharp.

KEY TO THE HAMLET

1. PROSPEROUS FARM COTTAGE AND LARGE BARN

This wood and plaster house is well kept, and the barn beyond is bulging with hay, grain, and farm implements. Several fat animals are about. Two large farm dawgs bark at your approach, and a rosy-cheeked goodwife appears at the doorway.

Prominent NPCs: Polina, Vengri, Blurg and Stardon

Creatures: Dawg, Farm (2)

The large goodwife (Polina) is friendly, greeting all that call, while her four children (Lorot, Jutbi, Tember and Tomber) look on. Inside, a young girl (Shony) and her old granny (Marilga) do various chores. The lintel over the front door is carved with acorns and oak leaves. The head of the house (Vengri) and his two full-grown sons (Blurg and Stardon) are at work in the nearby fields. These three are members of the town militia. The elder has a bill-guisarme and a ring mail jack, while his sons have leather armor and shield and wield a flail and an axe (respectively). Each has a dagger at all times. They take arms only in self-defense or when called up by the hamlet elder. The two farm dawgs will attack intruders if their master or his family are attacked or even visibly threatened.

Vengri has taken Irma (see area 7) in since her entire family was killed in the inn. Irma is currently out picking flowers.

Hints: Polina gets chills up and down her back if people ask about the temple, and knows little of the history except that the nearby moat house was once the outpost of the Temple of Existential Evil, and it is said to be a stinking bog meant for man nor beast.

Vengri knows that when the Temple of Existential Evil flourished, earthquakes, storms of all sorts, great fires, and flash floods struck areas nearby with seeming capriciousness. All that ceased when the temple was assaulted and sealed. He strongly urges you to go elsewhere to seek your fame and fortunes. The unease that prevails upon those merely passing near the ruins shows that some wickedness still haunts the place. There are many bad folk in Nulb, and still greater perils amidst the fallen temple.

Treasure: There is little here of interest to the adventurers. Other than feed grain or hay, the farmer has nothing to sell or trade. The farmer has 57 pp hidden in his mattress and a blue spinel (worth 500 gp) secured in his pouch, saved for hard times.

2. MODEST FARMHOUSE AND BARN

Clean but slightly run-down buildings indicate that this farm is not very prosperous. However, the stock appears quite healthy and plump. An harried lad of 12 or so is doing chores. Nothing appears of particular interest.

Prominent NPCs: Gryvar, Hulmar, Elmo

An elderly couple dwells here with their son Elmo and a servant boy Erik. The elderly farmer, Gryvar, is a retired 4th level fighter and captain of the local militia, though he will say nothing of it. If questioned about Nulb or the moathouse, Gryvar will suggest that they speak with his son. His wife Hulmar angrily shakes her head, "Lazy good fer nothin' bum. Spends all day drinkin' instead a doin' his chores. Had to hire a servant jes' to keep the farm up. If our son Otis didn't send us money I don't know what we'd do." Their other son, the aforementioned Otis, took service with some gentlemen and is away making something of himself. If only he would write more often...

Elmo may (50% chance) return while the party is here and promptly get into an argument with his mom. Otherwise he will be encountered stumbling down the road after the characters depart or alone drinking out of a paper bag by the trees (near area 33). While in town he is unarmored but always carries his Dagger of Flesh Devouring +2. If asked about it, he proudly proclaims "My brudder Otis gimme it!"

Elmo's speech is slurred and halting. He is usually intoxicated. He will state his interests - money and disreputable women - and will work as a hireling or mercenary, gladly accompanying any that offer employment. If hired, he dons his own chain mail (see below) in place of any given, and uses his own magical battle axe as well.

Elmo is a former adventurer and will acknowlege it if questioned [player characters may be suspicious when he arrives for duty well armed and armored - especially if they hired him as a torchbearer!]. His former comrades ["Buncha jerks I tell ya"] felt that he was a liability and after much debate decided that the best thing to do would be to leave him in the care of his family. After retuning home, he had less desire than ever to be a farmer. He usually spent all day at the Welcome Wench Inn playing cards but since that burnt down he has had nothing to occupy his time except drinking.

If anything untoward befalls Elmo, his brother Otis will eventually hear of it and seek redress. See area 2 in the Nulb encounter key for details.

Hints: As a member of the Council, Gryvar knows the story of the temple as detailed at the beginning of this chapter. He also knows that the different temple quarters were of Anarchy, Chance, Immorality and Insanity.

Treasure: Elmo's valuables are hidden under piles of dirty laundry in his room: Chain Mail +1, Medium Shield +1, Battle Axe +1, 100 sp, 50 gp, 10 pp, and two small pearls worth 100 gp each. He carries a Dagger of Flesh Devouring +2.

Gryvar owns a suit of scale mail, a buckler, longsword, and a light crossbow, all kept in a locked closet in the front room.

Hulmar and Gryvar's valuables are underneath some rusty nails in a keg in the back shed: 172 ep, 51 gp, and 20 pp. A cupboard in the house holds a silver dining set worth 1,300 gp.

3. WOODCUTTER'S COTTAGE

Piles of chopped wood, some rough cut as for firewood, surround this rustic abode while others have a smoother shape possibly for use as lumber.

Prominent NPCs: Briss

This cottage houses the local woodcutter named Briss, who is a member of the local militia. He lives with his wife (Prena) and three young children (Gud, Blar and Tola). He has nothing of interest to characters, and is not interested in adventuring. He will report anything unusual to the local druid (see area 24).

Treasure: Briss keeps his leather armor, battle axe, and light crossbow (with 30 quarrels) in a chest in the bedroom. In a pouch under the floorboards of his cottage are 38 cp, 17 sp, 13 ep, and 9 gp.

4. WELL-KEPT FARM

The house and barn show that this farmer is doing well, and the stock in the fenced-in yard are very fine-looking. You see a fetching feminine face in a window.

Prominent NPCs: Hink, Pejo, Rila

The widow Rila and her two grown sons (Hink and Pejo - members of the Militia) dwell here, the latter with their wives (Enza and Doove) and eight children (four each). These children are Bin, Dover, Gnow, Forr, Luv, Knot and Yett. Though the children's parents do have an unusual sense of humor, none are interested in either trade nor adventuring.

Rila has growing concerns for her sister, whom she hasn't heard from in a week. She will pay 5 silver if they agree to deliver a message to the sister. The sister lives on a farm located a few miles east of town along the high road (area 35).

Treasure: In a large iron pot buried beneath the tree in the back yard are 421 sp and 97 gp.

5. PROSPEROUS FARMHOUSE

You see a man in plain clothing tending a garden in the rear of a well-kept house.

Prominent NPCs: Tonor, Bonmid

The farmer (Tonor) is a widower of middle age with the trying task of raising five children, the two eldest being teen-aged daughters (Vina and Tura). The three boys are Natt, Berf and Rem. A manservant laborer named Bonmid helps with the chores. Tonor is the brother of Vengri, the farmer to the south (area 1) and is quite distant and taciturn. He turns folk away unless they have farm business. He keeps his leather armor neatly hung near the front door. Both of the men are militiamen.

Treasure: Inside a crock in the manure pile are hidden 55 gp, 37 pp, and three zircons worth 50 gp each. Tonor carries 8 cp, 22 sp, 15 gp, and 8 pp in his purse, and hangs his leather armor by the front door.

6. LEATHERWORKER'S HOUSE

The odor of this home precedes your arrival. The smell can only be described the worst firkin' thing possible. It is unbelievably horrendous, next to the vile stench of death itself. Luckily, on a normal day, it dissipates rapidly with distance. A leather hide is tacked to the front door.

Prominent NPCs: Gjost, Letom

This is the home and business of Gjost the hamlet leatherworker and his wife Rigia, her brother Yowf (a simpleton who does not bear arms), and three children (Flan and Nadar, and the eldest - a 12-year-old boy named Letom). The leatherworker is a "jack of all trades," being shoemaker, cobbler, saddler, harness maker and even fashioner of leather garments and armor (the latter requiring some time and a number of fittings and boiling). He is not interested in any sort of adventuring, but is a militiaman, as is his eldest boy.

Treasure: Sewn into an old horse collar are 27 gp, 40 ep, and a silver necklace worth 400 gp.

7. LARGE HOLE

There is a large hole off to the side of the road here, and the ground around the hole is charred, as if from some great fire. Lying at your feet at the edge of the hole lies a partially broken and scorched sign.

If the PCs pick up the sign, read:

Brushing some dirt aside you see that it reads - Welcome Wench Inn.

In either case, follow the above with:

Suddenly, a young girl of not more then 12 years of age slowly walks up to the hole and gently places a bundle of flowers next to the sign. She raises her hands to cover her face as tears form in her eyes and she begins to weep.

Prominent NPCs: Irma

The girl's name is Irma, only survivor of the fire that destroyed the Welcome Welch Inn. She is an orphan now after the inn was burned down by Ernst. Ernst claims he did it to save the town from a massive zombie invasion that somehow started within the inn with a zombie pixie-fairy. She swears that she will never forgive Ernst, or the strange group of adventurers that brought the infestation to the town. She last saw the group heading down the road toward Nulb.

Irma used to assist her father Ostlr Gundigoot (innkeeper of the destroyed Welcome Welch) and the rest of her family as a barmaid before the inn was destroyed. After her entire family was wiped out, Vengri and his family (see area 1) have adopted her and look after her as one of their own.

8. SMITHY SHED AND HOUSE

Horseshoes are nailed to three faces of the post in front of this shed, and within sit a forge and bellows. This is obviously the smithy. A short but brawny man is vigorously pounding away at a piece of red-hot iron.

Prominent NPCs: Dirk

The smith (Dirk) is obviously hard working, forthright, and likeable. He is able to do all sorts of metalwork, even fashioning iron and steel weapon heads, helmets, and shields. He will readily admit that he is not capable of fine armoring. "Brother Smyth," as he is known, is also the assistant to the druid of the grove (area 24). Though he will never reach a prominent position, because of his occupation, he has assumed the role of religious advisor to the faithful. Most of his wealth he gives to the good work for the needy. In no event will he leave his fireside to go adventuring.

Hints: Dirk states that the nearby village of Nulb houses thieves, brigands, smugglers and pirates, and stinks of garbage and filth. He has heard that the ruins of a temple also reek of corruption and pervading evil. It's no wonder the good folk of Tharp leave Nulb to its own devices.

Treasure: Dirk has a small chest filled with 82 cp and 28 sp.

9. HALL/TEMPORARY INN

The doors are unlocked, and a few benches and stools stand by the walls, with a large plain table at the far end of the room. A tapestry on the back wall shows a green field with two acorns above a sheaf of grain - the banner of Tharp. A young man is straightening up the cots that are set in rows along the wall.

Prominent NPCs: Solaro

Ernst and Bertram (area 31) once planned to use this building as the hamlet hall for feasts and councils. Since the destruction of the Welcome Welch, it has been serving as a temporary inn for travelers. Solaro has been put in charge of temporary inn by the town council (since they can't have travelers sleeping in the streets). He charges 1 sp a night for travelers and workers to rest in the common resting room.

On holy days the remaining followers of St. Bert gather here. These include: Agrad (area 10), Sistal (area 14), Dremi (area 17), Hull (area 18), Lester (area 25), Rumbol (area 27) and their families and workers, as well as Ernst (area 31).

Hints: If the PCs ask for directions, Solaro can tell them that a two day journey afoot (only about 8 hours' ride), east along the High Road, lies the disreputable community of Nulb, and the temple hidden in the hills nearby. Stories say that the vile place spawned much suffering, ruin and death before the hosts of good brought it low and bound its power.

10. WEAVER

The wooden sign of this well-kept dwelling depicts a bag of wool and a loom.

Prominent NPCs: Agrad, Burk, Jekle, Lemm, Olman

Herein dwell the elderly weaver (Dworth) and his wife (Glisha), their daughter (Tiona) and her husband (Agrad). Four young apprentices (Burk, Jekle, Lemm, and Olman) are also here, as business is very good. There are bolts of woolen and flaxen cloth here, but nothing else of possible interest. These folk are lawful neutral followers of St. Bert, and moved to the area only two years ago.

Hints: Though usually found only in his bed because of severe Alzheimer's, Dworth knows all about the story of the temple as detailed at the beginning of this chapter. He will occasionally tell his family parts of the story as if he believes it to be happening in the present. If any of his household are questioned about the temple, they may hesitantly mention that Dworth often mentions it, but he is an old man and his memory can't be trusted.

Dworth also knows the symbols of the existential quarters (square, eight-pointed star, triangle and circle), though he does not know which belongs to which (Anarchy, Chance, Immorality and Insanity, respectively).

The DM may use this opportunity to add false leads for the PCs, if needed.

Treasure: The weaver has a cache of seven small gold ingots (24 gp each), a gold pin (200 gp) and an amethyst (100 gp) hidden behind a loose stone in the fireplace.

11. COTTAGE

The colorful sign on this building depicts a humorous image of an alarmed nobleman bending over to pick up a coin while an enormous rip tears through the seat of his pants.

Prominent NPCs: Chinnery

Here lives Chinnery, a small, mild tailor, and a bachelor of thirty years or so. He is an expert at making or repairing garments. He moved to the hamlet over a year ago, but has not been invited to join the militia due to his small size. Unbeknownst to the townfolk, Chinnery is a veteran of Veeluna's elite forces in which he served as a sniper. He is responsible for monitoring activity in this area and sends periodic reports (usually sewn into garments) to his battalion commander in Verbobonc. Chinnery knows Dwarven, Elven, and Halfling languages, in addition to Common. He is a follower of Pangrus, and the secret father of Kelle's illegitimate child Mysta (see area 12). Even Kelle is not aware of his secret identity.

Treasure: Chinnery has only 19 sp in a false bottom of his thread box. However, he has 3,000 gp worth of gems sewn into various items of his ample stock of clothing (he carries no more than one 100 gp gem in any particular outfit.) He will use this treasure cache as an aid to information gathering. A false wall in the back of a closet conceals a double-barreled crossbow, 50 bolts, studded leather armor and a basinet.

12. AVERAGE FARM BUILDING

As you approach this average looking building a strapping pair of men walk from the house to the barn in the back. They don't seem to notice you.

Prominent NPCs: Smid, Gondir

This place is the home of Smid, a strapping farmer, and Gondir, his equally large son. Also living here is Smid's wife (Elmina), and six daughters (Willa, Clera, Effina, Edde, Glorly and Kelle). Kelle has a small child (Mysta), though only she knows who the father is (Chinnery from area 11). They are friendly but have nothing of interest to adventurers. These folk have lived here all of their lives. The farmer and his son are both militiamen.

Hints: Smid, Elmina and Gondir know that, years past, servants of the temple were to bring the Hamlet of Tharp and all the lands around it into subjection. The conquered folk were then to be used as slaves to construct yet another fortress further west, spreading the evil ways of the temple in ever-growing rings to encompass all of the land around its base. They know that the ruined moat house towards Nulb was one such outpost, and that the land is reputed to be haunted.

Treasure: A clay pot filled with dried flowers hides 36 gp and a gold ring worth 150 gp.

13. TRADING POST

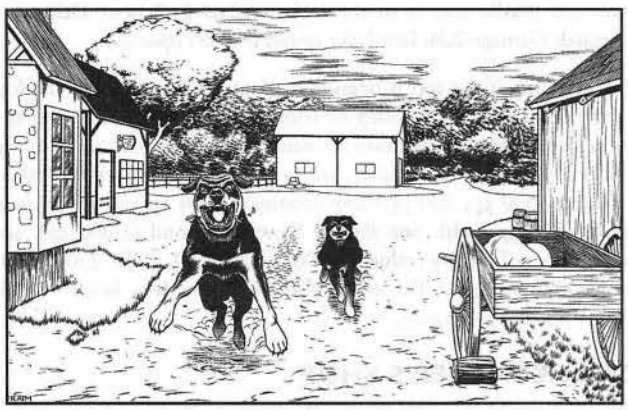
You see a wooden building with shuttered windows. Outside the door, a shield and lantern are suspended from chains. The shield is painted, showing a sword and a hunk of cheese. This is obviously the local trading post, where merchants provide for the needs of villagers, travelers and adventurers alike.

Prominent NPCs: Lazarou, Keef, Baron, Yoll

Creatures: Dawg, Rottweiler (3 from area 19, 50% chance)

One Lazarou Davl, best described as slow, fat, clumsy and placid, runs the shop. His partner Keef is tall and thin, with sharp features and protruding eyes. Keef tends to dither and fuss at customers and at Lazarou as well.

However, the first time the party visits the trading post, there is a 50% chance that the three Rottweiler Dawgs (from area 19) have gotten loose, and will run down the road to attack the party. If this does not occur on the first time they visit the trading post, it happens on the second time they visit. When the dawgs attack, tell the PCs they hear some loud barking and display ImageQuest illustration #5 on page IQ3.



When the players finally enter the establishment, read the following text. Refer to Map 4 for a floor plan, and see below for a detailed room key if needed.

The whole front building is filled with various goods. The barn has animals, saddles, and the like available to any willing to pay the price. Both traders claim disinterest in all alignments, proclaiming that they happily deal with anyone who is a paying customer. Furthermore, they say, they will gladly buy any items that you happen upon, and pay a fair price too!

BUYING AND SELLING

Items: Lazarou and Keef sell all items at a minimum of 110% of the price given in the PHB. Furthermore, there is only a 75% chance that common items from the PHB are currently in stock. Lazarou and Keef are expecting more items from passing traders within the next 1d6+6 days, but they do not know exactly what the passing traders will have. This trading post never has magical items for sale.

If the PCs want to sell items, the traders will offer only 25% of its worth, but can be bartered up to 40-70%, provided it is in good condition.

Hirelings: Two men (Baron and Yoll) working here will hire out, at the rate of 2 gp per day, though only if the characters buy chain mail armor here, for their use (and only if one of the traders specifically approves). Both men serve in the militia, spying for the shopkeepers. Lazarou and Keef are naturally desirous of having their agent accompany the party. If the group does not hire one, the traders will keep close track of their activities by any means possible, including following them personally if the situation warrants it (for example, if they know that the party has been particularly successful).

For such missions, a stock of magical devices hidden away will be brought out for use. Lazarou Davl is lawful evil, and highly suspicious. Keef is just as evil though the two often privately debate over who among them is the more evil (a rather funny conversation if the PCs should happen to overhear it – 2% chance). Thus, they are continuously trying to outdo themselves in deeds of wickedness, without getting caught. Both are servants of the Temple of Existential Evil, who report activity in Tharp to a brigand courier. They aid any evil creatures that come in service to the temple.

Treasure: Their money is hidden in a locked strongbox under the counter (contains 2,371 gp, 321 sp, 45 cp). Keef wears an amulet with the letters TZGY inscribed on it (value 0, detects as magical). Other treasures and items obtainable are noted in the individual trading post areas below.

TRADING POST AREAS

TP1) **Clothing and Packs:** Peasant equipment is about 90% of list price, rounded down. Dungeoneering items are 110% of list, rounded up.

TP2) **Footwear, Gloves, Belts:** Prices to adventurers will be 125% of list, 80% to villagers.

TP3) **Hand Tools:** Hammers, adzes, planes, nails, and saws. A file sells for 1 sp and up. A saw costs about the same as a hand axe.

TP4) **Lighting Equipment:** Tinderboxes, candles, oil lamps, wicks, and lanterns are sold for 110% of list price, rounded up.

TP5) **Food and Herbs:** Rations packed to go are sold for 120% of list price. Herbs cost 150% of list.

TP6) **Ropes, Chains, and Dungeoneering Gear; Writing Materials and Religious Items:** Each of these costs 110% of list price.

TP7) **Pole Arms and Shields:** Each of these costs 110% of list price.

TP8) **Other Weapons, Missiles, and associated gear:** Each of these costs 120% of list price.

TP9) **Armor and Helmets:** Padded, leather and studded leather armor are in stock. There is a 70% chance that a ring mail jack is available, 50% for a suit of scale mail, 30% for chain mail, and 10% for a suit of banded mail. All are at 150% of list price. Suits specially ordered cost 200% of list price-half in advance, waiting time 13-30 days, fit not guaranteed. (Roll 1d6: 1 = too small; 2-5 = fits well; 6 = too large).

TP10) **Tack, Harness, Wheelbarrows, Dungeon Carts:** Most are available at list price. Dungeon carts are at 75% of list, one to a customer!

TP11) **Traders' Quarters:** This room is adequately furnished with two comfortable bunks, table and chairs, wall shelves and pegs, a chest of drawers, and a pair of lockers for personal gear. A small locked coffer holds 300 gp, 150 pp, 50 gems (a mix of amethysts, garnets, pearls, and tourmalines, worth 100 gp each), two Potions of Invisibility, a Potion of Speed, and a small black scarab

inscribed with the glyphs TZGY. (The latter item is a pass into an area of the Temple of Existential Evil, but there is only a 20% chance that even a sage would recognize it as such.) A portion of the outer wall is triggered to swing out at the bottom if a small board is slipped sideways.

TP12) Rear Barn and Stables: In the rear barn and stables are 1d8+4 beasts of burden for sale. These are a mix of light, medium and heavy horses, ponies, draft horses, donkeys, mules and oxen (whatever the GM desires). There may (GM's discretion) also be one medium war horse. If the PCs require more of a particular type of mount, any (except war horses) can be restocked in 1d6+6 days from passing dealers. If war horses are desired, it will take 5d6+6 days to obtain 1-2 heavy or 1-3 medium or light war horses, with a maximum of four such animals obtainable in any 30 day period.

Various small animals are also available here - mice, doves, chickens, etc. All livestock prices are 110% of list, except for war horses which are 120%.

TP13) Barnyard: Out in the yard are 1d4+1 swaybacked, potbellied old draft horses, with a like number of vicious, cowardly mongrel dawgs. These miserable creatures are for sale, at 70% of list price, as draft horses and hunting dawgs. The horses are 50% likely to stop each turn to rest, and if pushed by hard riding or a heavy load, 50% likely to die (check every turn). The dawgs bite and snap at handlers at every opportunity, and they will certainly run away (and return to the traders) as soon as they are not tied fast. Naturally, the traders will claim that it is a case of "buyer beware," or that the dawg is absolutely another which resembles the one purchased only superficially (perhaps adding a spot of dye to alter its appearance).

14. CARTERS

A wooden sign depicting a picture of a cart and horse hang over the door of this average sized house. An attached barn to the side is open and you can see several carts in it. A smaller barn to the back is fenced off, allowing several mules to wander unattended.

Prominent NPCs: Sistal, Banny, Zeg, Wendard

This is the domicile and quarters of the local carter, Sistal. This teamster, his wife (Barbon), a grown son (Banny), and five other children (Rigi, Dug, Dany, Teal and Pester) live in the house. The attached barn has two wagons and two carts below, and two drivers Zeg and Wendard live in the loft. The smallish barn to the rear houses a dozen mules. This fellow and his associates are dour, but will gladly accept hire. The teamster, his son, and the two drivers are all militiamen. Another newcomer and advocate of St. Bert, the teamster is very honest. He dislikes the traders, but isn't sure why, and will take time to speak of it if the questioner is careful and also a customer.

Treasure: Having lost a wagon and team lately, Sistal has only 19 sp hidden under a loose floor board. There are 12 mules, 2 wagons and 2 carts available for purchase or theft.

15. MONEYCHANGER'S SHOP

The sign on this sturdy, new-looking shop displays three yellow circles. A guard in chain mail stands by the door, wearing a sword and cradling a loaded light crossbow in his arms. Two large dawgs by his side are sniffing in your direction.

Prominent NPCs: Glish, Chensi

Creatures: Dawg, War (2)

The proprietor is Glish Melubb, and the guard's name is Chensi. Glish happily exchanges coins and metal for other materials, only charging a 10% commission. Glish also deals in paying 50-80% of actual value for raw metals and jewels, and sells them for 102-120% above actual value. He also makes custom jewelry, for a fee of double the value of the materials. (This is also the value of new jewelry.) Glish asks no questions and is always obliging and polite. Glish is truly neutral. Though he does not desire the rise of evil (as it would hurt business), he has no other interest in events.

GMs should be sure to keep track of all transactions made. The stock in trade must be correct; for gems cannot be obtained when Glish has exhausted his supply. He can purchase more from passing merchants, at market value, every 1d6+6 days.

Treasure: Glish keeps a Dagger +1 in his boot and a Short Sword +1 under the counter. His cash box holds 200 cp, 200 sp, 200 ep, and 200 gp. A small iron box nearby contains 50 pp, 12 pieces of lovely but clear quartz (worth 5 gp each), two citrines, three moonstones, and a piece of onyx (the latter six gems worth 50 gp each).

Trap: In the living quarters of the establishment is a large oaken chest. A poisoned needle trap is in the lock. (Class B Poison; Delivery – Injected; Damage 2d4/1d4-1 per round for 2d6 rounds.)

Furthermore, if the top is opened, acid sprays out in front (10 foot range), inflicting 5-20 points of damage to each victim in the area (save for 1/2 damage, but save for items as well). A trick catch on the back of the chest allows safe entry. Inside are 1,000 cp, 1,000 sp, 1,000 ep, 500 gp, 200 pp, nine amethysts (100 gp each), two large pearls (500 gp each), one slightly flawed diamond (1,000 gp), and seven pieces of jewelry (valued at 900, 1100, 1600, 2000, 2500, 4000, and 6000 gp each). The secret bottom of the chest holds 50 gold ingots worth 100 gp each.

16. CABINETMAKER'S SHOP

The nicely painted sign outside this small house shows a painted shield and a chest of drawers.

Prominent NPCs: Denton, Benj

This building is both shop and home of a gnome family - Denton the local cabinetmaker, his wife (Vaal), and two young children (Cloe and Adclyff). He has an apprentice named Benj who does most of the rough work, while he crafts the fine work and the limning. He is quite adept at shield designs and sign work, and can make almost any sort of furniture. The cabinet maker happily accepts commissions of any sort, but he is not interested in adventuring, and nor is his apprentice. The folk here worship Pangrus. The cabinetmaker and his apprentice are both militiamen.

Treasure: A small cache of 18 pp, 21 gp, and 30 ep is kept under a rock near the back door.

17. POTTER

This modest cottage is neatly nestled between two others along the road. A dish hangs above the door with a picture of a jug on it.

Prominent NPCs: Dremi, Rai, Herr

Dremi the potter is busily engaged in the manufacture of various sorts of dishes and vessels, although most of his work goes to passing merchants or

the trader. He has a variety of earthenware bottles and flasks available for sale. The potter, his wife (Doove), and four children (Prova, Helga, Rai and Herr) all work in the business. The potter and his two eldest sons (Rai and Herr) are militiamen. The family is of the congregation of St. Bert.

Hints: Dremi the Potter was once told that good clay could be found near the moat house, but he heard a rumor (untrue) that the last man to go to the moat house got his head nipped off by a passing bird. He believes that these giant, head-eating birds must be a remnant of the temple's evil.

Treasure: A crock hidden in the well holds 40 sp, 27 gp and six agates (three banded and three mossy) worth 10 gp each.

18. BREW HOUSE

The road ends a group of houses. The main cottage is the only one with windows. Large vats or barrels of some kind block from anyone looking in. Also evident is an imposing stone building with a large barrel hanging from two rusty chains.

Prominent NPCs: Hull, Tonny, Howard, Gursh, Jarok

Creatures: Dawg, War

This house is the home of Hull the local brewer and his wife (Stela) and young child (Ompil). Hull's nephew (Tonny), and his wife (Judee) have recently come to help run the affair, as it is very successful. At night, a large trained war dawg runs free in the house.

Several vats are on the main floor, and the side sheds hold ingredients. The brew house has a cellar for aging. Three apprentice brewers dwell in the beer-house attic. The family members are all followers of St. Bert, as are two of the apprentices. The third is a recent convert to the faith of St. Bert. The apprentices brew the various ales and beers under the direction of the brewer, and can drink almost anyone (except the master and his nephew) under the table. The apprentices (Howard, Gursh, and Jarok), the brewer, and his nephew are all militiamen.

Treasure: The family owns a dinner service of sterling silver (worth 6,000 gp) and a gold decanter (worth 1,250 gp). A small iron coffer hidden in an upper closet contains 73 pp, three huge white pearls (500 gp each), and three pieces of jewelry (500, 1000, and 1800 gp). The apprentices own only 8 coppers among them.

19. SARGULIO'S COTTAGE

You stand before a large cottage with a small fenced off area to the side. Droppings must surely litter the ground in the area, as you can certainly smell them from here. Written on a small sign nailed to the side of the house are the words "Go Away!" in Common.

Prominent NPCs: Sargulio

Creatures: Dawg, Rottweiler (3) - if not at area 13

Three dawgs guard the home of the grizzled herdsman Sargulio, and his flock (50% chance, unless they got away and attacked the party already at area 13). The herdsman does not like company or strangers, and says so to any whom come onto his property, except for the elves to the northwest, whom he is friendly towards. His house was raided, and his wife and children slain, when he was away in the wars. Sargulio, being a retired knight-errant, still possesses his old abilities. If needed, he can still attempt to make characters accept his apology (save vs. apology at –5; chapter 5 PHB).

Everyone in town knows of his past deeds in the war, such as how he saved his entire platoon from an ambush at the Cliffs of Crykie, and had to defeat three entire tribes of goblins single handedly. Of course, only Sargulio can confirm these tales. As with all his stories, he's either the sole survivor or the witnesses now live in unreachable remote areas. He will not partake of any adventuring, those days are long past for him.

Hints: The townsfolk, Sargulio says, whisper of occult places beneath the temple, where mighty evil is yet wrought and noble folk are imprisoned, but he cares little for such local legends. Instead, he prefers to give vague hints of great exploits of his own, in other lands. Still, he will tell the PCs that if they seek to achieve exploits of the stuff of legend, seeking adventure, they will need care and cunning, luck and great deeds, as well as caution mixed with boldness and daring.

Treasure: His possessions are few; he has only his armor and weapons, a few coins in his purse (20 cp, 19 sp, 8 ep, 11 gp, and 4 pp), an old jar in his cupboard, and a few magic items: 10 Arrows +1, Boots of Elvenkind, and a Cloak of Elvenkind.

20. THE HOUSE OF PANGRUS

A magnificent temple, appearing to be newly constructed, stands at the edge of town here. This multi-story structure has a small tower on the side and a gardened area in the front. Shrubbery forms a path leading to the double bronze doors of the main entrance.

Prominent NPCs: Kalmer, Dijon

Replacing the old temple to St. Bert, this newly built edifice was raised in honor of the aid rendered to the viscount by the gnomes of the Kron Hills, during the war against the Temple of Existential Evil. A somewhat distant cleric (Posten) and his assistant (Gilgar) officiate during services and otherwise serve their flock. Other than at services, anyone coming to the church must deal with the lesser cleric, a gnome titan priest named Kalmer. However, much of the town still worships St. Bert and silently resents the House of Pangrus.

Holy water can only be obtained from Kalmer, Posten or Gilgar for 25 gp/pint. Alternatively, PCs can attain holy water by secretly filling their flasks from a small earthenware basin inside a locked wooden cabinet, standing just inside the doors. This basin holds 1 gallon (8 pints) of holy water. However, due to certain magicks placed upon the basin, there is an 80% chance that stealing the water changes it to plain water.

Friar Dijon (who wears a Ring of Invisibility and a Ring of Mammal Control with 4 charges) recently became the chief cleric of the church, taking over from Canoness B'dey, cleric of St. Bert. After the dedication of the House of Pangrus and the subsequent loss of Honor for her church, the female cleric left unexpectedly and has not returned. The villagers say that Dijon is not particularly friendly and his stern demeanor is a cause of some speculation. Detailed information on the Canoness is given in the encounter key for Chapter 2: Nulb (Area 3). For more information on the church, see Map 5 and the detailed room key below.

Hints: As a member of the Council, Dijon knows the story of the temple as detailed at the beginning of this chapter.

Dijon knows the symbols of the existential quarters (square, eight-pointed star, triangle and circle), and to what quarter they belong (Anarchy, Chance, Immorality and Insanity, respectively).

HOUSE OF PANGRUS AREAS

MAIN FLOOR

C1) Hall: This is where the faithful come to hear the sermon given on Gawdsday eve. The place is floored in well-polished wood, with wooden ceiling and pillars extending all the way to the roof high over-

head. The walls are painted in pastoral scenes, and tinted glass mosaic windows of many shades of color allow light into the hall. There are no benches, pews or stools.

C2) **Processional:** Worshipers, as well as those to be confirmed, married, and so forth, are allowed to enter this way, led by the cleric or clerics concerned, the latter robed and with censer and ceremonial billet of bronzed wood. The floor here is of lighter wood, and the walls are deep blues, sprinkled with starbursts in silver leaf.

C3) **Altar and Sanctuary:** The circular chamber is screened by a drape of deep green velvet. Inside is a massive statue of Pangrus, smiling, the great broad sword held high in one hand while the left hand beckons the doubter and the faithful alike. Growing ferns and other plants are behind this statue, while to either side are tree stumps from which the clerics officiate. An altar is carved from a single piece of bronzed wood with billets, starbursts, and the sacred sign of the Crumpled Hat. The walls are wainscoted with carved panels, and the painted walls show various battles Pangrus fought.

A band of holy sayings is above the walls and wood; if one of the faithful needs guidance or advice, small sticks are tossed upon the altar, and their confirmation enables the cleric to select which holy saying (or combination) applies.

Examples include:

No gnome can guarantee success in war, but only deserve it.

Never tell me the odds.

The essence of war is violence. Moderation in war is imbecility.

A called shot to the head is worth two torches to the groin.

Advocate war as a means of peace, and peace as a means of war.

They that do not know evil do not suspect it.

The way to a man's heart is through the ribcage.

The art of progress is to preserve chaos amid order.

Freedom first; drinks second.

C4) **Study and Audience Chamber:** Those entering the church must come through this room, except on holidays. The lesser cleric, after bidding visitors to be seated on hard benches near the door (not on the padded chairs near the fireplace), invites them to peruse the religious tracts and scrolls on a nearby table. He then indicates the location of the poorbox (which is emptied after each visitor), then steps out for 2d6 minutes. Upon returning, the cleric inquires as to the visitors' business. If it is with the chief cleric nothing further is said until a contribution to the needy is given. About 1d10 gp per level of the strongest character in the party is a fair amount. Sometimes (50% chance) the person desired is unavailable, and the petitioners must return at a later time and go through the same routine. Injured, sick, or needy folk are not subjected to this treatment, but all aid given is always for a return according to the recipient's ability.

C5) **Vestry:** This private chamber is for the rest and relaxation of the clerics, as well as for their use in dressing for services. Steps lead to the upper floor.

LOWER FLOOR (a high basement area, floored)

C6) **Church Kitchen:** A serving woman and her husband prepare meals and care for the churchmen's needs here. All normal meals are taken here.

C7) **Meditation Room:** An empty room, save for a few pillows.

C8) **Exercise Room:** Club practice is conducted here daily.

C9) **Sacred Trophies Gallery:** Here are displayed copies of dented helmets, maces, clubs, and knobbed cudgels of fame.

C10) **Cells:** Needy, laity, acolytes, criminals, and offenders against the faith can be housed or confined in the small rooms here. Each has only a peg, pallet, and pail. The tiny window is barred, and the heavy, iron-bound door of each cubicle can be bolted fast from the outside.

UPPER FLOOR

C11) **Church Library:** Here are many religious and legal works, tomes, librams, scrolls, volumes, and so forth.

Treasure: Hidden in a thick book entitled "Legal Affairs in Veluna, 213 to 312 CY" is a Cleric Scroll of Seven Spells (one spell of each level - Regenerate, Cure-All, Break Hex, Neutralize Poison, Remove Curse, Diminished Rite and Walking Corpse) and an Amulet of Life Protection.

C12) **Upper Hall:** During sermons, visiting clerics can sit here in large upholstered chairs and couches.

C13) **Assistant Cleric's Chambers:** Here Kalmer and any other lower clerics find quarters. The room is large and well enough furnished, but many cords and ropes hang from the center, with colored wooden beads of appropriate size attached to the ends. Above, where the tower extends yet another 30 feet or so beyond the ceiling overhead, are a collection of bells, chimes, and gongs which are sounded at certain times of the day (dawn, noon, and dusk) and during holy services in certain melodies and patterns. Kalmer sees to this need. In the room are two cots, a brazier, and various miscellaneous furnishings.

Treasure: One of the large black-colored beads is not wood, but a lump of platinum of 13 gp worth - Kalmer's total cache.

C14) **Head Priest's Chamber:** This is a comfortably furnished, well appointed room.

Treasure: The mantle of the fireplace contains a hidden cache known only to (Nulb encounter key, area 3). The mantle lifts up to reveal compartments which hold a bronze neck chain (set with six rubies worth 1,000 gp each), an amber cudgel (worth 2,500 gp) descending from a platinum chain (worth 7,500 gp), a Mace +1, and a Scroll of Protection from Demons. Dijon keeps church emergency funds in a locked iron coffer under his bed, which currently holds 546 cp, 317 sp, 88 ep, 102 gp, and 16 pp. Of all relatively minor contributions, 30% is first removed (20% for Dijon, 10% for Kalmer), and the remainder placed here. These are the usual salary amounts; reduce them in cases of large grants or gifts to the church.

C15) **Balcony:** From this spot, about 15' above the floor below, the chief cleric of the church delivers his weekly and special addresses and sermons.

Treasure: The temple's general money is stored in a locked box in the altar (contains 41 gp, 321 sp, 2,718 cp). Any other valuables are stored in the head priest's chambers.

21. DAIRY

You see a cottage and large barn. The main door is open to the barn and a strange, disgusting odor emanates from inside.

Prominent NPCs: Tensh, Vickon, Blerry, Gunter

These well-kept buildings are obviously those of a cowherd (Tensh), and a particular odor is quite noticeable in the area. Tensh, his wife (Atla), his aged mother (Grundemere), and seven children (Ahn, Duu, Hree, Vor, Fife, Sitts

and Evven) have a dairy, making and selling cheese. The temporary inn (area 9) and the trading post (area 13) take what Tensh does not sell to passing merchants, leaving very little available for individual purchasers. The farmer and his three eldest sons (Vickon, Blerry and Gunter) are gnomes and members of the militia. They are quite experienced with the groin stomp maneuver. The family is part of the congregation of the House of Pangrus.

Treasure: Under the floor of the cheese storage shed is a sack containing 189 cp and 42 sp.

22. COTTAGE AND SMALL BARN

The road ends at a small residential farming home. Several small beings are tending a field of poor crops located in the back of the house. Next to the field, a short, somewhat heavyset woman is seen leaning against a lone tree.

Prominent NPCs: Tattsyp, Tebbs, Devvd

A somewhat reclusive gnome farmer (Tattsyp), his spinster sister (Tebbs) and son (Devvd) dwell here. They are not particularly successful at farming, but are excellent fishers, trappers and hunters. The villagers are not particularly fond of these folk. The farmer and his son are militiamen. The sister is only in her twenties, and is handsome but bossy. These people do not follow any religious persuasion, so they are excluded from most hamlet functions.

Treasure: They have saved 73 sp in a hollow of a tree to the north.

23. MILL

Two buildings stand along the road here. The large one has a wheel attached to it; obviously a mill. It rotates as water falls onto it, emptying into the river besides it. Barking can be heard coming from inside the mill. The smaller attached cottage has a sign beside the door depicting a loaf of bread.

Prominent NPCs: Tymm, Diezy, Mikey, Brin, Twist

Creatures: Dawg, Farm

Here dwell a close-knit group of gnomes - Tymm the miller, his wife (Diezy), three friends (Mikey, Brin and Twist), and two servants (Mashra and Ambar). They grind grain into flour, and goodwife miller Diezy also does some bread baking for the hamlet, and occasionally helps out at the temporary inn, making her special stew. A young pet (a farm dawg) is kept inside the millhouse. These folk are followers of Pangrus, pillars of the community, and tend to be cool toward strangers - suspicious with good cause. Tymm and Mikey are also militiamen.

If Tymm drinks too much, he may accidentally talk about his secret love Ophelia, who departed from Eathrow last month.

Hints: As a member of the Council, Tymm knows the story of the temple as detailed at the beginning of this chapter.

Treasure: Tymm has saved a store of gems (two chrysoberyls, two spinels, five garnets and a tourmaline, each worth 100 gp), and keeps them in a hidden niche within an old millstone, along with his private stash of pipeweed.

24. THE GROVE

This is obviously a place of worship. The trees are neatly pruned, and the grass is well tended. A carefully placed line of bluish stones sets off the path leading to a rock cairn where flowers, nuts, berries, and garlands of leaves are placed. A small path leads beyond the shrine to a low-roofed wooden building placed under the great boughs of the central oaks of the copse.

Prominent NPCs: Jaruks Ashpole

Creatures: Bear, Black

A call will bring forth the gnomeling druid, Jaruks Ashpole. All comers to the Grove are expected to make an offering here and there (and the druid will remind them, if necessary). If the visitors are not followers of the gawd Baervan Wildwanderer, they are expected to give several gold pieces to Jaruks as donations towards the needy of Tharp. The druid will listen to requests for assistance from those who contribute. Jaruks is an agent of the druids of Gnarley Wood, sent to Tharp to see if the Temple of Existential Evil is totally destroyed, and to help repress any rise of evil of that sort. He will give aid by spells, but will not accompany a party. If the visitors are suspicious sorts, Jaruks will follow at a distance to see what goes on. He has a black bear, which is always nearby but out of sight 95% of the time.

Hints: As a member of the Council, Jaruks knows the story of the temple as detailed at the beginning of this chapter.

Treasure: Hidden in the cottage is a Scroll of Weather Summoning, a Potion of Invulnerability, and a Decanter of Endless Water.

Trap: Stored in a stone box beneath the floor of the root cellar are 42 gems worth a total of 16,380 gp (seven moss agates, one amethyst, three bloodstones, two carnelians, two citrines, five black opals, three blue opals, two fire opals, two black pearls, two white pearls, four sapphires, one topaz, six turquoise, and two zircons). The box is fire trapped (D 1d4 + 7, 1/2 normal chances of detection; see *PLAYER'S HANDBOOK* pg. 77).

25. LESTER'S HOME AND BARN

A large red barn is connected to a two story house here. Sheep wander the pasture between the house and a grove of trees.

Prominent NPCs: Lester, Rimmor, Kett

Creatures: Dawg, Farm (2)

This place is obviously that of Lester, a herdsman. His wife (Kristina) is dead, but his sister (Redwa) and his full-grown son (Kett) care for the five children (Holli, Hilly, Kweeg, Cryte and Scutta). A cousin (Rimmor) helps to tend the flocks, and he has brought two dawgs along. These folk are friendly, but are not interested in adventure and have little interest in the way of goods. They all follow St. Bert. The herdsman, his son, and his cousin are all militiamen. He and Jaruks, the druid of the Grove (see area 24), are good friends.

Treasure: Lester has managed to save 33 cp and 9 gp, which he has stored away in a small wooden box hidden in the rafters of the upper main room.

26. WAINWRIGHT'S HOUSE/SHOP

The doors are open to this building, apparently a barn-like house. A post with a wheel nailed to it is stacked into the ground in front of the door.

Prominent NPCs: Bernard, Fryn, Monny

This is the residence and shop of the local wheel and wainwright, a gnome named Bernard. The main part of the structure is a barn where he builds and repairs carts and wagons. Bernard, his small daughter (Drinke), and two helpers (Fryn and Monny) live in the side apartment. His wife is dead, and his helpers are a married couple. Both Bernard and Monny are in the militia. These gnome folk are followers of House of Pangrus. The elder Bernard tends to drink too much, but is goodhearted.

Treasure: Bernard has 140 sp set aside for his daughter's dowry, the sum being kept in an empty wine jug sitting in a back closet.

27. WALLED MANOR HOUSE

This large house has an 8-foot-tall stone wall and a heavy gate. It is obviously the residence of some well-to-do folk, and easily defensible in times of trouble.

Prominent NPCs: Rumbol, Humph, Claiborne, Wilbur

This is the home of the hamlet elder (Rumbol), his wife (Mollie), and their three grown sons (Humph, Claiborne, and Wilbur) and tomboy daughter (Shirl). Humph and Claiborne are married, and their wives (Judi and Puncha) and three children (Lucas, Stephen and Spooner) live here also.

The elder Rumbol is a retired farmer, and his sons now care for the fields and livestock. All of his sons have horses, and are very proud of their status. Two servant girls and a hired farmhand (Harmon) are quartered in the stable loft. All the inhabitants are of the St. Bert faith. The four sons and the hired hand are members of the militia. In the event of attack villagers nearby seek safety in this compound. The elder is quite wise and greatly respected. The elder is also the justice of the peace. Once each new moon, he holds a meeting, usually in the temporary inn (area 9), to hear ideas and complaints. He heads a council whose members (in order of seniority) are:

Council Members

1) **Rumbol**, the hamlet elder
2) **Jaruks**, the druid of the Grove (area 24)
3) **Dijon**, chief cleric of the church (area 20)
4) **Gryvar**, Elmo's father and Captain of the militia (area 2)
5) **Tymm**, the Miller (area 23)
6) **Ernst**, the magic-user (area 31)
7) **Bertram**, Ernst's associate (area 31)

Ernst and Bertram are new arrivals to the council.

Hints: As a member of the Council, Rumbol knows the story of the temple as detailed at the beginning of this chapter.

Treasure: In a secret compartment in the bedroom is an iron box which contains 428 gp, 100 pp, and four pieces of jewelry (worth 400, 900, 2000, and 5000 gp). Rumbol's silver dinnerware is valued at 3, 750 gp, and the several gold dishes are worth a total of 2,300 gp. The elder and his four sons each carry about 10 gp worth of various coins in their purses.

28. CARPTENTER'S SHOP

The sign before this large building shows a saw and hammer. The building appears newly constructed.

Prominent NPCs: Pinch, Lidya

This new home is the shop and residence of Pinch, the local carpenter, and his wife (Lidya). His younger brother Solaro now runs the temporary inn (area 9), and will be found there. The carpenter often works for other craftsmen in town, and is currently at work on barrel staves. As is typical of most townsfolk, he is too busy to think of adventuring. Having come to the hamlet about two years ago, this family is considered 'outside' folk, and will be until their beards grow gray. The carpenter and his brother are nevertheless militiamen. All three are followers of House of Pangrus.

Treasure: Lidya owns a silver chain with 12 silver coins (worth 25 gp).

29. STONEMASON'S HOUSE

This well-crafted stone dwelling seems recently built. It is set off from the road by a low stone wall. No animals are seen, but some children are playing in the yard.

Prominent NPCs: Iga, Bilda, Imain, Howirth

Iga the stonemason, another of the recent newcomers to Tharp, built this home. His wife (Cella) and two daughters (Viola and Dola) are here, but he and his three apprentices (Bilda, Imain, and Howirth) are at work building the new castle on the low hillocks to the southeast (area 31). These folks are followers of Pangrus. Iga and his apprentices are militiamen. Iga has offered to help with the working of several large monoliths for the Grove after the castle is finished. Iga is well-regarded in Tharp. He has become quite friendly with the magic-user, Ernst.

Treasure: Iga has 20 gold ingots (worth 50 gp each) hidden in a secret hollow under the stone wall out front.

30. CASTLE FOUNDATION TRENCH

You see double fieldstone walls filled with dirt, the beginnings of what seem to be a small castle, being built around a newly finished tower atop a low mound. Workers are in the process of digging deep trench lines about ten feet wide and deep, down to the hard clay. They seem to be in the process of mortaring the foundations of the wall to be built above.

Prominent NPCs: Workers (10)

Work has barely begun, but the outlines of bastions, towers, a gatehouse and a keep can be noted. The keep is atop the second hillock, and considerable excavation has taken place. The earth from this digging has been used in the walls around the whole. Some dressed stone blocks are visible, but not similar to local stone. The whole is being financed by the viscount and the Archcleric of Veluna, for favors done by the owners of the tower (which they also built), Ernst and Bertram. These two will, in turn, serve the Viscount by holding the area safe for him and reporting on any untoward happenings. The workers will pay no attention to the party, informing them that they're working and direct them to the tower.

31. TOWER

This two-storied structure is some 55 feet tall, a smaller tower rising inside the greater at about 35 feet above the ground. Its entrance is accessible only by going up a curving flight of stone stairs which terminate in a landing about 10 feet above the ground. The outer door of the tower lowers to form a bridge to the stone landing. There are numbers of arrow slits around the tower, and it has a splay around the base to about 6 feet in height. The lower and upper battlements are machicolated, the merlons being pierced for archery as well. Two men-at-arms watch from its roof.

Prominent NPCs: Ernst, Bertram

Creatures: Marble Muggers (13)

The stairs leading up to the main hall has recently become infected with a small group of Marble Muggers. They will attack the players once they reach the locked door at the top of the stairs. See Map 6 for a floor plan, and refer below for a detailed room key.

Inside the tower dwells Bertram the fighter and Ernst the magic-user. Both of these well-dressed men came to Tharp some three years ago, and had considerable success in adventuring. They defeated a large bandit force that had plagued Verbobonc, and it is rumored that they gained considerable treasure in killing a green dragon that preyed in the Kron Hills to the west. These two are friends of all the important folk in the hamlet. Even though they always show kindness and courtesy in public, it is well known that they can be tough and very cautious. They are willing to give aid to adventurers for a price (nothing comes free). The origin of their meeting is unknown to the townsfolk, but it is known they have been friends for quite some time.

Ernst, 'His Most Worshipful Mage of Tharp': Ernst is a lawful good magic-user, and clever, but a trifle on the greedy side. All services he renders will be paid for handsomely. He is a follower of St. Bert, and is very conscious of his duty to protect the hamlet and to watch for evil. His adventuring (if any) will be calculated to accomplish those ends and gain him a third of the treasure found as well. He is not likely to risk his life or be duped. Ernst is on the young side for a magic-user, well dressed in light purple silks, and often frequents the temporary inn now that the Inn of the Welcome Wench is no more.

Bertram: This fighter is also lawful good. When he reaches 8th level, he is to return to Verbobonc for special service on the Viscount's behalf. He will not risk his life nor become involved in foolish adventures. If he renders service to a party, he requires not less than 20% of the total treasure gained. Bertram leads a squad of men-at-arms, and has been appointed as the overall commander of the hamlet troops as well. Since the burning down of the inn, both spend their nights alone in their private tower. Bertram carries Dust of Disappearance (12 doses), and a Carnelian Scarab of Protection Against Poison +2 (identical to the standard Periapt in effect).

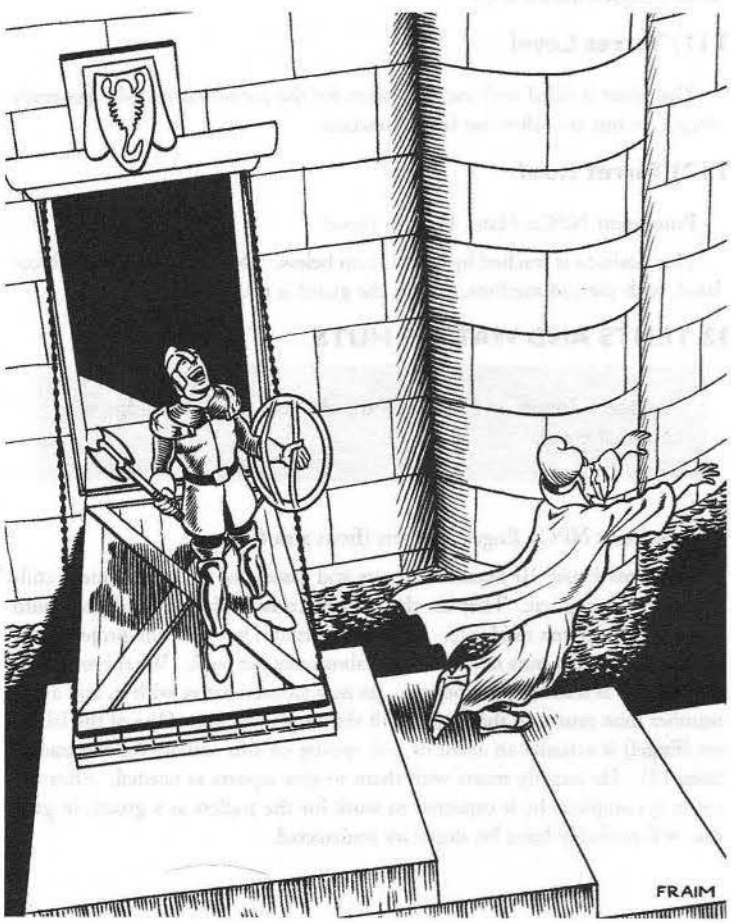
Ernst's Eagles: Some time ago, Ernst and Bertram took a band of 16 mercenaries prisoner and then spared their lives. These mercenaries (all Chaotic Neutral or true Neutral in alignment) are now known as Ernst's Eagles. Loyalty is good and morale is high. They have had some action against other marauders, receive top money, and spend an ample amount of off duty time drinking and carousing.

Two fighters (Hans and Francis) lead the other 14, though less than half are usually on duty at any one time. Currently, these are Hans, Francis, and the five guards at areas T1, T4, T10 and T12. All of Ernst's Eagles are capable of winding and loading the four catapults on the roof.

The others may be found elsewhere in the hamlet. All of these mercenaries like the hamlet, and have no desire to leave it or their current employment.

Hints: Ernst and Bertram are fairly new to the region, and know only the vaguest hints of an "evil moat house" and an evil religion that once existed nearby.

Treasure: Ernst and Bertram carry 1d4+1 gp each; the rest is stored in the tower).



TOWER AREAS

T1) Main Hall

Prominent NPCs: Archie

This is the entry to the tower on this level. The drawbridge appears to be one foot thick oak planking bound with iron, and is operated by a windlass. A stone wall and an inner door of iron close off the small entryway.

Archie the guard (one of Ernst's Eagles) is on duty. The door is flanked by shuttered arrow slits, and two murder holes are in the ceiling. Flanking the inner portal are two fireplaces, where most of the cooking is done by two to three servants. The lords of the place sit in judgment either here or at a table in the curved alcove. Trestle tables can be extended down and across to accommodate about 40 people when a feast or revel is held. Several fabulous chairs are placed along the walls, and the walls themselves are hung with gorgeous tapestries and decorated with 12 shields, 4 long swords, 2 broad swords, 4 spears, 2 battle axes, and hunting trophies - the heads and long horns of various creatures.

Ramps curving upwards and downwards lead to other levels.

T2) Lower Level

This is the ground level where the outer slope thickens the wall. Here are all sorts of supplies - food, ale, beer, wine, oil, and so forth. This place is not pierced with slits or windows.

Ramps lead up and down to other levels of the tower.

T3) Dungeon or Cellar Level

Horses are sometimes stabled here, and there are heaps of straw, hay and oats to provide for their needs. Normally only the steeds of Ernst and Bertram (light and heavy warhorses, respectively) are kept here at night.

Four cells along the southeast wall are for prisoner retention. Each is closed by an oaken door, barred, locked, and chained. In each cell are fetters and chains.

The secret door leads to a small natural cave with a spring.

UPPER LEVEL

T4) Hall and Ladder

Prominent NPCs: Fretob

The upper levels of the tower can be reached from this point by a steep set of retractable wooden stairs about three feet wide, very similar to a ladder.

Fretob the guard (one of Ernst's Eagles) is on duty at the foot of this ladderway.

T5) Bertram's Chamber

This is a well-furnished room with a double sized large bed, chest, chest of drawers, armoire, and beautiful wardrobe. A large chair, table, and stool complete the furniture. There are rugs and white bearskins on the floor, a framed picture of a large muscled man, tapestries on the wall, and a fancy longbow and quiver of sheaf arrows hanging near the bed.

Treasure: Longbow, and a quiver containing 14 silver-tipped arrows and six magical Arrows + 2. Under a loose stone in the fireplace is an iron box with 200 gp, 100 pp, five violet garnets, and five black pearls (each gem worth 500 gp).

T6) Ernst's Chamber

This room is quite similar to that of Bertram's, though it is sparser.

A workbench occupies so much area that a narrow pallet must serve, instead of a comfortable bed. Various items of use in magical research line the shelves-alembics, beakers, jars, flasks, and the like-most filled with strange substances. A clutter of parchments, scrolls, and a few books are spread on a table-desk. Clumps of dried vegetable matter, bunches of herbs, smooth bones, skulls, and bottles of fluids fill a wall case, hang from the ceiling, and appear here and there in the clutter. Pastel colored robes, cloaks, and capes of various sorts and color are hanging from pegs near the entry.

Treasure: Against the wall, underneath the robes, is a normal black staff with Gabal's Magic Aura cast upon it. A box under the pallet holds three daggers and a score of darts, and various and sundry items of dungeoneering equipment. These are: 6 vials of holy water, a silver holy symbol, a Rod of Splendor (25 charges left, command word "precious"), a Wand of Continual Light (28 charges left) kept in an ivory tube lined with black velvet, and a silver knife.

Ernst's cloth-covered spell book is camouflaged to appear as the seat of the only armchair in the room. A flat chest, fastened among the rafters and appearing as if part of the flooring overhead, contains his wealth. In it are 122 gems worth a total of 14,500 gp (5 emeralds, 8 topaz, 5 aquamarines, 4 peridots, and 100 ornamental 10 gp stones) and a locked iron coffer holding 200 gp, a ring set with an emerald (3,000 gp total value) and a magic-user scroll with seven spells. Ernst is debating whether to use the scroll to expand his spell book, or to save it for an emergency. The scroll contains Comprehend Languages, Mirror Image, Pyrotechnics, Web, Suggestion, Ice Storm, and Transmute Rock to Mud.

PARAPET LEVEL

T7) Hall

The ladder from below exits here, where an iron door leads to the parapet surmounting the tower. Another ladder extends to the upper level of the turret. A barrel of 20 javelins stands beside the door.

T8) Mercenary Captain's Room

Captain Hans' chamber is sparsely furnished, with a score of various arrows and five times as many crossbow bolts stored near the door. See "Ernst's Eagles" below, for details on the captain.

Treasure: A small coffer holds 173 pp and two star sapphires (worth 1,000 gp each).

T9) Mercenary Lieutenant's Room

Lieutenant Francis' room is much the same as Captain Hans' quarters, except that there are eight quivers full of arrows here and no bolts.

Treasure: He has a purse containing 50 gp, five amethysts, five red garnets, four red spinels, and a piece of amber (each gem worth 100 gp).

T10) Parapet

Prominent NPCs: Daryl, Mantos

As noted previously, the battlement is machicolated. The merlons are pierced for archery, and a light catapult is at each position marked A on the map. Smooth boulders and small rocks are stacked around the base of the turret and near the engines as well. Daryl and Mantos (both members of Ernst's Eagles) are on duty.

T11) Turret Level

This place is filled with racked pallets for the men-at-arms, who generally sleep here but are otherwise busy elsewhere.

T12) Turret Roof

Prominent NPCs: Hans, Francis, Pentel

This position is reached by ladder from below. The battlement is machicolated, with pierced merlons. Pentel the guard is usually here.

32. TENTS AND WATTLE HUTS

You see a dozen or so temporary shelters along the edge of a copse of trees.

Prominent NPCs: Engel, Workers (from area #30)

The tents house 10 peasant laborers and associated trained women, children, stray dawgs, etc. They are the workers constructing the additions onto Ernst and Bertram's residence. A few villagers also work on the project from time to time; each puts in half a day's labor once per week. Whenever a load of materials is sent from Verbobonc, six new laborers arrive with it, and a like number then return to that town with the empty wagons. One of the laborers (Engel) is actually an agent of evil, spying on this activity for the traders (area 13). He secretly meets with them to give reports as needed. After the tower is complete, he is expected to work for the traders as a guard, in garb that will probably leave his duplicity undetected.

33. OVERGROWN TRACK

This is the edge of town. The road splits off into the horizon. A sign post reads - high and low road.

This leads off into the rugged hills and tangled scrub above the town. About 10 miles away is a ruined moat house, a former warning post for the destroyed temple. The moat house is a fully detailed area for exploration; see page 20 and the maps located at IQ6.

34. TOWN GRAVEYARD

You have entered the town's graveyard. A quiet gentle breeze blows in the air and you can sense the feeling of calmness around you. There seem to be around 50 graves, mostly decorated with the symbols of St. Bert. Three recent tombstones, however, are marked with the symbols of Pangrus. It appears at least half of the graves seem to have been placed within the past year.

This is where the town folk bury their dead (the recent dead being from the fire that destroyed the Welcome Wench). If the party looks closer they'll notice one tombstone has been defiled with fecal matter and crude drawings of pixie-fairies doing obscene things. That tombstone belongs to an unnamed pixie-fairy (see area 7).

LEAVING THARP

Travel to Nulb is wrought with danger, especially along the High Road. In addition to random encounters, there are also several fixed encounters the party will pass leading to the moat house (see Chapter 2). When a random encounter occurs, use the table in Chapter 3. The section also includes details on when to roll and the frequency of the encounters.

35. THE ABANDONED FARMHOUSE

Creatures: Aarakian Workers (10), Aarakian Warriors (4), Brood Watcher (2), Aarakian Queen

This area is a common looking farmhouse (corn, scarecrow, and house) that has been overrun (from underneath) by a small Aarakian colony. There is a 20% that a PC wandering the grounds will fall into a sink hole. At the bottom (10 foot fall) the PCs will find themselves face to face with Aarakian Workers in their hive (3 rounds later the Warriors will arrive). There is a large hole in the kitchen of the farmhouse where the Aarakians broke through a week ago and took the farmers (including Rila's sister – see area 4). If left unchecked, the Aarakians' hive will grow and eventually reach Tharp.

There are a total of 16 Aarakians plus a queen. The workers will only attack the party if attacked. The warriors will attack the party if they enter the hive. The Brood Watchers will stay within the Queen chamber and guard her. If the battle goes poorly, the Watcher will give the signal to the workers to collapse the tunnels, cutting the intruders off from the queen.

36. THE BATTLEFIELD GRAVEYARD

This area is the site of a battle between the forces of Verbobonc and the Temple of Existential Evil that occurred about 10 years ago. Many of the dead temple forces were buried in mass graves. These rotting corpses provide ample nourishment for the pack of 5 Grave Scroungers that reside here. The Grave Scroungers only come out at night when they disinter and dine upon the dead buried here. During the day, they bury themselves to avoid the sunlight, which they hate (though it does them no harm).

Creatures: Grave Scroungers (5), Tween

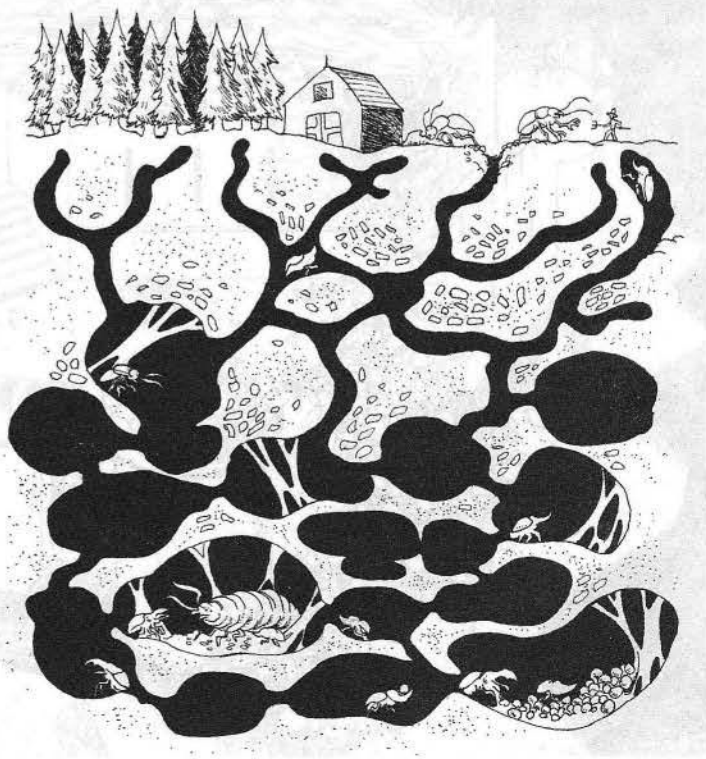
One of the Scroungers has a Tween attached to it. During the day, the Tween hovers over a freshly dug grave looking rather bored. As it is Ethereal, it ignores PCs who try to interact with it but its special luck power remains active. At night, when its Grave Scrounger host emerges, he shadows the beast. Should the PCs kill the host Scrounger, the Tween will adopt one of them (chosen at random). If GMs find the Tween to be slowing game time down to much, they may later introduce the party to a "Tween Remover," an NPC wandering traveler who will offer to remove the Tween for the party for a reasonable fee.

When the Scroungers feast on corpses, they remove inedible items like jewelry, coins and armor and toss it into a shallow ditch in the area. This ditch contains 14 cp, 8 gems, 19 gp, 40 pp, a tiny gold figurine of a horse (50 gp), a Potion of Oil of Etherealness, a Potion of Rainbow Hues and a Scroll of Protection from Fire.

37. BANDIT ATTACK

Prominent NPCs: Bandits (10)

When the party approaches the area of Nulb near the edge of the Gnarley Forest, two merchants will approach them. Once the merchants are close to the party, they will reveal their weapons and demand the party surrender their valuables. Located within the trees are 8 other bandits with light crossbows. If the party does not agree the bandits will take what they want by force. The camp is located a half mile east off the road. The bandits are doing pretty well for themselves for within their camp are 4 gold candlesticks (50 gp each), a bolt of fine cloth (50 gp), 2 barrels of good wine (5 gp, 200 lbs. each), 4 chain mail armor repair kits (12 gp each), a magnifying glass (100 gp),and a barrel of pickled fish (3 gp, 500 lbs.). Within a small locked box at the camp are 87 gp, 105 silver, and 32 copper.



Chapter 2

The Moat House

If the PCs decided to take the safer low road to Nulb, skip ahead to Chapter 3. However, if the PCs decided to take the high road, whether to investigate the moat house or not, read the following text aloud:

As you gaze out over the track before you, you see an overgrown path, cluttered with fallen branches and trees. Here and there it is washed out, while in other places it is mud and mire. Along the edge of the track, the wind blows softly among the thorns, thistles, weeds, and shrubs growing thickly there. Some game evidently still follows the pathway, however, as faint traces can be seen. Still, travel will be slow.

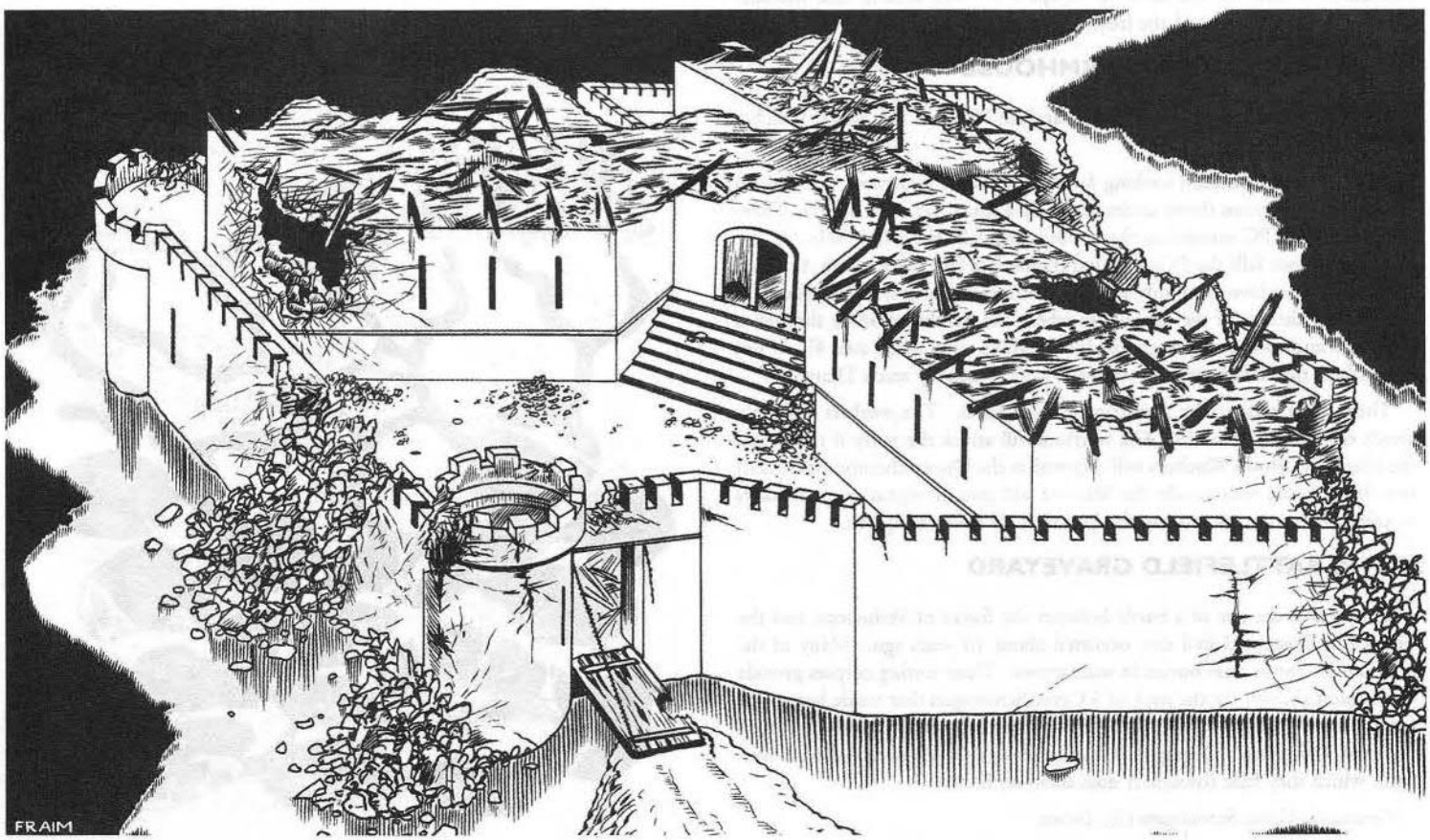
After two miles of this terrain, the track turns slightly north, and the land begins to sink and become boggy. Tall marsh plants grow thickly, and you can see jagged silhouette of a small ruined keep, off to the right.

You see a side path, banked high to cross over the wetland to either side, leading to the entrance of the ruin. The track here is about 15 feet wide or so, with crumbling embankments making travel near the edge dangerous. The bogs stink. The vegetation appears dense and prolific, but also sickly and unhealthy, with creepers and vines throwing their strangling loops over the branches of dead saplings and living bushes alike. The rushes and cattails rustle and bend even to a slight breeze, and weird bird calls, croaking, and other unwholesome sounds come faintly across the fen.

If the PCs approach the moat house, read the following text aloud:

You stand before the ruins of a fortified building. It is surrounded by water on all sides by a creek of undetermined depth. Portions of the walls have been reduced to rubble in at least four locations. Charred structures within scarcely stand more than one story. A crumbling ramp leads to the wooden drawbridge that is currently down. A marshy pool that is connected to the moat lies to the right of the ramp.

After the siege, the moat house suffered serious damage and was abandoned by the remaining forces of the temple. The roof is in shambles, exposing the rooms to the outside. The outer walls are crumbling and sections of the walls are now nothing but rubble.



If the PCs decide to ignore the moat house and follow the track to Nulb, skip to the end of this chapter. The track continues past the ruins to Nulb.

UPPER LEVEL RUINS - RANDOM ENCOUNTERS

Encounters occur 1 in 12; roll 1d6 for type. These random encounters do not deplete the numbers of others in the dungeon. References to encounter areas are given for aid in handling of the type. Check for encounters once per turn in all areas.

1d6	Encounter
1	Giant rats (2d4, see area 13)
2	Scraping noise (shifting materials)
3	Giant tick overhead
4	Squeaking and rustling (rats in the floor underneath)
5	Brigands (1d4+1, reinforcements for area 7)
6	Footsteps (the party's own, a trick of echoes.)

UPPER LEVEL ENCOUNTER KEY

If the PCs did not gather enough information about the temple from Tharp, the GM may use enemy NPCs from the moat house to relay some hints, stories or outright lies about the temple and its factions.

1. POOL

Creatures: Boobrie

If the PCs investigate the pool to the side of the ramp read the following text.

> You discover a huge nest within the tall march grasses. Within the nest are a total of 15 very large and beautiful tail feathers

The nest belongs to a single Boobrie (see HoB v1 p89), an enormous migratory bird standing about 12 feet high and resembling a large stork, with white head, neck and body, and wings marked with black feathers at the tips. Its wingspan is an impressive 14 feet, and it is immune to all poisons.

The Boobrie is currently out hunting but will return in 2 hours. When the Boobrie returns and if the PCs are not there, it will know that its nest has been disturbed. At that time, it will attempt to track down (65% success rate) the PCs, and attack them.

Treasure: Tail feathers (sell for 1-5 gp each in good condition).

2. ROTTING DRAWBRIDGE

> The battered planks of what was once the drawbridge lie across the moat. The chains once used to raise and lower the device have been broken.

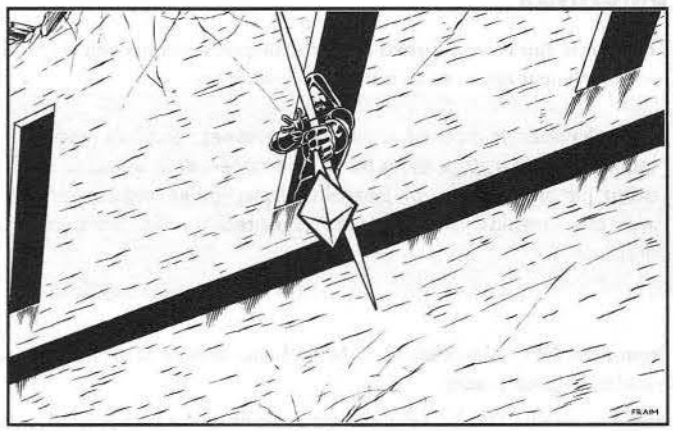
When the moat house was taken, part of the drawbridge was battered through, and men crossed on planks to gain access to the inner gates. The chains of the drawbridge were broken, and it fell; it has remained thus since. It is strong enough to bear a man, but any mount crossing over may break through and injure a leg. The chance is 50% for a horse or oxen, 30% for a mule or donkey, and 20% for a pony. The injury inflicts 1d6 points of damage and reduces movement rate and encumbrance figures to half of normal until healed. PCs with tracking skills may notice fresh tracks in the mud and crossing the drawbridge.

3. BROKEN GATES

> The door is hanging open on one great hinge, the other is splintered and holed but still in position.

Prominent NPCs: Brigands (2) – 50% chance here or at area 7

A careful examination of the ground here reveals boot prints in the ground, heading for the building steps at area 5. It is 50% likely that a pair of brigands (from area 7) is here, see the party, and retreat to their lair, giving warning to the group. If so, the party will be aware of none of this, unless using Wizard Eye or some other sort of invisible advance scouting. If the brigands are aware of the PCs and set up an ambush, they will fire upon the PCs from the windows of the building into the courtyard. When this happens display ImageQuest illustration #1 on page IQ1.



4. COLLAPSED TOWER

> The upper portion of the tower some 15 feet up has collapsed, and the interior is dark. A wooden trapdoor lies on the floor while nearby the gleam of coins beckons.

Creatures: Spider, Huge

If PCs look up into the tower they will notice it is covered in webs on the remains of an upper floor some 15 feet overhead. A Huge Spider (HoB v7, pg 97) is crouched in the small storage space beyond the trapdoor under the floor. It leaps (range 5 feet) and bites as soon as anyone steps into the tower. It gains surprise on a roll of 1-8 (1d10).

Unless provoked, the Huge (though polite) Spider will not attack any PCs that remain completely outside its tower.

Treasure: Amidst the rubbish are 71 cp and 38 sp, and an ivory box about the size of a large book (easily worth 50 gp or more to the right buyer).

5. LITTERED STEPS

> This staircase leads to the house portion of the fortress. The doors at the head of the stairs are broken-one flat on the floor, the other sundered.

A careful examination of these steps reveals that some traffic (human, animal, and perhaps otherwise) comes this way.

6. GREAT HALL

This was once a great audience chamber, as shown by the tattered banners and tapestries on the walls, destroyed furniture, and heaps of rotting cloth thrown into corners. Once richly appointed, it has been thoroughly searched, sacked, and despoiled. Leaves and dirt cover the floor, and cobwebs hang from walls and the ceiling above. Looking up, you see that pieces of beams and chunks of stone poke through, indicating that the upper stories of the place are totally destroyed and likely to be impassable to anything larger than a rat. Hallways lead out to the left and right and a heavy wooden door lies on the far wall.

If someone inspects the door on the far wall, he can tell it has been repaired.

7. BRIGANDS

The door to this room is barred but if the brigands within open it or if the PCs somehow manage to do so read the following text.

The chamber is floored in black flagstones, and has ebon-colored wall hangings (now burnt and tattered) in addition to other jumbled wreckage. Bedrolls lie pitched in odd corners, and the remains of fires can be noted in the northern fireplace.

Prominent NPCs: Brigands (2) – 50% chance here or at area 3, Brigand Sub-leader, Brigand Leader

Holed up in this 'Black Chamber,' the quarters of the former Lord of the castle, are eight brigands and their leader, a 2nd level fighter. These outlaws have repaired the heavy door, and it is usually barred and bolted as well. They are not aware of the secret door or the stairway down. If brigand sentries were at area 3 when the party approached (50% chance), they have retreated here, and the others are warned of the party's approach. At least one brigand always watches the escape route (the ruined wall in the southeast corner, and the stepping stones across the moat).

PCs may try to attack the brigands by going through an open window. Halflings or dwarves will take 1 full round to climb through a window (3 feet above the ground). Medium sized players may spend double their movement when climbing through. Large sized PCs will not be able to get through.

The brigands' actions when the party first arrives vary by the party's apparent strength.

Weak: The brigands hide in the clutter of wrecked furniture, gaining surprise on 1-8 (on 1d10).

Capable: The brigands lock their door with a poor quality lock (+15% to the Open Lock skill), and leave if it is battered. They take only their individual loot, leaving the rest safely hidden.

Overwhelming: The brigands sneak out as soon as the party is detected, taking all of their loot and heading for greener pastures.

Treasure: Each brigand has 3-18 sp. The sub-leader has an additional 6 ep and 5 gp. The leader has 20 pp, 2 citrines (50 gp each), and wears a gold chain worth 200 gp. The brigands have buried a chest under the rubble where the wall collapsed. Three turns of digging can uncover the loot. The chest holds 2,000 cp, two bolts of fine cloth worth 60 gp each, a crystal flagon and four goblets (the set worth 80 gp), an inlaid wooden box with ivory handles and decorations (45 gp), and four Magical Arrows +1.

8. STAIRWAY UP

A doorway leads to a stairway up. But after a few steps the risers are covered with dust, crushed stone, broken wood, and heaps of cloth. At the landing halfway up they are completely choked with rubble, and it is impossible to clear the loose stone and huge wall section to allow passage. The entire upper floor is obviously collapsed and ruined.

9. LITTERED ROOM

This room's dirt and wreckage show no signs of any recent occupant, though a couple of small rats are seen scurrying away. Ruined furniture including smashed chairs, a table and a splintered wall case litter the room.

Treasure: An extraordinarily crafted broad sword is wedged behind a splintered wall case, the contents of which are long gone. The sword is nonmagical, but worth double its normal cost due to its craftsmanship. Otherwise, there is nothing of value in the room.

10. EMPTY BEDCHAMBER

Once the bedchamber of a troop leader or some other petty official, this place is now a total wreck. The bed is chopped to pieces, and the furniture is smashed or missing.

11. SALON

This room was once very opulent, obviously a place of many expensive furnishings. The remaining bits and tatters still appear rich though heavily damaged. There are two gigantic bats hanging form the ceiling along one wall of the room.

Creatures: Bats, Giant (2)

None of the furniture is of any value. If the party investigates the room, one or more of the giant bats (HoB v1, pg 52) living there flutters angrily around. If they feel threatened they attack with their screech ability. The screech will cause 1d6 points of damage to everyone within a 20-foot-radius who does not save vs. paralyzation. In flight, giant bats are AC 2, but they have AC 7 in crowded conditions and AC 10 on the ground.

Treasure: Within the cushions of some of the furniture are 12 sp

12. CORNER ROOM

The entryway to this room has been barricaded with numerous large pieces of broken wooden furniture. The room beyond contains a rubble-filled penetration in the keep's outer wall.

Creatures: Giant Venomous Snake

After one of their number was slain here a few weeks ago, the brigands gave this room and the entry corridor a wide berth. A Giant Venomous Snake (HoB v7, pg 85) dwells here. It crawled up the rubble spilled into the moat, and found a nice safe lair where it could hole up after hunting.

Treasure: In the litter of the snake's nesting place is a jeweled dagger worth 850 gp.

13. STOREROOM AND STAIRWAY

Some rustling and squeaking coming from this storeroom quickly betrays the presence of a hungry horde of Giant rats.

Creatures: Rats, Giant (10)

These Giant Rats (HoB v6, pg 114) live on the shelves along the walls, and some lurk around the staircase. They are hungry and attack without fear.

Treasure: Though they have no treasure, an overlooked jug of oil (10 flasks' worth) is on the upper shelf of the storage area, and on the fifth stair down is a gold ring worth 40 gp. However, if the party does not search, the ring will probably pass unnoticed. Roll 1d20 per person using the stairs; the ring is discovered on a roll of 1.

14. TROPHY ROOM

Only a few mangy pelts, stuffed heads, and shattered antlers indicate the former status of the chamber as a hunting trophy room.

All worthwhile items are looted. Considerable time may be spent searching the litter herein, but nothing of value will be found.

15. DOMICILE

This place contains broken and ruined furnishings that look to have once been bedding. One iron basket for combustibles rests near the outer wall, and it contains a nondescript metal torch stub.

Creatures: Slime, Olive

This place was the domicile of the majordomo of the castle, but is now stripped of everything save the torch stub that is a silver baton worth 30 gp. There is also an Olive Slime (HoB v7, pg 79) that hangs just inside the doorway that will drop on anyone walking underneath it. Players that come in contact with the slime will become olive green hosts within 4 days. A small green patch of slime will appear on their back, and will only be noticed during the first 2 days if a player states they're looking at the host's back. On the 4th day, the PC will wake up as an NPC under the control of the GM.

16. KITCHEN

The remains of moldering foodstuffs and kitchen worktables are visible. There is a wooden cask near the fireplace on the north wall.

Creatures: Tick, Giant (Blue variant)

A Giant Tick (HoB v7, pg 142) attacks anyone approaching the fireplace or cask. If the attack hits, the victim takes 1-4 points of damage from the bite and 1-6 points per round thereafter from blood drain, with no "to hit" roll needed. This horror came in through the chimney. No treasure is here. Strangely, the tick will not attack any character named Arthur.

17. BARRACKS

Creatures: Lizards, Giant (2)

In this partially collapsed chamber, the remains of cots and plain wooden chests indicate that this was once a barracks room for castle guards-undoubtedly the human sort. A pair of giant lizards is in the south end of the room, near an intact chest.

The monsters attack anyone invading their lair. If the overhead rubble is forcibly moved, it may fall further (50% chance), inflicting 1-6 points of damage to each victim in the place. Check for each round of disturbance. Even though the walls are crumbling, the roof is in good condition.

Treasure: One of these giant lizards (HoB v4, pg 88) previously swallowed a Medium Shield +1, easily found if the creature is gutted. The intact chest at the south end of the room holds 33 cp, a scale mail tunic, a light crossbow, and a case of 24 quarrels.

DUNGEON LEVEL

RANDOM ENCOUNTERS

Encounters occur 1 in 6; roll 1d8 for type.

These random encounters do not deplete the numbers of others in the dungeon. References to encounter areas are given for aid in handling of the type. Check for encounters once per turn in all areas.

1d8	Encounter type
1	Footsteps (echoes of party's own)
2	Giant rats (3-12; see area 12)
3	Thumping (the lizard of area 17 out hunting, or some passing critter)
4	Zombies (2-8; see area 21)
5	Bugbears (1-2, on patrol; see area 27)
6	Moaning (the wind blowing through some cracks and crevices)
7	A distant rattling (could be anything)
8	Slobgoblins (2-5, on patrol; see area 29)

DUNGEON LEVEL ENCOUNTER KEY

Any outside light source extends to the foot of the stairs in area 18. GMs should check to see what the players plan on using for a light source at this time.

18. STAIRWAY ARCH

Creatures: Slimes, Green (2)

Two nauseous blobs of Green Slime (HoB v7, pg 78) have been carefully placed and fed in a position over the central arch at the base of the stairway. Anyone descending the stairs and stepping onto the dungeon floor will probably (75% chance) cause one of the two slimes to dislodge itself and fall squarely upon the victim. The second slime is located right after the first slime (GMs should roll again after the first slime falls). Any cautious approach (either looking up or moving along the walls) will avoid this, but then anyone passing through the northern portion of the 10 feet square will run the same (75%) risk of being attacked. The slime will dissolve through metal, and then transform the victim into a slime in 1-4 rounds. The slime can be scraped off (destroying the scrapper most likely) quickly. The Slime can only be harmed by fire or cold but will also damage the victim. The room contains no treasure.

Once the players can see and have gotten past the slime, read the following:

Carefully stepping past the slimy stairs you take a look around at your surroundings. The natural light from above only

supplies light for a few feet beyond the stairs making everything difficult to see. The stairs down seem to have come down in the center of a large pillared chamber. A few torn sacks, broken barrels, and shattered weapons racks show that this area was once some kind of storage place and armory for the fortress above. Great heaps of worthless rubble and broken containers and furniture lie against the wall at the western end of the room. All are obviously junk now due to age. The image of a door to the east can be just made out and the chamber seems to continue to the southeast around the corner. You hear a scream but are unsure of the direction it came from. Perhaps it was just your imagination ... or maybe it was something else.

The piles conceal the doors to rooms 19 and 20. Once the players begin to move away from the stairs, zombies from area 21 will attack.

19. DOOR

The lock of this portal is secured, obviously new and well-oiled. If not picked, the door can be chopped or smashed down by axe or hammer, withstanding 50 points of damage before splintering open.

Treasure: Inside the room are 30 medium shields, 12 halfling-sized suits of leather armor, and several barrels. Most of the latter contain salted meat, but two in the rear are 5-gallon kegs of an average brandy, worth 80 gp each.

20. DOOR

This portal is also locked, as is area 19. Behind it are 50 spears, 10 glaives, six guisarmes, three battle axes, 70 black capes (each with a yellow eight-pointed symbol of Chance sewed on the center, 10 small, 2 large, and 58 medium sized), more containers of provisions, a crate of 120 sheaf arrows, and a crate of 200 heavy crossbow bolts.

21. CORRIDOR AND CELLS

Creatures: Zombies (10), Common; Brain Eating Zombie

Two Common Zombies (HoB v8, pg 124) are hiding behind the northernmost pillar, at the end of the hall. They move to attack any intruders approaching the entrance to area 22. When this happens display ImageQuest illustration #7 on page IQ4.



One round after they are seen, another pair of Zombies appears from the southernmost cubicle (nearest the stairs), attacking the party from the rear. Each of the remaining cubicles also contains two Zombies, and one pair enters the engagement each round (10 Zombies in all). Try to corner the party in area 22. The Zombies attack until slain or turned, of course. The cell doors have no windows, they are solid reinforced doors.

Behind the latched northernmost cubicle is a Brain-Eating Zombie (HoB v8, pg 123). That Brain-Eating Zombie is currently leaning against the inside wall by the door. PCs opening the door to this cell will not see the Brain-Eating Zombie unless they look around the corner. The Brain-Eating Zombie will leave the room in 2 rounds if the door is left open.

Unless a PC scores a critical hit or makes a called shot to an arm, leg, or head, the Brain-Eating Zombie will take no damage from the attack. If the Brain-Eating Zombie is brought down to 0 hp, it will fall to the ground motionless (in pieces). Unless that body is burned within 2-12 days, the parts will reattach themselves and reform the Brain-Eating Zombie (comes back at full hit points). If burned, anyone within a 50 foot radius must save vs. poison or immediately die and become infected by the smoke. Those that are bit by the Zombie during an attack also become infected (save vs. poison each time to prevent infection).

Once an infected PC dies, he will automatically become a Brain-Eating Zombie. Those that are bitten but live will slowly become a Brain-Eating Zombie themselves (having an increasing desire to eat brains during this time), and eventually become one within 24 hours. The infection can be cured by a Cure Disease or Remove Curse. A Brain-Eating Zombie's first successful attack will always be to grab a victim (no damage). Should the PC be unable to pull away, the second attack will be a called shot to the victim's head (-6 to hit). PCs may not move away from the Brain-Eating Zombie while being held and their shield or dexterity bonuses do not apply to AC while being held.

It should be obvious to a GM how to handle a PC attempting to break free of the Brain-Eating Zombie as covered in the wrestling rules stated in the PHB page 135. But for those few GMs that need further clarification, continue reading. Basically, PCs may break free of the Brain-Eating Zombie by performing a successful wrestling throw or gouge maneuver. The Brain-Eating Zombie will also release his hold for one round if struck by a successful eye gouge attack (successful skill check needed, this does no damage but it does break the hold). Weapons are ineffective against forcing the Brain-Eating Zombie to release his hold. Another PC may assist the held PC. The assisting PC may attempt to make a Strength check to pull the Brain-Eating Zombie off the held PC.

Treasure: The Zombies have no treasure, but a peridot (500 gp gem) was long ago hidden behind a loose stone in the northernmost cell (the last to disgorge Zombies). If this cell is searched, the loose piece in the wall will probably be found (50% chance per searcher per round).

22. TORTURE CHAMBER

At first glance this area seems long abandoned; dust, dirt, and cobwebs abound among the various instruments of torture stored in the place.

A careful perusal shows, however, that several of the skeletons in the place are not old remnants, and some of the instruments and mechanisms have been used very recently indeed. Only if exacting care is taken in inspecting the floor can some drops of blood be noticed, leading south (the trail of a sloppy Ghoul).

Without this clue, it is 90% likely that the secret door in the pillar will go undiscovered. Check only once per character looking, but roll dice as if normal checks were being made. (If the trail is discovered, apply normal chances of locating the secret door mechanism-1 in 6 for non-elven characters, 2 in 6 for elven). Inside the pillar is a shaft some 30 feet deep, with iron rungs set into the stonework for easy descent. The rungs are obviously used with some frequency.

23. LITTERED STOREROOM

The mess of filth and broken junk is utterly unremarkable. For a person of average strength, the door opens with a roll of 1- 4 (on 1d6), and makes no noise. If the characters are cautious as they open the door, they might (50% chance) note the grease on the door hinges.

24. LARGE ROOM

Creatures: Ogre, (Low) Hedge

Lubash, a Hedge Ogre (HoB 6, pg 24) has been lured here and into service by baubles and the promise of fresh human meat. He will immediately

attack intruders who do not wear the symbol of the new master (the eight-pointed star of Chance). Those properly clad must still make the secret sign (crossed arms before the face) to prevent the Ogre's attack. Lubash will devour the slain at the first opportunity, tossing wounded and prisoners into room 25. He will pursue a fleeing party, but only as far as the stairs up (area 18).

Treasure: The Ogre has a heap of old clothing and skins for a bed, and a-large wooden chest for his loot - 10 small pearls (50 gp each), 4 brass candlesticks (10 gp each), and other trash, 823 cp, 46 sp, and 3 gp. However, by some whim of fate, a small-sized Cloak of Elvenkind is intermixed with the old carpeting and rags of his bedding.

25. OAK DOOR

This portal is heavily barred, for this is the grisly pantry of Lubash the Ogre. It currently houses a pair of humans who have undergone only mild torture, plus a badly beaten gnome upon whom Lubash intended to soon dine - a mere snack, and tough, but a nice change nonetheless.

If rescued, the humans will admit to being merchants. Both will promise large rewards for their release, vowing to send the monies to Tharp as soon as they return to their homes in Dyvers. Four weeks after their release, a passing caravan will deliver 100 sp per merchant to the rescuers along with a lovely fruit basket filled with various cheeses and crackers. If the merchants are rescued, their XP value (14 each) is awarded to the party.

The gnome was caught spying by some Gnolls, and he too will ask to be freed, giving a plain iron ring to whoever first so agrees. This ring is recognized 70% of the time by gnomes (within 100 miles of this region area) as a sign that the bearer is an ally, thus making it 25% more probable that they will be friendly and helpful.

26. UNDETECTED TRAP

The party will not notice that a huge iron grate could fall from above at this point in the corridor. The underside is even with the tunnel ceiling 15 feet above, and is painted a grayish brown to blend with the stone. The trap's two triggers are false doors, described in area 28 but located separately.

26a. BACK DOOR

The secret door (detectable at normal chances) leads to a winch, which is used to haul the grate back up. The lowered grate cannot otherwise be raised unless PCs (with a combined strength of 40) all work together to do so.

27. BUGBEAR RECRUITS

Creatures: Bugbears (6), Common

This is the lair of six Common Bugbears (HoB v1, pg 96), who have recently been recruited by the new master (area 35). If any lights are shown in the chamber to the north, these creatures sneak forth quietly to investigate, gaining surprise on 1-3 (1d6). The Bugbears know only that the master is quartered somewhere to the north.

Treasure: Each Bugbear has 12 gp. The leader wears a bracelet, which is actually a silver necklace (worth 450 gp) set with five gems of chrysoprase (four small, worth 50 gp each, and one of larger size worth 100 gp). Three shovels and three pick axes are neatly stacked against the wall.

28. DOOR

This door is a fake. When pulled open, a bare stone wall is revealed behind. At the same time, a distant clangor sounds (the grate, falling in area 26).

29. ODD SIDE ROOM

Prominent NPCs: Slobgoblin (9), Greater Slobgoblin

Herein is the lair of ten Slobgoblins recruited by the new master (area 35). They attack intruders, fighting fiercely and to the death if necessary. However, they are 75% likely to stop and listen if an offer to parley is made, for they are not satisfied with their lot. They have lost six members while raiding to the east and south of the ruins, are dissatisfied with their loot, and are irate about the greater status accorded the newly recruited Bugbears (area 27).

The Slobgoblins speak Bugbear, Ogre, and their own tongue, but no Common. If offered six or more gp each (triple awards for the leader), they desert their current station. If double this fee is offered and paid, they lead the characters to the north passage toward the master's room, and even tell of human guards. The Slobgoblins then proceed west to the exit and never return.

Treasure: Each Slobgoblin has 3-18 sp. The leader has 11 gp and a pretty lump of blue quartz worth 10 gp.

30. POOL

Creatures: Beetle, Giant Predacious Diving

When the dungeons were dug, this natural pool of water was found. As it is considerably below floor level, the area was dug lower and the entrance to the pool enlarged. Some connection to an underground stream must exist, for some time ago, a Giant Predacious Diving Beetle (HoB v1, pg 63) took the pool as its own. It now disputes with any creatures entering, hoping to make a meal in the bargain. The men-at-arms (from area 33) hold it at bay by prodding with pole arms; all others take their chances.

The monster has been fairly successful, and there are bones and litter in and around the pool. If badly wounded, the beetle retreats into a very deep central section of the pool, and does not return for 24 or more hours.

Treasure: Near the back (northeast) edge of the pool are 17 cp, 30 sp, 19 gp, and a normal longsword. In the water on a ledge are a platinum pin set with a smallish ruby (worth 2,000 gp) and a bone tube. The pin is under a skull, and the tube rests under some bones. Unless searchers use their hands, either or both treasures may (50% chance for each) slip off the ledge and be lost below. The tube is watertight and contains a scroll of three magic-user spells (Push, Stinking Cloud, and Fly), but does not float.

31. BURIAL CRYPTS

Creatures: Ghouls (4)

The builders of the dungeon planned for a long tenancy (though their expectations were not met). Most of the niches are empty, but a few contain splintered coffins, wrappings, and gnawed and split bones (a sure sign that all is not well).

Squatting in the north end of the room are four Ghouls (HoB v3, pg 51), who attack as soon as they see intruders. These creatures get corpses to eat from the master and sometimes even prey on those not yet dead (from area 22), so they can have some 'sport' before dining. They have no treasure (not here, at least).

31a. Burial Crypt Stash

The back of a crypt is broken out, leading to an earth tunnel, which is foul and damp and only about 5 feet high. The tunnel leads to a noisome den (A) where a heap of bones and skulls indicates the Ghouls' nest.

Treasure: Their treasure is scattered in the heap of bones and skull - 800 sp, seven vials of holy water, a Potion of Undead Control, and a Scroll of Protection from Undead. A trail of gold pieces (1 per 10 feet of tunnel) begins at area 31b, leading generally eastward.

31b. Lair of the Hydra

Creatures: Hydra, Three-Headed Variant

A warren of small burrows (3 feet in diameter and smaller) starts here and is the home of a young Three-Headed Hydra (HoB v4, pg 22) Variant. After about 30 feet of travel, the trail of gold ends at the creature's lair. The tunnels continue on for miles and eventually lead to an open cave in the wilderness west of the moat house.

Treasure: 10 gp total in the trail.

32. PASSAGE

The corridor here begins to slant gradually upwards, and a slight breeze can be felt after 100 feet beyond the edge of the map.

After another 300 feet, the tunnel ends in a narrow opening amidst rocks, thick briars and brambles-open air.

33. ROOM AND CORRIDOR

Prominent NPCs: Sergeant, Guards (6)

Creatures: Brownie, Quickling

A human named Lareth was originally sent to this area to rebuild a force of men and humanoid fighters to gather loot and restore the Temple of Existential Evil to its former glory. He is but one of many so charged, of course, but was looked upon with special favor and expectation. The members of the temple grew tired of Lareth's lack of progress and sent a Quickling Brownie (HoB v1, pg 94) of the Chance Quarter to replace him. After the slaying of Lareth and his bodyguards, the Quickling seized control of the moat house. Plans have now begun on increasing his forces and securing his base of operations.

He and his minions have been careful to raid far from this area, never nearer than three or four leagues, traveling on foot or riding in wagons of the traders from Tharp. None of the victims are ever left alive to tell the tale, and mysterious disappearances are all that can be remarked upon. No trace of men, mounts, goods, wagons or draft animals is ever found.

The Quickling leader is currently using his dig power to construct a pit trap behind the door here. The party will see nothing but the pit digging itself. The pit is currently 3 feet deep. At each position marked "X" stands a guard watching the pit, garbed all in black with golden eight-pointed symbols of Chance embroidered upon tunic and cloak. These humans are the alert and fearless 6 guards of the "new master," the Quickling Brownie. Their Sergeant is usually in area 33, but he patrols the whole area regularly. When attacked, a guard sends up a low hooting sound while engaging the PCs. This brings the others, plus reinforcements from area 34 (six more guards with spears, and their Sergeants). The reinforcements take 4-5 rounds to arrive there to ready themselves, one to move to area 33, and another to reach the north passage (if needed there). If the guards are losing the fray, they start howling. This brings all guards in the area. (See above for time required.). Each of them carries 5 heavy bolts.

The Quickling is cunning and evil to the core. If a situation appears in doubt, he uses bribery and honeyed words to sway the balance to his favor. He is not averse to gaining new recruits of all sorts, and will gladly accept adventurers into the ranks (though he will test and try them continually). Those who arouse suspicion will be quietly murdered in their sleep. Those with too much promise will be likewise dealt with, for the Quickling wants no potential usurpers or threats to his domination.

While in the pit and using the dig ability, there is only a 10% of being seen due to its speed. Once combat begins, it will be moving to fast to be seen. Attacks made against the Quickling are considered to be made as if the PC was blind fighting (unless the Quickling can be held or slowed). Besides Dig, the Quickling may employ the following powers once per day: Ventriloquism, Forget, Levitate, Shatter, Dig, and Fire Charm. Quicklings always make their saves as if they were level 19 clerics. PCs that are hit by the Quickling's poison-coated blade must make a save vs. poison. Those that fail are knocked unconscious for 2-12 rounds. If combat should occur, the Quickling will stay in the pit and allow his guards to deal with the intruders. Once the party is completely in the hallway, he will use his Fire Charm ability on one of the torches hanging on the walls in an attempt to charm the PCs. If the Quickling is losing he will offer his valuables (in area 35) in exchange for his life and freedom.

If the Quickling is slain, there will be cautious and discreet inquiries in Tharp, as the servants of evil therein make every attempt to find out what happened. If any of Lareth's possessions turn up, the slayers are revealed. An assassin of 10th level who can speak the alignment language of the individuals, as well as those of major allies, will come to the hamlet in 5-20 days to eliminate the offender(s). GM, handle this as you see fit. Jaruks and Dijon of Tharp will certainly aid those attacked. If the assassin is killed, nothing further will be attempted.

Treasure: The Quickling is currently wearing a Cursed Ring of Protection -1 (he's been trying to get it off for weeks now), a Ring of Free Action, and carries 9 pp and one black opal (1,000 gp) in a side hip pouch. The ring may be removed once he is slain. The remainder of the Quickling's valuables are in area 35.

Each guardsman here has 2-8 sp, 2-5 gp, and 1-4 pp. The Sergeant has double those amounts of coin, and wears a gold chain of office (worth 50 gp) around his neck.

The gold chain necklace wears has the letters TZGY engraved on it, and radiates magic, but has no magical properties besides allowing access to area 419 in the Temple of Existential Evil.

34. BARRACKS CHAMBER

Prominent NPCs: Guards (12), Sergeants (2)

Quartered here are 12 guards and two sergeants, all armed and armored as those in area 33, except that six guards bear spears instead of crossbows. These six and their sergeant are the reinforcements arriving in area 33 if fighting occurs. In the 20'x 40' room to the northeast are supplies for the guards-salted meat, weak wine in a barrel, water, hard biscuits, dried fruit, and so forth. There are also mounds of fresh rushes and grass, for bedding and for two light warhorses stabled at the north end of the place. Saddles, tack, and a lance are nearby. One of the sergeants has 29 gems in his purse, each worth 100 gp (three amethysts, eight pieces of fine coral, nine red garnets, six pearls, and three tourmalines), and wears a platinum chain of office (1,000 gp) in which a topaz (500 gp) is prominently set.

35. CHAMBER OF THE NEW MASTER

Prominent NPCs: Golems, Guardian (2)

A pair of beautiful Guardian Golems guards the outside of the chamber. They appear to be 2 stone statues, and attack once the door is touched. Weapons that strike the golems have a 25% chance of breaking -5% per plus of the weapon. Guardian Golems make all saves at +4.

This is where the Quickling keeps his valuables and will offer them in exchange for his life.

Treasure: The master's chamber is lavishly furnished, with thick rugs, wall hangings woven of colorful cloth, and soft chairs, couch, and cushions. Wines, liquors, and 2 weeks of iron rations abound. A silver brazier continually burns, warming the place and sending a fragrant incense into the air. Silver serving pieces and goblets (worth 4,000 gp for all) and an alabaster box filled with unguents (total value 800 gp) are in plain sight. Hidden in a cabinet is an exquisite piece of jewelry, made with matched fire opals (ten gems worth 2,000 gp each) on a gold chain and settings with diamond chips (5,000 gp), a Staff of Striking (20 charges left), and a Mace +1.



Nulb and the Temple Ruins

PLAYERS' BACKGROUND

As you continue down the track, your bones weary from many miles of travel, your mind wanders over what you have learned recently. Ahead of you lies the disreputable community of Nulb and surely somewhere nearby, the ruins of the temple. Rumors say that this vile place spawned much suffering, ruin and death before the upper works of the temple were thrown down and destroyed in the final siege against its hordes. Because of its great power and evil, however, the conquerors did not actually raze the temple proper, instead sealing its great doors and placing mighty wards of all sorts upon the place and the black labyrinth beneath. Even the great force that overthrew the temple could not cleanly deal with what lurked below.

Since that great battle, the temple area has been shunned, its ruins deserted. The nearby village of Nulb has returned to a semblance of normal activity - questionable at best, for the place has always been rumored to house thieves, brigands, smugglers and pirates. But as Nulb stinks of garbage and filth, the temple area reeks of the foul corruption and pervading evil from whence it was spawned. No wonder that both places have again been left to their own devices.

When the Temple of Existential Evil flourished, storms of all sorts struck with seeming capriciousness, great fires sprang up quickly and ceased almost as soon as they had begun, flash floods seemed to target the buildings of the wealthy over all others, and demons frequently kidnapped handsome young men and women. All that ceased when the temple was assaulted and sealed. You have been advised of all this, and urged to go elsewhere to seek your fame and fortunes. The unease that prevails upon those merely passing near the ruins shows that some wickedness still haunts the place. There are many bad folk in Nulb, and still greater perils amidst the fallen temple.

Yet the lure of such adventure beckons to you, drawing your party as surely as a lodestone draws iron. Warnings against loss of life - or even worse fates - cannot counter the irresistible pull of treasures secreted deep underground, of monsters still unbeaten, of mysteries to be unraveled. There are whispers of occult places beneath the interdicted temple, where mighty evil is yet wrought and noble folk are imprisoned. With care and cunning, luck and great deeds, caution mixed with boldness and daring, you and your associates can win through to achieve exploits of the stuff of legend! The journey of a hundred leagues begins with the first step, and the time for your sojourn has come.

How you and your fellow adventurers plan to overcome the perils of the temple is a matter that you must decide for yourselves. Is it best to reconnoiter from Tharp? Base your activities from the village of Nulb? Try to make a secure wilderness camp somewhere near the ruins? Or perhaps lodge somewhere within the foreboding temple itself? The decision must be made soon. It is certain that both vast treasure and horrible death wait ahead, so you must gain the one while cheating the other. Fortune and the gawds must smile upon such an undertaking.

NOTES FOR THE GAME MASTER

The dungeons of the Temple of Existential Evil are extensive. It is quite likely that many long adventures must be conducted before your players have exhausted its possibilities. You will, therefore, become not only intimately familiar with the temple but will also come to know the Village of Nulb as if it were your own.

In fact, the place is only sketched so that you can, in effect, make it so. This adventure began in the Hamlet of Tharp, only about thirty miles west and south of the edge of the Nulb area map. You can easily construct your own campaign map by using graph paper of roughly the same parameters as that of the Nulb map, assuming 100 yards to the square. Two sheets of paper to the west and two to the south cover all of the important territory, with Tharp being located on the High Road, two maps west, one south near the map bottom, but in the southwest quadrant. (The Velverdyva River, by the way, generally remains along the upper portion of the northern map additions, bulging a bit on the first map addition to the west, then swinging northwards to flow along the very edge of the second map addition.)

If you make such a map, players might wish to base their characters in Tharp and ride to the temple for adventures. This exposes them to more random danger, but it does give them a friendlier home base than otherwise, in all likelihood. If they inquire or search for themselves, they find that the only ford of the Imeryds Run is at Nulb, the next nearest being six leagues upstream. If characters base themselves in Nulb, they can stay at the hostel, or may attempt to buy a deserted structure somewhere else in the place. (Your option as to location, but cost should be about 500-800 gp for land and building, with an initial asking price of at least double that amount followed by slow, hard bargaining downwards). The characters must accomplish all repairs and safety measures, of course.

A party based in Nulb will certainly attract attention if they are obviously of good alignment or well heeled. A few successful raids on the temple draw prowling night monsters to the party-with some offensive aid from the inhabitants of Nulb. A great load of booty brought to Nulb by a weakened party is an open invitation to every pirate, brigand, and town militiaman to band together and overwhelm the strangers to get the treasure!

Only five places in Nulb are dealt with herein, and you should enjoy developing the remainder. As with the village, the temple is reasonably well organized. While there is no particular rivalry in the village, the citizens are chaotic and neutral evil by and large, so concerted action is limited in scope (i.e. numbers and time). Nulb folk make fast raids, but are not likely to

become involved in protracted plans and long sieges. The temple suffers from the same attitude, and it has its rivalries as well.

After the short section hereafter pertaining to the village, the temple is dealt with at great length. Outdoor adventuring is possible around Nulb and the upper ruins of the temple, but the dungeon levels and existential nexuses are certain to provide the greatest excitement and richest rewards. As with any adventure, be certain to read and familiarize yourself with all the material thoroughly before you start the campaign. Adjust details to suit your own concept of a fantasy milieu; personalize things for your group; add things to make the work a more complete setting for the action to come and have at it! It is a certainty that the adventures cause changes; just accept them as they come, and emend accordingly. Adjust the Players' Background notes to reflect their actions in Tharp.

Remember that the following adventures are designed for characters that, after starting at first level in Tharp, have now finished that prelude and can continue with these challenges.

OUTDOOR NOTES

A casual look at the area map reveals that, in general, only terrain features are shown. Wilderness encounters of special sorts are not given, for two reasons. First, the length of the material included herein precludes extensive detailing of the outdoor areas. Second, as it is meant for long-term campaigning, it is absolutely necessary for the GM to personalize his or her map to suit the tempo and direction of events in the group milieu. There are two built-up areas shown on the map, and these are dealt with in varying degrees of detail.

RANDOM OUTDOOR ENCOUNTERS

Check for random encounters when the party first approaches Nulb, and whenever they leave. Check about halfway down the road. If at night, check twice. When a group is exploring off the road, check six times per day: morning, noon, afternoon, nightfall, midnight, and pre-dawn. You may modify these tables as desired.

Forest or Scrub Terrain (including road)

1d12	Result
1	1d10 +10 Brigands; leader level 4-5
2	1d4+1 Wild Boars
3	2d4 Bugbears
4	1d10+2 Gnolls
5	1-2 Lycanthropes (werewolves)
6	Merchant caravan (1 in 6 chance of being disguised evil pilgrims)
7	1d12 normal wolves
8-12	no encounter.

Swamp or Pond Area

1d12	Result
1	1d4 Frogs, Giant Killer
2	2d4 Ghouls
3	1d6 Giant Leeches
4	2d8 Giant Lizards
5	Merchant caravan (1 in 6 chance for being disguised as evil pilgrims)
6-12	no encounter

River (including Imeryds Run)

1d12	Result
1	1d4 Giant Crayfish
2	1 Gar, Giant
3-6	1 Merchant ship with 4-16 Merchants
7	1 Pirate ship
8	1d4 Warships or Barges with 1d4+8 Nyr Dyv Bargefolk
9-12	no encounter

NULB MILITIA

At any given time, the (mostly) neutral evil populace of the village can turn out some number of militiamen who are roughly equal to bandits (Level 0, not leaders or other exceptional types) in armor and weapons. The total number depends on the circumstances:

Circumstances	Militiamen
Village threatened with destruction	60
Possibly over 1,000 gp loot	40
Minor loot and easy battle prospects	30
Village leaders demand service	20
Party or force to be attacked is Good	10

In addition, 5d6 actual brigands are in Nulb, and participate if their leaders see the situation as lucrative enough. Whether Tolub's crew (see area 4) is in the village or not, 2d6 additional pirates likewise participate if the rewards seem worthwhile.

COORDINATED EFFORTS

The evil and good factions in the village of Nulb are not isolated groups that act randomly and ignore events elsewhere. If one place is attacked, someone is likely to see or hear, and spread the word. A serious combat at the Boatmens' Tavern (area 4), for instance, attracts everyone from the Waterside Hostel (area 1), the citizenry (including 10-40 militiamen), and Otis (area 2), B'Dey, and Raffles (area 3) as well. The latter three are aware of such reactions, and in most cases do not help even good individuals - for that would reveal their true identities and betray their greater purpose. All this is not to say that a silent, swift, and deadly attack upon one place or another is always noticed. But if a noisy or protracted fight takes place, the results might prove unpalatable to those causing the problem.

Otis, B'Dey, and Raffles, as agents of goodness, must be handled as rational, clever, intelligent, thoughtful individuals. They do nothing foolish, nor offer aid to unproven groups. They will not risk losing their cover identities, let alone their lives, for no purpose. Conversely, their participation in a death-stroke to the temple (an expedition with purpose, planning, sure goals, and solid chances for success) is logical and reasonable. In short, play each and every character and group as if you yourself were there!

Assume that almost every NPC residing in Nulb can tell the known history of the temple (see the Introduction to this book), if the PCs did not learn enough about the temple from the villagers of Tharp or the villains of the moat house.

MERCENARIES

As noted, a handful of men-at-arms are usually in the village, and will serve for pay. Because of the repute of the area, these mercenaries are evil (neutral or chaotic) or chaotic neutral. Such types are in the village mainly to seek service with some bandit chief or similar person-perhaps even to hire on with a minion of the temple. When mercenaries are encountered by PCs, determine alignment as given on Mercenary Table T3-1.

The alignment of a leader, of course, determines the bent of a group. Evil men-at-arms will serve with your players' characters, but are most likely seeking to rob, abandon, or betray them, depending on the circumstances.

Mercenary Table T3-1 (Normal)

roll	Mercenary Type
1-3	Chaotic Evil
4-5	Neutral Evil
6	Chaotic Neutral

Mercenary Table T3-2 (Party in need)

roll	Mercenary Type
1	Bandits
2-3	Neutral Evil mercenaries
4-6	Neutral mercenaries

Chaotic neutral groups are just that-and possibly dangerous through their unpredictability and avarice. If the party is rather on the weak side, you should alter the probabilities for mercenaries rather than involve Otis, B'Dey, or Raffles. The players would tend to rely too heavily on these NPCs, rather than developing their own characters' skills. To adjust for a party in need of strengthening, use Mercenary Table T3-2. Assume that each time a PC enters the Waterside Hostel, 1d4+4 such mercenaries are present.

Leaders

A 2nd level fighter leads mercenaries, and if more than six are present, a 1st level sergeant will be present as well. Note that these leaders are not added to the total; they form part of the stated group of 1d4+4. They do not progress beyond their stated levels.

Troop Types

Each group of mercenaries always contains the following types of troops and weaponry. Each mercenary has 1-2 daggers as well, usable as either thrown or handheld weapons.

Light crossbowmen: 2

Spearmen: All remaining men

Swordsmen: Leader + Sergeant

Armor

The leader and sergeant have chain mail and shield (AC 4). Spearmen have ring mail and shield (AC 6). Crossbowmen have leather armor and shield (AC 7, AC 8 while firing).

ASSISTANCE AND TRAINING

If Otis requests aid, Ernst (area 31 at Tharp) assists magic-users, furnishing them with spells for their books at the cost of 1,000 gp per spell level. He offers only the following spells:

1st-level	2nd-level	3rd-level
Burning Hands	Audible Glamer	Dispel Magic
Magic Missile	Continual Light	Fireball
Protection From Evil	Levitate	Suggestion
Shield	Ray of Enfeeblement	Tongues
Spider Climb		
Throw Voice		

Furthermore, if Otis happens to be along on an adventure during which the true numbers and power of the temple are revealed, he informs Ernst. The latter will, in turn, summon powerful characters from Veluna and Verbobonc. They remain in Tharp, but aid in training and preparing the adventurers to gain levels of experience. Costs are as shown in the HACKMASTER *GAMEMASTER'S GUIDE*, but time is cut by 50% due to concentrated efforts.

NULB ENCOUNTER KEY

The village of Nulb is filthy, ramshackle, and still fairly active despite the destruction of the temple. The buildings are of turf, mud brick, crudely hewn logs, and old timbers from boats. One or two have stone foundations and proper boards, but even these are in need of repair. The inhabitants of the village are boatmen, fishers, herdsmen, farmers, and the like. It is apparent that no one manages to make much of a living in Nulb, and as it is such a poor place, lords and bandits alike generally ignore it.

A small amount of commerce moves along the Low Road, as well as into Nulb from the Velverdyva, as Imeryds Run is wide and deep enough for the small river vessels to use for offloading cargo and likewise embarking it from Nulb, north of the ford there. Only five points in the entire village are noteworthy.

1. THE WATERSIDE HOSTEL

> This place seems to be one of the more substantial buildings in Nulb. It has a foundation of fieldstone and walls of sawn timber, but is nonetheless a scurvy-looking place. A large sign with a jug of ale is visible even from where you stand now.

The hostel's main trade is in its tavern room, though occasionally travelers stop to spend the night. Rich guests have been known to disappear mysteriously (usually last seen with the bar wenches Dala or Pearl).

Prices, fortunately, are low. In the daytime, only two or three local people can be found in the hostel's tavern room (0 level farmers and laborers). At night, 4d6+10 folk can be found in the tavern room (25% villagers, 25% boatmen or bargefolk, 25% transient bandits or mercenaries, 25% river pirates or temple spies; assume equal chances where two possible types of patrons are given). Upstairs rooms are rented for 5 sp/night.

Hostel Quick-Reference

Dala: Bar wench; slovenly; anyone flashing money around is a target for her Pick Pockets skill; loves Dick.

Treasure: Dala keeps her dagger concealed in a side pocket along with 4 pieces of cheap jewelry (12 gp each). In a small room upstairs, Dala has a Philter of Love and a pair of jeweled earrings (worth 700 gp) under a loose floor board and 87 gp in her mattress.

Dick Rentsch: Barkeep; tall, lanky and greasy; no sense of humor; longs for Pearl; reports to the temple's Immorality priests.

Treasure: In his private quarters, Dick has a suit of Chain Mail + 1, Buckler + 1, Battle Axe +1 and nonmagical longsword.

Trap: Under his bed, Dick has an iron chest with a poison needle trap (Class B Poison; Delivery – Injected; Damage – 2d4/1d4-1 per round for 2d6 rounds) on the lock. The chest, stored under his bed, contains 673 cp, 325 sp, 17 ep, 108 gp, and 46 pp.

Honp: Manservant/guard; surly; always alert and ready for a brawl or nefarious duties; works exclusively for the bar; sleeps in the loft with Joe.

Treasure: Has a pouch with 2-12 sp and 2-8 gp. Has stored a suit of chain mail, a shield, a light crossbow with 30 light bolts in a case, and a longsword in the attic.

Hostlar: Ostler (one who tends to horses at an inn); burly with scarred, pockmarked visage, left eye covered by a patch; spends most of his time here drinking, but could be hired; sleeps in the stables.

Treasure: Hostlar carries a pouch with 9 pp, 15 gp, and 11 sp.

Joe: Manservant/guard; surly; always alert and ready for a brawl or nefarious duties; works exclusively for the bar; sleeps in the loft with Honp.

Treasure: Joe has a pouch with 2-12 sp and 2-8 gp. Has stored a suit of chain mail, a shield, a light crossbow with 30 light bolts in a case, and a longsword in the attic.

Pearl: Bar wench; slovenly; often sneaks into rooms at night and steals small items; paramour of Wat.

Treasure: Pearl carries a few pieces of cheap jewelry (4 pieces worth 12gp each) that she trades with Dala. In a small room upstairs,

Pearl has a silver case (worth 75 gp and adorned with a sapphire worth 1,000 gp) which contains 19 pp. However, the whole is covered with thick dripped wax, topped by a half-burnt candle and seems to be a perfectly normal and worthless candleholder. The coins are likewise imbedded in wax to prevent telltale rattling.

Wat: Helps Dick Rentsch in the bar at night; reports to the temple's Chance priests; doesn't really love Pearl; is only after money.

Treasure: Wat carries a pouch with 12 cp, 9 sp, 21 gp, and a bloodstone worth 50 gp. In his private room, Wat has a Buckler + 1, Boots of Elvenkind, normal longsword and shortsword, a pair of matched and balanced throwing knives (daggers), and a gold ring set with a fire opal (2,000 gp) secreted in the hem of an old cloak hanging on a peg.

2. SMITHY AND STABLE

Prominent NPCs: Otis, Chon, Sammy

Creatures: Owls (2), Sprites (4)

This building is a typical looking stable with attached metals workshop. A powerful man with a bushy red beard and large hands keeps himself busy working various pieces of iron. He is assisted by two younger men.

Otis the smith is assisted by a dull-witted stable "boy" (Chon) and a rat-faced young apprentice named Sammy. Though the smith's main skill is shoeing horses and similar work, he can mend armor and perform minor weapons repair, and so is kept quite busy. He is usually seen drinking quietly (though he brawls on occasion) at the Waterside Tavern.

Otis is secretly a fighter (Level 10), an agent of the King of Furyondy, a Knight Bachelor of Veluna, and formerly a watcher of activity in Tharp. Otis claims to be an ex-mercenary. His apprentice and "boy" believe this to be true, though the former (an alert snoop) knows where Otis hides his special equipment. Otis will accompany adventurers to the Temple of Existential Evil if the opportunity arises. He slays or misleads evil creatures and helps those of good while not unduly risking his life. After one or two such expeditions, however, he decides that even a good party must go it alone, as he does not wish to reveal his true identity and purposes - to be certain that some powerful evil character does not loose the prisoner.

Otis further assists good-aligned characters if in great need. In his guise as a man-at-arms, he asks for a suit of chain mail and a longsword, and then substitutes his own magical counterparts. His sword glows only upon his utterance of a secret rune, so the magic upon it may be kept hidden for some time. His "fee" is one equal share of treasure gained. Otis is neutral good, and cooperates with Mother Screng (aka B'dey) and Raffles (see both at area 3).

Otis also has seven special followers - Raffles (area 3), two Giant Owls (HoB v6 pg. 49), and four Sprites (HoB v7, pg. 104). The owls conceal themselves amidst the thick foliage of a mighty oak nearby. By night, they watch for and report to Otis any activity around the temple. The Sprites are from the nearby area, and are thus very familiar with their surroundings. They make a temporary home in a hollow high up the huge trunk of a nearby tree (quite near the owls' oak), in the small woods to the north of the track between Nulb and the temple. They watch by day, reporting to Otis on activity around the temple.

Treasure: Chon the stable boy carries 10cp, 10 sp, 2 ep, and 1 gp. Otis carries a pouch with 1 cp, 4 sp, 7 ep, and 2 gp. Sammy carries 6 cp, 6 sp, 4 ep, and 3 gp on him.

In a dirt-covered crate, beneath the old anvil at the rear of his shop, Otis has a suit of Chain Mail + 2, Longsword + 2, and a pouch with 4 gp and 25 gems (a mix of amethysts, chrysoberyls, pearls, and tourmalines, each worth 100 gp). Nearby is his pallet, a chest (containing clothing and adventuring gear suited to his level), a small table and chair, and an assortment of old but serviceable weapons (including normal longbow, a quiver of 20 arrows with cold-wrought iron heads, shortsword, and cold iron battle axe).

3. MOTHER SCRENG'S HERB SHOP

Prominent NPCs: Mother Screng (aka B'dey), Hruda

A dilapidated frame building houses counters and shelves filled with jars, flasks, bottles, boxes and small drawers. Bunches of vegetation of various sorts hang from the rafters or are tossed onto counter tops to dry.

This shop is well known in the village as the place to go for all sorts of herbs, medicines, and possibly even special draughts of one sort or another.

Mother Screng is old and bent, with scraggly gray locks sticking out from beneath the aged shawl she wears all year 'round. Her daughter appears quite old herself, so Mother Screng must be venerable. This daughter, Hruda by name, is quite ugly, and it is no wonder that she is an old maid, for her personality matches her looks and her tongue is sharp.

The containers inside are stuffed with herbs and like stuff, and various infusions and decoctions made from such. The shop has almost every known herb and spice, and even 3 jars of Karnaac's Ointment which Mother Screng sells to any adventurers of good alignment in real need of the magic salve, after having proved themselves in expeditions to the temple. Mother Screng knows the password ("peace") to enter the area of the temple under the effects of the Forbiddance spell. She will not reveal it to the PCs unless they specifically ask for assistance with the temple and have proven that they are agents of good. Mother Screng also knows that the Golden Skull must be destroyed if the temple is to ever be truly put down (and may tell the PCs this).

B'dey (known primarily as "Mother Screng") was the chief cleric of the church of St. Bert in Tharp, before its conversion into the House of Pangrus.

Hruda (aka Raffles) assists B'dey and reports to Otis about everything of possible interest. Neither B'dey nor Raffles goes on any expedition (to the temple or elsewhere) unless Otis personally asks them to do so. Otis must also have a sound reason for it, as they are likewise serving Furyondy, Veluna, and the cause of good by keeping watch on evil activity at Nulb and the temple. Both, however, assist parties of good alignment and intent. Quiet exploration of the temple, to discover the state of its forces and their current intentions, is of great importance to both of these "old hags."

A small coop in the rear of the shop holds 6 homing pigeons, which B'dey uses for communicating with the Archcleric of Veluna. This same information is sent to Furyondy (and then to Veluna and Verbobonc) by way of Otis' regular reports; the pigeons are a back-up system.

Treasure: B'dey (Mother Screng) carries 4 cp, 7 sp, 5 ep, 11 gp. She also has a suit of Plate Mail +1, Buckler +1, Mace +1, Ring of Fire Resistance, Potion of Flying, and Scroll of 3 cleric spells (Silence 15 ft. Radius, Neutralize Poison, Raise Dead) and adventuring gear, all kept in her chambers. The potion, scroll, and equipment are in a wardrobe, along with a small locked iron box which holds 50 gems (mostly pearls and a few red spinels, each worth 100 gp) and 10 silver ingots worth 10 gp each.

Hruda (Raffles) carries 9 sp, 5 gp, and 2 pp. She has a suit of leather armor, adventuring gear, a dagger, longsword, longbow, and quiver with 11 silver-tipped arrows in her chambers. She will lend the arrows to deserving adventurers as needed. A sack with 290 gp lies under a loose floorboard.

4. NULB MARKET AND BOATMEN'S TAVERN

This large old warehouse building has a sign proudly displayed above the front door stating "Its never to early to start your drink'n!"

The warehouse houses a small tavern in a back corner. The remainder of the place is both a warehouse and general store. Various items of soft and hard goods are offered here, as well as general provisions and fresh seafood. The Boatmen's Tavern is as cheap as the bar at the Waterside Hostel - and even dirtier and rougher. The room can hold about 30 customers, and any time after 8 am, 1d6+6 village folk and 1d6+3 river men from elsewhere can be found here, tipping mugs of beer, ale, or wine.

Prominent NPCs: Skole, Brigand Guards (2), Lobriss, Tolub, Grud Squinteye

Skole is the head bouncer at the Tavern, and wears a topaz and silver ring that he proudly shows off to anyone before telling them to get lost. Two normal men (Brigand guards) assist Skole; each armed with a dagger. If time permits, they don chain mail and shield (AC 4). They always carry daggers. They prefer to use the light crossbows (20 bolts). They are always working around the place, drinking at the tavern, or asleep in their quarters in a portion of the loft.

Lodriss is actually the owner of the Boatmens' Tavern. She is a former camp follower, and is now mistress to Tolub, one of the river pirate leaders who frequents Nulb to sell ill-gotten cargoes and to restock supplies. Lodriss wears 2 lovely earrings, a gold necklace, a pair of rings, and 4 jeweled bracelets. Smart players might notice that Lodriss is the only one in Nulb who openly displays valuables in public. Locals know better than to steal these gifts from Tolub to Lodriss.

Tolub leads a band of 40 river pirates, though only 10 pirates are here with him. There are 20 elsewhere in the town, and the other 10 are guarding his ship. Tolub's crew is detailed below. If Tolub is not here, his lieutenant, Grud, probably is, with an identical crew. To determine if the pirates are in port at any given time, you may roll 1d4 and consult Table T3-3. Pirate crews are at the tavern only after dark, when three serving wenches are also present. The other 13-18 (1d6 + 12) patrons of the place are 0 level mundanes.

Table T3-3: Pirates in Port

Roll (1d4)	Result
1	Pirates away raiding for 1d4 days
2	Pirates in port for 1 day
3	Pirates in port for 1 day and 1 night
4	Pirates in port for 2 days and 2 nights

Treasure: Skole's topaz and silver ring is worth 300 gp. In the back room, Skole keeps a Buckler + 2, and a Spear +1. A loose brick in the fireplace can be removed to reveal a cache of 10 gems worth 500 gp each (three aquamarines, a violet garnet, two black pearls, and four peridots) and a woman's platinum necklace set with emeralds (8,000 gp).

Skole's assistants each wear a pouch containing 6 cp, 16 sp, and 1 ep.

Lodriss wears 2 lovely earrings (400 gp each), a gold necklace (120 gp), a pair of rings (1,000 gp total), and 4 jeweled bracelets (960 gp total).

5. COCKFIGHTS

Prominent NPCs: Gully Dwarves (2 Sergeants taken from Broken Tower Area A)

Creatures: Giant Bandy Tailed Fighting Cock

This building is a sturdy barn with signs of considerable foot traffic out in front of the large double doors.

This barn, located just outside of town, hosts a weekly cockfight. The fights are run by two crooked Gully Dwarves from the Broken Tower area near the temple (Area A). These two have been collecting the bets and run the show for months, and doing pretty well for themselves. The set the odds on each fight from 2 to 1 to 2 to 5 odds. The bets and are always stored in a good locked chest located in a side stall by the backdoor.

Each week, the farmers around Nulb bring their prized roosters to the battle royal, with hopes of having the winning rooster (winning receives 20 gp). Ales are sold by a female dwarf (for 1 sp each).

On the night the party visits the cockfight, the 3rd round will be fixed. After the "extremely good odds" bets are taken, the new contesting rooster will be revealed to be a Giant Bandy Tailed Fighting Cock (HoB v1, pg. 44). The Bandy Tailed Fighting Cock will escape from its owner, and during the fight the Gully Dwarves will attempt to make off with everyone's betting money by going through the back door. Town pickpockets will also have a field day during this time (+20% to Pick Pockets if the character is engaged in combat and because of the commotion).

ROAD TO THE TEMPLE

The path leading from Nulb to the temple is rutted and spotted with rank weeds. Thistles, burrs, thorns, and nettles scratch your legs and stick to your boots as you travel. Some foot and animal traffic has been using the track, but it barely looks like a patch, and certainly not like a busy thoroughfare.

The road south out of Nulb will be a treacherous journey for the party. It will take 6 hours to reach the temple on foot. Most traffic between Nulb and the temple avoids using the road, so as not to leave a discernable path.

Each time the party heads to the temple an encounter should occur; with the first being the following Night Hunter encounter.

Up ahead, you notice what appear to be two bodies on the side of the road. From this distance you can't tell if they're dead, but they are definitely not moving.

Creatures: Bats, Night Hunter (9)

The two individuals are Gully Dwarves that were killed by Night Hunter Bats (HoB v1 pg. 52). These Bats have recently moved into a cave 20 yards east of the road. If the party makes excessive noise, or lingers for more then 2 rounds in this area the Bats will attack (3 will attack, followed by 3 additional Bats each round).

Treasure: The armor (+2 Chain Mail and +2 Leather) the dwarves were wearing are still in good condition.

OTHER RANDOM ENCOUNTERS

Roll	Result
1-3	1d6+1 bandits (1 5th level leader, others have light crossbows, each carries 1d20 gold)*
4	1 Rock Reptile
5-8	1d8+8 Large Hawks (A total of 16 guard the area; once slain, no more appear)
9-12	10-40 (1d4 x 10) Giant Rats (very hungry, but flee if 50% or more are slain)
13-20	1d4 Hippogriffs

RUINS OF EXISTENTIAL EVIL

PLAYERS' DESCRIPTION

As you approach the temple area, the vegetation is disconcerting – you see dead trees with a skeletal appearance, scrub growth twisted and unnaturally colored, and all of it unhealthy and sickly looking or exceptionally robust and disgusting. The ruins of the temple's outer works appear as dark and overgrown mounds of gray rubble and blackish weeds. Skulls and bones of humans and humanoids gleam white here and there amidst the weeds. A grove of some oddly stunted and unhealthy looking trees still grows along the northern end of the former temple compound, and a stump of a tower juts up from the northeast corner of the shattered wall. The leprous gray temple, however, stands intact; it's arched buttresses somehow obscene with their growth of climbing vegetation.

Everything surrounding the place is disgusting. The myriad leering faces and twisting, contorted forms writhing and posturing on every face of the temple seem to jape at the obscenities they depict. The growth in the compound is rank and noisome. Thorns clutch, burrs stick, and crushed stems either emits foul stench or raises angry weals on exposed flesh. Worst of all, however, is the pervading fear that seems to hang over the whole area - a smothering, clinging, almost tangible cloud of vileness and horror. Sounds seem distorted, either muffled and shrill or unnaturally loud and grating.

Your eyes play tricks. You see darting movements out of the corner of your eye, just at the edge of vision; but when you shift your gaze towards such, of course, there is nothing there at all. You cannot help but wonder who or what made the maze of narrow paths through the weedy courtyard. What sort of thing would wander here and there around the ghastly edifice of evil without shrieking and gibbering and going completely mad? Yet the usual mundane sounds of your travel are accompanied only by the chorus of the winds, moaning through hundreds of temple apertures built to sing like doomed souls given over to the tender mercies of demonkind, echoed by macabre croaks from the scattered flapping, hopping, leering ravens.

There is no doubt; you have come to a place of ineffable evil. Still, it is most certainly a place for high adventure and untold treasures. It is time to ready spells, draw weapons, check equipment, and set forth into the maze of peril that awaits you.

EXTERIOR NOTES

The demolished works and razed buildings are shown on the map by X marks. All ground in and around the place is overgrown by weeds, so observation is restricted to 15 feet in any direction with regards to objects of six feet or lesser height, except on the remains of the road and path. In these two areas, weed growth is scattered and shallower. The pale blue fruit growing on the trees is small, misshapen, and splotched with angry red patches. One in six is poison; the consumer grows sick and dies in 24 hours, the first effects of the poison being a loss of one point of Strength about two hours after eating. An additional point of Strength is lost each hour thereafter, with zero Strength bringing coma.

Three areas of the Upper Works are described in detail: the Tower (section A), the Building Ruins (section B), and the Temple (section C). Random encounters for this area are determined using the Random Encounters (Upper Works) table.

RANDOM ENCOUNTERS (Upper Works)

Roll 1d10 each turn; encounter occurs on a 1. Roll again for type:

Roll (1d20)	result
1-3	1d6+6 bandits (1 Leader 5th level, 1 3rd level; others have light crossbows)*
4	1 Owlbear
5-10	20-80 (2d4 x 10) Giant Rats (very hungry, but flee if 50% or more are slain)
10-20	2d6+2 Giant Rooks

Note: These bandits work with the brigands of the Tower (A, below) but are not part of the same group. Do not modify the brigands due to encounters with these bandits.

SECTION A - THE BROKEN TOWER

TOWER EXTERIOR

This area lies at the western edge of the Upper Works map. Some general details can be discerned from a distance, but do not emphasize the Tower's existence to the players. Read the following description; omit it otherwise, proceeding to the other details if the tower is closely investigated.

The path from the main entrance ends at the jagged stub of a large tower. Its broken remains stands up from the razed walls. Two small black birds are perched on the tower top about 25 feet up.

Creatures: Rooks, Giant (14)

These birds are, in fact, just two plain birds. However, if they are disturbed it will certainly alert the Giant Rooks (HoB v7, pg. 17) which live here and serve as guards and sentries for the bandits detailed below. The 14 Giant Rooks are out of sight, roosting on the timbers where the third level collapsed and broke through the second level.

Treasure: Within the nests are scattered 100 hsp.

One heavy door can be seen, barred and chained shut from the outside. Arrow slits are visible on either side of the door, but peering in reveals only blackness beyond.

The bar is a ruse; it can be disengaged from inside. Unless this is done, however, those outside must break the lock, free the chain, and slide the bar before entering the door.

TOWER INTERIOR - GENERAL NOTES

Before you start the following encounter, be sure you are familiar with the Tower Map (see below), the occupants, their defense strategy (given below), and the other combat notes given hereafter.

Four Gully Dwarf guards are on duty at all times, each peering out of an arrow slit. Note that the two slits at ground level are screened by heavy black felt draperies; anyone trying to peer in from outside sees only darkness. Entering by the door, one sees low stone walls, a little over waist height, leading from the exterior wall to support columns. These serve to channel entrants through a passage some eight feet wide. The tower cannot be entered from above; the second and third stories have collapsed, forming an impassable jumble. The rooks that roost above croak a warning to the guards if intruders are sighted. A dozen torches in sconces light the tower interior. A concealed trapdoor (treat as a concealed door) in area 3 is hiding stairs that lead down to area 335.

This tower is the residence of 26 Gully Dwarves.

Prominent NPCs: Gully Dwarf Archers (8), Gully Dwarf Footmen (8), Gully Dwarf Guards (5), Gully Dwarf Sergeants (4), Gully Dwarf Leader

Treasure: In their coin pouches, the Gully Dwarves have a total of 67 pp, 59 gp, 46 ep, 24 sp and 80 cp.

DEFENSE STRATEGY

The positions noted apply only if the PCs manage to approach completely undetected and somehow learn of the interior arrangements (through Invisibility and Clairvoyance, for example).

If the party's approach is seen by either Gully Dwarves or Rooks, all torches are immediately extinguished (they have infravision), and the dwarves armed with missile weapons move to cover the door. The balance of the dwarves form a shield wall, two ranks deep, about five feet northeast of the entryway. Behind the missile troops, one 1st level and one 3rd level brigand take station on each flank. Behind the ranks, the leader and one guard stand ready to move as the need arises (left, right, or upwards). The two guards on the stairway, at their arrow slits, remain in position to shoot at targets of opportunity.

If the dwarves are caught by surprise and do not have time to extinguish the light sources, two lanterns in the interior rooms will remain alight. As soon as the door is opened, and invaders (PC characters) are pummeled with bullets.

If the PCs flee, they are fired upon again and the dwarves will stay in their defended position for 4 rounds (then send the melee fighters out, covered by the missile ranks). If the PCs advance, the dwarves use flanking fire while their forward line engages. GMs should note that large creatures have a -4 to hit Gully Dwarves, and Gully dwarves have a +1 to hit against Half-Orcs and will go for them first out of hatred of the race.

Combat Notes

As soon as combat begins, give the dwarves the following advantages (assuming that the party was observed, and that they forced entry through the door):

a. Only the intruders (the PCs) can be surprised.

b. The dwarves automatically gain initiative in the first round.

If the party flees, they reload slings.

If the party hesitates, they pick up melee weapons.

If the party enters, the dwarves get battle axes.

Sergeants either grab extra slings to hurl bullets or draw swords. Guard-archers continue missile fire. All Gully Dwarves fire into melee with no regards for the front line. Dwarves not in the front line always have line of sight on medium or larger PCs. GMs will have to determine if line of sight is possible on small sized PCs attacking the front ranks. Gully Dwarf archers reload if possible each round, or drop their slings and grab battle axes for melee.

Front rank dwarves draw clubs and advance one pace, while rear ranks level their second missile attack. The leader and sergeants ready their hurling weapons for fast release, followed by movement to any threatened area.

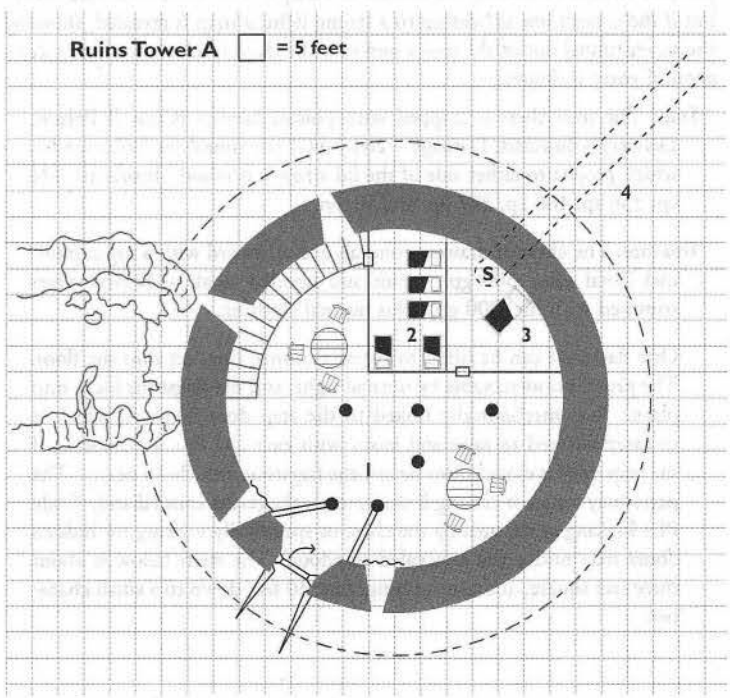
If the PCs hurl oil or otherwise attack with a serious threat, the leader moves rapidly to the south-central pillar and releases a chain there. This triggers a fall of several hundredweight of rocks and loose stone. Each victim in range (the entry area bounded by the door and low walls) takes 2-12 points of falling rock damage, is stunned for the following round, and blinded by a choking cloud of dust which settles in two rounds. Meanwhile, the leader dashes to his room (area 4) using the concealed entrance, slams and bars the door, and enters the secret trap door (escaping to area 313). If he escapes battle, he alerts the temple to the intruders' presence.

TOWER AREA DESCRIPTIONS

1. MAIN ROOM

There is little in the place other than the rude tables, benches, chairs, and stools. A heap of old blankets and brown cloaks lies by the walls with several sacks nearby. On the tables are bottles of cheap wine (mostly consumed), knucklebones, dirty plates and mugs, and nothing else.

The sacks are filled with foodstuffs. The dwarf brigands obviously live in the place, eating, sleeping and gaming while awaiting further raids. If the rafters are examined, various smoked meats, sausages, and bags of onions and herbs can be seen. All told, the provisions here can supply all the brigands for a full week. Under the ascending stone spiral staircase are five large barrels. The two largest contain water; the next two contain beer. The smallest (about 40 gallons) is nearly full of wine-the same sour, cheap stuff on the tables. A bale of blankets is stuffed under the stairs, evidently loot from some hapless merchant.



Treasure: 20 battle axes line the walls. A chest against the wall contains 20 spare suits of dwarven size hide armor, 12 slings and 120 bullets for them.

2. NORTH ROOM

This room of the tower appears to be the sleeping quarters of a few of the dwarves judging by the beds in it. A rough table sits in the center, with stools around it. A few open drawers against the wall display their messy clothes contents. A solid looking pad locked chest is placed on the floor between two of the unmade beds.

This place quarters the four sergeants. Being Gully Dwarves, they're not to keen on cleanliness and the room shows it. In addition to the five rough beds, the room contains a round table, three stools, a chest of drawers with a lantern atop it (and nothing but old clothes and the like inside), and a padlocked ironbound oak chest.

Treasure: Inside the padlocked chest is a Potion of Healing, a sack of 300 gp, a jeweled dagger (worth 250 gp), and four bolts of silk (worth 60 gp each).

3. NORTHEAST ROOM

Your eyes widen as you take in the appearance of this room. A large comfortable bed lies against the far wall. It is covered with quilts and soft looking red pillows. A small table and two short chairs are near the door opposite the bed. The owner's lunch still rests on the table. A sturdy looking desk and chest are against the opposite wall.

This is the Gully Dwarf leader's private chamber. He has a comfortable bed heaped with quilts and pillows, a table and two chairs, a small desk and stool, a chest of drawers, and a padlocked iron box.

On the table are a few pewter dishes, a bottle (full of good brandy), and some slightly wrinkled apples. Inside its fold-down top, the desk holds some quills, an inkwell, and several sheets of parchment. One sheet bears a list of possible victims (including the jeweler at Tharp). The other sheets are blank, but if the correct one is held up to a strong light, a map is revealed, showing the secret tunnel out of the tower-and into the third level of the temple dungeon, if entry is desired.

Trap: The iron chest is trapped with poison needles (Class B Poison; Delivery – Injected; Damage – 2d4/1d4-1 per round for 2d6 rounds), which project to either side of the lid when it is raised. Inside are 384 cp, 556 sp, 106 ep, 277 gp, and 91 pp.

Treasure: The chest of drawers conceals a short sword with a topaz pommel (total value 500 gp), a suit and hooded cloak of brown velvet trimmed with fur (200 gp), plus normal clothing.

One flagstone can be lifted to reveal a bronze ring, set into the floor. The pivot is undetectable by normal sight, and the flagstone locks into place. It is mechanically linked to the trap door beneath, which is counterbalanced to raise and lower with ease and but little noise. If the trap door is closed from below, the flagstone also closes neatly. The party may notice it closing if they pursue the leader immediately. Only PCs looking at the area by the chest or specifically looking for hidden doors may notice the concealed trapdoor. The shaft below is about three feet square, and bronze rungs lead 30 feet down to a small chamber.

In this 10 foot x 15 foot chamber are the following items: a small, flat silver box (worth 125 gp) containing a jeweled necklace (2,400 gp), a small Cloak of Elvenkind hanging on a peg by the entrance of the passage leading to the west, a large pouch containing 50 tiny pearls (base 10 gp each), a leather bag (containing 50 pp), a Longbow and quiver with nine Sheaf Arrows + 1, a locked bronze coffer containing three Potions (Potion of Speed, Potion of Extra Healing, and Potion of Water Breathing) and a locked iron box containing 800 gp and 200 hsp.

The fleeing leader immediately dons or picks up all but the locked bronze coffer and iron box. If time permits, he drinks or takes the Potion of Extra Healing. If he hears pursuit, he probably (75% chance) drinks the Potion of Speed. He probably (75%) ignores the Potion of Water Breathing. He then runs down the west passage and out to escape. If successful, he visits Nulb at night and then gathers up a posse of associates and ruffians to exact revenge on those that invaded his home. Assume he garners assistance from the dwarves who run the cockfights and other pirates/brigands available in Nulb.

4. ESCAPE TUNNEL

This appears to be some kind of tunnel dug out of the bedrock under the ruins. The tunnel leads down off into the darkness. You can hear nothing but silence.

This 5-foot-wide passage is hewn from the bedrock underlying the temple complex, evidently following a natural fissure in the limestone. It bears generally east, though it has many curves. In places it is not worked at all, and there the width varies from four to eight feet. About 540 feet along, it opens into a small natural cave. A three-foot wide opening marks the north wall of this 40-foot oval chamber.

A secret entrance to Dungeon Level Three, area 335, is concealed in the eastern portion of the south wall by a balanced, pivoting stone slab. The passage concealed is three feet wide and leads 600 feet south, slanting downwards rather steeply. At its end is a 10-foot-wide stone passage east, turning south in 30 feet (see the Dungeon Level map and key).

The narrow north passage leads north and gradually west, ascending slowly over about 200 feet. It then turns due north again for another 100 feet, where the limestone gives way to clay walls shored up by timbers for 50 feet. The escape tunnel mouth is at the side of an abandoned dry well. A small heavy door there is set back from the side of the shaft and painted dull brown, barred from the inside. A short ladder can be set up inside the shaft, enabling the escaping party to gain a series of ascending ledges that lead to the top. The ladder is inside the tunnel.

The position of this exit is indicated by an X on the large area map, deep in the woods north of the temple, towards the Velverdyva River. Near the tunnel exit are a deserted cottage and a ramshackle barn. Surrounding trees screen this whole area. In the barn are six dwarven war horses that belong to the gully dwarfs who live in Nulb. They are fed and exercised each night in most cases.

SECTION B – BUILDING RUINS

This area lies northwest of the temple, concealed by some dense woods to the south and southeast.

As with all of the razed works of the temple, the outlines of this place are discernable even though the whole is tumbled, burned and broken. Broken bricks, bits of charred beams, and broken plaster are heaped in the shell of the lower story. Parts of a narrow outside stairway on the western side can be seen through the rubble. The stairs lead down to a dark, small

opening, through which a person might crawl.

Creatures: Rats, Ravenous (15) covered with Zygom

There is no evidence of heavy traffic here; no footprints of men or beasts save a few rat tracks. The boxed space on the map indicates the stair and hole, where a foolish adventurer might gain access to what remains of the building's cellar. As soon as anyone crawls down in, 15 Ravenous Rats (HoB v6, pg. 116) scurry forth and attack. Note that all shield and dexterity protection is lost here; the area is too cramped and cluttered.

Ravenous Rats attack in packs and swarm their victims. For every 5 rats attacking a target, the victim's AC is lowered by 1. Each time a PC attacks a rat, there is a 1in 6 chance that he or she will become infected with Zygom (HoB v8 pg. 127). This substance stays glued on the victim for 1d4+1 days before crumbling away. During that time, the host becomes infected and the fungus will grow on his head, then into his brain and spinal column. A Cure Disease spell will instantly cure a host. If left unchecked, the Zygom will consume the victim in one to eight weeks.

The cellar contains nothing but litter and filth. If an old mat in the northeast corner is lifted, a trapdoor leading to a hidden wine cellar is discovered. A short flight of steps leads to this 20-foot-square room, containing dozens of barrels and a rack of earthenware flasks. The barreled wine is cheap - drinkable but sour.

Treasure: The 68 stoneware containers all hold very excellent wine; each is worth 6 gp, or 3 gp each if sold off as a lot. A keg of very ancient brandy is also hidden here, and will fetch the sum of 400 gp in Tharp or any place other than Nulb.

SECTION C – THE TEMPLE

FIRST IMPRESSIONS

Careful inspection of the structure, including a trek around its exterior, reveals the following. The oddly peaked and gabled roof seems to set the viewer's teeth on edge. The gruesome visages glaring from the walls are everywhere - as projecting ornaments, as supports, in bas-relief, and so on. The place is huge. It extends over 450 feet north and south, and is nearly 450 feet across at its widest. The walls rise about 30 feet, supported by arched buttresses and many pilasters. The roof peak is about 20 feet higher than the walls, making the whole edifice no less than 50 feet tall. Only three doors are visible, all at the south end of the temple. The narrow windows appear to be barred.

SEALED DOORS

Four pairs of huge bronze doors are located within the temple areas. The first pair is the Grand Entrance (Upper Works area 1), and will be encountered early in the adventure. Other doors are within the dungeon at areas 145, 210, and 352. Each pair of doors is held fast by huge iron chains, and all cracks are sealed with soft iron.

When the forces of good originally defeated the existentialists, they sealed the temple physically and magically. The doors to the temple are sealed with a Wizard Lock spell and most of the interior is secured by a Forbiddance spell (PHB pg. 271). No one may enter this area (shown on the map) without first speaking the password. B'dey (Nulb area 3) knows the password.

Anyone of lawful good alignment will be unable to enter this area, feeling themselves held back. Those PCs with a neutral or chaotic alignment entering the Forbiddance area and not speaking the password must save vs. spell. Failing the save causes the PC to take 2d6 points of damage. Even if PCs make the save, they will be unable to enter the enchanted areas. PCs of evil alignments take an additional 4d6 points of damage.

TEMPLE AREA DESCRIPTIONS

It is logical to assume that most characters will head directly for the main entrance. However, some may not. Read the following description to those examining other areas.

Those of you not examining the main entry have noted that the vile stained glass windows of the place are intact. You can enter by breaking the main door, or you can check the smaller bronze doors around the corners to the east and west.

Though these side doors are heavy and thick, both can be broken open. Each is locked and barred, but 50 points of damage effects entry. The windows are high and too narrow to permit passage to a man in armor. Each window is barred and spiked with bronze.

1. GRAND ENTRANCE

If the PCs approach the front entrance display ImageQuest illustration #6 on page IQ4 and read the following text.

The grand entryway doors (23 feet high, 20 feet wide) are held fast by huge iron chains, and all cracks seem to be sealed with metal – possibly soft iron. Furthermore, you see runic writing graven upon these massive doors. You note that the writing glows and seems to burn with silvery radiance, making your eyes water. The air itself radiates of ancient power in this place.

Once you show the entrance runes to the players, make a saving throw vs. spells for each character, applying a -2 penalty. A major casting of an Antipathy Spell has been made permanent upon the portal. Each creature within 10 feet is affected unless the noted saving throw is successful. All who fail will shun the doors and cannot even bear to look upon the runes. If all fail, take back the Entrance Runes sheet.

Besides the physical seal, the doors are also sealed with a Wizard Lock spell (cast by a 12th level Cleric). Only players with an 18+ Strength even have a chance at opening the door. If the attempt succeeds, the doors are broken asunder and their magic ruined. Furthermore, if one or more pairs of doors are sundered, Zuggtmoy is released from Dungeon Level Three, and gains some freedom and additional powers; see area 353 for detailed notes, as well as the monster description in Appendix B.

2. VESTIBULE

The floor of this area is reddish brown slate-like stone squares, each about 2-foot-square. The walls are plastered and painted with scenes befitting the nature of the temple - disgusting acts, killing, torture, enslavement, robbery, thievery and other unspeakable nasty things. The creeds of the worshippers here are all too evident. Chaos and evil are flaunted and lionized. Dim light filters through the stained glass windows, casting revolting colors upon the greenish stones of the floor to the north.

In that direction you can see the nave of the temple. The pillars to either hand are of a pinkish mineral, shot through with worm-colored veins. Their arches lead to an unremarkable pair of lesser side aisles. The columns supporting the archways, as well as the arches themselves, are worked in bas relief. As with the frescoes in the entryway, the

scenes here are ineffable, vile, and filthy. It is probable that this area was reserved for the lowliest of worshippers. The area beyond is more open, though it also has more of the nauseating pinkish pillars supporting the roof high overhead.

3. CENTRAL ALTAR

The pillars here are white marble, veined with ugly red. The large altar block of pinkish white marble is roughly oval. Its top has a hollowed out portion resembling a human form, with legs apart and arms away from the body. This depression is stained a darker color than the rest. Just north of the altar is a circular, marble-lined pit - a well of sorts - about 20 feet in diameter. Shards of broken crystal vessels lie about the well, near the altar, and scattered about the floor. A crystal knife with a broken blade lies atop the stone block.

Careful examination of the well by those who were able to enter this area of the temple will reveal a one-foot wide ledge beginning 15 feet from the mouth of the shaft. It circles the northern face of the well, leading to narrow, steep steps that spiral down clockwise from the east. The shaft is 85 feet deep. If characters descend here, see Dungeon Level One (area 131) and Dungeon Level Two (area 210).

4. EAST ALTAR

The thick stone columns here are deep green, with blood-red striations. The paving blocks are mossy green, with a circular dais-like area about 20 feet in diameter in the center part of the wing.

PCs may get to the altar but may not pass to the eastern vestry if the Forbiddance spell is still in effect. Read the following text aloud, only if PCs move in for closer examination.

The dais is two-tiered; each rises about 18 inches, the inner being 14 feet in diameter, thus forming a three feet wide step along the rim of the lower tier. The lower disc is greenish black stone; the upper is blackish green. The center of this altar is a depression about eight feet across, filled with scum over black liquid. Several pieces of smashed shells are scattered around the area, along with a broken bronze knife.

Suddenly, a hooded figure rises from the liquid. Bony hands reach up and pull back its hood. The hood falls back around its shoulders revealing a skull with a red gem in one socket and a black gem in the other. It speaks in a dark low voice, "Follow me, and you shall rule besides me. Decline, and you will be destroyed."

Creatures: Truculent Terrifier

The black liquid is merely dirty water, six feet deep. The Skeleton is actually a Truculent Terrifier (HoB v8, pg. 33), a being from the NetherDeep. Its purpose is to corrupt the PCs into following it. It will promise power, magic, and wealth beyond their dreams. It has no way of fulfilling these false promises. The Truculent Terrifier will assign the PCs an evil task to perform to prove their worth (such as destroying Tharp). Once an agreement is met, the creature will diabolically laugh and then transport itself to the Ethereal Plane. As it vanishes, it informs the party that it will check up on them to make sure they're following its instructions.

The GM should decide when the Truculent Terrifier will reappear, and how those future encounters would be handled (remember to apply alignment audit penalties if the party actually decides to obey the Truculent Terrifier).

If the Truculent Terrifier meets a party that is already Chaotic Evil, it will wave and tell them to "keep up the good work." It then laughs evilly, as it sinks back below the surface of the water.

During combat, the Truculent Terrifier may shoot a blast of Fear (save as against a Wand of Fear) from its black gem eye, and a Fireball (12d4 damage as the 3rd level spell) from its red gem eye. It may do this every 3 rounds. The Truculent Terrifier has no hand to hand combat fighting abilities. If forced into melee combat and it realizes it is losing the battle, it may escape by transporting to the Ethereal Plane (takes two rounds). Blindness or Power Word: Blind spells cast on the Truculent Terrifier will be reflected back to the person casting them. It can Know Alignment at will.

Treasure: The gems in the Truculent Terrifier's eye sockets are worth 2000 gp each.

4a. EAST VESTRY

GMs should note that this area is under the effects of the Forbiddance spell. Read the following only if the spell is not in effect.

This area was apparently a vestry. Bits of broken altar service are present, along with a broken trident and pieces of torn, scorched robes of a moss-green hue. Other rubble includes several smashed benches, a small broken table, and a fallen wardrobe with one side kicked in and the doors torn off. A flight of stairs descends to the southwest.

If the stairs are used, refer to Dungeon Level One, southeast corner (area 109a).

Treasure: Under the wardrobe lie three moss-green robes, lined with black satin. Each has a cowl. All are soiled but otherwise in good condition, and are worth 2 gp each.

5. WEST ALTAR

The supporting pillars in this wing are sandstone, resting on a red slate floor. Bits of broken pottery and sharp bits of rock cover the floor here, making walking about a risky business. The stump of a granite monolith, and chunks of brownish-red rock around its base, indicate that the altar was violently assaulted and destroyed. A few links of bronze chain, a twisted manacle, and a bronze maul with a snapped haft add to the impression that the enemies of the temple who did this must have found the altar very hateful indeed.

5a. WEST VESTRY

GMs should note that this area is under the effects of the Forbiddance spell. Read the following only if the spell is not in effect.

This seems to be a vestry. A broken clay jug and bowl lie in a corner, apparently flung in anger and now shattered and useless. The interior of each is caked with a dry brown substance. Pieces of furniture are also scattered about, as are the torn remains of some brown garments and three stubs of brown candles. A flight of stairs descends to the southeast.

The steps lead down to Dungeon Level One, southwest corner (area 109a).

Treasure: Two of the brown robes are a bit frayed but intact, and worth 1 sp each. The candles are normal, each about three inches long.

6. SMALL DOOR

This door opens into a small vestry. Pieces of broken glass and splinters of crystal lie scattered within. Someone evidently made a fire in the far corner, as bits of charred wood and cloth lie on the floor, and the rafters overhead are blackened with soot. A pile of robes, once ivory-colored, lie in the center of the room. They are soiled and stained with excrement.

Treasure: If the party looks carefully overhead, a bit of whitish color can be seen amidst the rafters ten feet above. This is an intact ivory robe, with cowl, edged and embroidered with reddish-pink whorls and lined with pale blue satin. It is worth 5 gp.

7. GRAND STAIRCASE

Only read the following if the Forbiddance spell is not in effect.

A flight of wide steps lies before you, each step broad and tall, delve down to the north. The stone is a dull gray, but flecks of white, blue, red, green, and black dot its surface. To the north of the staircase is a stone railing, with supports of white, brown, and green stone alternating; its upper portion is cinnabar. The floor beyond is paved with three-foot squares of highly polished red granite. The square columns of some type of yellowish stone are carved in bas-relief, and painted to show scenes of fire and suffering with demonic creatures leering on.

If PCs proceed down the flight of steps, they come to a 10 foot landing and a pair of massive double doors which exactly duplicate those at the entrance (area 1). These are sealed with soft iron, chained, padlocked, and likewise bear the silvery glowing warning glyphs. The permanent antipathy is also here, requiring the same saving throw, again with a -2 penalty.

However, those who failed the saving throw at the entrance are not here entitled to another; they automatically shun and refuse to look at the runes. Those who succeeded at first but fail here are always affected by antipathy whenever any identical set of runes is confronted.

If the party eventually breaks open these doors, they enter Dungeon Level One, area 145.

8. HIGH ALTAR

Read the following only if the Forbiddance spell is not in effect.

A huge bronze vessel chased with copper stands here. Its six legs hold it slightly more than a foot above the floor. The basin-like pot is 8 feet in diameter, its bottom filled with old charcoal, bits of blackened bone, and indefinable lumps. A piece of chain still hangs over this altar, and evidently others similar once also hung there, but their bronze links were broken, and short pieces lie on the floor around the area. The altar's rim is dented and cut, as if struck by many hard blows.

9. EAST DOOR

This portal is finely carved, but most of the vile and obscene work has been hacked and chopped so as to efface its evil. Beyond is another chamber vestry. It once must have been the scene of debauched revels, for the remains of great couches, tables, and padded chairs are strewn about. Charcoal and sev eral broken barrels lie nearby. A stack of resinous wood near the door seems to be the only things not broken or disarrayed. Amidst the litter are several skeletons, probably human. One wears the tattered remains of a scarlet robe.

Examining the bundle of wood will reveal a small cupboard, set into the wall behind them. Within it are two silk robes of bright crimson, with skulls embroidered in gold thread on the front and back. Each is cowled and lined with lavender silk, and worth 6 gp.

10. DAIS AND THRONE

If the PCs approach the dais, display the illustration on the back cover and read the following text.

The dais extends south into the temple, forming a circular area. The floor, steps, and walls are black basalt, highly polished and gleaming. Four steps lead to the upper platform, and upon it is a great throne of purplish basalt, with leering demon faces and carved grinning skulls. Above the throne, the following words in the common tongue are chiseled into the curving wall:

THE POWER OF EXISTENTIAL DEATH BRINGS
MORTALS LOW BUT RAISES THE NAMELESS ONE HIGH

If the PCs attempt to Detect Evil, note that the pervading evil is stronger here than elsewhere. A faint magic also radiates from the entire area. The huge throne is carved of solid stone, immobile, and cannot be destroyed by anything but Disintegrate or Wish. Other spells, including those that affect rock or stone, have no effect.

The throne can be ordered to sink to the Greater Temple (Dungeon Level Three, area 352), though only a Limited Wish or greater spell can detect this movement capability. However, the possessor of the Orb of Existential Death (Dungeon Level Three, area 338) magically becomes aware of the command words to make it lower or rise, and can control the throne by sitting on it while holding the Orb.

The throne can otherwise be activated by a Wish spell, or by the following procedure. The user must step on the four colored slabs directly before the throne, in proper order (first red, then green, then brown, and finally white) and then speak the name of Zuggtmoy. The throne thereafter sinks to area 340 when anyone sits upon it.

The first PC failing to step on the flagstones in the correct order, while attempting to activate the throne, causes the flagstones to deal a slight electrical shock (0 damage) to him. The PC then falls unconscious for 1d6+2 rounds, appearing completely dead to anyone observing. Healing spells work as normal on the unconscious character, but any spells attempting to raise the character from the dead are wasted and ineffective. When the PC awakens, he will remember only having erotic dreams of an attractive demoness (unless the DM wishes to have the character dream the poem described at the beginning of Chapter 4).

Further attempts (by the same PC or any other) within a 24-hour period simply deal 1d4-1 (1 minimum) points of electrical damage.



The Dungeons of Existential Evil

The temple dungeons are a busy place, for the underground is still alive with followers of the defeated cult. They are engaged in various struggles amongst themselves, forgetting the common enemy (good). A few individuals and groups still strive to unite the factious adherents of Zuggtmoy and existential evil; most, however, seek to place themselves at the head of the conjoined group. Because of this rivalry and internal strife, adventurers can fairly easily penetrate the temple dungeons, whether disguised or not.

This is not to say that attacks won't often be made upon the party, regardless of any disguise! For example, characters wearing the clothing of the priests and servants of Existential Immorality (known simply as "Immorals") will likely be attacked by the other three existential groups (if they perceive the party to be weak) or by other bands dwelling beneath the temple. Another benefit of the power struggle is that no concerted effort to free Zuggtmoy has been mounted.

By now, the players should have learned the known history of the temple (see the Introduction), and probably some of the different colors, symbols and names of the four temple quarters (Anarchy - purple, rectangle; Chance – red, eight-pointed diamond/star; Immorality – brown, triangle; Insanity – multi-colored, circle).

At this point, the players may or may not know of the existence of the Greater Temple (black, with the golden symbols of Iuz or Zuggtmoy); these symbols are a grinning horned skull (Iuz), or flaming eye (Zuggtmoy). As there are extremely few followers of Zyandal (actually only two – see area 337), the PCs will almost certainly be unaware of her faction.

STANDARD CORRIDORS

Unless noted otherwise, corridors are of dressed stone blocks or worked from the natural limestone (or granite, in the lower depths). Walls and floors are smooth and polished wherever possible. The 10-foot-wide corridors have gothic arches, peaking at about 17 feet tall. The 20-foot-wide and 30-foot-wide passages and spaces have Roman arches, about 30 feet tall. Unless otherwise described, doors are of oak or bronzed wood. Each is about 3 inches thick, bound with bronze, and set with a large ring on each side. Cressets (small iron baskets for combustibles) and sconces are along the walls, and unlit torches rest in most of the latter. In 10-foot-wide corridors, sconces are at 10-foot intervals. Cressets in wider passages are at 30-foot intervals. Both are staggered left, right, left, right (and so forth), and are unlit unless otherwise specified.

STAIRS

All stairways are steep, with 1-foot risers. The larger stairways (such as area 148) are of polished stone and specifically detailed. Small ones are hewn from solid rock. Though not especially old, the stairs are already worn from the passing of many feet.

VENTILATION

Drafts and less noticeable air currents exist aplenty in the temple dungeons. The builders worked many small vents and air shafts into the place to assure proper ventilation. Braziers usually warm rooms. Torch smoke does not linger near ceilings, let alone at lower levels or in corridor or chamber. Strange odors and odd noises are borne on gusts of air. The hollow, echoing underground ways are rife with musty, damp, feral, fetid, and worse scents.

MAP NUMBERING

Due to the size of the whole complex, the encounter areas are coded, rather than numbered sequentially. The first digit indicates the Dungeon Level, so that area 1 of level 1 becomes 101; area 29 of level 2 becomes 229; and so forth.

AREA DESCRIPTIONS

All GM notes are arranged in order of their probable use. Some areas also contain boxed information to be read to the players. Many encounters involve immediate combat, and the area descriptions are then revealed after the melee. In general, read the full contents of each encounter before starting it, to be sure that all the details are properly used and revealed in their proper sequence. The standard abbreviations of PHB, GMG, and HoB are used (with page numbers) whenever these HackMaster game references are needed-the *Player's Handbook*, *GameMaster's Guide*, and *Hacklopedia of Beasts*, respectively.

PRISONERS

When human and demi-human prisoners are found and rescued (i.e. removed from the dungeon), the XP value given for each should be applied to the party's total, as if they were defeated monsters. Conversely, if the prisoners are slain, the characters lose triple the XP values given. Deduct the amounts from the other awards earned. If such prisoners are simply turned loose in the dungeon, no XP award is earned, but no deductions apply.

Experience point values of other prisoners are also given. For monsters of the same general alignment as the majority of the party, treat them as above. If otherwise, award no XP if they are slain, and deduct triple the XP value if they are turned loose in the dungeon.

TREASURE

Adventurers may find many coins and gems herein, and such will be fairly easy to remove and spend. A base value is given for each gem found loose; roll 1d10 for each gem recovered to check for increase or decrease of worth beyond the noted value (GMG, page 178). Jewelry should likewise be checked using 1d8, as explained on the next page.

Note, however, that not all of the treasure is in coin form. A typical assortment of potions, scrolls, and other magical treasures are also present. Furthermore, many common but finely crafted accessories (serving sets, plates and cups, tapestries, and the like) are quite valuable, though not quite as immediately negotiable. And for the exceptionally industrious, even normal armor and weapons abound to such a degree that, assuming half book value as the resale price, thousands of gp worth of such items can be taken from the temple's inhabitants!

RECRUITING

All factions of the temple are active in this crucial area. Agents roam near and far to bring all sorts of evil humans and humanoids into service. River pirates and brigands are major sources. Humanoids come from all quarters. Any group of humans or small humanoids within the dungeon is able to replace its losses (to adventurers) at the rate of one per day. Larger humanoids (3 +1 or more Hit Dice) can replace one each three days; monsters can replace their numbers at the rate of one per week.

If the temple forces are not heavily pressed by the party, they actually grow at the rates given above. Note, however, that once the leaders of a group are eliminated, neither they nor their forces can be reformed.

ZUGGTMOY UNLEASHED

The demoness is imprisoned is a room of Dungeon Level Three, and cannot free herself. Four huge bronze gates exist within the dungeon complex, the first found at the Grand Entrance (area 1), the others described in areas 145, 210, and 340. If the lowest pair of gates (340) is destroyed, Zuggtmoy is free to roam areas 339-353. If the gates at 210 are opened as well, she is free to roam the second and third dungeon levels. If the gates of area 145 are further sundered, she can also roam dungeon levels one and four. If all the gates are destroyed, Zuggtmoy is completely freed.

GOALS

The fourth level of the dungeon is the true climax to the whole adventure. The PCs must be strong enough to adventure there, and to enter the existential nexuses (partial planes). These areas are challenges, of course, but they are testing grounds of the fitness of those who seek to slay Zuggtmoy.

If the PCs are careless on the fourth level and bring Iuz to the scene, only the intervention of some Gawd (possibly St. Bert) will save them from certain death and utter destruction. The factions of the temple - reflecting the true spirit of chaotic evil - should suffice to enable good characters to win through, to both the existential nexuses and the prison of Zuggtmoy. Power comes in overthrowing the denizens of the Greater Temple; the ability to beard Zuggtmoy in her lair comes from the magic and weapons found in the existential nexuses.

CLUES

Try to encourage players to gather knowledge as well as treasure, to maximize the fruits of the adventure.

In area 216, characters may find a scroll bearing a short and cryptic poem. For your reference, this note refers to the contents of area 334. The recovery of the magical FragHacker broad sword can be of great importance not only to this scenario but to the larger campaign events in progress.

As the key to final success against Zuggtmoy hinges on the recovery of the Orb of Abyssal Death (described in Appendix C), the following poem should be introduced at a convenient point. The exact method is left to the GM. After any dungeon level is entered, if any neutral player character revisits Jaruks, the druid of the grove in Tharp (for shelter, advice, and so on), Jaruks may bring out an old parchment bearing the clue. An honorable gnome fighter character visiting the House of Pangrus (also in Tharp) for similar reasons can likewise receive the poem, by means magical or mundane. Of course, such a character could not actually employ the Orb, so this route is not optimum. As a last resort, if PCs lack the opportunity for such contacts or fail to gather enough background information, you might introduce the clue in a dream, simply reciting it to one or more players as you see fit.

The Two united, in the past,
a Place to build, and spells to cast.
Their power grew, and took the land
and people round, as they had planned.

A key without a lock they made
of gold and gems, and overlaid
with spells, a tool for men to wield
to force the powers of Good to yield.

But armies came, their weapons bared,
while evil was yet unprepared.
The Hart was followed by the Crowns
and Moon, and people of the towns.

The Two were split; one got away
but She, when came the judgment day,
did break the key, and sent the rocks
to boxes four, with magic locks.

In doing so, She fell behind
as He escaped. She was confined
among Her own; her very lair
became her prison and despair.

The Place was ruined, torn apart
and left with chains around the heart
of evil power-but the key
was never found in the debris.

He knows not where She dwells today.
She set the minions' path, the way
To lift Her temple high again
With tools of flesh, with mortal men.

Many have gone to die or flee
from four kinds of chaos they did see.
They did not bear the key of old
that must be found-the orb of gold.

Beware, my friend, for you shall fall
unless you have the wherewithal
to find and search the boxes four
and then escape forevermore.

But with the key, you might succeed
in throwing down Her power and greed.
Destroy the key when you are done
and then rejoice, the battle won.

DUNGEON LEVEL ONE

RANDOM ENCOUNTERS

Roll d% once per turn and refer to the following chart. A result of 11 or more means no encounter. If Zuggtmoy is free to roam this level, she appears if the result is 00.

1d100	Result
01-02	Brigands (1d6+1) with a 3rd level fighter as leader, coming to report on outside activity. Each has 1d6 gp, or 3d6 gp for leader.
03-05	Gnolls (1d4+1) entering to take service with the forces of the Immorality temple; no treasure
06-07	Ghouls (1d4+1) prowling for prey. Each may (50%) have 2d6 gp, and might (10%) have a bloodstone (base value 50 gp).
08	In 10-foot corridor, 1 Gelatinous Cube with random normal treasure; otherwise, Gray Ooze, no treasure.
09	Ogre with indigestion, looking for trouble; no treasure.
10	Patrol; 6 men-at-arms plus 1 leader (L3 fighter). May be encountered once only; see area 149 (Guard Room).
11-99	No encounter
00	Zuggtmoy (if free).

LEVEL ONE ROOM KEY

101. ARMORY

This plain chamber is filled with wooden racks for various spears, pole arms, and smaller weapons. The walls have many pegs indicating where other weapons and shields once hung. All that remains now are broken weapons, sundered shields, and ruined coats of mail. Several skeletons, both human and Gnoll, lie scattered here and there, as well as odd skulls and bones. Cobwebs hang in places; if any creatures have been here, visits are not frequent.

A close examination of bones reveals teeth marks. Many bones are cracked, and the marrow chewed out. No treasure is here, nor anything else of value.

102. ARMORY

See area 101 for a general description. In the corner to the southwest, under several wooden shafts splintered and tossed aside, is a quiver of 17 usable flight arrows.

103. PILLARED HALL

Creatures: Harpies, Spiny-Backed Variant (2)

One hundred pounds of pressure on the floor at a point 5 feet in from the entry triggers a delayed-action mechanism. The pressure point limit is shown by X marks on the map. A thief's successful search for traps will reveal the plate. One round after this is triggered, a heavy barred grate drops and seals the doorway. When the party can see inside the room, read the following:

This large chamber appears deserted. It has probably served as a privy, for the place has a foul fecal odor and filth is scattered here and there on the floor. The columns that support the ceiling 40 feet overhead are thick, 4 or 5 feet in diameter. A few skulls and bones lie around the bases of pillars. It looks like they've been gnawed upon.

Two Spiny-Backed Harpies (HoB v3, pg. 121) roost atop the two central eastern pillars, having special niches cut into the eastern faces some 34 feet above the floor. When the grate crashes down, the harpies start singing. After one round, they cease their song and fly around, attacking any creature that makes a hostile gesture. If sounds of fighting occur here, the Ghouls (occupants of area 104) arrive 3 rounds later. If there is no such turmoil, these creatures arrive five rounds after the grate's noisy descent.

Those PCs that hear the singing (elves excluded) must save vs. magic. Those that fail will spend their action trying to go toward the Harpy. This continues as long as the Harpy is singing. Those that save are immune to the song for the duration of the encounter. Harpies may continue their song while engaged in combat. The touch of a Harpy causes a victim to save vs. magic or become mesmerized for 1d10 plus 20 hours. Death of the Harpy will break both charms.

The secret door in the northern portion of the west wall cannot be opened by normal means from this area.

Treasure: Stuffed within one of the gnawed upon skulls is a pouch containing 216 gp and a Ring of Protection +1.

104. ROOM, 30' x 20'

The door to the west of the harpy hall leads to this place. No exits are apparent. The place reeks of carrion, and filth and bones litter the floor. Heaps of old cloth along the walls indicates where the occupants of the place once nested. Old garments hang from pegs in the wall.

Creatures: Ghouls (6) - if not encountered at area 103

Six Ghouls (HoB v3, pg. 50) move from here into harpy hall (area 103) if any noise is heard therein, their speed determined by the nature of the sounds, but typically 3 rounds (as described above). These foul creatures dwell here in harmony with the harpies and other creatures to the north (in areas 105-107). The harpies are allowed the "fun" of killing charmed and other victims, and get their fair share of the morsels thus obtained. Most of the corpses are then taken by the Ghouls for later feasting.

Treasure: A thorough search reveals 187 cp, 81 sp, 5 ep, and 61 gp under the bedding. A suit of elven sized elven chain mail hangs under an old cloak on the south wall.

105. ROOM, 30' x 30'

This place is another room abandoned to new tenants. The noisome place is littered with rags and bones. A broken chest stands in the northwest corner. A door to the west is in the west wall near the south corner.

Creatures: Ghouls (4)

Four Ghouls (HoB v3, pg. 50) lair herein, and ignore all noises in area 103, assuming that their associates will handle whatever occurs. These Ghouls attack any humans or demi-humans not clad in temple robes.

Treasure: The chest contains old clothing-bits and pieces of brown and tan garments. Under them are 108 cp, 92 sp, 37 gp, and 7 pp.

106. ROOM, 10' x 20'

This inner room was evidently the antechamber of some minor functionary, for its walls are plastered and covered with obscene painting. The remains of upholstered furnishings - a couch and four chairs - are still in the room. Some old and battered pewter dishes are heaped upon a small table. Normal doors are placed in the south and east walls.

Treasure: The only items of any value here are the four "pewter" (actually tarnished silver) plates, each worth 30 gp.

107. ROOM, 20' x 20'

From the look of this chamber, it was once the sanctuary of some lesser priest of the temple. The walls are plastered and painted with scenes of evil nature, featuring the Immorality principle. The rotting remains of a large bed, two couches, and several carved chairs, now broken, testify that the room was once a comfortable place. The whole room reeks horribly. Bones are tossed here and there, and a partially eaten Orc carcass lies on the floor near the south wall. No exits are visible, save the normal door to the north.

Creatures: Ghasts (2)

If the PCs approach, two Ghasts spring out from behind the rotting furniture.

From this lair, the Ghasts (HoB v3, pg. 49) direct the Ghouls (HoB v3, pg. 50) and have grown accustomed to leading an easy existence. If wounded and hard-pressed, the pair tries to escape via the secret door in the east wall, heading to area 115 for safety. The secret exit works by raising a wall sconce, which causes a 5-foot-wide wall section to pivot. This cannot be worked except from inside the Ghast's chamber (i.e. being a one-way secret door).

Treasure: If the bed is moved, a section of stonework with plaster missing is noteworthy. Behind a loose block is a large gold cup (worth 450 gp) which contains 112 gp and 3 onyx gems (each worth 50 gp).

108. GARBAGE ROOM

The former use of this area cannot be determined, but it is now filled with trash, waste, bones, and the like. It is very odoriferous. Nothing of value is apparent, nor are any exits.

Creatures: Rats, Ravenous Large Variant (5)

If the party persists in disturbing the trash, they arouse the Ravenous Rats (Large Variant), which attack hungrily. As long as 5 are attacking, their victim has -1 AC due to the swarming affect of the rats.

109. FRESCOED CORRIDOR

This passage is evidently one of importance, for it is plastered and painted with the evil scenes typical of the temple.

The east-west 10-foot-wide passage leading to this area slopes gradually downward to it. This 20-foot-wide corridor in turn gently descends towards Dungeon Level Two. These gradients are such that only dwarves or gnomes easily notice them (75% and 80% chance, respectively). Others do not do so unless the group is spread out over more than 40 feet, in which case a 10% chance exists per 10 feet of spread length. If the wide corridor is taken, refer to area 201.

109a. STAIRWAY

The corridor ends in a stairway which diagonals upward, leading to a vestry in the upper temple (area 4 to the east, or area 5 to the west).

110. STORAGE CHAMBER

This chamber is obviously no longer in use, for it contains sacks of moldering grain, barrels of rotting flour, and heaps of broken containers and spilled contents in a jumbled mess.

Nothing of any use or value remains here.

111. STORAGE CHAMBER

From the stale reek in this room, you can determine that much beer, brandy, wine, and ale was poured out here. The floor is covered with a dark residue, and broken tins, barrels, casks, and kegs are strewn everywhere.

Careful inspection reveals one small barrel still intact and filled with brandy. It contains Orluian Brandy that's gone bad. Anyone sampling it will suffer a -1 to their initiative rolls for 1 hour from the effects.

112. ARMORY

This plain chamber is filled with broken wooden weapon racks, broken weapons, sundered shields, ruined coats of mail, and scattered skeletons. The pegged walls indicate where weapons once hung. Cobwebs cover much of the room; if any creatures have been here, visits are not frequent.

Anything of value seems to have been smashed or removed.

Treasure: A usable mace remains, but is found only if a full turn is spent searching the place.

113. ARMORY

This place has been thoroughly vandalized. Refer to area 112 for a general description.

Treasure: On a small ledge of one of the supporting arches, 10 feet above the floor, lies a Heavy Quarrel +3. A Detect Magic spell easily reveals its location, but without this dweomer, even a thorough search provides only a 5% chance of finding it. However, if any character manages to reach a height of more than nine feet above the chamber floor, its discovery is 75% likely.

114. SECURED DOOR

On the door before you, you see a door lock and padlock are present, the latter securing a chain. Unless the locks can be picked, surely only force can remove the obstacle.

If the door can not picked, it will have to be smashed down. Open Door attempts are made with a -4 modifier due to the door's sturdiness. The noise

of such an attack on the door draws all the occupants from area 115 in the next round. This dark, filthy chamber is the prison in which captives are held, for eventual abuse and sacrifice at the Immorality Temple (area 145) or for feasting of Ghouls and Ghasts (areas 115-118).

Prisoners: Dottee, Dwarven Merchants (2), Servants (3), River Sailor Gnome Victor, Men at Arms (4)

Eleven prisoners are currently here; all are naked, and the males are chained to the wall. Most are from the Nulb area, though one female is the wife of a fairly wealthy merchant in Verbobonc.

The prisoners have nothing of value, and know nothing of the temple. They tell of being captured by raiding Ghouls, except for the Gnome sailor Victor, who was brought here by Dick Rentsch and his men (Nulb area 1) as punishment for making a pass at Dala. The merchants, wife, and servants can offer no ransom, and if freed ask only to be shown how to get to a proper rest room and then away from the temple - quickly. The sailor and men-at-arms will most certainly serve with loyalty, if supplied with clothing, armor and arms. If treated fairly and paid normally, they remain 100% loyal while in the employ of their liberators.

115. ROOM, 20' x 30'

The south wall of this chamber bears a bas relief of a hideous, humanlike face with squashed features upon a mushroom-shaped cranium. Various humanoids, monsters, and demoniac creatures prance and jape in the background. The remains of a sandstone altar lie in fragments before this sculpture. All furnishings are gone, but six heaps of old clothing, rags and whatnot remain, indicating that something yet dwells herein. You see what appears to be a wooden box near the north door, and a peephole on the west door, usable from inside the room.

Creatures: Ghouls (6)

Six Ghouls are resting under the rag piles in this area. They pass through the eastern door to investigate any noise coming from the corridor, as noted in area 114. If intruders are discovered, five attack while one hastens to alert those in area 116.

These creatures, like their fellows in areas 104 and 105, have free run of this sector of the temple's upper dungeon to serve as a first line of defense. (It is also hoped that a sufficient force of Ghouls and Ghasts can be animated for later use as a contingent of the temple hordes when they reemerge to war upon the forces of Good.)

Treasure: The box contains an old cloak of no value, 263 cp, and a 6-inch-tall, finely carved ivory statuette worth 85 gp.

116. ROOM, 30' x 21'

The stench of Ghouls lies heavily here, as well. Parts of rotting tapestries still adorn the east and west walls. A battered table and two stools occupy the center of the room. Mounds of cloth line the walls, apparently beds for the occupants. A water barrel is near the south door, and a full sack rests near the north door.

Creatures: Ghouls (4)

Four Ghouls residing herein move to aid their fellows as needed. If necessary, one goes to room 117 to summon more aid, while the other three attack enemies. If intruders approach from the north, the one alerts those in area 115, of course, while the others aid their masters.

Treasure: The water barrel is placed over a hole in the floor, wherein 192 sp and 47 ep are kept. The sack contains the clothing taken from the current captives (in area 114) and three others as well, now deceased. However, no weapons are here.

117. GHAST ROOM, 20' x 20'

You see a 10-foot alcove in the northeast corner of the room. Its walls must have once been plastered and painted, but where the covering still remains, some sort of mold or similar growth has discolored it sufficiently to make the colors and subject matter undistinguishable. Bones are heaped in a pile in the alcove, and a disgusting odor lingers about the place. Torn cloth and old cushions are piled to form two tangled nests of bedding near the south door. A large ironbound chest with a heavy padlock stands in the southeast corner

Creatures: Ghasts (2)

Two Ghasts nest in this room. They tend to flee from a lost cause or join a winning fight, as they perceive the situation. When fleeing, they head for area 107 (via areas 103-106).

Treasure: The chest is not trapped, but is padlocked. It contains 611 sp, a brooch with a carnelian stone with a cameo coat of arms (Veluna, quartered by the Knights of the Hart) worth 800 gp, and a Scroll of Protection From Undead in a silver tube (tube is worth 35 gp).

118. HALL, 10' x 30'

This area is plastered and wainscoted in some (now ruined) wood. It was evidently some form of trophy or museum room, and several broken cases are shoved against the walls. A serviceable but moldy shield hangs on the west wall. Two great heaps of old cloth and pillows and like materials are formed to serve as beds.

Creatures: Ghasts, Sabre-Toothed Variant (2)

The two Ghasts nesting herein are the leaders of this complex and the one to the southeast (areas 113-117). They are large and lazy, and bully the weaker Ghasts and Ghouls, getting the best of the food and loot. These particular Ghasts have large fangs protruding from their mouths which makes them appear tougher. They also recieve an additional bite attack. Neither Ghast retreats as do the others. Unless forced away by a cleric or magic, both stay and fight to the death; they love their life of ease and know that it is lost if they show weakness.

Treasure: One Ghast wears 10 gold chains around its neck. The gold chains are worth 7,000 gp total, but one is set with three small rubies worth an additional 1,000 gp each. The smaller has a ruby ring (worth 4,000 gp) so encrusted with dirt and filth that it goes unnoticed unless the monster's left hand is carefully and specifically examined. The shield on the west wall is a Medium Shield +1, long forgotten by the remaining temple authorities. The only other treasure is worn by the room's inhabitants.

119. BANQUET HALL

This huge place is over 100 feet long and 30 feet wide in the main portion. The litter of tables, trestles, benches, chairs, and stools scattered and heaped about the place show that great revelries of messy evilness were one conducted here. Bits of tapestries and drapes still hang here and there from the walls. Bones and whole skeletons can be seen on the floor and under the heaped broken furniture. A skirmish in the greater battle for the temple was surely fought in this place!

Treasure: A careful search reveals one usable medium shield and weapon each turn, to a maximum of four of each.

Roll 1d4 to determine what weapon is discovered (1 = longsword, 2 = short sword, 3 = battle axe, 4 = spear). Nothing else here is of value.

120. KITCHEN

This square room has three doors in the southern portion: one to the east, one south in the west corner, and one west. Dominating the north wall is a high, broad fireplace with numerous side ovens, large enough to roast a whole ox. The room is littered with broken containers and dishes, trash of an unidentifiable sort, and pieces of wooden tables, counter tops, and the like. Several skeletons are visible, including one along the east wall which appears to be that of an Ogre.

Creatures: Venomous Snake

Within the darkest recesses of the unused fireplace dwells a venomous snake. It is coiled and may strike by surprise (50% chance). It has not eaten for a long time, and is very hungry. It can strike any creature coming near the fireplace.

Treasure: Near the Ogre skeleton is a usable short sword (its "dagger") and a leather sack containing 84 gp. These are hidden under a small pile of non-descript debris. The 10-foot-square rooms were used for crockery storage and food storage, respectively for the south and west areas. Their contents are broken and smashed; foodstuffs are spoiled.

121. STONE WALL ROOM, 20' x 20'

The bare stone walls of this place have only a peg or two here and there, and three brackets with unlit torches in them. The floor likewise is plain stone blocks. A rude wooden table is against the east wall, just south of the eastern door, with three stools nearby. A small keg full of water stands in the northwest corner, and next to it is a mound of ordinary looking dirt. The south door has a spy hole, openable only from inside the room.

Creatures: Gnolls (4)

Four Gnolls (HoB v3, pg. 73) remain here as sentries. One is posted at the spy hole at all times, while the other three relax. If any intruder is seen, two Gnolls join the watcher at the door to ambush intruders, while the other Gnoll alerts those in area 122. If all party members are wearing the brown robes of the Immorality Quarter, the Gnolls do not attack. They behave similarly towards those wearing other robes, if they appear strong and do not attack first. The Gnolls are smart enough to use water or dirt against fire.

Treasure: Each Gnoll has 7 sp.

122. CHAMBER, 20' x 20'

The walls of this place are of plain stone. Doors to the north and west are normal. Four heaps of bedding - rags, torn tapestries, rugs and so on - lie by the south wall. Two stools stand near the entrance to the southeast passage. Opposite this entrance, along the wall, is a crude shelf, supporting several samples of pottery - bottles and mugs. Near it, in the northwest corner, stand four Gnolls wielding spears! They look and you and growl.

Creatures: Gnolls (4)

Four Gnolls are on guard duty here. If any enemies enter, one Gnoll runs to the northeast corner and pulls a thin rope hanging down, connected to a weighted rope net. The Gnolls then hurl their spears at entrapped opponents, grab oil from the shelf and add them to the fray, and then uncover a small fire box with smoldering punk. This bursts aflame when the box is opened, and the Gnoll hurls it into the oil to ignite it. Though these Gnolls have no orders to alert others, those in areas 121 and 123 probably (90% chance, checked for each) respond to the sounds of battle.

Treasure: If the Gnolls herein have not already used them as weapons, five flasks of oil are on the shelf, by two mugs. Four bottles are empty, and one contains wine. The largest Gnoll wears a silver chain with a roughly polished carnelian (worth 125 gp). Each Gnoll carries 4 sp, 3 ep, and 4 gp.

123. ROOM WITH ALCOVE

Carpets and tapestries cover the plain stone walls of this room, and a few rugs are on the floor as well. From the appearance of all this, the room was once the quarters of some fairly important person - an underpriest of the Immorality Quarter, from the hideously erotic scenes depicted on several tapestries. Whatever furniture was once here is now gone. Heaps of cloth lie near the walls, showing where the inhabitants sleep. A small brazier stands in the northeast corner. A small keg of cheap beer is in the center of the room. The only exit is the door in the south wall of the alcove.

Creatures: Gnolls (5), Hobgoblins (2)

Five Gnolls dwell here with two renegade Hobgoblins. The latter are meaner and more bloodthirsty than the Gnolls! The Gnolls are "off duty" members of a reforming company which the Immorality Quarter hopes to field. (See also 124 and 126-128.)

If they hear sounds of fighting, 1d4 of these inhabitants probably (90% chance) go to investigate and join in the fun. The secret door, a pivoting wall section which is also concealed - hidden by a tattered carpet - is only used in dire emergencies; the Ogres of area 124 are greatly feared.

Treasure: Each of the seven humanoids herein has 4 sp and 2 gp. Under the dead coals of the brazier are 37 hsp.

124. OGRE ROOM, 20' x 20'

This place is plastered and the floor paved with polished brown granite slabs. It is now dirty and cluttered, but must once have been a plush guest chamber. Many cushions and pillows are piled so as to make beds in the northeast and northwest corners of the room. A half -empty wine barrel and a like container with a few salted fish stand along the south

wall. Another barrel there holds seven long spears. Pegs on the wall hold one shortbow and three quivers, each containing 20 arrows. Beside the barrels is a chest.

Creatures: Ogres (2)

The two Ogres here are in charge of the Gnolls and Hobgoblins to the southwest. Each wears a kewl looking brown leather jack, set with thin bronze plates on the shoulders (large magical Leather Armor +4). Unless they are summoned, they ignore sounds from areas 121-123, concentrating their attention on possible victims in area 125. However, their chief is in area 126, and they investigate unusual noises from that place.

Treasure: Each Ogre has a belt pouch containing 30 sp and 15 gp. The wine barrel contains sour, dwarven mead. The chest is unlocked, and holds 2 maces, 5 hand axes, 1 battle axe, 6 morning stars, 2 shortswords, and 1 broad sword. The stone slab under the spear barrel is loose and can be lifted by anyone with 18 Strength, or two persons with a combined Strength of 30. Underneath is a cavity with 870 sp and a silver bracelet (170 gp) adorned with six azurites worth 10 gp each.

125. CORRIDOR OF BONES

For at least 100 feet of its length, this wide corridor is covered with bones. Skeletons of humans and humanoids are mixed in a terrible jumble. Many skulls and loose bones seem gnawed. The complete skeletons, though, still wear sundered armor, dented caps, or sprawl by broken shields. Bent and broken weapons likewise testify to a great melee having taken place here. The remains of a hundred or perhaps more beings... all met their death here. Further progress along the corridor requires carefully picking a path between these grim remains of the temple hordes. Nothing of value is discernable.

Creatures: Skeletons (10), Monster Skeletons (2)

If the party enters the corridor area shaded on the map, they spring a trap. When they get to the central area (just south of the secret door to area 131), the following events occur:

a) 10 Skeletons spring up from the west end of the shaded area, charging east to the attack;

b) 2 monstrous Gnoll Skeletons spring up at the east end of the shaded area, moving west to surround the intruders.

In addition, the two Ogres (area 124) watching for trouble join the fray if the intruders (PCs) are nearly slain, or if the party retreats into the southern 20' wide corridor leading to their door. If the latter, the Ogres probably (75%) gain 1d4 surprise segments unless their door is being carefully watched.

Treasure: Ten man-turns of searching the corridor reveals the following intact items: 15 arrows, 4 silver arrows, 5 morning stars, 3 broad swords, 2 shortswords, 3 buckler shields, 1 ring mail, 2 chain mail, and 1 plate mail.

126. CHIEF ROOM, 20' x 20'

This place appears to have been another visitors' chamber, but the plastered walls are broken and smoke-stained from the struggles of the past. Several couches have been shoved together to form a huge bed in the northeast corner. Several empty sacks lie on the floor, and a nearly full barrel of ale is near the west door. A large table and rude chair are in the northwest corner; a big, yellowish cheese and several hard sausages lie atop the table, beside an empty gallon jug. Under the table is an iron chest, and a jumble of weapons lie piled by the south door.

Creatures: Ogre Leader

Herein dwells an Ogre, the chief of the entire Ogre force. He reports to the clerics in area 137 from time to time. If he hears a commotion in the corridor or nearby rooms, he probably (90%) ignores it, trusting his flunkies to handle the minor matters. He responds to any direct call for help at his door, of course. He wears a suit of large sized platemail.

Treasure: Nine spears, 3 morning stars, and 2 longswords lie piled by the south door.

The Ogre wears a copper belt worth 35 gp, upon which hangs his purse, containing 11 sp, 19 ep, and 38 gp.

The iron chest is locked but not trapped, and contains 311 gp and two huge and remarkably perfect agates (worth 100 gp and 500 gp, respectively). The lock can be picked or broken open by 30 points of damage.

127. L-SHAPED ROOM

The fireplace on the west wall of this room shows that special folk were housed here. Three battered old chairs are still in place, by a broken bed of large size. A wooden box stands near the bed, with a small keg nearby. Several old cloaks hang from wall hooks.

Creatures: Gnolls (3)

Three Gnolls are quartered here. They are reasonably alert, and if called rush to help, hurrying more to serve the Ogre (area 126), of course, than for their fellows with the Bugbear (area 128). If opportunity presents, the one Gnoll armed with a bow uses it until opponents close. Each Gnoll has 1d4 sp, 1d4 ep, and 1d4 gp.

128. GNOLL ROOM, 20' x 30'

Perhaps this was once a reception room or minor council chamber. Bits of wall coverings still dangle here and there, and a once fine hardwood sideboard is centered along the north wall. Atop it are various dirty dishes, a cask of beer, and bits of stale bread and dried meat. The entire length of the west wall is lined with piles of bedding, divided into eight pallets. A small wall font still trickles sulphurous smelling water into a stone basin in the northwest corner. A stack of wood lies by the south door, possibly for use in some nearby fireplace. A 5-foot-wide alcove can be seen in the east wall, near the northeast corner .

Creatures: Gnolls (7), Bugbear (1)

Seven Gnolls are in the room, one by each door and one deep in the alcove with a heavy quadruple crossbow (see area 128a). They live here with a Bugbear who is a rogue, liking the Gnolls and Ogres better than its own kind. In case of attack, these residents alert those in area 127 (or even the guards in area 129, as applicable). The alcove is 5 feet wide and six feet long, and houses the once Gnoll sentry manning the special crossbow. A peep hole gives a good view of the corridor south (see area 128a).

Treasure: Each Gnoll has 18 cp. The Bugbear carries a pouch containing 44 gp, and also wears a gold chain with 12 large coins upon it (130 gp for the whole piece). A hollow log at the bottom of the stack of wood conceals the Bugbear's private stash of 60 sp, 28 ep, and 47 pp.

128a. SENTRY

Read the following to the party if they are coming from the south end of the corridor and have not killed the gnolls in 128:

> As the party heads down the corridor, you're suddenly shot by a crossbow bolt from the end of the hall!

The large and heavy quadruple crossbow mounted here is manned by one Gnoll, who can easily watch the 10-foot-wide north-south corridor through a peep hole. The heavy crossbow is mounted and loads 4 shots at once. Any intruder in the passage is subject to being hit by four bolts at once, each inflicting 2d4+1 points of damage.

Make each of the to-hit rolls with a +5 bonus due to the crossbow being mounted and the sentry's skill. As the crossbow takes 5 rounds to reload and it is unlikely that it can fire twice in a melee. (Use your judgment as to the sentry's actions, which should definitely include warning its companions.)

Treasure: The crossbow is not easily moved (encumbrance 400 gp) but can be dismantled for travel. It can be sold for a base value of 50 gp.

129. GUARDROOM

> This square room was obviously a guardroom. Racks for weapons still remain on the eastern wall. A table with 4 chairs takes up the northwest corner. A water barrel, nearly full, stands beside the west door, with a bundle of torches beside it. A single torch burns on the south wall. Two candles light the table. Some rectangular bone markers are on the table, by a jug and several ceramic mugs. Several pegs and hooks on the south wall hold old brown cloaks, a leather bag, and a shortbow with a quiver of arrows

Prominent NPCs: Guards (5)

Five guards are alert here at all times. One facing the door, and another posted 10 feet up the northeast corridor (position G on the map), are armed with heavy crossbows and longswords. Each guard wears chain mail armor with a brown surcoat; each carries a medium shield covered in brown leather and bearing a black triangular boss. This triangle device is also sewn to their surcoats. In any disturbance, the guards alert area 130 (or 128, as appropriate). Each guard carries 8 cp, 5 sp, and 2 ep.

Treasure: There are five arrows in the shortbow's quiver, and 10 torches beside the water barrel. The bone markers are dominoes, worth 5 gp for the set. The jug holds watered wine, and the leather bag is filled with hard biscuits and yummy dried apples.

130. ROOM WITH TRAPEZOIDAL ANNEX

> The former purpose of this room cannot be ascertained, but the four bunks in the south end obviously show that it now houses troops of some sort. Pegs on the wall are many, and one holds a brown cape. A bench is near the door to the west. Two torches give light to the area.
>
> A trapezoidal area through the archway to the north contains four narrow cots, four small wooden chests and a small wall fountain that dribbles smelly water into its basin. A long table with two benches and a chair at head and foot complete the furnishings. Light comes from a lantern, held aloft above the table by a thin chain; two unlit torches are mounted on the walls. An open cupboard by the table holds various dishes and four jugs.

Prominent NPCs: Guards (7), Fighters (3), Leader

Seven guards are barracked in the 20-foot-square area, ready to fight whenever necessary. These men-at-arms are the core of the new company known as Existential Immorals. Each carries a javelin, to be hurled before closing for melee. They, along with their fellows in area 129, always do their best to protect area 133 - but if it becomes obvious that they are losing a fight, they might flee.

Four fighters are quartered in the trapezoidal area; they are the leaders of the company. Each is clad in bronzed plate mail and carries the brown buckler shield with black triangular boss. They take orders from the cleric in area 137. Each fighter carries two javelins for use before melee, and their leader (Level 4) carries a Javelin of Lightning for use in an emergency. (The Ogres, for example, know of this and obey accordingly.) Each has average Strength except for the L3 leader, who has a 17 (+1 to hit/+1 damage).

Treasure: Each guard has 28 cp, 2 sp, and 8 ep. Each fighter wears a bronze ring with a triangular setting of jet (worth 50 gp). These rings are passes to any area of this dungeon level not commanded by a cleric (though undead tend to ignore such niceties...).

Each fighter carries 6 ep and 5 gp coins pp. The leader is carrying 35 pp. The water in the fountain is smelly but drinkable. The jugs in the cupboard hold water, wine, beer, and fuel oil (three pints), respectively.

Each chest contains nondescript items of clothing and one leather ceremonial harness with a large, bronze-hilted dagger (worth 15 gp with the harness). One chest also contains a scrap of parchment, inscribed with a message, in Common: "Remember to check AUGURY CHAMBER to see if Belstro was lying!"

131. SECRET DOOR

The shaft that descends from the temple to Dungeon Level Two has a means of entrance and egress at this point. The portal is but 2 feet wide and 5 feet high, opening by downward pressure (which causes it to sink); it closes automatically one round later. The area beyond has a narrow ledge, which continues to spiral towards the level below.

132. HEXAGONAL ROOM

> A partially destroyed stone chair dominates this place. It is hewn of brown marble, veined with black, and stands near the middle of the north wall. Both arms have been broken off, and the seat is chipped. A piece is missing from the back, and the whole is fractured. Rubble and broken furniture are strewn about the room. The ceiling overhead is at least 35 feet high, though it is hard to tell exactly how high because of the shadows on the supporting arches. The stench of rotting flesh faintly lingers throughout the area.

Creatures: Common Stirges (18)

Stirges lurk in the ceiling vault, nesting in the nooks and crannies of the supporting arches and buttresses and 90% undetectable until their attack. They thus have a 50% chance of surprise unless someone does notice them,

or unless an overhead lookout is maintained. In any event, intruders are attacked within three rounds of entering the room. Stirges are adept at finding weak spots, and attack as 4 HD monsters.

Once a Stirge successfully hits, it will drain blood from that victim (the victim takes 1d4 damage each round, but no more than 12) until successfully hit. Anyone but the victim attempting to hit the sucking Stirge must roll against the victim's AC at -2 or hit the victim (this is in addition to the normal to-hit roll against the Stirge). When half the Stirges are slain, the remainder retire to their ceiling nests, where ten additional young remain (which are one week from maturity).

The secret door is counterbalanced to swing inward at the bottom when a wall stone is pulled to the right.

Treasure: Close examination of the area reveals bones and 1 to 4 cp per searcher each round (to a maximum of 40 cp in all). If the floor is carefully searched, a Ring of Shooting Stars may be found; allow a 5% chance of success per searcher per round (or 100% if a Detect Magic spell is employed). This item belonged to one of the victims of the Stirges, which availed not in this place.

133. ANTEROOM

This short hall is lit by two torches, and contains a bench, and a stool. The walls are plastered. Several pegs and hooks have been recently added, from the look of them, and support a brown cloak, a quiver with 9 flight arrows, and a hand axe. Several eye bolts are mounted horizontally along the west wall; a wire runs through them and into the north wall.

Prominent NPCs: Guards (4)

Four guards are stationed here at all times. One has a short bow, his shield being set nearby ready for use if melee occurs. Each of the others has a javelin ready to hurl before closing with opponents. Each wears chain mail armor, a brown surcoat with a black triangle sewn upon it, and a buckler shield covered in brown leather, whose boss is also a triangular metal device. If attacked, the guards defend their position while alerting those in area 134 by yanking on a wire alarm (see description).

Treasure: Each guard carries 14 sp and 3 gp.

134. INNER CHAMBER

This square plastered room is lit by two torches and a lantern, the latter fixed to shine upon the south door. The room has been converted into a barracks, as can be seen from the four double bunks to each side. A mantel stands between this room and that to the north, giving solid protection to the defenders. Several brown cloaks hang from pegs driven through the plaster into wall cracks. A jug and several cups are on the table. Eight small chests are shoved under the bunks.

Prominent NPCs: Guards (7), Half-Ogre Guard

The south door opens inward and to the west. Eight guards are quartered here to protect the areas northward. Though at rest, they can be ready to fight in a single round. Four of the guards are armed with light crossbows. For combat, two of these go to the west corners of the room to cover the door, using bunks as partial cover. (The one in the northwest corner is a half-orge.)

The other pair retires behind a stout mantel (blocking the entrance into area 135, as shown on the map), kneeling with crossbows at ready. The mantel has two crosslets at waist height for this tactic, and can also provide chest-high protection for two others if spears or pole arms are used. While the crossbowmen take their positions, two swordsmen move to the door to open it, while the remaining two swordsmen step behind the mantel and take up glaives (which are kept along the west wall just inside of area 135), preparing to defend.

Note that combat brings other guards from area 135, but only after five rounds pass, as they must first don armor and take up arms.

If more than half of the guards are killed, the half-orge crossbowman in the northwest corner (a creature of surly mien) tries to surrender, for he hates his commander because he calls him names that he doesn't understand.

Treasure: The half-orge has 1 cp, 2 sp, and a dead mouse in his pocket. Each of the other guards has 3 ep and 6 gp. The jug is half filled with watered wine. Each chest holds only worthless clothing and harnesses.

135. LOUNGE

Four walls cressets send smoky light through this room. The place is plastered, the floor covered with mosaic tiles. The paintings on the walls display scenes indicating that this room was meant for drinking and debauching (though whether for the clerics of the temple or its guests remains uncertain). Eight double bunks are here, along with a long and well-made table in the middle of the room. Long benches, plus a chair at each end flank this table.

Cloaks on pegs are apparent, as are chests under the bunks. Three barrels stand just inside the south door, two containing liquids and the other some lumpy objects. Several large smoked sausages hang from a rope tossed over a ceiling truss. A small cabinet between the bunks on the east wall holds dishes.

Prominent NPCs: Guards (8)

Eight guards are off-duty here. Action in area 134 or 136 alerts them, but they do not participate until they have donned their armor and taken up their arms (requiring five full rounds). Each has two javelins to hurl before closing to melee; each then is dressed as those in 134 and elsewhere. In desperate straits, the guards use flaming oil missiles, taking empty bottles (total of 16) from a cabinet on the east wall, filling them with fuel oil from a cask by the north door, and stoppering them with rags. If truly imperiled, they roll the whole cask of oil to a point near intruders, smash the end closest to their foes (creating an oil spill), and ignite it. Combat in this area alerts the fighters in area 136, but these reinforcements will ignore more distant noises (such as skirmishing in area 134).

Treasure: If not used in defense, a cask containing seven gallons of fuel oil also stands near the north door, and eighteen empty bottles accompany the dishes in the cabinet. Fuel oil can be sold for 1 ep per pint (16 gp per gallon). Of the barrels by the south door, one holds 50 gallons of water, the center one about 25 gallons of beer (worth 15 gp), and the third, hard biscuits. The chests under the bunks, similar to those in area 134, hold nothing of value save a dozen torches and a pair of normal lanterns.

Each guard carries 1 cp, 4 sp, 1 ep, and 4 gp.

136. INNER CHAMBER

Two cressets illuminate this room. The area was once lavishly decorated. Two plush couches, a wardrobe, a small table with inlaid wood top, and two padded armchairs still remain. A large chest stands near the couch, by the eastern wall. On the table are a few dented pewter dishes and some food. An unlit candle in a wooden candlestick stands atop the wardrobe.

Prominent NPCs: Commander, Lieutenant

The commander of this group and his lieutenant dwell here. They directly serve the cleric of the Immorality Quarter. They hope to soon recruit sufficient forces to completely control this dungeon level, and plan to extend their sway lower. Any previous losses of troops, human or humanoid, will have resulted in threats of dire consequences from their priest, with the result that they will fight fearlessly. If they move to investigate battle sounds, these leaders do not bother the clerics to the north (area 137) unless the danger is obviously extreme.

Treasure: Each fighter wears a bronze ring, set with a triangular stone of jet (worth 50 gp). The commander wears a gold chain (worth 2000 gp) under his armor, and carries 60 gp and 16 pp. The lieutenant carries 36 gp and 6 pp. The food on the table consists of a partial loaf of stale bread, a sausage, some fruit, and a small piece of cheese. The wardrobe contains clothing only, none of it worth any notable value. The lock on the chest is secured, and takes 35 points of damage to demolish. The chest holds clothing of no value, a quart of excellent brandy, a coil of normal rope (50 feet), and a Potion of Healing.

137. SLEEPING APARTMENT

The southern face of the door to this place is sheathed in bronze, and bears a peep hole. The bar on the inside is very thick. The door opens northward, swinging west. The walls herein are hung with tapestries and rugs, and the floor is covered with several layers of carpets. A pair of bronze lamps lights the place, suspended on chains from the ceiling. A brass brazier on a tripod makes the room both too warm and too stuffy from the smoke of incense. A divan, small table, two chairs, and a cupboard stand along the east wall. A large armoire with side drawers stands by the west wall. The table holds a silvery flask, several ceramic dishes and cups, and some foodstuffs - fruit, shelled nuts, and sweetmeats.

Prominent NPCs: Romag, Hartsch

In the north of this pair of rooms lives Romag, a curate (L4) and priest of the Immorality Quarter. He is determined to become the leading cleric of the Temple of Existential Evil, and is gathering forces to accomplish this. He would particularly enjoy raiding and looting the Anarchy Temple level, and killing its priest.

In the southern room of the pair, through a 4-foot-wide concealed archway (covered by a tapestry), lives Hartch, an adept. He is ready to serve his master (Romag) and eager to pass on his commands.

If alerted by their guards to the south or by noise in that direction, Hartsch observes through a peep hole in the door, and throws the large bar on the south door for defense. That portal may thereafter be destroyed only by 200 points of damage.

If the fighting in this area gets too hot (assuming that it approaches from the south), Romag uses his darkness spell, slips into the concealed alcove to the northwest, removes his treasure from a large iron chest therein (see description below), and runs away. If he does so, he will be too ashamed to ever return and his defeat would assure his death at the hands of other clerics anyway.

If danger approaches from the north, Romag may (40% chance) hide in the alcove to the northeast after alerting Hartsch to summon the guards. He otherwise joins Hartsch in getting assistance, and commands the battle from the rear. Note that the fighters and guards in areas 134-136 use an appropriate strategy, roughly the same as that described in the area descriptions but reversed in direction. Note also that the guards in area 133 maintain their post, not moving to aid the fight to the north.

Treasure: Romag wears Chain Mail +2 and carries a Mace +1; the effect of his 17 Dexterity is included in the AC given. He carries a purse containing 3 ep, 14 gp, 9 pp, and a jasper (worth 50 gp). Hartsch wears a gold ring (worth 25 gp) and a gold brooch set with a triangular piece of jet (worth 150 gp), and carries a purse containing 11 gp and 17 pp.

The 15 carpets and rugs strewn about the place have little value (5 gp total). The silvery flask on the table is actually silver and worth 40 gp, and holds good brandy. The wardrobe contains several worthless garments, a pair of sandals and pair of boots, and a normal mace. The side drawers hold linens, towels, and the like. The lowest drawer on the left side holds incense and unguents worth 90 gp, with one-half cubic foot of volume and 30 gp encumbrance. One tapestry on the north wall conceals an archway, leading to Romag's room.

If the PCs look behind the tapestry, read the following:

Behind the large tapestry on the north wall is a four-foot-wide archway leading to an alcove. Two hanging lamps illuminate the area. A pillow-strewn bed is here, as well as a small desk and Added chair, a brass stand with several staves in it, a low table, two stools, and a wardrobe. A fountain in the southeast corner trickles a stream of clean water into a wall basin. The walls and floors are draped and carpeted.

138. LIBRARY

This large chamber was once an extensive library, as evidenced by the charred remains of books and litter of broken tables and chairs. Scraps of torn scrolls are tossed here and there.

Trap: The western space contains an iron chest, the key lock of which is trapped with a poison needle. (Class D Poison; Delivery – Injected; Damage - 4d6/2d6 per round for 1-2 rounds.)

The chest is chained to a ring set in the east wall. Inside are a bullseye lantern and tinderbox, two leather bags (containing 183 ep and 240 gp, respectively), a gold box set with ivory (worth 350 gp), a Potion of Speed, and a scroll of two cleric spells (Animate Dead and Prayer). A careful search reveals several remnants of works on the ethos of chaotic evil - double-dealing, self-advancement, treachery - stuff like that. The tenth such bit examined reveals the "sacred" Immorality triangle and mentions the "trial of Immoral terrors awaiting the foolhardy"; this trial awaits "below/elsewhere."

Treasure: The desk contains a bottle of normal ink (worth 1 ep), 6 quills (each worth 1 ep), and 10 sheets of parchment (worth 4 gp each), but nothing of great value. The hanging lamps are worth 15 gp each. On the low table is a small tome (worth 50 gp to any evil spell user) detailing the sacrifice of humans to existentialists. The wardrobe contains old clothing, a bag holding nine candles, and two bottles of very fine white wine (worth 2 gp each).

The brass stand (worth 10 gp) holds two walking staves, one quarterstaff, and a bronzed wood rod (which Romag uses as a swagger stick) worth 5 gp. The tapestries on the northern wall cover two narrow archways. The easternmost leads to a closet-like space where pegs hold Romag's ceremonial garb, including a brown velvet cassock upon which are embroidered triangles of gold thread with precious stones (8 jaspers and 28 hematites, with base values of 50 and 10 gp, respectively).

139. STOREROOM

This area was evidently one where strange and potent stuffs were once kept. The place is a welter of smashed flasks, broken pottery vessels, glass shards, all amidst the scattered remains of the contents of these containers - herbs, spices, chemicals, and other strange mixtures and substances now unidentifiable. Even the shelves and benches which held these things are now broken and strewn about. The wreckage is total.

The last statement is true only to the casual observer. A careful search reveals one item of the following list after a full turn of sifting through the mass. One is located each round thereafter, but each may be "found" by stepping on and ruining it.

Have a player roll 1d6 for each; 1-3 indicates ruin. Items are singular, not duplicated; use 1d8 for random determination of each, but reroll duplicates.

1. A bottle of dull red powder (phosphorus, worth 35 gp)
2. A stoppered vial of sparkling red powder (ground ruby, worth 1,000 gp)
3. A bag containing 4 amber rods (worth 25 gp each)
4. A small bottle of yellow powder (pure sulfur, worth 40 gp)
5. A tin box filled with yellow powder (saffron, worth 5 gp)
6. A tube of silvery fluid (quicksilver, 10 gp weight, worth 100 gp)
7. A stoppered vial of sparkling black powder (ground tourmaline, worth 500 gp)
8. A small flask of blackish red liquid (lion's blood, worth 10 gp)

140. MEDITATION ROOM

This chamber is plastered and painted with disgusting scenes and adages. It was apparently used as a restful place to which the clerics of the cult might retreat and ponder the glories of Immoral types of existential evil. A huge eye is painted on the ceiling, and seems to glare down upon all in the place. Padded benches still line the walls, and several chairs remain intact. From the condition of these seats and the look of the floor, this ghastly chamber is still frequented on occasion.

Nothing of value is here.

141. BRONZE DOOR

When the PCs approach the door display ImageQuest Illustration #2 on page IQ1 and read the following text.

This portal is shut fast by a massive lock. Upon its surface are runes. Possibly they identify what is beyond, or perhaps they are some sort of warning.

These runes form a Glyph of Warding, which inflicts 20 points of cold damage to anyone touching it (save vs. spells for half damage).

The door is really solid, and takes 300 points of damage before breaking open from physical attacks and apply a -8 to open door checks. However, any non-magical weapon used in such an attack may (1 in 6 chance, check per hit) break upon striking it.



Inside the door is a rough-hewn crypt, with a passage leading north to a secondary burial place. Each of the 11 crypts contains the body of a cleric who met death in the service of the Immorality Quarter. The vaults are relatively easy to open.

Treasure: Each body still wears the bronze ring with triangular setting of jet (worth 50 gp each). One body (randomly determined) still wears a Cloak of Protection +1.

Trap: For each crypt opened, there is a 20% base chance (be sure to adjust the base chance by each PC's Immunity to Disease modifiers, from Constitution) for all living creatures within 5 feet to contract a general respiratory system disease. For the crypt containing the magical cloak, there is a 95% chance.

If the PCs do contract the disease, treat it as a result of "42-45" on Table IQ: Disease or Disorder in the GMG, page 22, with a further result of "chronic" occurrence on the same table. However, the GM will need to determine Ailment Virulence Factor and Disease Saving Throws for each PC.

142. BLACK CHAMBER

Note: Decrease chances of wandering monsters in this area, and in the corridor leading south to it, to 1 in 20 (per turn).

All of the stonework here is black, the surfaces seemingly

polished to a smooth, glossy texture. The domed ceiling 30 feet above you shows phosphorescent gleams, each small dot appearing to represent a star and the combinations making miniature constellations. A broken obsidian altar stone stands in the center of the chamber; the place otherwise appears to be empty.

An arched exit, about 7 feet wide and 12 feet tall, breaks the smooth curve to the south. Upon the upper archway are carved letters in the Common tongue:

EXHAULTED CHAMBER OF HIGH AUGURY

143. AUGURY CHAMBER

This 30-foot-diameter chamber is finished in polished black stone, similar to the room immediately to the north. The phosphorescent gleamings some 40 or more feet above you have a bluish cast. In the center of the floor is a circular depression about 1-foot-deep and 10 feet in diameter. Around it is a low stone seat, so low that only creatures smaller than a Dwarf could comfortably sit upon it, though Humans possibly could be comfortable if they sat facing inward.

Seated as described, visitors notice small cuts in the lower part of the seat. These are small drawers, spaced at intervals under the bench. There are eight in all, and seven are empty; the last one examined contains strange bits of bone, ivory, rock, and wood: rods, cubes, cones, and other shapes. The holder of these objects feels an overwhelming urge (but not forced) to cast them into the shallow, cuplike depression in the very center of the place. Suggest that their configuration might reveal answers to simple questions. If players nibble at this, hand them 1d8, 3d6 (of different colors), and 2d4. Explain that these are representative of the mystic counters of augury, and that they should cast them after asking some question.

Use the results of the augury charts to determine the answer to the question. If appropriate, read the message of the dice on the 3d6, using each d4 to resolve choices. (Add articles such as - the, an, and a - as needed.) Use only the d8 if the answer is a yes or no type. Be sure to study all of the dice before replying. Answers are nonsense, of course, though some might actually be applicable by sheer chance.

Augury: Yes/No

Roll (1d8)	Result
1	Outlook good
2	Don't count on it
3	Probably not
4	Ask again later
5	Most Likely
6	Definitely maybe
7	Signs point to yes
8	Reply hazy, Try again

The secret door to the south opens by pressing a section of the wall at 7 feet in height, and then pushing it downwards. A 3-foot-wide, 5-foot-high opening appears as the block sinks into the floor. Counterweighted by sandbags, the secret door rises in one round.

Augury: General

Roll (1d6)	First	Second	Third
1	Go to	Upper/lower	Room/chamber
2	Seek	Nearest/farthest	Object/idol
3	Find	N/S/E/W	Stairway up/down
4	Beware	Ancient/arcane	Altar/temple
5	Shun	Forbidden/cursed	Passage/tomb
6	Oppose	Secret/mystic	Being/artifact

144. HALL OF TRIANGLES

This corridor is sheathed in polished brown marble, veined with black. Inlaid in the floor are triangular pieces of polished yellow marble, forming a definite path leading around the corner to the north. The brown of the marble shades toward beige as it proceeds northwards, but deepens to a dark chocolate hue southward. Large bronze cressets are staggered roughly every 10 feet on either side of the hall; someone or something obviously keeps them fueled and burning brightly. The corridor wraps around the corner and ends at a large curtain.

145. THE IMMORALITY TEMPLE

Note: Read the entire description carefully before starting play in this area.

The walls of this great open area are rough-hewn sandstone, but the entire floor seems to be reddish brown, almost muddy, sand. The faint tang of iron and rot seems to waft at your nose.

Some sort of phosphorescent lichen provides a dim illumination throughout the vast area. It grows on walls and ceiling, supports and arches, covering almost everything. Cressets and wall sconces indicate that, during ceremonies, other light sources are used.

In the center of the room, occupying a 20 foot square area, is a pyramid of reddish sandstone; the sides rise about six feet, and are covered with grotesque images of demons and devils performing obscene couplings and sacrifices with humans and other creatures.

The top of the pyramid appears to be flat, forming an area about 6-foot-square. Stone steps are set in the four faces of the pyramid. Atop it is a stone column, each of its four faces bearing a carved triangle and sporting a pair of bronze manacles dangling from bolted rings. At the base of the south face of the column rests a bronze box.

Three doors are in the south wall; those to the left and right are normal, but the center pair are huge bronze valves. These bear a strange set of silvery glowing runes, obviously chiseled into their face by someone other than their maker. They are sealed shut, with soft iron filling all the cracks.

Creatures: Golems, Flesh (2)

The sandy floor is wet, but not with water – it is a combination of blood (mostly) and certain body fluids it is best not to mention. When stepping on a hard surface, such as the stone steps, the PCs may notice that their feet are leaving reddish, sticky prints.

The normal doors on the south wall lead to areas 145 F and 145 G, described after this temple area. The depth of the sand in this room is six feet.

As with the main entrance of the Upper temple, cast upon the large pair of doors is an Antipathy spell, made permanent upon them. All those who failed any previous saving throw against this effect cannot approach the doors; any intruder whose saving throws were successful must here again make a saving throw vs. spells, with the usual -2 penalty, or suffer the effects.

Two Flesh Golems are here, hidden under the soft sand floor. A Flesh Golem attacks any victim within 10 feet of it, and the others will join in the battle. The first round the victim is attacked by a Flesh Golem they must make a Dexterity check or become stuck (unable to move, but may attack). If struck again while stuck, the victim will suffocate (causing death) in 2-8 rounds. Only a successful bend bars by the victim or another PC may free them from the Flesh Golem.

If all intruders manage to depart, the Flesh Golems return to their original positions and leave no trace of their patrol or presence. If all intruders move directly to the central pyramid (instead of attempting escape), the Golems move closer to the pyramid. They do not move again for 1 turn, unless approached (activating their "attack reflex"). The Flesh Golems can not climb the pyramid in any case. After their 1 turn of immobility, any Flesh Golem that has not had 1 pint of blood poured upon it will actively pursues intruders. Reaching up towards those upon the pyramid, if applicable. Intruders thereon must be careful of straying too close to the edge.

However, anyone wearing the robe of Romag (the brown vestment with the four triangles set with gems, from area 138) can move freely among the Flesh Golems without suffering attack. The wearer can furthermore command their movements by verbal instructions in the Common tongue (though they cannot leave this temple).

GMs should remember that Zuggtmoy is imprissioned as long as the double bronze doors remain sealed.

Treasure: The bronze box by the column is not locked; it contains items of evilness (a bronze maul, knife, bowl, and ewer). All of these items are evil, and detectably so; each item (including the box) is worth 25 gp.

Buried under the dirt at each of the IV positions is buried sacrificial treasure. The digging of any one area takes 12 man-turns, i.e. 2 turns for 6 persons, 3 turns for 4 persons, etc. No more than six persons can excavate one area at the same time. Nothing is found in any dig until after one full turn of work, regardless of the number of participants. The first area excavated and searched produces 800 gp and a flask, a Potion of Diminution. The second area produces 200 pp and a suit of Ring Mail +2. The third area produces 28 brown spinels (each worth 100 gp) and a Morning Star of Glory +4. The fourth and last area excavated and searched produces a Ring of Protection +1, Rope of Climbing, a leather case containing a Wand of Paralyzation (38 charges), and a brass box containing three jars of Karnaac's Ointment.

145 F. WEST ROOM

This is probably a changing room, with no exit save the door you have opened. A padded bench runs the length of the east wall of this small square room. A number of pegs and hooks are along the north and south walls, and a large cabinet stands by the west wall. Seven cloaks of brown cloth are hanging on the pegs, and three pairs of sandals are tucked under the bench.

Treasure: The cloaks and sandals are human-sized. In the cabinet are 8 padlocks and their keys (each set worth 1 gp), several large jars of wine, 12 pewter drinking cups, 5 smooth phalluses carved from bone, an ivory bracelet set with a huge carnelian (worth 500 gp), and a bone scroll case. The last contains a Cleric Scroll of Neutralize Poison.

145 G. EAST ROOM

Piles of clothing are in the corners, floor and along the walls, and only a narrow path through the room remains clear. Twelve small kegs are stacked along the south wall, three across and four high. You see no exit, save the door you have opened.

The clothing comes from victims of the Immorality Quarter. PCs that investigate the clothing may find that there are all types (blacksmith aprons, commoner clothes, noble clothes, etc).

The kegs are filled with fuel oil for the cressets; each holds just a bit more than seven gallons (worth about 16 gp per gallon). On the inside face of the door (and probably undetected while the door is open) is a parchment bearing a message, in Common. It instructs Romag to pay his fealty to the Anarchy Quarter or else prepare to die horribly. It reminds him that the relative power of existential evil is reflected in the predominance of Anarchy to Immorality. Several obscene remarks have been added to the missive, probably by Romag.

146. RAT PIT

A relatively short flight of stairs leads down to a 20-foot-long walkway. To the north of the walkway is a 10 foot deep pit. The floor of the pit is slimy and covered with bones and filth. The rough stone walls are pocked with small openings near the floor, but they become smooth and unclimbable four feet above the floor of the pit.

Creatures: Giant Rats (24/round; 144 total)

If more than 100 pounds of weight are on the walkway while no weight is on the lower stairs, a trap in sprung. The walkway is balanced in a cupped socket, and the weight upon it causes the ledge and seven feet of the wall behind it to tilt sharply down to the north. The smooth stone offers no hold to the hapless victims, each of whom takes 1d6 points of damage from falling into the pit. With the weight gone, the pivoting ledge swivels back to its original position.

At the sound of victims falling into the pit, 24 Giant Rats rush out from their wall burrows, being trained to attack after that stimulus. Victims lose all shield and dexterity bonuses to armor class in the first round, as well as initiative, but combat is normal thereafter. Each round, 24 more rats rush out and attack, until all 144 have arrived.

Treasure: The rats have no treasure, but 12 of each coin type (cp, sp, ep, gp, and pp) lie scattered under the litter on the floor. Searchers find one coin per person per round until all are discovered.

147. ROOM, 20' x 20'

This plain room contains little of interest. A peg shoved between the blocks of stone on the west wall holds a robe of dull black cloth adorned with a pale brown pattern, a pair of triangles one atop the other. In the southeast corner of the room stands an old battered table with two chairs, a stool, and a bench (along its south edge) clustered around it. A cask is on the table, with some earthenware mugs and bits and pieces of food. Three torches burn in wall sconces, and eight fresh ones lie on the floor. An open cupboard in the northeast corner displays old plates, several mugs, lumpy sacks, and a string of small dried sausages. A large water barrel stands near the southwest corner, opposite the door.

Creatures: Bugbears (3)

Three Bugbears are on guard in this room. They know nothing of the secret door in the west wall. Their master, the human turnkey (area 152), is

away. They fight until they see that the situation is hopeless, and then attempt to escape or surrender.

Treasure: The Bugbears wear black leather jacks adorned with a pale brown pattern of two triangles over their chain mail. Each carries 2-16 sp, 2-16 ep, and 2-16 gp.

The cask on the table holds two gallons of beer. The lumpy sacks in the cupboard contain only hard biscuits.

148. PROCESSIONAL CORRIDOR

This wide passage is sheathed in marble, veined with black. Its hue darkens as one proceeds to the south. Cressets are regularly spaced along the corridor's length, but they are unlit except to the far north. At the turn, the walls are decorated with painted scenes showing persons of all sorts suffering death by various means – the most prominent are: a king begin pushed off a balcony onto spikes, a man happily diving into a pit of snakes, a robed figure mating with a demon, and a scene of blindfolded archers firing at a bound and gagged man. The pictures seem to emit a fiery glow when watched. Broad steps descend at the southernmost point.

The murals at each of the angle turns (just west and east of areas 145 F and G, respectively) are painted in luminous pigments, producing the eerie glowing but nonmagical effect. In order, the scenes obviously represent Anarchy, Insanity, Immorality and Chance.

Careful examination of the scenes reveals that the person mating with the demon is a robed cleric with an inset triangle of bronze, obviously a priestess of the Immorality Quarter.

The broad steps lead down to another pair of bronze doors, protected by the Antipathy spell effect. (See Upper Works main entrance for diagram and full details, or area 145 for a brief synopsis.)

149. GUARD ROOM

The light in this large square room comes from four torches, one on each wall, and several large candles standing on long trestle tables. Also on the tables, which are flanked by benches, are food, drink, and knucklebones. The dishes and vessels are ordinary pottery. Narrow three tiered bunks line the north, east, and west walls. The unadorned walls and weapons racks indicate that this room was originally allocated as a place for guards. The racks are full of various weapons and shields. A fountain in the south wall flows into a wall basin, under which are four large knobs. There are three doors: two on the south wall and one on the north side of the room.

Trap: The pit trap outside each southern door to this room activates when stepped upon, dropping one victim 10 feet (for 1d6 points of damage). The pit walls are smooth and not climbable by anyone in heavy armor without assistance. Anyone aware of the pits (such as the residents herein) can walk carefully around their sides, avoiding problems.

Prominent NPCs: Guards (18) Leaders (3)

Eighteen guards (Level 0 men-at-arms) are quartered at this key point, with three leaders (Level 3 Fighters). Guards defeated in random encounters (maximum of six in a patrol party, plus one Level 3 leader) came from this spot, and casualties must be deducted from the original numbers given here.

All of the guards are armed and ready, and all have missile weapons (half with light crossbows, half with javelins). If alerted by noise to the south of the room (such as the operation of a pit trap), they observe by using spy holes in the doors, and may turn valves at the wall basin (location X on the map) to flood the pits. They stay ready to attack intruders not destroyed by the pits. If appropriate, one leader takes half of the troops to circle around to attack intruders from the rear, using the secret door to circle north or the longer route through the normal door (at the end of the southwest diagonal corridor) to circle south.

In any engagement, guards try to discharge one missile volley, drop their crossbows, and close to melee with swords drawn. Leaders hold back to throw their spare javelins, and may replace casualties in the front line, flank intruders, or pick up and use dropped crossbows.

Treasure: Each guard wears chain mail armor and carries a buckler. The shield and the normal garb are adorned with the brown and black triangle of the Immorality Quarter. Each leader is armored in like fashion, and wears a necklace from which hangs a bronze medallion with a raised triangle (worth 20 gp). Each guard carries 6 sp and 6 ep. Each leader has 8 ep, 12 gp, and 6 pp.

The weapons racks hold 12 spears, 6 javelins, 4 shortswords, 3 hand axes, and 8 buckler shields. The large knobs under the basin are the controls for flooding the pit traps.

150. CELLS

This seems to be a line of jail cells. Each door has a small barred window, and a large lock and bar as well.

Use the following general description for each cell, adding prisoner notes (below). Note that the doors on the east walls of cell A, B, and C cannot be seen or opened from inside a cell. Careful inspection reveals a tiny opening in each, and probing gives a metallic sound (when the probe meets the cover of the spy hole; see further notes for area 151).

The cell is 10 feet square, with closely set stone blocks in wall and floor; the ceiling is actually hewn from living rock. Straw litters the floor, and chains hang from the far wall. A small drain is in the center of the floor.

When a door is opened, the PCs can see that the inside is covered with a sheet of rusty iron. No cell contains any treasure.

Eastern Rooms

Creatures: Brain Eating Zombie

The doors of cells A and C are not locked. The doors of cell B is locked and barred, but as long as they remain shut, their "ragged human" occupants (three brain eating Zombies in each) stay huddled in their straw, appearing as captives and (of course) not speaking. All three Zombies of a cell attack if their door is opened and yell for the PC's brains.

Western Rooms

Prominent NPCs: Wonillon

The doors to cells D, E, and F are locked and barred. Cells D and F are empty. Cell E contains one gnome, bound and gagged and chained to the far wall. The turnkey (see area 152) is not positive that this character isn't able to use some form of magic, and so keeps him gagged except during feeding times (once per day). The gnome's name is Wonnilon.

Wonillon came to this place to get treasure, of course, since he was flat broke. He is neutral, and claims to be a fighter (but is also a thief). If freed, equipped, and well treated, he considers staying with the party, as the characters seem powerful (they have, after all, penetrated this far) and therefore promise plenty in the way of treasure. If not given a fair share of the proceeds, Wonillon steals to make up the difference. If badly treated, he waits his chance for a good opportunity, steals as much treasure and magic as possible and sneaks away to leave the Nulb area entirely.

151. SECRET CORRIDOR

This passage shows disuse; it is dusty, dirty, and filled with cobwebs. However, someone wearing boots has made use of the place with fair frequency, as shown by occasional tracks. Three iron doors line the west wall, each with great hinges set to bear the weight of such portals. Each also has a small iron hatch. An old gray blanket hangs on the east wall.

The hatch on each door can slide to the right, producing a spy hole through which one may see into the cell beyond. Behind the blanket is a small alcove with a cot, small table, chair, lantern, 12 flasks of oil, a barrel (one quarter filled with wine), foodstuffs (the equivalent of three normal rations), some old clothing on pegs in the wall, an iron chest, and a heap of glittering equipment.

Treasure: The heap of equipment is Wonnilon's adventuring gear, including leather armor, a shortsword, backpack, miscellaneous items, and a very plain-looking but magical Dagger +2 (in a scabbard). From these contents one might assume (correctly) that this is the residence of the turnkey (who is presently in area 152). The chest is secured by a large padlock. Inside are 411 cp, 151 sp, 90 ep, 55 gp, 27 pp, and a small wooden box. Inside this box are two Potions of Healing.

152. TORTURE CHAMBER

Lurid light from a flaming cresset and a glowing brazier full of charcoal reveals a large chamber containing a rack, iron maiden, cage, heating pit, and all the other unspeakable devices common to a torture chamber. Two adjacent 10-foot-square alcoves, one to the south and one east, are barred. The alcove doors are held fast by chain and padlock. Two prisoners are in each, obviously here to await the tender mercies of the torturers. Two female humans are in the south alcove, and two Orcs in the east.

Prominent NPCs: Turnkey, Victim

Creatures: Bugbear

The solid door to this area is not locked, and can be opened easily and quietly if care is taken. The turnkey and his Bugbear assistant are here busily engaged in torturing a human on a rack, and will therefore probably be surprised (1d4 on 1d6) by careful and quiet invaders. When the party is noticed as intruders, the turnkey will grab a redhot poker heating on a grill and attack the party. The poker will only do fire damage during the first 2 rounds of combat (then it cools off).

Their victim is a man-at-arms, who was recently taken in a raid that netted other captives (see below). He refused to join the temple fighters, and so is to be slowly killed here and then fed to the Gnolls. He is missing a leg, as the Gnolls wanted a light snack before the main course.

The humans are mere country folk, taken in a recent raid. They ask to be shown an exit from the dungeon so that they may return to their homes. The Orcs join and fight with the party if given arms (being lawful and opposed to the temple followers, despite their evil natures) though they desert in any tough situation. They know a way to get to the level below (area 153) and the route to stairs up (near the south end of the level map, east and west sides).

Treasure: The turnkey is wearing chain mail armor, and wears a bronze ring with a triangular setting of jet (worth 50 gp), and has 23 gp in his purse. Inside a hidden pocket in his surcoat are four tourmalines (worth 100 gp each). The Bugbear is wearing a chain mail shirt and leather jack with metal plates. In its purse are 6 sp, 6 pp, and a rock crystal (worth 50 gp).

153. SPIRAL STAIR

This spiral staircase circles clockwise down a shaft some 20 feet in diameter. The stairs have no rail, but otherwise appear safe and sound.

This staircase leads down to area 246 (Dungeon Level Two), an empty corridor intersection.

DUNGEON LEVEL TWO

RANDOM ENCOUNTERS

Roll 1d% once per turn and refer to the following chart. (A result of 11 or more means no encounter). If Zuggtmoy is free to roam this level, she appears if the result is 00.

1d100	Result
01	Bandits (8), 2 level 1 fighters, and 1 level 4 leader, returning to areas 240-244; with 1d4 prisoners, general foodstuffs, etc., and 100-400 (d100 x 4) gp in all.
02-04	Bugbears (4-6), wandering around looking for food and loot; no treasure
05	Carrion Crawler, no treasure
06-10	Hedge Ogres (2-4) looking for an undescribed humanoid rumored to have attacked one of their kind; no treasure.
11-99	No encounter
00	Zuggtmoy (if free).

LEVEL TWO ROOM KEY

201. GREAT BRONZE GATE

This site can be reached from Dungeon Level One by descending the ramp in area 109.

The passage is barred by a huge sheet of bronze, the surface of which is covered with bas relief faces of evil leering creatures. It is evidently placed to bar further progress north, though corridors lead off to the east and west. This portal is too massive to even attempt to raise by brute strength.

The gateway can be opened by no less than three consecutive Knock spells - one each for locks, bars, and the gate itself. It can be raised normally from the northern side, using a windlass (see area 211). It has not been opened in

several years, as no full ceremony sacrifices have been made since the temple was overthrown.

Note that this is not one of the four gates protected by the Permanent Antipathy effect to bind Zuggtmoy.

202. DOMED CHAMBER

This open area has an arched ceiling some 30 feet high. Its polished stones indicate that it was once meant for some special purpose, lost now under a litter of refuse, bones, and dung. A huge metal ring has been cemented into the center of the floor, and a heavy iron chain of about 8 feet length is fastened to the ring.

Creatures: Hydra, Five-Headed

A Five-Headed Hydra guards this chamber, bound by a leg chain. If any visible creature tries to enter, the hydra hisses loudly and strikes. This brings its keeper from area 203 in one round. The hydra has no treasure.

203. OLD STOREROOM

Boxes, crates, and barrels line the walls of this 30-foot by 20-foot chamber. Spilled contents - flour, grain, broken crockery, and who knows what else - are mixed with old bones, broken furniture, splintered wood, rags, and ordure up to a depth of at least a foot. The whole area stinks hideously.

Creatures: Troll

The hydra's keeper, a Troll, dwells here on orders from its master, the priest of the Chance Temple. Upon hearing any noise from its beast, it grabs its military fork and investigates. Those with proper identification - robes of the Chance Quarter or the eight-pointed amulet - can pass, for the Troll then shoves the hydra aside and stops its heads from attacking by quick use of the weapon. The Troll otherwise not only allows the beast to attack, but aids it, attacking with the weapon (which it can use long range, striking opponents up to 10 feet distant and gaining a +2 bonus to damage, due to Strength). If enemies close on it, the Troll discards the weapon and attacks normally (tooth and claw).

Treasure: The Troll's only treasure is a Ring of Fire resistance it wears.

The containers hold nothing valuable, all being spilled, rotted, or spoiled, save a small cask holding two gallons of fuel oil (worth about 16 gp per gallon) and a box containing 20 fresh torches.

204. ROOM, 30' x 20'

A fireplace on the east wall and a flowing fountain and basin on the west wall are the most remarkable features of this plastered but unpainted chamber. A large table stands in the center of the room, flanked by a pair of benches; all are a bit too large to be comfortable to humans. A sizeable haunch of some sort of cold meat is on the table. An old barrel stands in the center of the north wall, and holds seven spears. Heaps of bedding lie along the south passageway to the west.

Creatures: Bugbears (5)

Five Bugbears are stationed here as guards; two are on watch. In case of attack, the three resting in the western arm of the U shaped area arrive one round after the first two are engaged. Each Bugbear throws a spear before engaging in melee with a morning star. If hard-pressed, one Bugbear tries to rouse the clerics in area 205.

Treasure: Each Bugbear wears a short cape of crimson cloth. Each carries 12 gp, 2 ep, and 21 sp.

205. LUXURIOUS CHAMBER COMPLEX

This complex consists of the following four rooms:

205a. Anteroom, occupied by a half-orc cleric/fighter (Levels 3/3) who is ready to reinforce the guards to the north (area 204)

205b. Main chamber, occupied by a human Carato (Level 4 Cleric) who is ready to reinforce the guards to the south (area 206)

205c. Western side room, occupied by a human Prefect (Level 5 Cleric)

205d. Eastern side room, unoccupied (the Carato's bedroom)

The half-orc or the Carato (but not both) will aid guards, but will not disturb the Prefect unless absolutely necessary.

Treasure: Each of the three priests wears a gold amulet on a golden chain; the amulet depicts the symbol of Chance:

205a. ANTEROOM

This square-shaped room is plastered but otherwise unadorned. It is lit by a lantern and a burning torch, the latter on the east wall. The room contains a couch, writing table and chair, small brazier, and a brass-bound chest; on the table are quills, an inkpot, and a roll of parchment.

Prominent NPCs: Half-Orc Cleric/Fighter

The half-orc priest herein is the liaison to the Bugbear guards. He wears a red robe with an emblem of Chance, but with plate mail armor underneath, and carries a shield as well.

Treasure: His gold amulet of Chance on a gold chain is worth 100 gp. He wears a ring set with a large violet garnet (jewelry value 700 gp), and carries 11 ep, 16 gp, and 7 pp in his purse.

The locked chest holds garments, a potion of poison (Class C Poison; Delivery – Injected; Damage 3d4/1d4 per round for 1d4+1 rounds.), and a leather bag containing 37 gp and 19 ep.

205b. MAIN CHAMBER

This chamber is thickly strewn with rugs. Carpets and tapestries cover the walls. Illumination comes from several candelabra, hanging lamps, and a fireplace. Plush furniture and soft cushions are everywhere. The colors are all bright - scarlet, hot orange, fiery gold and brilliant blue. Small tables hold ewers and cups, and dishes of nuts and sweetmeats. A large box stands near the fireplace. The plastered ceiling is painted with what seem to be random splotches of reddish paint, as if the paint had been hurled randomly at the ceiling. Under a heap of pillows is a hooded robe of scarlet hue.

Prominent NPCs: Carato (4th level human cleric)

The human Carato herein, assistant to the chief cleric, is sipping wine and relaxing.

Treasure: Carato's crimson hooded robe has gold embroidered symbols on front and back; his golden chain and amulet of Chance are worth

100 gp. He wears chain mail armor and carries a buckler, and also wears a Ring of Protection +1. In the pommel of his mace is a small but carefully set ruby worth 1,000 gp. He keeps 14 ep, 9 gp, and 21 pp in his purse.

One tapestry sewn with gold and silver thread is worth 2,000 gp, but the others have no worth. The ewers and cups are of pewter and small worth, and contain wine. The robe under the pillows is the garb of an important guest of the Chance Quarter. The box by the fireplace is filled with billets of wood, charcoal, and kindling for the maintenance of the fire.

205c. WESTERN SIDE ROOM

The western side room is furnished similarly to the main room. It contains a large bed, two small side tables, a round table with four chairs, a stand with basin, ewer and a small copper box, a wardrobe, and a brass brazier filled with brightly glowing coals and giving off wisps of sulphurous smelling incense. A large brass chest with a heavy lock is at the foot of the bed.

Prominent NPCs: Alrrem (Chief Cleric of Chance)

This is the private chamber of the human Alrrem, chief cleric of the Chance Quarter, who is here writing another ultimatum to Romag (area 137). Alrem knows that the priests of the Anarchy Quarter are close to forcing the servants of the Insanity Temple to align against him.

His written message states, thus far, "Your rewards will be great if you bend your knee to Chance. Bring all of your forces here to me now, and swear fealty. If you fail to heed this advice..."

Alrrem is desparate, for his faction (having lost power when it led the temple to defeat) now has few adherents and no particular strength in troops; he needs the forces being gathered by the Immorality Quarter to counter those of the Insanity and Anarchy temples.

Treasure: Alrrem wears a robe of deep crimson with a purple lining and gold trim; it has golden eight-pointed stars on front, back, and sleeves. His gold symbol of Chance (on golden chain) is set with a nice ruby (jewelry value 2,500 gp). He has a Cleric Scroll of Three Spells in a tube at his belt (Dispel Magic, Flame Strike, Tongues), and carries 5 gp, 38 pp, and 4 zircons (worth 50 gp each) in his purse. He wears magical Chain Mail +2 and Medium Shield +1, and carries two hammers - one normal (carried as a spell component) and one Mace +2.

The chest holds clothing, a suit of normal chain mail armor, a normal mace, and a sack containing 100 gp. The top of the copper box is inlaid with sardonyx, and the whole is worth 150 gp. It holds rare herbs worth 200 gp. The wardrobe holds a red silk robe with golden stars on its back and sleeves and with the eight-pointed Chance symbol piqued on its front in garnets (worth a total of 3,000 gp).

205d. EASTERN SIDE ROOM

This eastern side room is less lavishly furnished. It has a few tapestries and several small rugs, torches burning in wall sconces, a small table with a candelabrum, a couch, two chairs, a chest, and a brazier. A pair of small, shining objects lie on a small stand near the couch. A few serving pieces of brass and copper are scattered around, on the table and stand.

Treasure: The six serving pieces are worth 5 cp each. The chest holds clothing, a small silver box (worth 75 gp) containing 20 pp and a jeweled ring (worth 500 gp), and a bone scrollcase which holds a scroll of Protection from Devils. The small shining objects are a pair of finely crafted, golden dice – they are non-magical but worth 500 gp.

206. AUDIENCE CHAMBER

This lavishly furnished large chamber is dimly lit by torches in sconces on the east and west walls. The many cressets and candelabras are unlit. Colors here are hot, bright reds, oranges, and yellows. The tapestries on the walls depict scenes of the triumph of the temple of existential evil beings. Cushions, low tables, and stools are all about, but only one chair is here - a huge wooden seat, lacquered red and gilt. A golden, eight-pointed star appears on the armrests and above the back.

Prominent NPCs: Human Swashbuckler Commander

Creatures: Bugbears (2)

A human commander (5th level fighter) and two Bugbear guards are on guard here. The fighter commands the few forces at the beck and call of the Chance Quarter - the Troll (area 203), various Bugbears, Werewolves (area 208), and Ogres.

He commands their respect through his own ability, that of the clerics, and his Rope of Entanglement, which is coiled and kept at his belt. When fighting, he uses it in his left hand, and a Longsword +1 Flametongue in his right. He wears Banded Armor +1 but prefers not to use a shield.

Each Bugbear carries a large spear to hurl before closing to melee.

The arched entry to the northwest passage is covered by hangings and a folding screen.

Treasure: On the human's gold chain is an eight-pointed Chance amulet with a large inset garnet (jewelry value 750 gp). He carries a purse containing 6 ep, 20 gp, and 6 pp. In the pockets of his dark red cloak are 8 banded agates, 5 tiger eyes, and 6 pieces of good turquoise (each gem worth 10 gp).

Each Bugbear wears a short cape of red cloth, and carries 24 gp.

The gold stars are painted and worthless.

207. PEARLESCENT ROOM

No detection spell other than Detect Magic works in this room. The latter finds the whole room radiating a dim magical essence, with a more powerful magical aura coming from the crystal sheet (see below).

The floor here is of white marble, the walls and vaulted ceiling sheathed in pearly alabaster. There is a "right feel" to the place, as a place of safety in a storm of evil. The room is bare and clean. A sheet of cloudy crystal substance seems to be set into the northern portion of the east wall. As you look, it begins to brighten, its radiance actually lighting the room! Two manlike creatures with wings of snowy feathers and radiant faces, robed in purest white, appear amidst golden tinted, cloud-like billows. A pale blue sky can be seen behind them. They first peer out at you, and then one speaks in dulcet tones, "What are fair and just folk such as you doing in this foul place of pain and base wickedness?"

At this point, prompt answers from the party through further utterances from the angelic duo.

Regardless of the alignment of the party, the two figures smile benignly upon the viewers after sufficient questioning. They relate that their attention extends to this place because, when the temple was overthrown, Iuz (in his generosity and renowned kindness) placed this haven here, so that opponents of the temple might find refuge in need and gain help against their foes.

The brighter of the two radiant figures now speaks again. "Now place each and every weapon you possess, all of your holy symbols, magic items, silvered items, and magical herbs before this crystal - the Window of the Planes of Weal - and then quickly step out of the west door. Count slowly to 77, and do not return in that time, for we shall send a Ray of Just Might through these items. Any flesh in the place would be blasted to oblivion by the ray, and any mortal eye beholding its glory would be forever blinded. But all your items will be made more effective by a factor of +1, recharged by seven, or otherwise doubled in efficacy - though this power lasts but seven hours. Hurry! We must act now, for our time is fast running out. We can help but once per seven days, you know!"

If the party hesitates, the crystal slowly darkens into cloudy obscurity after one round. If the party complies with the requests, refer to 208 below. The crystal is a magical one-way mirror, protected by a powerful and permanent force field which makes it impervious to harm by anything less than some kind of Gawd. Nothing can be seen in or behind it, even Passwall and Glassee being useless against its mighty dweomer.

208. SECRET WERE-GOAT ROOM

This bare-walled room is permeated by a feral odor. A pair of nest like heaps of cloth and pillows lies by the east wall while litter and bones cover the floor. A large cupboard stands against the north wall. A pair of rust-red cloaks hangs on pegs by the secret door, the only apparent entrance. A few pieces of dirty pewter ware are on the cupboard shelves, along with two bottles of wine and a bunch of roots in a glass jar. You notice a jumble of weapons and other items in the northwest corner.

Creatures: Lycanthrope: Were-Goat (3)

Four Were-Goats lair here. They serve the Chance Quarter, bringing loot and victims to Alrrem (area 205c). The crystal sheet of area 207 is also visible here if a covering of red cloth is pulled aside. It is a lens of transformation, actually placed here for evil purposes by Iuz (see Appendix C). Upon hearing noise in the adjoining room (area 207), two of the Were-Goats stand before the lens, being seen by those on the other side as angelic figures. They see through the crystal normally. If the party balks at disarming themselves, the creatures step away from the device and wait to surprise anyone entering their secret door, just in case. If the party cooperates, the monsters rush through to room 207, gather up the items left, and quickly take them to their lair. Then (and only then) do they return to room 207, in person, to deal with the (hopefully) defenseless party. Those who surrender are taken to area 206 (and then to 205). Corpses are devoured by the Were-Goats. The lens cannot be removed from the wall by mundane means. If a Wish is used, it is either loosened (25% chance) or shatters (75%).

Treasure: The dirty pewter ware is actually silver, 15 items worth 60 gp each. The bottled roots are 8 pieces of abcess root (GMG pg 330). The cupboard cabinet holds a Dagger +1, a Short Sword +1/ +3 vs. Lycanthropes, and five silver daggers, under which is a Scroll of Protection from Lycanthropes flat and upside-down, as if shelf-paper. Under a loose floor stone, found only after a careful search, is a hole containing 1,629 sp.

The pile in the corner contains various odds and ends of adventuring gear (but no food or water), plus the following: 22 flight arrows, 19 silver-tipped arrows, 1 long bow, 2 composite shortbows, 4 light crossbows, 4 crossbow bolt cases (empty), 82 light crossbow bolts, 5 daggers, 1 footman's flail, 1 war hammer, 1 holy symbol of Pangrus, 3 holy silver symbols, 1 mace, 2 silver mirrors, 1 morning star, 3 quivers (empty), 3 spears, 1 backpack, 1 longsword, and 2 short swords.

209. PROCESSIONAL CORRIDOR

The walls of this wide passage are painted with scenes of gross evil, death, and destruction. Some also depict parties of worshippers and their sacrificial captives each being led by a robed cleric. The great doors along the southern part of each wall are polished brass but tarnished, depicting many more vile scenes and runes. Huge rings hang from their centers, for opening and closing.

Close inspection of the walls reveals inset symbols of bronze adorning the pictures of the priests - a square on a figure wearing purple robes, a circle on a cleric with swirling, multicolored robes, and an eight-pointed device on the figure in red. The hinges of the huge doors are well greased, and this is also discernable with study.

209a. SECRET CORRIDOR

This dusty passage connects areas 209 and 225 (the latter is Kelno's residence). A Gargoyle fountain on the northwest diagonal wall spurts milky but potable water into a stone basin. The north branch leads to a stairway, which curves counter-clockwise as it descends to area 314 (Dungeon Level Three).

210. OCTAGONAL CHAMBER

If the bronze doors in area 145 (Dungeon Level One) are sundered, the stairs therein descend south to this room. However, entry is blocked by another set of like doors, set in the north wall of this area.

Illumination in this large octagonal room seems to come from the very ceiling, walls, and floor. A milky radiance gives a dim and eerie glow to the whole scene. The floor of this place is 15 feet below the level of the normal dungeon floor, with short broad stairways leading to it. The ceiling must vault to a height of some 40 feet. The walls and floor of the room are of polished gray stone with whorls of glittering mica; the floor is partially obscured by swirling, eddying, and softly glowing mist.

In the center of the area is a great pierced bronze object almost 20 feet across. It looks like a giant sphere, but with a flat top and bottom. A dome is pierced in the northern ceiling, a circular shaft some 20 feet wide opening directly over a pit of the same diameter and 5-foot-deep. Immediately to the south of the pit is a block of alabaster 2 feet wide, 4 feet high, and 8 feet long. Atop it are two knives and a bowl of finest crystal. Ranking the pit are two crystal braziers, suspended from tripods by chains of silver. Each emits a faint sickly-sweet perfumed smoke.

The doors to the north are bronze, sealed with iron, chained, barred, and bear a warning inscription in runes of some sort.

Creatures: Nefarian Type 1 Demon (2)

The altar stone and crystal service pieces are protected by a special glyph of warding suitable to the place. They cannot be safely touched unless the symbol of the Insanity Temple is worn and the glyph name, Whah-Zup, is spoken. Failure in either requirement causes a whirlwind to suddenly form and spin from the pit to the altar, inflicting 12 points of damage to each creature within 10 feet of its path (save vs. spells to take half damage). This also triggers an alarm; the whole area gives off an evil-sounding chiming and tinkling, and the guardian (see area 210a) is summoned.

If the braziers are disturbed, they begin pouring out clouds of dense (they are filled with unstable non-magical chemicals), choking smoke which fills 20,000 cubic feet of volume each round, continuing for 11-20 rounds. This vapor is heavier than air, and thus builds from the floor upwards. Treat it as a Wall of Fog, though each victim within it takes 5-8 points of damage per round from smoke inhalation. After ten rounds of outpouring smoke, any creature within the pit is teleported to the Insanity cavern (area 526).

If holy water is poured into a brazier, a Type I Demon is instantly summoned and attacks everyone within the room. (Note that, with two braziers, two demons may be summoned.) Pouring any other sort of liquid into a brazier causes the smoke to be twice as voluminous and twice as harmful for one round (after which output and toxicity return to normal). Each brazier is worth 10,000 gp, and functions in perfectly normal manner once removed from this Insanity Temple.

The secret door to the west opens to a flight of steps to area 301 (Dungeon Level Three).

The doors to the north bear the familiar runes of the Antipathy Spell. Anyone failing any prior saving throw against the effect (found also in the main temple entrance aboveground, as well as certain areas within the dungeon) cannot approach the doors; anyone making all prior saving throws must again, when approaching within 10 feet, make a saving throw vs. spell, (with a -2 penalty) to avoid this effect. The spell can be bypassed if the password is spoken aloud. Once the seal is broken, Zuggtmoy may enter this level if freed.

Treasure: The two crystal knives are worth 250 gp each; the bowl, 1,250 gp.

210a. GUARDIAN

Creatures: Drelb

This area quarters a Drelb (HoB v2, pg 110), the guardian of the Insanity Temple. It will appear as a wraithlike creature to the PCs. Non-undead victims struck by the Drelb will fall to the ground (the victim may get up normal during their next action). The room is otherwise empty but a careful search reveals that a section of floor is movable, being a secret trap door.

Treasure: The small space underneath holds a Ring of Elemental Command - Air (it will appear to be an Invisibility Ring to the wearer (Delusional) until blessed, they've slain an Air Elemental, or does some other action to GM deems appropriate).

211. CORRIDOR OF EVILS

This passageway is strangely lit by some obviously magical means. In the center and the short northern extension, it pulses with a multi-colored luminosity; to the west it glows with a purple radiance; and to the east, bands of dull red light seem to float in the air. Each pair of double doors (to the north, west and east) is a great brass construction, covered with horrible scenes and leering faces. To the south is a huge slab of bronze, a solid portcullis. A mighty windlass flanking it to the east obviously raises and lowers this barrier.

The designs in the corridor are very similar to those in the Processional Corridors (areas 209). The windlass is secured with a chain and huge padlock, and a bar is across the gate - unless, of course, either or both have been opened. The central 20-foot square at the intersection is "safe, " but not so the corridors. Any movement out of the safe area causes the walls of the corridor entered to glow brightly, and existential forces (see the following descriptions) are felt. For each 10 feet of travel, 1d6 points of magical damage is inflicted; each victim may make a saving throw vs. spells each time this occurs, and success indicates they've willed against it and no damage is taken. Note that any victim carrying or wearing the appropriate temple symbol automatically succeeds in each of these saving throws.

East/Chance: Walls glow fiery red; the smells of sulfur, burning flesh, and hot metal assault the nostrils. Each victim has a 50% chance per round to take heat damage.

West/Anarchy: Walls, floor and ceiling shed a deep purple gloom. Movement is slowed to 3" rate (as if wearing/carrying extremely heavy burdens). The scent of destruction, decaying flesh and rotting timber pervades the air.

North/Insanity: A great rush of moaning and shrieking wind strikes the party. It disorients any PC trying to concentrate on a spell or other task (other than moving down the corridor). Aside from taking damage, victims are blown backward 30 feet; each also takes 1d6 points of impact damage when hitting the gate (unless it has been opened).

212. THE TEMPLE OF CHANCE

If anyone enters by either pair of bronze doors, a Permanent Unseen Servant slams them shut behind the visitors.

There can be no doubt that this massive hall of red granite, lit by scores of flambeaux and pervaded by the odor of heated metal and sulfur, is the Chance Temple. The great metal doors of beaten brass depict images of fiery dice, cards, segmented wheels, and other such devices. Tapestries adorn the walls of the north (wider) section, depicting scenes of victims forced to walk on coals of fire, and gamble their lives away in other fiery ways. Despite the many torches and flaming cressets, the air seems to carry motes of rust-colored luminescence, and the streaks of blue and mica flakes in the polished granite walls appear to leap and dance as if flames, caught within the rock.

A brass tube, 20 feet long and 2 feet in diameter, is suspended from the ceiling by chains of the same metal. Just to the north of it is a shallow fire pit; and to either side of the tube are low stands of brass, upon which are many small blocks of charcoal. To either hand, east and west beyond lines of pillars, are great copper cauldrons, flanking the main area of the temple. Before each such vessel is an octagonal brass table; on each table are 16 bowls and a copper dipper.

Read the following text if the southern (main) temple is entered:

A glance into the huge pots finds them filled with some sort of glowing amber liquid. At the south end of the temple stands a translucent block of golden apatite, three feet wide and high and nine feet long. Skulls grin from its sides, their forms inlaid with hammered gold. Atop the altar is the eight-pointed Chance symbol [illustrated in area 205], set in wrought gold. Before this altar is a fire pit of diamond shape, 10 feet long north-south and 8 feet broad. It appears to be several feet deep, and its bottom is covered with glowing hot coals. Tiny forms seem to cavort atop these coals - perhaps these are small denizens from the plane of fire.

Creatures: Salamanders (4)

If a block of charcoal incense is placed in the fire pit, it instantly bursts aflame, and the tube - a great bell - sounds loudly, calling the priests and indicating that faithful worshippers wish to sacrifice to Existential Chance. The priests in area 205 certainly respond to the noise, if still alive.

Anyone entering the deep fire pit by the altar has an 80% chance each round to take 6d6 points of fire damage (minimum 1d6 for even a touch) unless magically protected; no saving throw applies. With magical protection, the intruder takes no damage the first round, and only has a 60% chance to take 1d6 points per round thereafter (again, however, with no saving throw). Items placed within the fire must be saved for each round, and vs. magical fire rather than normal fire (due to the intensity of the heat). When anything or anyone enters the fire pit, the tiny forms (Salamanders - see below) start to grow.

The amber liquid in the great copper cauldrons is fine scented oil with continual light in each. Approved supplicants are to fill a bowl to pour upon the altar. If any material other than copper touches the oil, a Salamander appears in the cauldron, igniting the oil and causing a wave of heat that has a 90% chance to inflict 2d6 points of fire damage on each victim within 5 feet. The Salamander then attacks the defiler of the "unholy oil."

If the altar is touched prior to pouring the golden oil upon it, a sheet of flame expands out 5 feet from the altar in all directions, with a 60% chance to inflict 15 points of fire damage to each victim (no saving throw). This causes a Magic Mouth on the central skull to bellow "WHO DARES DEFILE THE SACRED FIRE OF CHANCE?!" and the noise attracts clerics and guards nearby (if any).

If oil is poured upon the altar, a Magic Mouth on the central skull speaks in Common, commanding that the faithful now offer sacrifice by choosing one of their possessions at random. At this, the flames of the fire pit leap higher, each appearing as a miniature Salamander. Visitors must now either depart or make a sacrifice, placing a valuable treasure (worth 500 gp or more) or living creature in the fire pit, and leaving it there until destroyed. Failure to sacrifice causes Salamanders - 16 of them! - to grow to full size in four rounds. However, only four Salamanders are real; the others are Mirror Images. It is suggested that the player close his eyes and randomly point at his equipment list to choose the item that must be sacrified (be sure weapons and armor are listed as well).

The Salamanders cannot move or attack until they reach full size, but thereafter can even leave the fire pit to take appropriate actions. Each has a spear of red-hot bronze.

The fire in the fire pit is magical and of evil nature. Water only causes evil steam and vapor to arise from the coals, effectively causing an evil wall of fog filling the south temple area and lasting one round per gallon of water applied. Holy water quenches 1 cubic foot of burning coals per vial, but unless all the coals are so quenched, the dead portion flames again one turn later. A Pyrotechnics spell may be applied with effect, using up the coals in producing the effect, but the coals gain a saving throw of 20 minus the level of the caster; for example, a roll of 16 or better would resist such an effect from a 5th level caster. If the saving throw is successful, the spell has no effect. Affect Normal Fires likewise has no effect if used to reduce the flames, but if used to enlarge the fire, the coals burn brightly for 1d4 rounds and then become absolutely cool for another 1d4, after which they burst into glowing heat once again.

Trap: Beneath the glowing coals of the fire pit is a locked iron box; however, it cannot be found until after 1d4+1 rounds of searching, Detect Magic or other magical aid notwithstanding. The box is trapped with a scythe blade; when any item is lifted from the bottom of the box, the spring loaded razor-sharp blade trap neatly cuts through anything (no saving throw). Any item struck is ruined; a hand thus removed may only be replaced by such means as application of a Regenerate spell.

Treasure: In the box are two Potions of Fire Resistance, a Ring of Fire Resistance, and a longsword that does not glow. The latter is, however, a Frost Brand Longsword +3/+6 vs. Fire Creatures. It is Lawful Good (Int 16, Ego 19) and speaks common, Fire Giant, Red Dragon, and Salamander; its primary powers are Detect Evil, Detect Magic, Detect Shifting Walls and Rooms, and it has an extraordinary power of Levitation. (See the GMG, pages 275-276, for more details.)

Six skulls adorn the apatite altar at the south; each worth 100 gp. The wrought gold design on the altar can be pried off (worth 500 gp).

213. HALL OF AMETHYST

This huge lengthy hall has an arched ceiling some 30 feet overhead. The many buttresses and arches form a tracery of shadowy dimness; the ceiling's exact height is not discernible. The floor and walls are covered in slabs of polished stone, possibly amethyst or garnet from the small slabs of purple intermingled with the larger squares of black. Some magic has evidently been placed here, for cloudy purple luminosity seeps from the walls and floor, seemingly floating in the air.

Several weird things in this place come to your immediate attention. In the middle of the western wall is a great sheet of bronze, a bas relief of an mob scene – nobles, royals, and various commoners all fighting together. The head of a demon-like thing projects from this, a most hideous visage. Its ghastly maw emits a stream of purplish water that falls into a tiered series of four basins. The fourth and largest never overflows, so it must have a drain system somewhere.

Near the mid-portion of the hall, some 40 feet distant from the east wall and 30 feet from the north wall, is a bronze altar with a falling castle sculpted in bas relief upon its sides. It is about four feet high and round, with a 10-foot diameter. Its top is concave, and a shallow basin apparently about 2 feet deep is filled with purple wine. The bottom of the basin is filled with marred coins and a sprinkling of gems.

In the mouth of a 20-foot-wide alcove south of the altar basin stands an idol or statue of serpentine stone, expertly sculpted to depict a writhing, amorphous agglomeration of men, women, children and other demonic monsters. This horrid thing is about 8 feet high and nearly as broad, the whole forming a globular mass standing about 4 feet from the altar basin. The alcove to its rear is 10 feet deep, the back wall of which appears to be an empty black void, where leaping purple flames dance.

Each corner of the hall is filled by a triangular plinth, filling it and extending about 20 feet upwards. Atop each of these columns is a Gargoyle-like statue made of bronze and coated with verdigris.

Creatures: Golem, Hissing Stone Variant; Gargoyles (2)

The whole place radiates a dim magic and is pervaded with evil. In use, offerings are brought to the fountain and dipped in each basin, highest to lowest, before being placed on/in the altar. If this procedure is not followed, the Gargoyles on the plinths give chase (see below). The purplish water found in this area (such as in altar basin - location B) is actually vinegary wine, magically created and only palatable by the Anarchy clerics.

If the altar is defiled or damaged, or if anything is removed from it, the guardian idol animates to pursue and punish the offenders (see below). If a

sacrifice or donation is properly prepared with the fountain (location A) and placed in the altar basin, a Magic Mouth on the idol in the alcove makes a hooting noise, summoning the occupants of area 214 to receive the worshippers.

The idol is actually a Stone Golem. It is also slow to start; in the first round of animation it can move but two feet per round, but gains 1" additional movement each round thereafter until its maximum 6" rate is achieved. The Golem can only be hit by weapons of +2 enchantment or better. Once every other round the Golem can cast a Slow spell on anyone within 10 feet. In its head is a flawed diamond worth 1,000 gp.

Each of the Gargoyles atop the triangular columns is actually a Zombie wearing a magical Gargoyle Cloak. This garment gives the wearer all the characteristics of a Gargoyle, and even the mentality in this case.

Note that the Gargoyle Zombies may be Turned normally by a cleric. If the creatures are slain without damage to the cloaks, subsequent examination shows each to be a Zombie. Any character donning a Gargoyle cloak is able to fly, attack, etc. as if a Gargoyle, just as did the Zombies. However, if a wearer keeps a cloak on for longer than one turn, apply a 10% chance per turn (cumulative) that the wearer gains the mind of a Gargoyle as well, and either attacks or flies away (just as would a real Gargoyle). Only death or a Wish returns the victim to normal form. The purple fire wall to the south is merely a cleverly embroidered but normal drapery. It conceals another alcove 10 feet deep and 20 feet wide, with verdigris-covered bronze doors to the south and normal doors to the east and west.

Treasure: The treasure in the altar consists of 42 cp, 37 sp, 60 ep, 51 gp, 23 pp, and 39 gems worth a total of 1, 920 gp (17 varied agates worth 10 gp each, 3 bloodstones and 6 zircons worth 50 gp each, and 4 amethysts, 3 red garnets, and 6 tourmalines worth 100 gp each).

214. LOUNGE

This room is furnished in rich purple - rugs, carpets, draperies, furniture, etc. Four bronze pedestals (one in each corner of the room) hold purple globes of some odd sort, which provide a dark purple illumination for the area. Two upholstered armchairs and side tables are to the north. The center of the room is dominated by a long table with four chairs. Upon the table are purple vessels - a decanter, six goblets, several bowls and plates, a basin, and a small box. A high oak desk stands against the west wall just south of the door; upon it are a few scraps of parchment and writing tools. A large wardrobe stands by a wooden door in the south wall.

Prominent NPCs: Human Under-Priest (2)

Two under-priests are quartered here. They attack intruders, calling loudly to alert others in area 215 (and possibly areas 220-225). Each cleric wears cowled purple robes with a gold circle on front and back, plate mail armor underneath, and carries a buckler shield and two hammers.

The light is simply a form of Continual Light spell cast upon/in pieces of purple but cheap quartz (each worth only 1 gp).

The south door opens into a 10' wide, 30' long room. It contains a pair of beds separated by a folding screen. By each bed is a small stand, a bronze brazier, a low stool, and a locked chest.

Treasure: Each cleric wears a gold ring fashioned as a ten-armed monster; each ring is set with a cabochan-cut peridot held in place by the monster's tentacles (jewelry value 750 gp).

The decanter holds blackberry wine. The entire service fills two large sacks and is worth 2,000 gp if undamaged, being fashioned from fine amethyst.

The small box on the table holds six sugared fruits which are coated with a narcotic substance. If even one is eaten, it causes great intoxication, and two or more cause a comatose condition (PC will only awake if appropriate magic is used, such as Remove Paralysis).

A secret compartment in the back of the high desk holds a Cleric Scroll of Three Spells (Resist Fire, Neutralize Poison, True Seeing).

The wardrobe holds several unremarkable garments and two purple robes of watered silk, each with golden embroidery showing a demonic creature with its open hands forming a crude square (hands at an angle, with thumb to thumb and forefinger to forefinger).

Each chest in the room of beds holds clothing, four texts on the history of the temple's Anarchy area (non-magical but worth 500 gp each, XP value 250 each), and a few treasures. The first chest holds a sack with 87 gp, a bronze mace (worth 15 gp), and a gold ring set with a rare dark purple pearl (jewelry value 555 gp). The second chest has an old crumpled handkerchief (containing 21 pp) and two Potions of Water Breathing.

215. SALON

This place is swathed in rich purple, even the ceiling being obscured by gossamer purple hangings. Tapestries on the walls show scenes of cruelty and death. A large bronze brazier stands in the middle of the floor, sending off curls of sweet-smelling smoke, flanked by hanging bronze lamps which shed a deep purple glow throughout the room. Six plush armchairs are here, each with a matching footstool and low table. On each table is a small decanter, a bowl of nuts and fruits, and a stemmed cup of serpentine. In the center of the west wall is a couch of black velvet piled with purple pillows. A round table before it holds a tray of purple stone, upon which are heaped many scarred and mutilated coins. A really nice looking armoire stands to each side of the west door.

Prominent NPCs: Belsornig (6th level human cleric)

This is the residence of Belsornig, chief cleric of the nearby Anarchy Temple, a vile person filled with hubris and wickedness. He uses guile to dupe anyone, strikes whenever he has an advantage, and never admits anyone to be his better unless his life is at stake. He is set on becoming chief cleric of the whole temple when it once more sets forth upon a course of open warfare against the land above.

Belsornig is working to subvert the humanoids of the Insanity Quarter while threatening their cleric (Kelno, in area 225) - not with harm from the Anarchy Quarter forces, but rather with the machinations of Alrrem and the Chance Quarter. If captured and questioned, he reveals that the Greater Temple is two levels deeper, and guides adventurers to bring harm to its priests, as he sees an advantage therein. Of course, he bargains to have his own Anarchy Quarter spared, and never personally accompanies any expedition to the Greater Temple, except at swordpoint.

Belsornig is exceptional, having 15 Strength (+1 hit and +3 damage bonus), 18 Dexterity (-4 AC bonus and two-handed combat ability), and 16 Wisdom (+2 saving throw bonus vs. mind attacks, and spell bonuses included below). In a critical melee he can use a mace in his right hand and his Rod of Smiting (see below) in his left, thus attacking twice per round. He wears Field Plate Mail +1 and a Ring of Free Action.

If Belsornig hears fighting, he investigates carefully. If time permits, he places Resist Fire on himself before appearing, and may use Prayer if his allies are engaged; he might prefer to Silence an obviously dangerous spell caster. He knows, of course, that Dispel Magic can be quite useful against opponents

obviously enjoying magical benefits. If things look bad, he seeks shelter in the Anarchy Temple (area 216).

Belsornig's Rod of Smiting: Note that this +3 weapon (base damage 1d8+3) inflicts 2d6+6 points of damage to a Golem. It has 14 charges left. Any hit on a Golem drains a charge, and a modified to-hit roll of 20 or higher destroys the Golem. The command word to activate the rod is "eenymeeniemineymoe."

Treasure: Belsornig wears a robe of purple velvet, with a gold belt set with lapis and malachite (jewelry value 750 gp). In his purse hanging from this belt are 21 gp and 14 pp, along with an iron key upon which the word "DAYOH" is inscribed with runes. This word is the command to stop the Golem in area 213, and the key opens his personal chest. He wears a silver ring set with onyx and amethyst (value 1,000 gp).

The stone tray is worth 5 gp, but the scarred coins are 15 gp. Each decanter, bowl, and stemmed cup is worth 2 gp. The hanging lamps contain cheap purple glass treated with Continual Light (each lamp worth 25 gp). The brass brazier is worth 30 gp.

The northern armoire contains a suit of medium sized field plate mail, a shield, a mace, and a purple cloak.

The southern one holds various nondescript garments, plus a robe of watered purple silk upon which a rampant demon, stitched in gold thread, writhes from back to front. Where the pincers reach the breast is a silver circle set with 12 gems - four fancy amethysts (each worth 100 gp), four precious garnets (each 500 gp), and four Jacksonite garnets (each 1,000 gp).

A hook on one side of the cabinet interior supports a censer of bronze. On the floor are 20 blocks of non-magical incense (each worth 10 gp).

The south door opens into another purple covered room, 10 feet wide and 30 feet long. It holds two chairs flanking a table with 32 silver dishes upon it (worth 950 gp for all).

A desk stands near the table, and upon it are writing materials and a small tome. This volume is titled "Anarchy - Destruction For a New Age by Belsornig." And deals with mostly the secret rituals, but is of no value (except to Belsornig).

A bookstand nearby holds six other works involving Anarchy.

At the south end of the chamber are a large bed, a small stand, and a locked bronze chest; a large mirror and a trident hang from the wall beside the bed.

Trap: The lock of the chest contains a poisoned needle trap (Class M Poison; Delivery – Injected; Damage 3d6/1d4-1 per round for 1d4 rounds). Inside are items of normal clothing, a marble box (worth 100 gp) which contains 100 tiny black seed pearls (worth 25 gp each), and a Cloak of Arachnida. The trident is a Trident of Yearning; in its twist off handle is a black sapphire (worth 5,000 gp) and a Cleric Scroll of Four Spells (Purify Food & Drink, Flame Strike, Part Water, and Control Weather).

216. THE POOL CHAMBER

This large room is fashioned of great blocks of polished serpentine, save the domed ceiling of polished crystal - made to reflect everything in the room in a distorted way, concentrating light upon the center of the large oval pool of vinegary wine in the center of the chamber.

The whole place seems to be lit with a purple light from this pool, and at the same time the pool seems to absorb light, capturing it in its heart. Purple flames come from eight bronze cressets, four on the east wall and four west; the flames shed light but not heat. Tapestries of vilest sort cover the east and west sections of the north wall. The south wall shows a mosaic of some great demon, holding a sacrificial victim in each hand. The monster is fashioned from dark purple tiles, with violet highlights and black orbs. The pool is an oval, about 20 feet across and 30 feet long, set in a basin of small amethyst tiles. The purplish water allows no vision to the bottom of the basin, but the edge depth appears to be about 4 feet.

Creatures: Nefarian Dopple-Water Elemental Variant

If any cleric or servant of the Anarchy Quarter has been questioned, the characters know that this is the Anarchy Temple. Since this faction is now the strongest of the four, it is also known as the lesser temple. Note that fire spells of any sort do not function herein as long as the pool is alive (see below).

Furthermore, no magic, evil, or traps can be detected here; applicable spells seem to work, but detect nothing. The pool itself is an intelligent (and evil) creature created from the joining of a Water Elemental and a Nefarian.

If the pool creature is slain, the crystal dome shatters, inflicting 1-12 points of damage to each creature in the room (no saving throw). The amethyst basin shatters at the same time, and is found to contain a parchment with the following message:

On three, in six, lies nine - but none shall ever see

Vile Good cloaked by Fair Evil for eternity.

Will you answer, Answerer? Where is your power, pray?

With the whelp of Mitrik and there until doomsday.

This message refers to the contents of area 334.

Treasure: If more than four turns are spent searching through the remains of the shattered basin, 8 pieces of value are found each turn thereafter, to a maximum of four turns (i.e. 32 pieces in all; base value 1,000 gp each, maximum 5,000 gp each. Count each piece found as 100 gp weight, 500 gp volume. If the crystals from the dome are examined, a bone scrollcase (worth 50 gp, previously hidden behind the dome) is found.

217. TRIANGULAR CHAMBER

This stinking area must have once been of some importance, for its walls are plastered and painted, and evidence of carpeting can be seen in the corners, though such is now a ruin. The floor is covered with litter, filth, bones, and possibly much more. The walls are dirty and stained, with great chunks of plaster pulled off and gouge marks everywhere else below a 10-foot-height. An 8-foot-long chain is bolted to the center of the floor.

Creatures: Owlbear

An Owlbear is kept chained here to guard against unwelcome visitors - especially agents of the Chance Quarter. As soon as any creature steps into the area, the Owlbear begins hissing, clacking its beak and sounding its strange hooting roars. The noise draws the keeper from area 218 to investigate. The Owlbear attacks fiercely, barring any passage through its chamber, until slain or forced back by its keeper. (This monster is not well-fed.)

Treasure: A thorough search of the mess produces 10 gp.

218. ABANDONED STOREROOM

This chamber is a mess in every respect. It reeks, is covered with dirt and rubbish, and is littered with bits of decaying meat and many bones, strewn haphazardly about the place. Some shelves remain on the walls, and a few boxes, crates, barrels, and bales are intact, still standing along the walls where they were placed - who knows how many years ago! There is appears to be nothing of value in the place.

Creatures: Troll

This room is the lair of the owlbear's keeper/tormenter, a Troll. It goes to area 217 upon hearing noises of intruders, after first grabbing its 12-foot-long fauchard-fork.

If intruders are led by anyone wearing the purple robes of the Anarchy Quarter (or if the entire group is so garbed), the Troll shoves the Owlbear to the northwest corner and allows passage. The Troll will make sure, afterwards, that they report to room 222, either accompanying or following them.

If intruders do not identify themselves, or if any wear robes of the Chance Quarter, the Troll looses the Owlbear and attacks the PCs, using the pole arm at long range (and gaining a +2 Strength bonus to damage, included in his statistics block) but shifting to the usual claw-claw-bite routine for closer melee if necessary.

This Troll is on fairly good terms with its counterpart in area 203, as well as with its fellows in area 219.

Treasure: If the intact containers are searched, one barrel is found to contain drinkable wine. A sack of moldering grain in the northeast corner also contains a hidden leather sack, with 48 pp, 84 gp, and 109 ep.

219. ROOM OF BONES

Something has taken considerable pains to decorate this disused storeroom. The walls are covered with a plastering of excrement and bones, to form both patterns and shelf-like bone ledges. Skulls leer from these shelves - human, humanoid, dwarven, and various sorts of other creatures as well. The floor is a conglomerate of bones and ordure. A large armchair and crude table of sorts, each fashioned from bones, stand in the northwest corner. In the southeast corner is a heap of torn cloth, leather scraps, bits of tapestries, and pieces of rugs. Suddenly the pile moves, and something rises - a huge troll!

Creatures: Oohlgrist the Ancient Gnarled-Toothed Troll

This is the quarters of an Ancient Gnarled-Toothed Troll chief named Oohlgrist, an honored guest of the two Trolls nearby (in areas 203 and 218), who serve opposing factions of the temple. Each seeks to win Oohlgrist's favor, for he can bring a score or more of great Trolls to align with the one preferred. They also enjoy the old Troll's stories of his past battles.

Originally Oohlgrist did not want to visit the temple, but the other Trolls have pampered him, so he's stayed. This room was especially decorated for him, and he is brought choice victims for dinners. Though evil and cruel, Oohlgrist is wily and cunning. He has no intention of risking himself or his followers unnecessarily. He intends to milk the rivalry to the utmost, then joining neither side unless certain that those involved can triumph without any great struggle involving him or his trolls. He has a peculiar, if not entirely unpleasant odor about him. Oohlgrist hasn't taken definite sides with the temple, and will only attack if attacked. He wields a wicked looking Bastard Sword +2 in combat.

If confronted by a party demonstrably capable of killing him (and thus obviously a fair match for the various temple factions), he tries to parley. (Of course he'd rather eat humans than talk with them, but he's no fool) Being a tribal leader, Oohlgrist knows rudimentary Common. His first offer is to spare the characters' lives if they pay ransom of gems or many precious coins. Failing that, he simply tells them to "go away, and great and powerful Troll spare you"; he has other things to do, and isn't hungry. If that ploy fails, he offers his ruby necklace and then his belt of emeralds (but never any of his magic items). Last, he volunteers (so to speak) to aid the party in overcoming one of the temples, and will settle for as little as one quarter of the loot gained thereby (but first asks for half). Oohlgrist actually fights well if he perceives no treachery, and if the characters fight as well. If they try to betray him, or expect him to bear the brunt of the fighting, he immediately switches sides. Oohlgrist will not cooperate for any extended period of time. If the characters are weakened, he turns on them.

GM, be sure that you make saving throws for Oohlgrist's magic items if he is attacked by magical means which could damage them.

Treasure: Oohlgrist wears Troll-sized bone armor (worth a gem in trade with a Troll or Ogre) for a -2 AC bonus (included in stats). He also wears a Ring of Fire Resistance on the little finger of his left hand, a necklace of gold with four small rubies given to him by the priests of the Chance Quarter (jewelry value 4,750 gp), and a jeweled belt given him by the priests of the Anarchy Quarter (silver with four nice emeralds, jewelry value 5,250 gp). In a pouch at his belt is a Necklace of Adaptation, also a gift from the Anarchy Temple followers.

A Potion of Extra-Healing is concealed in a small leather pouch under the pile of old cloth.

220. SIDE ROOM

This small room was evidently meant for minor functionaries of the Anarchy Temple, for shreds of purple draperies still hang from the walls, and part of a dirty purple carpet remains in the southwest corner. Four heaps of material, evidently used as sleeping mats, are evenly spaced on the floor. A long bench stands by the east wall, under which is a small keg. A large barrel stands near the north door, with a lumpy sack nearby. Several purple cloaks hang from wall pegs.

Creatures: Bugbears (4)

Four Bugbear guards are stationed here, in service to the Anarchy Quarter. If they hear fighting in the area, they rush out to see what's happening, arriving in only 1 round. Each wears a purple vest-like shirt over armor.

Treasure: The small keg contains wine of average quality; the large barrel holds vinegary wine. The sack contains some bad-smelling meat, a large wheel of cheese, and several loaves of coarse black bread. Under one of the cloaks hangs a battle axe.

Each Bugbear carries 3d4 gp, 1d4 ep, 2d8 sp, and 4d6 cp.

221. INNER CHAMBER

This room is much like the one to the south. A pair of beds are shoved together, with a heavy chest beside them. A large table and chair are the only other furnishings. Three barrels stand along the south wall.

Creatures: Hedge Ogre

The overseer of the guards of the Anarchy Temple is a Hedge Ogre, who lives here. He is lazy and rather stupid, and comes only if summoned; but

due to his horrible temper, the Bugbears hate to summon him. He wears a padded jack, and uses a purple drapery as a cape.

Treasure: The Hedge Ogre wears his hair in a topknot held in place by three silver pins, each set with a pearl (each worth 110 gp).

The chest is secured with a large padlock, which can be broken by four blows from a mace or hammer. Inside are various items of apparel, a brass candlestick (worth 1 ep), a rusted saw, 419 cp, 282 sp, 23 ep, 133 gp, and 4pp.

222. GUARD ROOM, 20' x 20'

Four Bugbears are quartered here, as part of the guard of the Anarchy Temple. They cannot hear fighting elsewhere, and must be summoned to leave this area. Each Bugbear wears a sleeveless overshirt of purple.

The Greater Bugbear chieftain is quartered in the small room immediately to the north. He is secretly treating with the Bugbears who serve the Insanity Quarter (those in areas 223-226) because he and his fellows know of the offer regarding the Trolls (areas 203 and 218-219), and plan to defect to the Insanity Quarter if the Anarchy Quarter should win the service of the Troll chieftain.

If he sees a party in the company of a Troll, he executes his defection plan. (Naturally, the whole thing is encouraged by Kelno - area 225 - who is promising more pay, more food, and less work.) If adventurers attempt to parley with the Bugbears, the chieftain will most certainly defect from the Anarchy Quarter forces if offered sufficient reward - coins, coins, other treasure, spared lives. All of the Bugbears know of the secret door in the passage to the west, and reveal it if given sufficient reason to do so.

Creatures: Bugbears (4), Greater Bugbear

Treasure: Each Bugbear carries 16 cp, 41 ep, and 6 gp. Their chieftain carries 6 ep, 16 gp, 10 pp, and 4 hematites worth 10 gp each.

222a. STAIRWAY

An unlocked normal door here leads to a small landing, from which descends a dusty stairway leading directly to area 312 (Dungeon Level Three), a dangerous area.

Review that area description before the PCs continue.

223. JUMBLED ROOM

This living chamber contains many odds and ends of furniture - three wooden chairs, two armchairs, a large table, two small tables, a desk, three couches, a cot, and countless cushions and pillows.

Old wall hangings of swirling colors cover the north and south walls. The east and west walls are plastered and painted with murals depicting apparently insane humans cutting themselves. The four torch brackets are empty. A small barrel is near the east door, and a large cask by the west.

Creatures: Bugbears (6)

Six Bugbears herein have accumulated these "treasures." If attacked, they tip over the tables to form a barricade, gaining a -2 AC bonus vs. missiles or -1 AC bonus in melee. Each is clad in multicolored kilt and cloak, the latter with a large circle sewn upon it to indicate the personal retinue of the Insanity Quarter. Each has a pair of spears to throw before melee.

If attacked from the west, they alert the occupants of area 224. They will readily receive the Bugbears from the Anarchy Quarter, of course, if these cowards indicate their willingness to switch sides.

Treasure: Each Bugbear carries 4 pp and 8 gp. The small barrel contains excellent beer, the larger, vinegary wine. In the lining of one of the upholstered chairs is a ring, lost there long ago (jewelry value 700 gp).

224. 20' x 20' ROOM LOADED WITH MORE GUYS TO KILL

This plastered, painted chamber was probably one of the many guestrooms of the temple. It now holds a cot, two sofas, some cushions, a small table, and a battered cabinet. The carpeting on the floor is multicolored, indicating connection to the Insanity Quarter.

Creatures: Bugbears (4), Gnolls (2)

Four Bugbears, the personal guards of the cleric Kelno (area 225), are on duty here. Each wears scale mail, multicolored kilt and cape. Each is armed with a bardiche and a javelin, the latter to be hurled at foes before melee. They are accompanied by two Gnolls who also wear multicolored kilts and capes, but over chain mail. These creatures are tolerated well due to (a) Kelno's demand that they be accepted, (b) their own toughness, and (c) their fast and accurate use of longbows. Each has 18 sheaf arrows and a longbow, to be used while trying to avoid close combat.

Inside the cabinet are some old clothes, five wax candles, a quart of honey, and a hand axe. The small room to the south, quarters of the Gnolls, has nothing in it but two piles of old tapestries and rags (bedding) and four spears standing in a far corner.

Treasure: Each Bugbear has 6 pp, 1 gp, 5 ep, and 10 sp. Each Gnoll carries 12 gp, 10 ep, and 20 sp.

225. GRIM CHAMBER

The entire room is multicolored - carpeting, plaster, wall hangings, furnishings, etc. - and spartan. Lamps, their metal painted over with many colors, stand on a small table while a candle on a wall shelf dimly lights the room; a pair of upholstered chairs are by the table. On the table are some pewter dishes and a plain crock half-filled with mead. The shelves hold some foodstuffs, a few scrolls and books, and several human and demi-human skulls. A narrow bed is in the northeast corner, with a small stand beside it.

Prominent NPCs: Kelno the Perfect (level 5 human cleric)

This is the residence of Kelno the Perfect (self-proclaimed title), the only cleric of the Insanity Quarter-his apprentices having been slain by rival factions. He is bitter and full of great hatred for both the Chance and Anarchy Quarters. Kelno bargains with anyone if he sees profit for himself and harm to these rivals. He has spent all his funds on hiring and bribing Bugbears, for he hopes to amass a sufficient force to turn the tables on the other temples.

Kelno wears Chain Mail +1 and a Cloak of Protection +1, and wields a Mace +2. Though he carries a bottle of Oil of Slipperiness that he plans on using on either Alrrem (room 205c) or Belsornig (room 215). His Strength is 15 (+3 damage bonus and +1 to hit) and Dexterity 17 (-3 AC bonus). (All bonuses are included in the following statistics.)

If hard pressed, he uses his Darkness 15' Radius spell to escape into the concealed passage to the east (area 209a), trying to reach corridor 209. If enemies are in pursuit, he flees down the staircase to the lower dungeon level, for he knows portions of that area fairly well.

Treasure: The scrolls and books are of no value to normal people. The wardrobe holds worthless garments and a cassock of silver cloth, the

latter worked with crystal beads and jet to form shining circles with black centers. This is the ceremonial robe of the high cleric of the Insanity Quarter, worth 1,500 gp. A drapery conceals the exit to the east. In that passage is a flowing fountain, set into the wall, and the passage beyond is piled with arms and armor: 11 suits of armor (Bugbear size, worth 50 gp each to Bugbears), 4 battle axes, 2 fauchard-forks, 4 glaive-guisarmes, 7 maces (heavy), 8 morning stars, 5 quivers (20 sheaf arrows each), 16 javelins, and 1 bastard sword.

Trap: Near this pile is a locked chest, trapped with a poison needle (Class D Poison; Delivery – Injected; Damage 4d6/2d6 per round for 1-2 rounds.). Inside are only 11 gp, 28 ep, and 176 sp.

226. KITCHEN

This place is dirty and full of litter, but has been used of late. Ashes are in both fireplaces on the west wall. The long trestles which run down the center of the room are filled with earthenware dishes and food scraps. Four barrels stand along the south wall. Some large blackish sausages are strung over the ceiling arches. Heaps of old rags and skins are piled helter-skelter in all the corners; this place is apparently used as a camp as well as a mess hall.

The pantry area to the northeast likewise shows evidence of use. The shelves are filled with unappetizing foodstuffs, plus sacks of millet, beets, and meal.

Creatures: Bugbears (6), Goblins (4)

Six Bugbears are staying here, new recruits of the Insanity Quarter. Kelno (225) has them stay here in the kitchen where he feeds his troops, and harangues them about overthrowing the enemies of the evil Insanity Quarter so his rivals won't learn about his added forces.

If summoned, the Bugbears gladly fight with their fellows against any opponents. Here also are four Goblins, kept as servants. They are quasi-slaves, though their masters have promised them a small share of the expected spoils, good fun torturing prisoners, and even a place in the fighting forces of the Insanity Quarter. One goblin loves socks and wishes to be freed.

Treasure: Each Bugbear has been given a multicolored cloak and 20 gp; each also has 1 ep, 5 sp, and 15 cp. Each Goblin has only 1d4 cp.

Two barrels contain water, one beer, and one wine.

227. HALL OF TRIUMPHAL EVIL

This huge, echoing hall was evidently once the scene of great revels celebrating the triumphs of the temple. The floor of the place is littered with skeletons, skulls, and bones of humans and various humanoids. Here and there are parts of broken chairs, stools, tables, benches, sideboards, buffets, cabinets and cases. Much of the wreckage has probably been carted off for firewood. Tapestries and trophies still remain on the walls in spots. The former show scenes of raiding, looting, pillage, and rapine; trophies include mummified heads, torn battle standards, hides and skins, battered shields, sundered armor, and a broken broad sword. Dozens of empty cressets and sconces line the walls. The broad steps in the middle of the north wall are of dull black stone, and the descending stair seems most depressing and horrible, though passable.

The runes of the Antipathy spell effect (found also on the main temple entrance (area 210) are here scribed on the steps, 20 feet from the corridor. Anyone succeeding at all previous saving throws against like dweomers must again save here (and again with a –2 penalty) or be blocked. Furthermore, the same effect is placed on a pair of huge bronze doors at the base of this staircase (area 340), which are triple-chained and triple-barred with cold iron.

227a. STAIRWAY

The normal door on the south wall of the corridor bounding area 228 leads to a small dusty alcove, to the west of which descends a 10' wide stairway leading to area 328a (Dungeon Level Three).

228. PRISON ROOM

An outsided table and two matching chairs stand in the northeast, along the diagonal wall. A cask and several large leather jacks are on the table, amongst small hunks of cheese and dried meat; some food scraps have fallen to the floor. Nearby is a barrel and a huge pot. Brackets and torches line the walls, but only 3 contain torches, none lit. A great pile of hides and skins is in the southeast corner - a bed of sorts. Four bronze-bound oaken doors, each with a heavy bar, padlock, and small barred port, mark the cells.

Creatures: Bugbear, Ogre

The jailer, an Ogre, is dozing on his bedding in the southeast corner of this area. He needs one round to awaken and rise for a fight. His assistant, a Bugbear, is sitting at a table along the diagonal wall (to the northeast), drinking beer to wash down his recent repast. Neither of these humanoids is aligned with any temple faction; their orders come "from below", and are delivered by an Ettin. The leaders of the various temples know this and are afraid to violate the neutrality of the place. Each temple faction (Chance, Insanity, Immorality, Anarchy) has a cell here to hold prisoners.

Those cells for the Immorality (southwest) and Insanity (northwest) temples are empty. The cells of the Anarchy Temple (A) and Chance Temple (B) hold prisoners. Each cell is about 8 feet square; see below for prisoner descriptions (cells 228a and 228b). The prisoners of the Anarchy Quarter are planned for sacrifices to conjure up a major demon, with which they may overcome all of the other faction temples once and for all. The prisoners of the Chance Quarter are slated for death to gain the protection of a powerful Efreeti, who may aid them against the Anarchy Quarter. Both groups will be very displeased (to say the least) if their captive sacrifices are freed.

Treasure: The Bugbear wears a chain mail shirt, and has a purse with 3 pp, 4 gp, and 18 sp. A "large dagger" at his belt is a Shortsword +1, but he uses a footman's flail in combat. The Bugbear doesn't realize that his large dagger is magical, only that it never rusts. The Ogre is unarmored and uses a club (gaining a +7 damage bonus and +3 to hit, due to Strength). He carries 39 gp and 28 ep in his purse, along with the keys to the cells.

The cask contains beer; the barrel, water and the pot, some sort of gruel of grain and vegetables. One skin in the Ogre's bed-pile is a Giant Weasel pelt, worn and torn, worth 1,200 gp.

228a. CELL OF THE ANARCHY TEMPLE

Prominent NPCs: 4 Elves (2 wood elves, Countess, Sir Juffer)

This cell holds four Elves. If freed, they ask to be shown the route out so they can immediately return to their homeland, but express great gratitude and promise rewards for their rescuers. Two Elves are wood Elves, but two are Noble-Countess Trillahi of Celene and her consort, Sir Juffer.

Treasure: None; However, rescuers are asked for their names and places of residence; each will receive 100 pp approximately 8 weeks later. In

addition, the leader of the rescuing party will receive a suit of appropriate sized elven chainmail, and the most gallant party member will be sent a Ring of Friendship.

228b. CELL OF THE CHANCE TEMPLE

Prominent NPCs: Brigand, Merchants (2)

This cell holds three human males. One is a brigand (HD 2, AL N) who was caught taking several gems and deserting, and so has been beaten and imprisoned to await sacrifice. He gladly joins adventurers in any endeavors that allow him to kill servants of the Chance Quarter and bring him loot. The other two prisoners are merchants from the Nulb area.

229. STORAGE CHAMBER

This place is filled with broken containers of all sorts. The littered mess on the floor shows that there has been some fairly recent traffic, probably to carry off any remaining foodstuffs.

230. GARBAGE ROOM

This plastered and painted chamber, probably a secluded place for relaxation when the temple was at its height, is now filled with rubbish. The room is a heap of rotting, stinking garbage, offal, dung, and who knows what else; bones and skulls are visible here and there. Part of a bronze-bound coffer of some sort can be seen near the middle of a large pile of refuse placed in the center of the room.

Creatures: Otyugh

An Otyugh lurks here, because the eating is good (with occasional fresh appetizers, when wandering creatures become too curious). It awaits at the center of the large central pile, and attacks if anyone goes beyond four feet of the entrance.

The Bugbears to the north (area 231-233) know of this monster and avoid it, having already lost one of their number to its appetite. Being a good garbage disposal as well, they do not wish to kill it.

Treasure: The coffer contains a Scroll of Seven Magic-User Spells: Friends, Magic Missile, Knock, Mirror Image, Web, Slow, and Reincarnation. Under the central "nest" of the Otyugh is a gold platter (worth 300 gp), 104 gp, and a platinum bracelet (worth 1,000 gp) set with four opals (each worth 1,000 gp).

231. ROOM OF THE PHILOSOPHIES

The walls of this small room are covered with scenes showing all four philosophies of the existential evil factions in their most horrible and disgusting forms. Some battered and torn furnishings also indicate that this place was probably once a sitting room or lounge for some high Temple official. The wall sconces are of bronze, as is the wall basin set in a hemispherical alcove in the east wall. A small table, two ruined chairs, a torn couch, and a broken cabinet are also in the room. The table is filled with small bottles.

Creatures: Bugbears (4)

Four Bugbears are on guard here. At the time of the party's approach, one may (60% chance) be watching through a small port in the north door. Assuming that the party is approaching by way of the outer corridor, the Bugbears then cannot be surprised; if the party continues west, the guards alert those in area 232. Each Bugbear wears black chain mail armor, indicating that they are in service to the overall temple (aloof from the individual factions and, therefore, the other Bugbears in this dungeon level).

Treasure: Each carries a javelin, to be hurled before melee, and each has 21 gp, 20 ep, and 12 sp.

232. SALON

This room was once quite splendid, if its wall hangings, carpet remnants, and battered furnishings are any gauge. Cressets and sconces of bronze line the walls. Four small tables, six chairs, two couches, and two sideboards are here, as well as several boxes and chests. A large iron pot hangs from a bronze chain in the middle of the room (suspended from the place were some lamp once hung) over a charcoal fire in a bronze bowl, its original purpose unknown.

Creatures: Bugbears (13)

Seven Bugbears, males in service to the overall temple (and thus clad in black) are quartered here. With them are six females, who do not fight unless the males are obviously in trouble. The females will cheer for the males, until half of the males are killed (then the females come to the rescue). All 13 Bugbears will lay an ambush if alerted by the guards in area 231, and will summon those in 233 to help.

The boxes and chests hold only old clothing, food, and junk. The iron pot contains a stew of questionable composition. The door to the south leads into a room which is filled with various poor but edible foodstuffs, some meats and cheeses, and barrels of grain, flour, biscuits, beer, vinegar, wine, and salt.

Treasure: Each male has 12 gp, 10 ep, and 30sp. Each female has 5 ep and 10 sp and a silver comb (value 5gp). The bottles are worthless, filled with Bugbear hair care liquids.

233. SIDE CHAMBER

The square room before you shows signs of having been the sleeping chamber of some personage of importance. The walls are plastered and depict murals, although the plaster is now broken and stained and most of the painting is ruined. Rugs are still on the floor, and a huge bed stands in the southwest corner. Another heap of bedding and pillows occupies the northwest corner. A cabinet stands beside the bed, along with a small table, a large wardrobe, and a brazier. Two lamps hang from ceiling chains, and four sconces adorn the walls.

Creatures: Greater Bugbear leader, Bugbear Lieutenant, Bugbear Females (6)

The leader (a Greater Bugbear) of the Bugbears and his lieutenant occupy this room with three females (who are comely, as Bugbears go - though they do not go far in that direction). All are clad in black. The leader and lieutenant are unusually strong, gaining additional damage bonuses of +2 and +1 (respectively) with any held or hurled weapon; each carries a javelin in battle, to be hurled before engaging with other weapons. The females are aggressive, and fight with the males.

Treasure: The largest male wears a gold chain from which depends a golden horned skull emblem (jewelry value 175 gp), and carries a

pouch containing 23 gp, 15 pp, and 6 bits of turquoise (each worth 10 gp). The lieutenant carries 3 pp, 14 gp, 5 ep, and 19 sp. Each female has 1 gp, 15 ep, 20 sp, and 1 cp, and the largest also wears a silver earring with a mounted jasper gem (worth 100 gp).

The wardrobe is stuffed with old clothing, some tapestries (one of which is worth 350 gp), a sack of food, 5 bottles of wine, and miscellaneous junk.

234. STORAGE CHAMBER

This oddly shaped chamber is obviously some kind of garbage dump. Its crammed with containers of all sorts - large clay jars, boxes, barrels, crates, chests, sacks, casks, bales, bags, and hampers. Most are obviously broken or empty, but many seem full. Bales contain dirty black cloth and some torn garments (cloaks, capes, and kilts). Scores of broken arrows, quarrels, javelins, spears and several dozen hand weapons are in the 10-foot x 30-foot alcove to the northeast. At the south end of the place are boxes and several huge pottery jars, but near them are three humanoid skulls and a few bones. You feet stick to the muck forming a thin coating on the floor.

Creatures: Otyugh

An Otyugh lives here amidst the filth and garbage. It is near the south end, and attacks anyone who enters the room. It is a huge old creature and feeds off the living beings and waste on this level. Its last kill was a Goblin, before that a Bugbear, and its first was a Half-Orc; only their unbroken skulls remain to tell the tale. The Otyugh is currently hungry for some fresh morsels.

Treasure: Under a bale is some Incense of Meditation, long since dropped and forgotten by a cleric of the temple. The alcove contains nothing magical. The many containers hold basic spoiled and ruined foodstuffs.

235. ROOM, 20' x 20'

The door to this chamber is broken, sundered from its hinges and lying in pieces on the floor. The room beyond is a shambles - several parts of skeletons, broken furniture, and charred cloth and wood. Shredded wall coverings also show signs of fire.

Nothing here is hidden or of value.

236. CISTERN CHAMBER

This oddly shaped chamber is bisected by a curving wall of well-dressed, mortared stones. The wall is about four feet tall, and to the south side of it is water, high enough to almost flow over the top. Water trickles in from several places along the east, south, and west walls; overflow gravitates to floor drains even as you watch.

Careful examination of the walls and floor within the cistern discovers that the stones are covered with some form of algae, apparently quite slimy and presumably slippery. The floor of the cistern immediately south of the retaining wall is four feet lower than that in the room, and slopes down to the south about two feet for every five; thus, at the far south end, the cistern is about 15 feet deep. The overflow drains carry the water to the dungeon level below. Anyone trying to stand on the slippery cistern floor slips on the slimy growth (no saving throw) and slides to the lowest part of the cistern, possibly drowning unless immediately rescued or they can swim.

Treasure: In the deepest portion of the cistern is a large round slime-covered Medium Shield +2.

237. STORAGE CHAMBER

This place evidently once held many sorts of supplies; much of the foodstuffs are now scattered and ruined, rotting on the floor. Broken containers are tossed about, mixed with many bones.

Nothing here is hidden or of value.

238. PADLOCKED DOOR

This heavy oaken door is secured by a large padlock, apparently used with some frequency as it seems well-oiled.

After the locked is picked, or the door bashed open, read the following:

You have entered a small square room. Several large hampers stand along the south wall. Propped along the other walls and scattered around the floor are bucklers and many various sizes of suits of armor.

Nothing here is magical. All the items herein have been taken from various intruders and dungeon adventurers, so none of them are black; some pieces are found to bear familiar smithy marks, personal identification labels (of victims now deceased and missing from their abodes in towns near and far), and other signs of previous care. All items are in fair to good condition.

Treasure: Propped along the wall are eight bucklers, three suits of medium sized field plate, two small sets of banded mail, one large splint mail suit, six human sized chain mail tunics, three small sized scale mail suits, and a single set of small ring mail.

In the hampers are 1 suit chain mail armor, small sized (worth 60 gp), 1 suit plate mail armor, tiny-sized (worth 350 gp), 8 backpacks (leather), 14 full holy water vials, 2 bullseye lanterns, 3 hooded lanterns, 1 set lockpicks, 2 wooden mallets, 2 mapcases (leather), 1 silver mirror, 4 steel mirrors, 17 parchment sheets, 6 small pouches, 5 large pouches, 4 ropes (each a 50' coil), 5 small sacks, 2 large sacks, 52 iron spikes, 6 tinderboxes

239. STOREROOM

This large chamber is evidently used for storing wood and lumber. Stacks of firewood stand near the entrance, planks and beams at the west end. Just inside the entry are several large lumpy sacks.

The wood is fairly new, and this place is in regular use. The sacks are filled with charcoal.

240. JUNK ROOM

This place is filled with old furniture, mostly wardrobes, cabinets, armoires, and chests. Two chairs, a stool, a small table, and a couch are in the southeast corner. A shabby carpet is on the floor, and various types of hangings adorn the walls. The place is a hodgepodge of junk, obviously altered since the overthrow of the temple.

Entry into this room is seen by a guard in area 241, who is watching through a slight tear in the hanging on the south wall. Examination of the various chests, wardrobes, etc. reveals all sorts of clothing - merchants' garments, laborers' clothing, farmers' and seafarers' garb, scribes' robes, womens' apparel, and even beggars' ragged wear; hats, cloaks, capes, robes, sandals, boots, shoes, and others. It seems as if some madman has made an effort to collect clothing of all sorts and types, from the poorest sort to the finery of a noble or court fop.

Treasure: If care is taken in sorting, adventurers can fill three large sacks with good garments, worth 500 gp per sack. A full turn of sorting is needed to fill each sack.

241. SIDE CHAMBER

Prominent NPCs: Temple Guards (3)

A slightly torn hanging on the south wall of area 240 conceals a door, which is pierced by a small window closed with an iron shutter. The door has no handle on the north side, and is barred from the south. Behind this door, watching the junk room from his position on a stool, is a guard. While observing the junk room through a tear in the hanging, he keeps a firm grip on a piece of twine, strung between his position and that of two other guards currently resting in the inner chamber (to the immediate west, 10' x 20'). The 10' square cubicle of the watcher's position is separated from the inner chamber by a large heavy drape.

If the watcher sees intruders, he pulls the twine, which causes a billet of wood to thump and alert them, its noise dampened by the drape between the areas. If anyone approaches the concealed entrance, the guard fires a light crossbow through the window (gaining a +4 bonus to hit), slams the shutter closed, and retreats to the inner room. All three guards then prepare to fire crossbows at intruders breaking through the concealed door-but only after alerting the other guards in area 242. A Knock spell opens the bar and the door easily, but the portal otherwise takes 50 points of damage before collapsing.

If captured and questioned, the guards admit to being part of a raiding force which scouts for the temple and generally supplies it, brings captives, and recruits others (both human and humanoid) to serve.

Treasure: Each guard wears chain mail armor and shield, and carries a longsword as well as a light crossbow with 30 bolts. Each has 8 gp. The guardpost contains only a stool.

In the area west of the drape are two chairs and a table, a barrel with 48 extra light crossbow bolts, and a cask of water. Two torches burn in wall sconces, and a hooded lantern on the table is lit. Beside the lantern are three mugs and a jug of wine.

242. CROOKED CORRIDOR

This passage is lined with double bunks, ten in all. Each has a straw mattress, and two small boxes are tucked underneath, head and foot. Three torches are mounted in wall sconces, but only one, on the south wall, is lit. A not-very-secret door is in the west wall at the bend in the corridor. Above it, positioned horizontally, is a large beam, studded with sharp spikes. It seems to be fastened to a hinge at the west end, and supported by a cord at the east, which connects to a fastening on the door. None of the bunks block the door or stand below the beam.

Prominent NPCs: Gully Dwarf Temple Guards (4), Gully Dwarf Temple Guard Leader

This area is a cramped barracks for 20 guards, quarters of those in area 241. Four Gully Dwarf Guards are herein, with their leader, a swordsman (Level 3 Gully Dwarf Fighter); the others are out on a raiding expedition. All are clad in black. If combat goes badly, the leader pulls a torch on the south wall (which opens a secret door to area 243) and get help from the bandits therein while stepping out of the fray himself. As he is rather arrogant, feeling his abilities to be equal to nearly any test, he does not get the bandits unless invaders are obviously winning. The guards and their leader all wear chain mail armor and carry shields. The leader gains a -3 AC bonus due to his 17 Dexterity, and a +1 damage bonus (Strength 15), but does not normally use a shield.

The south torch is the one that, if pulled down, opens a 3-foot wide, 4-foot tall secret door leading to area 243. The spiked beam is a trap on the secret door leading to area 245. An attempt to disconnect (remove) it, if unsuccessful, inflicts 2d6 points of damage to the person making the attempt, as the beam swings down and smashes the secret door open with a crash.

Treasure: Each guardsman carries 8 gp; the leader wears a gold chain (worth 150 gp) set with a large jet gem (worth 100 gp), and carries 27 gp in a belt pouch.

Many small but worthless items, such as clothing, footwear, sacks, rope, et al. are under the bunks and in the boxes, but no treasure is here.

243. ROOM, 20' x 30'

The room before you is lit by four torches in wall sconces. This place contains a pair of beds, a trestle table, two benches, two chairs, a writing table, a wardrobe, and four stools. At the foot of each bed is a large chest. A small fire burns in the fireplace in the south wall, over which part of a sheep is cooking on a spit. A flowing water fountain in the east wall spills into a basin below it. Rush mats cover the floor, and a few ragged tapestries adorn the walls. Two small kegs (of beer, by their aroma) are on the table; numerous drinking vessels and dishes are on wall shelves.

Prominent NPCs: Bandits (8), Bandit Sergeants (2)

Eight bandits (Level 0) are here with two sergeants (Level 2 Fighters). Their leaders are in the small adjacent rooms (A and B). Four bandits in black chain mail are seated at a central trestle table, drinking beer, their shields set beside them. Two others in scale mail are lounging by the west doors, and two more in simple leather are seated on stools by the fireplace in the south wall, cradling their trusty crossbows. (They can fire quickly at intruders.)

The sergeants are at ease on their beds in the south corners of the room. Noise of attack most certainly rouses the leaders from their private rooms. Commander Feldrin (see room 243a) fights along with his troops as long as they seem to have a good chance of winning, but tries to escape if defeat seems imminent. However, Lieutenant Brunk, a half-orc, hates Feldrin and desires his command.

If the commander is imperiled, Brunk does not aid him, and may actually assist in his demise if this can be accomplished without revealing his acts to

the troops. Under duress, the sergeants admit that their masters often use disguises to spy in Nulb, Tharp, and other towns.

Treasure: Each crossbowman has a case of 20 bolts. Each bandit carries 2-8 gp. Each sergeant carries 21-30 gp.

243a. COMMANDER'S QUARTERS

This small squared side room is lit by a hanging lamp of dull metal. It contains a bed, stand, chair, wardrobe, and chest. A small rug is on the floor near the bed. A cup, ewer, and box are on the stand. In the southwest corner is a black candelabrum with four unlit candles.

Prominent NPCs: Feldrin (7th level thief)

Commander Feldrin lives here. Horned golden skulls are worked on the chest and back of his Cloak of Protection +2 and Black Leather Armor +3. He wields a Shortsword +2/+4 vs. Regenerating Creatures.

If captured, Feldrin does not speak unless forced, but he might tell of the Greater Temple two levels below and the fearsome things therein. (He has been there only a few times and cannot guide adventurers beyond the stairs to Dungeon Level Three-the flight just north of area 204.) He does speak of the rivalries of the various minor temples, laughing at them, for he knows that there are Ettins, Demons, and other horrible creatures serving the great clerics below. He will always attempt to bargain for his life, or to escape (as opportunity presents).

Treasure: Feldrin wears a golden horned skull symbol on a silver neck chain (worth 30 gp). His belt pouch is a (class A) Bag of Holding (1,000 lb capacity) containing 2120 gp.

The lamp is unpolished silver, worth 120 gp. The rug is of quite fine manufacture, worth 260 gp. The cup, ewer, and box are wrought gold, worth 200 gp, 275 gp, and 150 gp respectively; the last contains sweetmeats, the others wine.

Trap: The chest is locked and doubly trapped with a poisoned needle in the lock (Class A Poison; Delivery – Injected; Damage 1/0 per round for 1-3 rounds) and poison gas inside, which fills the whole room unless the trap is removed (save vs. poison or die). The chest contains clothing and the like, a sack (containing 112 pp and 74 gp), a silver bracelet set with much fine jade (jewelry value 1,700 gp), a small lumpy velvet bag (which holds 6 zircons worth 50 gp each), a Potion Of Healing, a Potion of Invisibility, and a bone scrollcase (with a Magic-User Scroll of Misdirection).

243b. LIEUTENANT'S QUARTERS

Prominent NPCs: Brunk (level 4/4 fighter/thief Half-Orc)

Brunk, a Half-Orc fighter/thief, dwells here. As previously noted, he hates Feldrin and covets his command. Brunk dresses in black leather armor and wears a short black cape as well. His black buckler, adorned with the device of the gold horned skull, is specially designed to hold six darts, each of which is treated with deadly (Class D Poison; Delivery – Injected; Damage 4d6/2d6 per round for 1-2 rounds) poison.

Brunk knows little of the Greater Temple -only what Feldrin has told him. In case of attack he alerts those in area 243 or 244 (as appropriate) before emerging for battle. He tries to use his darts (fire rate 3 per round, with +3 "to hit" bonus due to 16 Dexterity) before engaging, and of course uses his thief skills if possible. He also carries a Dagger +1.

Treasure: Brunk also wears a Ring of Protection +2, and a gold earring (100 gp) inset with a tiny ruby worth 1,000 gp. His purse holds 8 ep and 16 gp.

244. LOUNGE 2

The plastered walls, paintings, wall hangings, two couches and upholstered chairs in this room indicate that it was once a well-appointed place for important temple guests. A heavy drape hangs on the eastern portion of the south wall. A brazier and pair of torches (in sconces) both light and warm the room. The small square alcove to the north contains a pair of rude cots and a small table; the latter holds a flagon and several ceramic mugs.

Prominent NPCs: Human Bandits (2), Half-Orc Bandits (2), Half-Orc Swordsman

Light in this room is not usually visible from the southern approach, as a heavy drape hangs inside the door. A peep hole therein permits observation by the occupants. The guards in this room are loyal to Brunk, the half-orc bandit lieutenant (see room 243b). This detachment consists of four Level 0 bandits (two human, two Half-Orc) and one Half-Orc leader (Level 3 Fighter). Each is garbed in black; the swordsman also has a black cape.

The two human bandits are scurvy knaves who prefer Half-Orc company to human. One of this pair watches at a peep hole in the south door, and alerts the others if intruders are sighted. Each wears leather armor and carries a light crossbow with 20 bolts. The two half-orc bandits wear chain mail and use a buckler; each carries a spear, shortsword. The swordsman, leader of this detachment, is fanatically loyal to Brunk, and will remain so whatever occurs. He does whatever Brunk wishes. He wears field plate and uses a buckler, and his 17 Strength gives him a +2 bonus on "to hit" and +5 on damage rolls.

The drape covers the south door, so that light shows neither from the cracks nor the peep hole. The flagon contains watered down wine.

Treasure: Each human bandit has 5 gp. The two half-orcs each have a coin purse containing 3 cp, 3 sp, 3 ep, 3 gp, and 1 pp. The swordsman carries 31 gp and 4 pp, and has a dagger with a tourmaline (worth 175 gp) set in the pommel, which was given him by Brunk.

245. RECEPTION HALL

This large chamber was evidently one in which new arrivals were hosted to the delights of the temple; at least, this is what the wall murals depict. A few pieces of battered furniture such as couches, chairs, and stands still remain along the walls. In the center of the room is a shallow pool, its fountain apparently stopped and the decorative statue, of a minotaur sitting on a throne, much dirtied. Several skeletons lie about the place and some odd skulls and bones as well - mostly humans, but some humanoids also. None of the many cressets and walls sconces are lit; no torches remain.

Creatures: Minotaur

The minotaur is alive. It wears gray leather armor, and is dirtied to appear as if stone, 90% undetectable as real unless studied within 15-foot-range, and it attacks before such an approach. This monster particularly hates the bandits; after it killed (and ate) one, they harassed it, shot it with bolts, and have tried to starve it (despite the fact that it is here, guarding against intruders, on instructions from Temple officials). It therefore charges whenever it sees black-clad intruders, even if it has little hope of prevailing. It otherwise attacks anyone approaching within 20 feet.

Treasure: Under the stone throne is a bag with 13 agates of various types (worth 10 gp each), and a Scroll of Protection from Demons.

246. CIRCULAR STAIRWAY

This alcove is at the base of a stairway that circles counter-clockwise upward, leading to area 153 (Dungeon Level One).

DUNGEON LEVEL THREE

This level was designed to Zuggtmoy's specifications. When she reigned over the temple, the northernmost portion of the area (339-353) was for rewarding the "faithful", as well as for her personal pleasure. Worshippers could receive audience with their mistress or her ministers without being initiated into the secrets of the Greater Temple on the level below. Councils and similar matters were likewise conducted in these rooms and chambers. The southern portion of the level (the whole) housed Zuggtmoy's trusted servants and her "pets"; a few of the latter still remain.

When the temple was overthrown, the magical sealing of the place (to imprison Zuggtmoy) also sealed off the northern portion of this dungeon level. The entire wall separating the northern and southern portions is thus magical, radiating a strong dweomer. It defies any attempts to pass through it, whether by physical or magical means. Similarly, the area cannot be examined by Crystal Ball or other scrying, and cannot be penetrated by way of Teleport, Dimension Door, plane travel (including ethereality), or similar means. In short, the area can be penetrated only by direct entrance through the sealed bronze gate (area 340), or by finding a location in one of the nexuses that transfers the user to one of the existential symbols in area 339.

RANDOM ENCOUNTERS

(Ignore when in the northern area containing Zuggtmoy.) Roll d % once per turn and refer to the following chart. (A result of 13 or more means no encounter.) If Zuggtmoy is free to roam this level, she appears alone if the result is 96-98. If the result is 99-00, she appears with others; roll again on this chart, using 1d12, to find the exact type, and then roll the appropriate die to find the number of others. All encounters are with monsters from level 4, except the black puddings (who are simply scavenging).

Roll	Result
01-03	1 Black Pudding
04	1-2 Ettins
05	5-8 Gargoyles
06-07	2-3 Hill Giants
08-09	1-2 Chub-Foot Ogres
10-12	2-3 Trolls
13-95	no encounter
96-98	Zuggtmoy alone (if free).
99-00	Zuggtmoy (if free) with others - roll again to find type.

LEVEL THREE ROOM KEY

301. DOMED HEXAGONAL CHAMBER

The guardians of this chamber, currently in the side rooms (areas 302-305), issue from their lairs to investigate any intruder noises.

This large chamber is empty and bare. The polished stones of its floor, walls, and vaulted ceiling are exceptionally smooth and closely fitted, and also seem to be of remarkable hardness. Each sound whether footfall or spoken word echoes alarmingly in this place. Though two brackets for torches are mounted on each wall (flanking the doors), all are currently empty.

The stairs to the east lead up to area 210 (Dungeon Level Two).

302-305. ROOMS, 30' x 20'

This bare room reeks with a hideous stench. The floor is covered with a filthy litter of dung, bones, trash, and bits of cloth. An iron hook protrudes from the far wall, from which a large key depends. A huge iron eye bolt is sunk in the stone of this same wall, and from it runs a thick iron chain, 5 feet long, its end broken. The glint of metal can be seen when the rubbish on the floor is moved.

Creatures: Trolls (4)

One description (below) applies to each of these areas. Each occupant is a Troll, guarding a key to one of the iron doors in area 306. In each case, the Troll attacks any intruder not bearing the colors and identification symbols of the Greater Temple - black garb and golden horned skull or eye of fire. A visitor with proper identification may demand passage; if so, the Troll fetches its key, accompanies the visitor to the appropriate door, opens the door, and locks it after use.

Having entered, a visitor may later exit by banging on the door and getting the attention of the Ettin in that area, who then fetches the appropriate Troll. The keys in these rooms fit the doors in area 306 as follows:

Room	has Key to Door (in area 306)
302	a (north wall, west door)
303	b (north wall, east door)
304	c (west wall, north door)
305	d (west wall, south door)

If the party should happen to enter combat in any of these areas, the noise will draw the attention of all the Trolls (and possibly the Ettin in 306). One will arrive each round to join in the massive battle royal.

Special Note, area 302: The secret door in the northwest wall has a concealed ring on its interior side. From without, it swings inward when pressure is applied at the bottom of the panel. The 5 foot wide passage connects areas 302 and 315.

Treasure: Searching reveals 4d8 gp scattered on the floor in each room.

306. SQUARE CHAMBER

The ceiling must be at least 40 feet high in this large square chamber. Over a great fire pit (now cold) in the center of the room hang several large 2-inch-thick chains, one of which suspends a great iron pot. Several large eyebolts are set in the walls, to each of which is attached a 10-foot-long chain. Beside each door is an empty torch bracket.

Large locks secure each of the four iron doors leading out of the chamber (two on the north wall and two on the east). A great heap of cloth, pillows and skins lies in the southwest corner, with a large cask, barrel, and sack nearby.

Creatures: Ettin

An Ettin dwells herein. Though he hates the Trolls (areas 302-305), they are too numerous for him to do much more than harass them occasionally. He serves as an additional guard and beastkeeper. He carries a firepot on his

belt, and one of his clubs is oil-soaked (so he can light it and threaten a Troll or two when the opportunity arises).

The locks on the iron doors can be picked, knocked open, or physically forced, though the last option requires 1d4 hours of grueling work, creates great amounts of noise, and attracts the attention of all creatures nearby.

Treasure: A sack hanging from the Troll's belt contains 157 gp, 5 azurites, 6 hematites, and 7 tiger eyes (each gem worth 10 gp), and a box of carved bone (worth 50 gp) in which are six blocks of Incense of Obsession.

The pot contains a scummy broth, the remains of the Ettin's last meal. One Giant Weasel pelt in the bed-pile is worth 2,000 gp. The sack nearby is filled with dried, smoked meat – probably from a Bugbear or Ogre.

307. GROTTO

This circular chamber, some 40 feet in diameter and 40 feet high at the apex of its dome, is made to appear as if it were a natural setting (albeit bleak and disquieting). The walls are hewn to appear as boulders, and detritus is spread by the walls. Jagged rocks likewise protrude from the perimeter in seemingly natural manner. Even in the relatively open center, the floor is uneven, with cracks, ledges, and loose rock. The whole area is dimly lit by a multicolored light, with no apparent source but nonetheless leaving pools of shadows near the walls. A cold, damp breeze moans and sighs through out, and the air smells foul. A bone projects from a fissure to the east, and near it is a full skeleton clad in chain mail. A leer ing skull atop a low slab of rock to the northwest seems to taunt you.

Creatures: Leucrotta (2)

This is the domain of two Leucrotta, previous pets of Zuggtmoy. Their den is the small cave to the southeast of the circular chamber. They are now cared for by the Ettin (area 306), but not nearly often enough to suit them; they are voracious.

The Leucrotta attack anyone foolish enough to enter their grotto unless the intruder is a demon or some other monster obviously involved with the Greater Temple (on Dungeon Level Four). Note that anyone bearing the "branched staff," described in area 427, commands their respect.

Treasure: The skeleton in the grotto is Dwarven, clad in Chain Mail +1. At the bottom of a nearby crack (three feet deep and six inches wide), just a foot or two from the skeleton's right hand, is a Hand Axe +1. A backpack under the Skeleton contains typical adventuring equipment, and a belt pouch holds eight vials of holy water. In the den is another dwarven skeleton, scattered in many pieces. Mixed with the bones are five Light Quarrels +3, a broken light crossbow, a broken shield, tattered chain mail, an intact shortsword, a gold needle (worth 1 gp), and a belt with a small pouch (a Fanny Pack of Holding).

The pocket holds three gems (an amethyst and two pearls, each worth 100 gp). If over 300 lbs or anything sharp (not wrapped for protection first) is placed in the pack, the non-dimensional space inside will burst. All items will be lost, and future items placed in the damaged pack will disappear forever into the void.

307a. STAIRS

The exit south from the Leucrotta chamber opens into a 10 foot wide corridor leading west, which ends in a set of stairs. The stairs descend 20 feet down and turn northward, continuing down to Dungeon Level Four, area 401.

308. FOUNTAIN

Horrid faces, carved from the same rock as the passage, snarl and vomit forth thin streams of water which are caught in a multi-tiered basin. The liquid has an evil smell, and the basin has become lined with some sort of aquatic growth. However, the water is probably drinkable.

The water is rather sulphurous but drinkable.

309. BRONZE PIT

The corridor, thus far unremarkable, suddenly drops off. You stand at the brink of an area 16 feet deep. Its sides and floor sheathed in smooth, highly polished bronze. The corridor continues east 20 feet more, opening up into a chamber likewise adorned. Further progress is possible by using nar row ledges along the north and south walls of this corridor, each being a mere six inches wide. You could of course also climb down in or traverse the depression by magical means. A few scraps of trash litter the floor such as a bit of cloth, a small bone, and what looks like possibly a broken dagger. Your lights reflect well from the mirror like sheets of bronze.

If the corridor ceiling is examined or approached, use the following description.

Some sort of metal gridwork is pressed against the stone overhead. From a point 10 feet west of the room, it extends east into it, being about 35 feet long and 5 feet wide; it is affixed to the northern half of the corridor ceiling. The grillwork consists of three long bronze rods latticed by slightly smaller rods at intervals of 18 inches or thereabouts. A heavy bronze chain hangs from its east end, in the room, down to a point 10 feet above the floor.

This is a ladder that can be pulled down by 250 or more pounds of weight. The west end remains fixed to the roof of the passage, as the east end swings down into the pit (working rather as a modern fire escape ladder). Note that users must keep hold of it or weight it, else it swings back up into storage position. If used, the noise as it hits the floor brings the occupant of the place (in area 309a) rushing forth at full speed! Read the following if the main chamber is observed.

The chamber is octagonal, its sides and floor still sheathed in polished bronze. The six-inch wide ledge extends around it at the height of the entry corridor, 16 feet above the floor. In the ceiling, which is cleanly cut from the surrounding rock, are eight holes, each about 2 inches across, placed to form a circle in the center of the ceiling above the chamber. Two arched portals near the floor are visible in the north and south walls, each being six feet wide and nine feet tall.

Note that noise herein does not attract the creature in area 309a unless intruders are on or near the floor of the area. The holes in the ceiling are the only remnants of an earlier plan to construct a hanging observation gallery,

never completed; Zuggtmoy simply walked along the ceiling to view the specimen, and others were uninterested. All the bronze is magical, enchanted to prevent the area's occupant from burrowing out. The creature will use the ladder if possible.

309a. SOUTH CUBICLE

Through the south archway is a small man-sized cubicle. Its floor is covered with piles of cloth, skins, hides, and furs, creating a nest-like area in the center. A small basin of water on the east wall is fed by a small bronze gargoyle face that spits liquid into the bowl, where a small drain takes away the excess

This is the current lair of an Umber Hulk, which alternates its habitat between this and the northern cubicle. It is occasionally fed by the Ettin (area 306). If presented with the opportunity, it climbs the ladder in preference to attacking intruders, as this is its most likely means of escape. If freed, it tries to devour one man-sized victim, kill 5-8 others to satisfy its long-pent rage at its captivity (whether characters or local residents), and then dig and smash its way out of the dungeons. Anyone viewing the Umber Hulk must save vs. spell or become confused (as the 8th level spell).

Creatures: Umber Hulk

Searching this room reveals a pair of small-sized Boots of Elvenkind behind some fallen rocks by the water basin.

309b. NORTH CUBICLE

Through the north archway is a cubicle. Its floor is a litter of bones, shredded cloth and leather, broken weapons, bits of rope, and other items. The room is foul, and stinks. Scattered amidst the mess are a few coins of various types.

Herein are a leather wand case containing a Wand of Lightning (5-50 charges), a pouch which holds five pieces of jewelry (each worth 300-1800 gp), and an alabaster flask (worth 25 gp) filled with perfume (a rare sort worth 1,400 gp). Scattered about are 350 cp, 120 sp, 20 ep, 10 gp, and 55 pp. If-and only if-all of the coins are dug out of the trash, involving 12 man-turns of work, 12 gems (each worth 50 gp) can also be found.

310. SUNLIT ROOM

As soon as you turn the bend in the passage, you see what appears to be a sunlit area to the northwest. Being this far underground, that doesn't seem possible. The corridor is only dimly illuminated at the bend, due to a shimmering haze, but the light grows brighter towards the area up ahead.

Continue if the room is approached.

Just before entering the place, you see small dim shapes moving about. Though the haze distorts them, they appear to be Giant Rats and foxes. The area of this room, is about 20 by 30 feet, the ceiling (if there is one) is impossible to see, due to the bright light. Blue sky and a hot sun seem to be overhead, but the sky appears close. It must be only 20 feet up, or thereabouts.

In each of four alcoves in the northern portion of the chamber (two in the north wall, one to either side and all about 10 feet above the floor) sits a harpy, gazing with evident pleasure at the scene below. Centered below is a raised slab of rock, upon which are chained a man and a woman. Swarming around this table-like slab are a score of jackals and twice as many Giant Rats. All are attempting to clamber up to devour the victims, but the rock is quite smooth and evidently slippery, for only rarely does one of the beasts manage to leap up and attack. The chains have sufficient slack to enable the prisoners to defend themselves slightly; thus, when bitten, the victim can move away or lash out. Each prisoner has a few bites evident, but more often than not they strike the attacking beast off the rock. To tantalize the captives, several items lay atop the slab just out of their reach: a large ring with a key in it, a dagger, a longsword, and a rod of some sort. As you observe this tableaux, the prisoners notice your presence and cry out for aid! The rats, foxes, and jackals take no notice, but the harpies look up, notice you, and open their mouths.

Most of this area radiates magic. The harpies are actually gargoyles; the prisoners are actually jackalweres. The rats and foxes are illusory, but the jackals and items are real. The deceptions are from a Permanent Illusion, other elements of which are the captives' wounds and chains. A few jackals were waiting at the bend in the passage, and ran back when intruders were sighted to warn their masters, the Jackalweres, of the approaching food.

The initial attack by the Gargoyles is prefaced by their squawking, slightly similar but in no way as effective as that of real Harpies. As these monsters squawk and fly in to attack, the normal jackals also turn to devour intruders. While these attacks occur, the Jackalweres (still playing prisoner) add their sleep gazes (as per Sleep spell) to disable intruders. If this is noticed or if the Gargoyles start losing the fight, the Jackalweres "break" their illusory chains, grab their very real weapons, and move in for the attack while exclaiming their intent to aid the party. The male uses the longsword; the female, the mace (which appeared to be a rod) and both have a Dagger +2 (gaining two attacks per round). If grappled, they drop their weapons and shift form to jackal-headed guise, resorting to bite attacks.

Creatures: Gargoyles (4), Jackalweres (2), Jackals (20)

In a concealed space under the rock slab are the monsters' treasures, garnered from victims since Zuggtmoy no longer takes such from them. The loot includes 104 cp, 171 sp, 223 ep, 410 gp, 67 pp, 9 gems (100 gp each), two pieces of jewelry (5,000 gp), a Potion of Plant Control, and a Scroll of Four Magic-User Spells (Spider Climb, Levitate, Infravision, Extension I).

311. CHAMBER OF KEWL STATUES

This circular chamber, some forty feet in diameter, is lit by four weirdly glowing globular cressets of ancient bronze. The light reveals nine monstrous statues, whose stony visages are still sufficient to strike fear into the heart. Beyond a smallish Blue Dragon is a Beholder; a Fire Giant, Manticore, and Medusa that seem to stand in frozen conversation; and off to one side are a Mummy, an Ogre Magi, a Wight, and a Rakshasa.

The lights are Will-o-Wisps, shedding a dim violet radiance. They wait until the characters' attentions are concentrated on the statues (and the items they have, and the implied threats; see below). At that time, the Wisps slowly glide forward, cleverly dimming their lights so shadows and light intensity do not betray their movement, and suddenly attack in concert. If two are slain, the others flee. In each of the four cressets is a star sapphire worth 1,000 gp.

Creatures: Will-o-Wisps (4)

A. Beholder Statue

This statue seems to gaze fixedly upon a scroll tube lying before it.

The tube is protected by a Fire Trap. It contains a Scroll of Protection from Fire.

B. Dragon Statue

From the head formation, this must be a blue dragon. It seems to be admiring a three inch cube carved from a gem placed in front of it.

The cube is a Cube of Opulent Lodging (model 1). The cube is placed on a pressure plate. The plate is the trigger for the poison (Class C Poison; Delivery – Injected; Damage 3d4/1d4 per round for 1d4+1 rounds) dart trap in the dragon's mouth (firing at the person who picks up the cube).

C. Fire Giant Statue

The mighty right hand of this statue bears a spear, held like a dart.

This is a Spear +2, Cursed Backbiter (see GMG page 273).

D. Manticore Statue

This stone monster appears to be poised over a crossbow.

This is a Crossbow of Speed (heavy crossbow type), but its string is missing. It will not fire until a new one is added with an Enchant an Item then placed upon it, or until a string from another magical bow is used. Furthermore, the new string will break if a "to hit" roll of a natural 1 is rolled for firing a bolt.

E. Medusa Statue

This figure wears a velvety cloak of deep black.

This is a Cloak of Poisonousness (see GMG page 248), which can be handled safely but, when donned, instantly slays the wearer (no saving throw). After a victim has been killed, there is a 10% chance that a small label bearing the name "Nessus Shirt Co." may be seen.

F. Mummy Statue

This detailed sculpture holds a staff in one hand and a ceramic bottle in the other.

The former item is a normal quarterstaff upon which a Glyph of Warding (Blindness) has been placed. The bottle holds a pint of strong acid (a double-sized flask, for D 4-16 when thrown as a grenade-like missile, or 4 splashes to 10 feet range, damage 1 per splash

G. Ogre Magi Statue

This statue is adorned with a silver chain around its neck laced with beads.

The necklace is not magical, but the 3 beads are (Beads of Force). Each can be detached and hurled 30 yards. On impact, it will cause 5d4 pts of damage to everyone with a ten-foot radius (save vs. spell for no damage but the victim is encased in a sphere of force for 3d4 rounds),

H. Rakshasa Statue

One of the stony digits of this horrid cat like statue is circled by a golden ring.

This is a Ring of Delusion that performs as X-ray Vision for one turn before becoming absolutely false and useless.

I. Wight Statue

This stone figure crouches before a silver urn, perhaps some form of funerary vessel.

The urn is platinum, an ancient votive worth 20,000 gp. Inside is a fine magical powder, Dust of Sneezing and Choking, which spills out if the vessel is examined. Each creature within 20 feet at that time is effected by the magic dust. If this occurs, none of the dust can be recovered or saved for later use.

312. EARTH-FLOORED AREA

The whole floor of this chamber is covered with a noisome earth, soil that contains much manure and other rotting things. From this sickening humus spring numerous thin-stalked fungi growths, thicker ones bearing strange caps, spongy-looking growths, and various shelf-fungi and tumerous spherical blobs growing from niches and shelves placed along the walls. These latter growths, as well as a few of those growing from the floor, give off a ghostly phosphorescent illumination. As you set foot in the place, you hear a female voice call out a warning to "stand still! Some of the fungi are dangerous. I know the path, and will come to guide you". You see a comely head moving this way and that through the huge fungi, evidently following a winding course through the growths.

Creatures: Lamia

The Lamia in this area tends the garden area awaiting Zuggtmoy's return. While at a distance, she first casts a Charm Person spell at the most powerful-looking character. Before checking its success, she then uses Suggestion on another character, saying that some fungi cause insanity, and he or she must aid in restraining any character that insanely attacks others. The Lamia then advances under the illusion of being an armor-clad female fighter, while asking the (hopefully) charmed victim to turn and check the other characters for insanity. The monster then attacks with her Shortsword +1 (gaining an additional +1 damage from a Strength bonus) and Wisdom-draining touch, engaging two different opponents if at all possible. She does not attack the victims of her Charm and Suggestion spells if they seem to have succumbed to the enchantments. She concentrates the touch attacks on one opponent, if possible, and continually urges the victim to turn and aid her in attacking the others "who are obviously insane, from the fungi". If the victim's Wisdom

reaches 2, he or she will comply. If damaged significantly, the Lamia flees into the maze of fungi, casts a Mirror Images spell (producing three images), and immediately returns to the fray.

The monster wears a gold necklace (worth 1,000 gp) set with five star rubies (each worth 1,000 gp). Extremely careful or magical examination also reveals a pair of Bracers of Defense AC 6 hidden on her longhaired legs. The door at the southwest corner leads to stairs up, which end at area 222a (Dungeon Level Two).

312a. STAIRS

The exit at the southeast corner of the lamia chamber opens into a 10 foot wide corridor, jogging south and continuing east, which ends in a set of stairs. The stairs descend 20 feet and turn northward, continuing down to Dungeon Level Four, area 401.

313. CIRCULAR SHAFT

This area is not in use; the floor is covered with dried husks, castings, and other less definable litter. Heavy webs mask the ceiling, but they are at least 20 feet up, so it must be some distance beyond. The dust and dirt collected on the strands of spider silk show that the monster which made them is probably no longer here.

The trap door in the northwest part of the floor is well hidden. A small stone flag must be lifted to reveal the door's opening ring. Steep steps lead down to a passage, the floor of which is about 15 feet below that of this chamber. The steps are worn and relatively clean. A small twig broom lies at the bottom of the steps, used to maintain the trap door's obscurity.

314. CHAMBER OF SPOOKY EYES

For each turn that the party spends in here, a 50% chance exists that an inhabitant of a connecting room (315-318) will enter. Use 1d4 for random selection.

The plastered walls of this triangular room are covered with paintings of horned skulls with flaming eyes. Other human and monstrous eyes, blind-looking, multi-faceted, and of various colors all seem to stare in hatred, hunger, or fright seemingly looking at you. It could just be your imagination playing tricks. The chamber has seen rather rough use of late, for there are piles of rubbish scattered about, gnawed bones, and signs of a large fire apparently frequently aced in the middle of the floor. Just 10 feet south of the steps to the north is a large brass gong, suspended from a hornwood frame. Two smoky cressets burn on the east and west walls, about midway between each pair of doors.

The stairs to the north lead upwards to area 209a (Dungeon Level Two). The gong can be rung by striking it with any blunt weapon or similar object. The sound will arouse all those nearby (areas 315-318).

315. HEXAGONAL CHAMBER

Torch brackets are affixed to the walls of this hexagonal chamber, but without torches. The stone here is of dull ocher. The ceiling arches to a height of about 25 feet in the center. A large iron brazier stands in the center of the room, and a rude table by the south wall. Six heaps of old dirty cloth (rugs, tapestries, clothing, and badly cured animal skins) lie on the floor.

Six flat-footed Bugbears are quartered herein. Originally, they and their captain were to patrol for intruders and keep the fighting between the factions to a minimum, preventing the destruction of the real strength of the whole existential evil effort. They are thus dressed in kewl black chain mail. They are now simply staying here, keeping out of sight and "dogging it" (so to speak). Because of their odd shaped feet, the other Bugbears make fun of them. If they discover intruders or are attacked, they shout to alert their fellows (in areas 316-318) or strike the warning gong, whichever is the more easily accomplished. The Bugbears do not know of the existence of the secret passage that leads to area 302. Each has a small bag of unappetizing foodstuffs and miscellaneous junk, along with 2-8 pp, 4-16 gp, and 5-30 ep.

Creatures: Flat-footed Bugbears (6)

316. HEXAGONAL LEADER CHAMBER

Torch brackets are affixed to the walls of this hexagonal chamber, but without torches. The stone here is of mottled rust and moss-green hue. The ceiling arches to a height of about 25 feet in the center. A large iron brazier stands in the center of the room, and a rude table by the south wall, with a cabinet nearby. Two heaps of pillows, cushions, and old cloth (rugs, tapestries, etc.) lie on the floor.

A Greater Bugbear leader (of those in area 315) live here. It is likewise clad in black. In the event of trouble, this monster relies on its own force, not calling on those in areas 317 or 318. The Greater Bugbear gains a +3 to hit and +7 damage from a 19 Strength bonus. It will flee any unfavorable encounter if possible.

Creatures: Greater Bugbear

Treasure: The Greater Bugbear carries 10 ep, 20 gp, and 50 pp, and wears a gold ring set with a bloodstone (a symbol the Bugbears recognize as direct authority over them, by order of Zuggtmoy herself) worth 250 gp. It also wears an electrum armlet (worth 30 gp), a silver belt buckle (15 gp) and a gold earring in one nostril (20 gp).

The cabinet holds some smoked meat, cheese, several bottles of wine, and eight battered silver plates (worth 25 gp each).

317. CHAMBER OF ULTIMATE PLEASURES

The walls of this colorful square room are covered with mosaics, depicting all sorts of images of dying kings and queens, along with buildings and cities being destroyed by fire and pillaging. The floor is a mosaic of similar nasty scenes. A few pieces of broken furniture are stacked near the fireplace in the west wall. Two heaps of various colored rugs and skins are by the east wall, with two large pillows near the southeast corner. Between them is a large barrel. Two small pots stand near the fireplace, and a large kettle is suspended over the dead ashes. Two unlit cressets are on each wall except the west (6 total). The air has a pleasant incense aroma and flickering torches are giving off shallow light. What appear to be several female Ogres, are lying on the skins and pillows and smile as you enter the room.

Creatures: Ogres, Female (3); Ogre Shaman, Female

Four Ogresses use this room as a lair. They were originally sent to find out what the Bugbears were doing; when they found them (and their master in area 318), they decided to stay, liking ease and the promise of lots of food and treasure. The former has been lacking, of late; they are hungry (for more than just food and treasure). They fight normally, and the weakest of the four is also a shaman, able to cast spells each day; she also has a Javelin +2 to hurl if hard-pressed. Each Ogresses has a large belt pouch containing 108 gp and 43 pp; the largest also has three carnelians (each worth 50 gp) hidden inside his jack. The Ogres will not attack the party if they agree to treat them nice (and promise to come back on a regular basis.) If the party refuses, or attacks the Ogresses first, then the Ogresses will feel rejected and attack.

Treasure: The barrel contains 30 gallons of ale; the pots and kettle are empty.

318. SCORPP'S CHAMBER

Scorpp, a Hill Giant, dwells herein with his pet wolf (Worg) named Splot. The Giant is a bit smarter than most of his kind-smart enough to know that he has discovered a way to live in ease, with slaves (the Bugbears and Ogres) but not bright enough to understand the consequences of his rebellion. He thinks of himself as king in this area, and the Ogres and Bugbears are seen as his "loyal subjects" (slaves). He demands that half of the food and treasure taken be given to him.

Scorpp has no intention of returning to the Greater Temple below. He likes the freedom and position he has found here. He will fight any intruder, regardless of their garb; but black-garbed enemies ensure his absolute resistance, for he sees such as former superiors, coming to punish him for his failure to return.

Scorpp keeps two boulders nearby for use as missiles prior to melee. If combat goes badly, he asks for quarter, offering to serve the opponents if his life is spared. He will, of course, seek to escape or kill his captors, as opportunity permits. He does know the way to the Greater Temple, and can estimate the number of Bugbears ("more than fingers 'n' toes"), Ogres ("many"), Hill Giants ("lots"), and Ettins ("couple-tree o' dem").

Creatures: Hill Giant Scorpp, Wolf (Worg)

Scorpp wears a black bearskin (treat as Hide), pinned at the shoulder by a silver horned skull clasp (50 gp value). The room description is the same as that for area 317, except that strange fungous growths are also shown in the obscene mosaics. The room contains one large heap of bedding, an iron chest with a huge padlock, and a thick rancid stew in the kettle in the fireplace. The chest contains 622 ep, 2783 gp, 17 gems worth 10 gp each (nine agates, four tiger eyes, and four bits of turquoise), and a Potion of Red Dragon Control.

319. ANOTHER ROOM, 20' x 20'

The oaken door is bronze-bound. It looks like its held fast by a really large bar and sturdy padlock.

The lock can be picked (-10% to the skill check) or bashed open with a -2 open door check modifier.

The filthy straw scattered floor room reeks of humanoid waste. A small drain hole in the northwest corner, and a water-filled barrel. Herein are two humans, a Gnoll, a Hobgoblin, and three Gibbering Goblins.

Prominent NPCs: Human Prisoners (2)

Creatures: Gnoll, Hobgoblin, Gibbering Goblins (3)

These are prisoners, captured on raids and kept as food. All are rather skinny and weak; none will serve with the party. All ask to be freed; the humans, who are farmers, also say that the others recently slew and ate their friend Charlie. The monsters can be slain without difficulty, if desired.

320. AND ANOTHER ROOM, 20' x 30'

This oak door is heavily bound with bronze and secured by bar and heavy padlock. It looks like it might be pretty tough getting through it.

The lock can be picked (-10% to the skill check) or bashed open with a -2 open door check modifier.

The room is littered with straw. Herein are a Gnoll, a Bugbear, and two Ogres. They look pretty tired.

Creatures: Gnoll, Bugbear, Ogres (2)

These creatures are malnourished and weak; all are sentenced to die for various acts of disobedience. None will serve with the party. If given the opportunity, they will try to slay and eat their yummy looking rescuers.

321. HALL OF BLACK FEASTING

The floor to this room is covered in blocks of alternating red and black stone. The supports and ceiling are all black. A solid death black. The walls are plastered and decorated with scenes of horrid feasts - a banquet where Ghouls, Ghasts, Shadows, and Vampires join temple clerics and Demons in an unspeakable repast. The many cressets along the walls are unlit, for this place seems to have been deserted for some time. Several long wooden tables, chairs, and sideboards are here, all dusty but otherwise in good condition. The tables still hold many clean dishes, platters, drinking vessels, and contain ers. The area is neatly lined with disquieting guardians or trophies. Thirteen human Skeletons stand at attention along each wall, all clad in various forms of armor. Each holds a different pole arm or missile weapon. Four large bronze stands are by each wall, evidently candle holders, though no candles remain. Six pairs of crossed swords and six shields decorate the north wall.

In four man-turns of searching, the party can find two golden settings. Each has four pieces: a flagon (250 gp value), a platter (300 gp), a plate (175 gp), and a salt cellar (50 gp). The weight of each piece is half its gp value.

322. HALL OF ARMORED SKELETONS

The armor types and weapons are not important; they are all useless, being rusted, rotten, and decayed. If any of the swords and shields on the north wall are touched, one falls with a loud clatter, alerting the inhabitants of areas 323-324. One of the shields is a Medium Shield +1, bearing the arms of Veluna in canton, with a gold field showing crossed billets proper. The four candle stands are worth 5 gp each.

323. SCARLET ROOM

You have entered a red room. The floor, walls, and curved ceiling are each of a subtly different hue, to jar the vision of the onlooker. The overall impression is bloody and disgusting. Rotting cushions and divans, all of red cloth and again each slightly different from another, are scattered here and there. A

low round table of wood lacquered in orange-red stands near the west end of the room; upon it is a red serving set of several cups and a bowl. Each of the two candelabra nearby holds 13 candle stubs.

Creatures: Shadows, Common (6)

Six Shadows linger in this chamber, awaiting the return of Zuggtmoy and Iuz- and thereby a return to the days of feasting and "sport" in the temple. They are seldom fed, and are thus weak and hungry for life forces. If they hear noise in area 322, they hurry to investigate.

Treasure: The red serving set is made of cinnabar, the whole worth 450 gp. The candelabra are made of solid rose gold; each weighs 1,200 gp and is worth 2,250 gp if maintained in good condition, or 1,200 gp if battered, bent, or dismantled.

324. BLACK ROOM

The walls, floor and ceiling of this area are made of some kind of dull black stone. Heavy velvet hangings of ebony hue cover the walls, and even the torch brackets along uncovered sections are made of a blackish metal. Couches and chairs of black wood remain here in good condition, upholstered in cloth of the same somber hue. A large black cabinet stands by the west wall.

Creatures: Shadows, Common (6)

As with area 323, six Shadows lurk herein, waiting for the return of the temple's heyday. If noise is heard, they investigate rapidly, seeking life forces upon which they may feed. The strongest shadow carries a short rod of ebony, which is graven with the glyphs of Iuz and Zuggtmoy. This device gives immunity from all turning and undead control in a 10-foot-radius, but its wielder cannot attack, as two hands are needed to carry the rod.

Treasure: The four black metal sconces are solid silver, each weighing 100 gp and worth 50 gp due to their workmanship; if badly damaged, their value drops to that of the silver (5 gp). In the cabinet are several worthless scrolls and books, jars and other containers holding similarly worthless substances, a rope of 32 black pearls worth a total of 16,000 gp (mixed in with several pieces of worthless jewelry of black paste), a Potion of Hill Giant Strength, and a Protection From Undead Scroll. A thorough search takes three turns. There is 3 gp in coins hidden in the couch.

325. KITCHEN

From the appearance of a huge fireplace in the north end of this room, and the condition of various containers of foodstuffs like flour, meal, salt, oil, preserved meats and cheeses - it is apparent that this kitchen is still used occasionally. Enough food is here to feed several score people for many days. Shelves and long counters hold containers, foodstuffs, and cooking utensils: spits, skewers, long forks and spoons, and ladles.

Behind a large open cupboard in the south section of the west wall is a concealed door. The room beyond contains barrels of beer, ale, wine, and even a small cask of brandy (40 pounds, 300 gp value).

Treasure: Also in the concealed door are 26 crystal goblets and a matching decanter; this set fills three backpacks (assuming careful packing to avoid breakage). The decanter is worth 200 gp; each goblet is worth 50 gp.

326. OPULENT BEDCHAMBER

This place is covered with thick carpets, with many cushions spread about. Upon it lies the mummified body of an elf, face down just beyond the entryway with the hilt of a dagger protruding from its back. Its remains are clad in rotting splendor; the garments are of silk and brocade, and jewels gleam from earrings, a necklace, a bracelet, and two rings. The skeletal right hand clutches a carved stone of some sort. Near the body is a large curio cabinet, its door slightly ajar.

The dark room has many unused candelabra and wall sconces. Its plastered walls are painted with scenes of decadence, and the tapestries hanging here and there show similar scenes of depravity. A huge bed stands against the north wall, with a stand of carved wood to each side. A long, low table is flanked by couches; nearby is another such table with three plush chairs. In the southwest corner a folding screen of uskwood separates a wardrobe, dressing table, and pillowed stool from the rest of the place.

Creatures: Banshee

A Banshee of the dead elf haunts this place, lurking behind a folding screen. When intruders enter the room, she appears (each person seeing her must make a saving throw vs. spells or flee), wails (and each victim within 30 feet must make a saving throw vs. spells or die) and then attacks anyone as yet unharmed. The banshee hates all that now live, and fights fiercely until near extinction, when she finally tries to escape.

If escape is impossible, she offers a bribe for her survival; she knows where, as a living being, she hid a Self-Loading Long Bow +1, Cloak of Elvenkind, and elfin chain mail suitable for any elven female or other character of similar size. Note that these items, hidden somewhere near her chamber, will remain hidden for many years if she does not reveal them. They are really hidden very well.

The cabinet contains mummified portions of humans, demi-humans, and humanoids, as well as small intricately carved statuettes and blocks of ivory, soapstone, and so forth each depicting something obscene.

Treasure: Each of the skeleton's four pieces of jewelry (counting the pair of earrings as a single piece) is worth a base value of 2,000-8,000 gp. When checking each piece for detail and workmanship, apply a -1 bonus to the roll (on 1d10) for the first piece (only). In the skeletal hand is a Periapt of Proof Against Poison +3. Under the remains is a small pouch which holds a Scroll of Six Magic-User Spells (Gust of Wind, Tongues, Polymorph Self, Remove Curse, Elenwyd's Day in the Life of a Courtesan (HJ 5), and Limited Wish). The cabinet contains 13 carvings (base value 100 gp each). Two tapestries are valuable, worth 1,100 gp and 850 gp respectively, despite their small size.

327. DINING SALON

Above a long wooden table in the middle of this plastered and decorated room hangs a large chandelier. Twelve chairs flank the table. Two sideboards, a cabinet, and a wheeled cart complete the furnishings.

The furniture is good but not of great worth. All the valuable dishes and other items have been stripped from the room.

328. STORAGE AREA

This oddly shaped chamber is lined with shelves that still contain many empty containers; here are bottles, flasks, alembics, retorts and other such paraphernalia typical to an alchemist's or wizard's laboratory. On the floor are more mundane items such as a large box of chalk, sacks of charcoal, candles of various colors, jugs of turpentine and fuel oil. Sufficient material seems herein to stock a small shop and supply a magic-user or two as well.

Nothing here is of high value, but the room contains nearly any commonplace item akin to those listed. GMs should use their judgment.

328a. STAIRWAY

The stairs here ascend to the east, leading to area 227a (Dungeon Level Two).

329. ALCHEMY WORKROOM

The merest glance herein reveals this circular room was used for alchemical experimentation. The walls and floor are covered with graven symbols. These glyphs indicating the elements, metals, and other alchemy type stuff. Benches and work tables line the walls; upon them are flasks, retorts, crucibles, and a really big bowl. Three braziers, each of a different size, are aligned in the middle of the room, piled with plates and dishes that hold heaps of strange powders, granules and crystals. Beakers and flasks here and there are filled with odd substances.

Treasure: Careful inspection reveals metal in powder and chunk form, including 10 to 40 coins weight of each coin type (platinum, gold, electrum, silver, and copper), but no actual coins. A small pottery flask weighs over ten pounds; it contains 100 gp weight of quicksilver (mercury), worth 1,000 gp.

To describe other items and materials found, the GM may wish to refer to the GMG (pg. 328 Table E16, and pg. 331 Tables E24-E27).

330. LABORATORY

Looking around this area, it seems to be meant principally for the reading and writing of spells. Cressets are fitted to the walls at 10-foot intervals. A long, slanted shelf is along the north wall, with many stools spaced along its 30-foot-long length. Sheets of vellum and parchment still lie upon the shelf, accompanied on an upper ledge by quills of many sorts, small pots with oddly carved stoppers, and candlesticks. A small writing desk stands at the west end, and a lectern at the far east; opposite each of these objects is an arched doorway, leading north. Several small chairs are nearby, along the south wall.

Creatures: Roper

The doorways open into the central laboratory. Under a workbench, in the middle of the north wall, lurks a Roper, hidden amidst materials and apparatus. It may attack when two or more victims are within 20-foot-range; if others are approaching, it waits for up to six targets. The roper is large, very mean, and hungry. It managed to get in through flues and chimneys, but cannot now escape. It has 80% magic resistance, but is susceptible to fire (-4 saving throw penalty).

It fears the Ettin (in area 306) and so hides when it comes by, but has picked off a few hapless Bugbears sent here from below to fetch magical goodies. The remains of its prey are in area 331.

Treasure: The roper has 13 gems in its gut, each worth 50 gp (five bloodstones, two jaspers, and six zircons), along with 18 pp.

Careful examination of the inkpots reveals one that is filled with magical ink, in a quantity sufficient to inscribe seven spells (and worth 700 gp). The nine rolls of papyrus (worth 2 gp each) and eleven sheets of parchment (worth 4 gp each) are usable for such work, but the five sheets of vellum (worth 8 gp each) are better (-5% chance of copying failure; see GMG page 211). The nine quills here are also of high quality, worth 2 gp each.

As the PCs enter the inner chamber, read:

This inner chamber is obviously an abandoned laboratory for magical research and experimentation. Four long benches in this large area are filled with paraphernalia of all kinds. A flowing fountain of water is in the southwest corner, but shelves supporting all sorts of containers take up almost all of the rest of the wall. The shelves contain various bottles, jars, boxes, baskets, jugs, flasks, and vials of all shapes and sizes. These hold magical ingredients of virtually every imaginable sort, from rare herbs and spices to monster parts and fluids. Included are ape teeth, basilisk scales, cockatrice feathers, ele phant hide, fox dung, gorgon tongue, hydra blood, and other materials, of all sorts of colors and consistencies. Cupboards sometimes replace open shelves. Many open bins are also built into the shelves; these contain different sorts of earth, seeds, bits of fur, dried leaves of various sorts, flower petals, bark chips, and metals of various forms and types including rods, wire, small ingots, thin strips, chunks, filings, and powder of iron, brass, tin, lead, zinc, bronze, steel, and others unknown to you.

Treasure: The paraphernalia on the benches consists of the following items:

First Bench: Bellows, bottles, canisters, crucible, file, flasks, funnel, furnace, ladle, metal ingots, retorts, tweezers

Second Bench: Balance, bowls, knife, mirror, mortar, pans, pestle, phials, sandglass, tongs, vials, weights

Third Bench: basins, beakers, caddy, dishes, jars, jug, kettle, pipette, prisms, spatula, spirit lamp, tubes

Fourth Bench: alembics, cauldron, cruets, decanter, jars, lenses, mixing rods, needles, paddle, scalpel, spoons, tubing

The unknown metals include aluminum, magnesium, tungsten, and others. Each 300 gp encumbrance of materials (contained in a backpack, for example) is worth 1,000 gp if carefully selected, half that if carelessly scooped up, or double value if painstakingly chosen (requiring a full man-turn per pack). A maximum of 1500 gp encumbrance of valuables can be thus gathered.

One pack of these materials will produce 1d4 needed or useful items (such as magical components for spells, potions, and scrolls). To determine suitability for any given use, have the player state what specific item is sought, and roll 1d6; the sought item is found on a 1. (You may allow specific search for and discovery of powdered gems, types of blood, or other unusual items specified by players. If so, allow one chance in 12 per man-turn of search for discovery of an easily recognized item, or the same chance for other items but

counting only those magic-users searching.) The alcoves to the east area are described below.

330a. NORTHERN ALCOVE

The small square alcove contains tripods, quadrupeds, lamps, plumb lines, dividers, candles of different sizes, shapes, and colors, chalk of all sorts, paints of many hues, and metal devices like small distillers and melting pots.

330b. SOUTHERN ALCOVE

The alcove contains a long table heaped with many lengths of plain linen. A magical circle is drawn around the table on the floor. On the shelves are many body parts and monsters' organs, each preserved in some solution in a jar or tank. Here are also scalpels, knives, saws, needles, and thread. Several books and scrolls lie on one of the shelves.

Creatures: Mismatched Construct

Under the linens is a construct, a vaguely humanoid monster created with various parts of beasts and monsters. It was begun as a joke, but was not finished. It has an Ogre's head and torso, Gargoyle forelimbs, bear forelimbs, a Bugbear's lower limbs, and the brains of a chipmunk. The practical joke was to run as follows: Use Animate Dead to bring the chipmunk-brained monster to life. A magic-user then controls the thing (else it will scurry off in abject terror, chittering away with its great ogrish jaws, possibly harming someone in its path of retreat), applying Charm Monster for control. Cause the creature to Fly out into the lab while another mage was at work, claim (with the Magic Mouth) to be a demon coming to punish some transgression, and change itself into the victim's form (actually being Polymorphed by the controlling mage). All parties then sit back to watch the fun. In any event, if the Animate Dead is applied to the body, it rises and behaves in a manner appropriate to its chipmunk brains, and should serve to amuse the players (and yourself, of course!) for some time.

Treasure: The books deal with the anatomy of various creatures, theories of magical constructs, a treatise on the original Flesh Golem (dealing only with its nature, not a method of construction), and medical works. The scrolls are a Magic-User Scroll of Monster Summoning III, a Magic-User Scroll of Four Spells (Magic Mouth, Fly, Charm Monster, Polymorph Other) and the other is a Cleric Scroll of Three Spells (Animate Dead, Raise Dead, Restoration).

331. STOREROOM

A few remaining containers and bales indicate that this place was once one in which mundane items were stored. It now contains a number of gnawed bones, torn garments, and broken weapons; the latter items have been tossed into a pile. Someone or something has purposely used this place as a grisly repository for unwanted remains of meals.

The containers have been emptied of all valuable and usable materials. One holds wormy meal, another vinegar. The bones are primarily from Bugbears, though the remains of an Ogre, a Gnoll, and a human skull are also here.

332. MUSEUM ROOM

The room contains many exhibits of grim sort, hung on the walls or displayed in glass cases. There are heads of all sorts, a few skulls, withered and bony hands, flayed skins, banners of many types, several plain crowns for wear atop helm or helmet, holy symbols of good deities, surcoats, jupons, tabards bearing arms and shields with like decorations, and small items such as rings, seals and sigils. One case bears several maces and similar items, though these are obviously ceremonial and not meant for use as weapons. Cabinets in the center of the room are smashed and broken. Many bones litter the floor.

Creatures: Lurker Above

The Lurker Above was set as the guardian of the place by Iuz himself, just before he returned to his own realm. As usual for its kind, the Lurker will attack without hesitation and fight until dead.

Treasure: The five plain crowns are only worth 1 gp each. One platinum ring is set with a fine diamond (total value 9,000 gp), and 10 of the rings are of value as jewelry (base value 1,000 - 4,000 gp each).

One of the ceremonial maces is solid silver, set with many gems. Its value is 12,500 gp as is, or 6,750 gp if dismantled and sold for the value of the bullion (750 gp) and gems (60 worth 100 gp each, including equal numbers of amethysts, garnets, and tourmalines).

333. CHAPEL

The black stone of this small area is draped with several white hangings, one edged in purple, one fringed with gold and one cornered in silver. A small altar in the center of the room is made of wood, painted white; nearby is a reliquary, containing ashes of some sort. A silver votive lamp hangs over the altar. Upon the altar is a snowy cloth with red runes, stating (in Common):

"VENERATE THIS SHRINE OF GOOD, THEN HASTE AWAY, ALL YE OF TRUE AND GOOD FAITH!"

Affixed to the west (diagonal) wall is a 3-foot long staff topped with a disk. In the center of the northern wall is a small niche, in which stands a silver idol of Pholtus. This room bears no magic, but evil can be detected to the west. The trappings here are to delude those of good alignment, while the silver is to discourage any demons from going places they should not.

Treasure: The silver lamp is worth 100 gp; the staff weighs 300 gp, and is worth 400 gp. The idol of Pholtus is worth 875 gp.

334. INKY CHAMBER

This hexagonal room is dusty, cobwebbed, and forgotten. Near the door is a rag-clad skeleton - probably some cleric who met his end herein, from unknown causes. The remains obviously harbor no treasure. A vague feeling of unease creeps over all who gaze into this place of darkness overlong.

A black iron coffin stands by the northwest wall; its iron lid, in which a silver cross has been inlaid, lies beside it. Atop the lid is a forgotten scroll case.

If magic is detected for, a strong pulse comes from the northwest; if evil is sought, the whole room is found to give off a dim radiation of malign power.

If the place is investigated, continue:

> The sarcophagus has no top. You see a vampire corpse, clad in black and appearing hale- except for the stake through its heart.

This is an illusion. A Gem of Seeing, True Seeing, Dispell Magic or similar effect reveals the true occupant; see below for details. Similar magic also reveals that the silver cross in the coffin lid is a magical broad sword (FragHacker, fully described in Appendix C:Magic Items). The scroll tube contains two scraps of parchment. One is a Scroll of Two Magic-User Spells (Lightning Bolt and Strength); the other is a message:

"Let the good ones use their newfound strength to seal in the horror of darkness to prove their faithfulness to right and justice. Strike them down like a bolt of lightning. We who wrote this lacked the power to do so."

Of course, it is a ghastly joke at the forces of good.

If the coffin's occupant is viewed truly, use the following description:

> Your powerful magic reveals a figure completely different from the vampire form. You see a handsome mail-clad human man with golden hair. He is clad in a white surcoat, quartered by the arms of Furyondy and Veluna and the antlers of the Knights of the Hart, in red. He wears a gold belt at his waist, with a dagger. About his neck is a gold chain with an emblem of a crown and crescent moon; on his left hand is a gold ring with a similar device. His shield rests under his feet.

The coffin's occupant is Prince Thrommel, Grand Marshall of Furyondy, Provost of Veluna, a Lord. He lies in stasis, a powerful illusion causing him to appear as a vampire.

If taken from the chamber, Thrommel awakens, but is groggy for 1d4 turns, uncertain about his identity and past. He regains all his faculties thereafter, becoming cautious, circumspect, and taciturn. If the broad sword FragHacker is in sight, he simply speaks-and it comes to his hand. If it was left behind, he is not aware of its location, but asks if he was wearing one when found, or whether one was nearby. In any event, he asks to be accompanied to the surface; once there, he asks for a horse, claiming urgent business elsewhere. If any one character is exceptionally good to him, he gives that person his medallion, as a gift. Anyone more than normally polite and helpful to him receives his ring. Thrommel then walks off.

Treasure: Trhommel's gold belt is worth 500 gp; his dagger is a Dagger +2/ +3 vs. Large Opponents. His neckchain with amulet is worth 2,000 gp, the matching ring worth 250 gp.

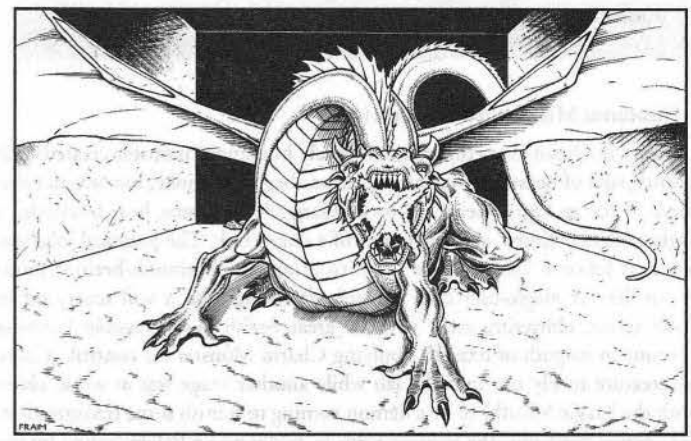
All of Thrommel's rescuers are later sought out by a strong party of humans and elves (including clerics, magic-users, fighters, and men-at-arms) some 2d4+2 weeks later. These persons ask the characters to accompany them to Mitrik, chief city of Veluna, where Thrommel is pledging himself to Noble Ladyship Jolene of Veluna. At this ceremony, each character is knighted (if a fighter) or made an elder of the land (for all other classes). Each is entitled to wear the silver star badge of Veluna and the gold crown badge of Furyondy. In addition, each receives a Potion of Extra-Healing, a Ring of Protection +1, and 2,000 pp. The most helpful character (the one given Thrommel's medallion) is also granted one of the following, as applicable to the class: a book of 12 first level Magic-User spells, a Necklace of Prayer Beads, a Medium Shield +3, or a Bag of Holding (500 lb. capacity). The second most helpful rescuer (holder of the ring) receives a warhorse appropriate to the class. If any character recovered the broad sword FragHacker and was gladly willing to allow or help Thrommel to regain it, that person receives the broad sword Scather (also detailed in Appendix C under FragHacker) from Prince Thrommel. All rescuers are also honored by those who rule Furyondy and Veluna (+5 Honor).

335. SECRET PASSAGE

This area may be approached either from the secret trap door above (area 313) or the escape tunnel from outer works (area 4 of the Broken Tower). The dwarf from the tower (if escaped) will use the trap door in the southwest corner of the room to enter area 313.

To run the following encounters properly, you must be familiar with all the details of this lair and the occupants of areas 336 and 337. Review the notes before starting. The occupants should be played with intelligence; they can be very dangerous.

When the PCs enter this area display ImageQuest illustration #4 on page IQ3 and read the following text.



> You can't believe what your eyes are seeing in the room. You are utterly horrified - perhaps petrified - to see a huge dark red dragon staring at you getting ready to breath. Its fangs dripping saliva, hatred in its eyes. It's just turning out to be just one of those days.

This beast is actually an illusion, placed here to keep unwanted visitors out of the level (using the trap door). This Illusionary Young Adult Red Dragon (about 20 feet tall) will breath fire at the party (either coming out of the trapdoor or in the dungeon level) during the first round of combat (10d10+5 damage). The illusion attacks as a normal Red Dragon would, but does not have any of the other abilities (such as spells) as they were not programmed into the illusion.

Should the Dragon damage a PC, the illusion's damage will apply to the victim as normal as long as the victim believes he is suffering that damage. If the victim is brought down to 0 hit points he must make a successful system shock roll or die from shock. Those that make the system shock check are unconscious. If at any time a player actively disbelieves in the Dragon or uses magical dispels, the Dragon will disappear and any lost hit points and armor damage are restored (but those that died from a failed system shock are still dead). No experience is awarded for defeating the fake Dragon.

GMs may wish to review the GMG (pg. 84, top of column 1) for details on resisting illusionary spells.

336. NORTH ROOM

The plainly furnished room is obviously the residence of someone interested in weapons of unusual sorts. Hanging on the wall is a man-catcher and several sorts of punching daggers (sprouting from metal gauntlets, doublebladed with sharkskin crossgrip, and another of snakeskin).

Here are wavy-bladed knives, double-pointed knives, center-hilted knives, falchions, and a semicircle of seven matched throwing knives around a buckler with a wicked center spike. Barbed javelins, a short spear with a very broad leaf-shaped blade (capable of dealing an axe-like blow), an array of maces with oddly shaped heads (a wolf with an open mouth, a clenched draconian forepaw, and others) are also here. A light crossbow with a double track, for firing a pair of bolts simultaneously, hangs on one wall (this is essentially a double-barreled light crossbow; see the GriftMaster's Guide to Life's Wildest Dreams for details.).

Furnishings include a narrow cot, a small stand, a table, two chairs, a bench, a stool, a bucket with lid, a wardrobe, and a heavy chest with iron hasp and padlock. Dishes and foodstuffs are on the table and on a nearby shelf. Several bottles are also on the shelf.

Prominent NPCs: Smirgamel Redhand (Half-Orc fighter/thief)

Smirgamel is the mistress of Fal (in area 337) and leader of the band of brigands in the outer ruins (Tower). Upon hearing noise in the dragon area, she dons her Ring of Spell Storing (of five Invisibility spells) and carefully opens the door a crack to see what is happening.

If opportunity presents itself, she uses one of the ring's charges, creeps out and tries to backstab the most powerful of the intruders. Smirgamel is disguised as an elf, and if captured when appearing (due to her attack) will try to dupe the party into believing that she is charmed or otherwise forced to attack. If this also seems to fail, she tries to use Invisibility to escape, climbs a wall, and hides in overhead shadows.

Smirgamel wears Leather Armor +1, uses a Medium Shield +2, and wields a Shortsword +1 in normal combat (or a non-glowing normal shortsword in assassination attempts). She is thoroughly evil, and loves her work. She hungers for power to make humans suffer, and hates her human ancestry. She sees Fal as her tool, the one who will best aid her in gaining her power. She will fight to protect Fal if such action appears worthwhile, but will try to save herself from certain death.

She knows how most creatures react favorably to bloodstones, and has been trading for and accumulating them (see chest below).

Treasure: Smirgamel wears two earrings (each worth 400 gp) and a jeweled belt (3,200 gp), and carries 7 gp and 12 ep in a purse.

No weapons in this room are magical. The crossbow has only half normal range, but a single "to hit" roll is made for both bolts. It loads as if a heavy crossbow. The wardrobe holds normal clothing of various sorts (merchant's, laborer's, and others).

Trap: The chest has a false top; its catch is protected by a needle trap also coated with poison (Class C Poison; Delivery – Injected; Damage 3d4/1d4 per round for 1d4+1 rounds). The chest contains more garments, garrets, a vial of acid (standard 8 ounces, D 2-8 as a hurled missile), a Potion of Polymorphing, and a leather case of six small bottles - four of ingestive poisons (classes G, P, Q, R) and two of injected (classes B and P).

In the secret compartment are 30 gems worth 50 gp each (26 bloodstones and four zircons), two pieces of jewelry (base value 1,000-4,000 gp each), and a belt with hidden pockets (containing 50 pp).

337. SOUTH ROOM

This room is obviously the chamber of a powerful magic-user. A thaumaturgic triangle stands at the threshold. The shelving that girdles the place is filled with all sorts of stuffed and mummified animals and such. A cloak with strange runes hangs near the east door. A large bed is here, with a small cabinet, a stool, a writing table with an oddly branched candleholder, a brazier, and a pair of hanging lamps near the bed. A wall cresset is in the southeast corner, opposite the bed. A rush mat covers the plain floor. A parchment with runes hangs on the east wall, by a door; another hangs on the south wall opposite the entrance. It looks to be a map of the dungeon level.

Prominent NPCs: Kritche; Fal (8th level Battlemage)

Fal lives here with Kritche, his familiar (a Nefarian Quasit). He functions as 9th level while Kritche remains within one mile. Fal is very evil and power-mad. When he becomes aware of intruders, he has Kritche investigate in Giant Centipede form. It can travel by way of a small twisting aperture in the wall, and Fal can telepathically use its senses, viewing the intruders' actions from a distance while keeping the Centipede (Quasit) well hidden. He can then select an appropriate course of action (hit-and-run, offensive, defensive, or whatever) based on the intruders' powers. While Kritche remains within 10 feet of Fal, each has 25% Magic Resistance and regenerates 1 hp per round.

Kritche's claws are coated with a toxin that causes a victim to save vs. poison or lose 1 point of Dexterity for 2d6 rounds (cumulative to each attack). Kritchen can also only be harmed by cold iron or magic weapons and is immune to fire, cold, and lightning damage.

If Kritche is slain, Fal immediately drops to 4th level (retaining only three 1st-level spells and two 2nd-level spells) and flees.

Typical offensive strategy: Fal can cast three spells a round and will begin with casting Minor Globe of Invulnerability and Mirror Image on himself, Hold Person; followed by Charm, Aname's Extra-Dimensional Mallet, and Burning Hands. Typical defensive strategies: Jump to escape a tight spot. Darkness and/ or Invisibility to allow retreat to area 337, with Hold Portal on the door; continuing to area 338 by the secret door, blocking the passage by Wall of Force (placed just inside the room to block even the finding of the secret door) and gathering prized items. If on the verge of discovery, Fal will use Dimension Door to escape to one of two passages - either the corridor east of area 313, or the secret passage to the tower or outside exit.

Fal does not dare to remain in the temple after defeat; he has too many enemies. He plans to use Smirgamel as a tool to achieve control of the remaining temple forces, so he can become ruler of a domain of death and destruction equaling, even surpassing, that of Iuz (Ambitious, indeed!). Kritche is a gift from the demoness Zyandal, who is happy to have catspaws in Zuggtmoy's territory. Fal has devised the traps and fake lair (337a) to fool intruders who are too powerful to defeat offensively.

The parchment on the south wall is trapped with Runes of Eyeball Implosion. The runes can only be removed by a Dispel Magic spell. The map shows no secret doors or secret passages, but reveals everything else in this area and areas 301-320, including residents. It does not show areas 321-334 (those accessed by the doors in area 306, except the southernmost).

The parchment on the east wall seems to be a dire warning not to touch the east door. If read, the warning also contains another set of Runes of Eyeball Implosion. The east door leads, of course, to area 337a.

The southeast wall cresset operates the secret door.

Treasure: Fal wears Bracers of Defense AC 5, and carries a purse containing nine gems worth a total of 1,350 gp (two moss agates, two white pearls, three hematites, a sapphire and a tourmaline).

The cabinet contains clothing and several books, boring badly written works about history and botany. The odd candleholder is an ancient work in electrum, worth 1,500 gp.

337a. EAST ROOM

The door to the east opens into a small workroom. Inside are a few bottles containing various spell components, a bench, six staves of various woods, and six metal, bone, and ivory rods. A shelf holds four wands. Here is also a brass chest, protected by a lock, iron binding, and hasp with large padlock.

Treasure: The spell components are only common sorts in small quantities - phosphorus, sulfur, a lodestone, etc. Three potions are on the shelf - Potion of Diminution, Healing, and Delusion of Treasure Finding.

Trap: The chest is rigged so that a cloud of chlorine gas erupts when it is opened; each creature within 5 feet must make a saving throw vs. poison, with a +3 bonus, or die. The cloud appears however carefully the chest is opened, and this trap cannot be removed.

The chest contains books filled with written gibberish and a papyrus scroll of similar content; these items dissolve in the gas cloud. The remnants seem to be those of spell books and a magical scroll. The four wands are all used, worthless, and hold no charges left. They were a Wand of Lightning, Magic Missiles, Detect Magic, and Illusion.

338. HIDDEN ROOM

This room is certainly where the magic-user inhabiting the room to the north actually studied his works. Here are all manners of magical apparatus. To the north, a 15-foot-long workbench runs along the wall near the door. The wall here is lined in shelves, with all sorts of bins and containers. Over a small fireplace hang several kettles; a brazier, furnace, and bellows are nearby. Along the south wall is a high writing desk, flanked by a pair of bookstands, each with an unopened tome. At the far end of the room are a table, high-backed chair, and an open cabinet.

Fal may still be here when characters arrive; if so, he is hiding in the east end of the room, ready to leave (by Dimension Door) if his discovery is imminent or obvious.

Treasure: Upon the table are a green cup, an iron box, a scattering of gems, several potion bottles, and a leather case. Fal may have taken a potion of speed from this table; other remaining are Potions of ESP, Flying, and Sweet Water. The leather case holds a Wand of a Wonder with 50 charges.

The volumes on the bookstands are bound in leather and bronze, and are magical. The westernmost is a Tome of Leadership and Influence; the eastern, a Vacuous Grimoire. (Fal was afraid to open either one). The bins and containers hold various spell components (taken from the lab, area 330), worth 6,000 gp (900 gp volume). The cup on the table is jade, worth 100 gp. Fal may have taken two gems (a fire opal and star ruby, each worth 1,000 gp). Nine other gems remain - a tiger eye, moss agate, amber, amethyst, jasper, white pearl, pink pearl, topaz, and zircon (the first two worth 10 gp each, the topaz 500 gp, and each of the others 100 gp).

The iron box on the table contains the Orb of Abyssal Death (Appendix C). The Orb is a gold sphere shaped to resemble a human skull without its lower jaw. It radiates evil so strongly that Paladins and Good clerics are unable even to touch it or its box. Anyone grasping the device gains certain magical powers, and instantly knows how to summon them forth from the Orb: Detect Lie, Know Alignment, and Poison. These powers may be used without limit as long as the Orb is held. The holder can also cause the great throne (in area 10 of the Upper temple) to raise and lower. The user's Charisma is affected, and other unique details apply.

The cabinet holds three iron coffers, a crystal ball, a tall pointed black hat, a box of reddish wood, a long brass wand, five large books, and a small ceramic statuette. The cabinet also holds three ivory scroll tubes (unless Fal has taken them).

The three iron coffers in the cabinet contain 107 pp, 310 gp, and 228 ep, respectively. The crystal is a Crystal Hypnosis Ball attuned to Zuggtmoy. The pointed hat bears cryptic runes; it has no cash value, but is easily recognized by all of Fal's associates and others throughout the dungeon. The ceramic statue is of a frog alone, if Fal has gathered his items. Intact, it represents a frog eating an insect, the latter being an Ebony Fly.

The reddish wood box is an unfolding shrine, inlaid with gold, with a black interior upon which is inlaid a silver spiderweb, mother-of-pearl stars, and a garnet orb. As the doors of the shrine unfold, an ebony statuette of Zyandal rises from a cavity in the base to stand before the web. This icon is worth 6,000 gp, but should be destroyed by good characters. Part of the back of the cabinet radiates magic, but the magical mirror contained therein can only be obtained by use of the brass rod. The tip of this wand-thick object is oddly notched, and may be used to open the side of the cabinet, allowing the Mirror of Mental Prowess contained therein to slide out for use. Without this key, the mirror will be destroyed in any attempt to remove it, whatever care is taken. The five large books are bound in strange leather, clasped with iron, and locked. These are Fal's spellbooks, their contents listed below.

Each of the three scroll tubes in the cabinet (missing if Fal has escaped with them) contains a scroll of seven spells. This is a selection from Fal's spellbooks, which he can use to start new ones if necessary. The spells on these scrolls are noted with asterisks hereafter:

Book 1: Affect Normal Fires, *Burning Hands, *Charm Person, Comprehend Languages, Dancing Lights, *Detect Magic, Enlarge, Hold Portal, Jump, Message, Identify, Push, Read Magic, Unseen Servant, Throw Voice, Write

Book 2: Aname's Extra-Dimensional Mallet, Continual Light, *Darkness 15' Radius, ESP, Fools Gold, Forget, Irritation, *Levitate, * Mirror Image, Rope Trick, Fireball: Skipping Betty, Wizard Lock,

Book 3: Clairaudience, Flame Arrow, Hold Person, *Invisibility 10' Radius, *Lightning Bolt, *Protection From Evil 10' Radius, *Tongues, Runes of Eyeball Implosion

Book 4: Dimension Door, *Extension 2, *Fire Trap, *Minor Globe of Invulnerability, *Monster Summoning II, Wizard Eye

Book 5: Contact Other Plane, Wall of Force

THE INTERDICTED PRISON OF ZUGGTMOY

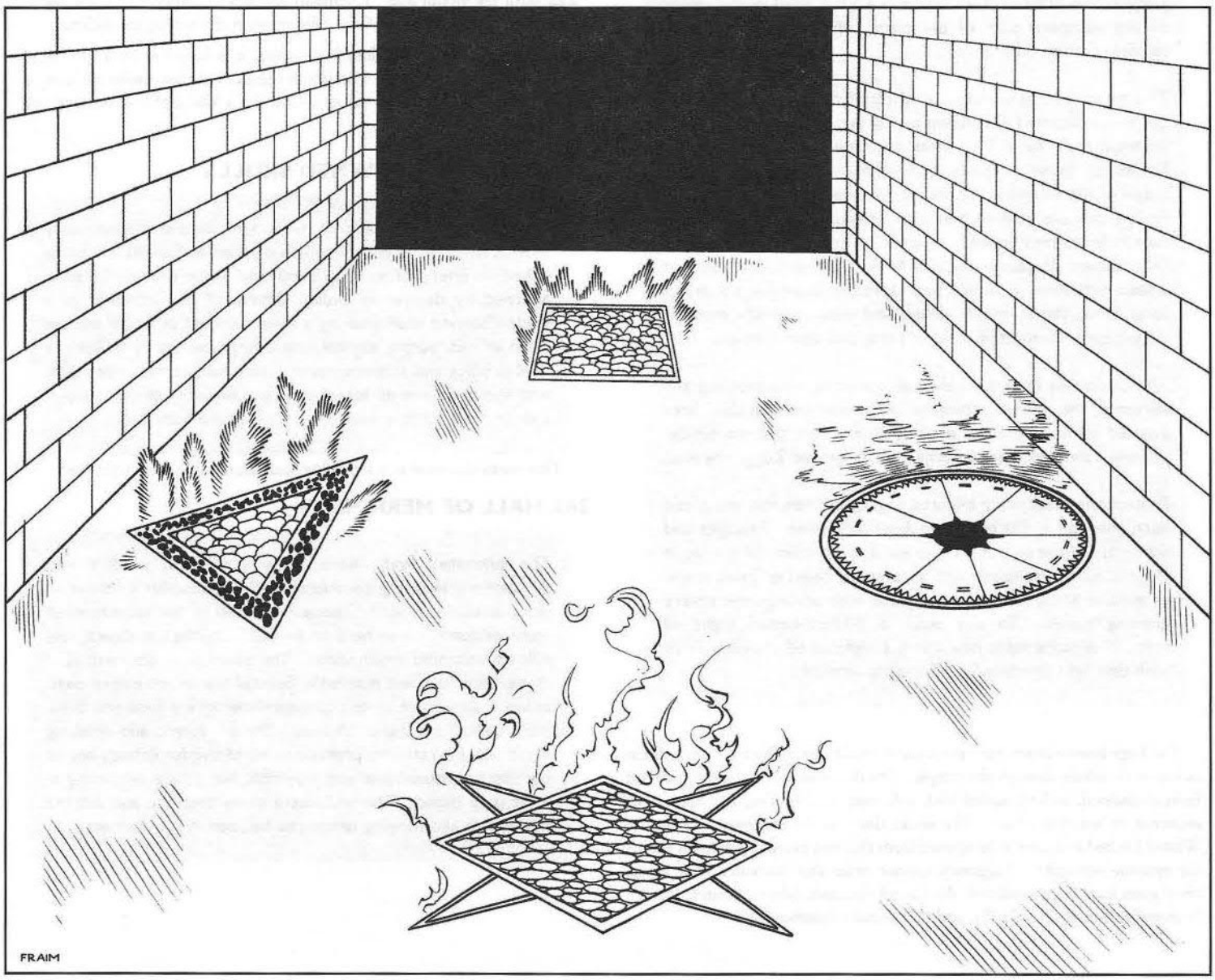
Note that the methods of arriving in this area are limited. Be sure you are familiar with all of these means, as well as the various statistics on Zuggtmoy (imprisoned and freed) before allowing any character to enter this area.

339. HALL OF EXISTENTIAL MAGIC

When the PCs approach this chamber display illustration #3 on page IQ2 and read the following text.

> This huge echoing hall is constructed of polished black stones, which give back odd reflections of your light. The most striking features here are the symbols set into the chamber floor.
>
> To the north is a triangle of dull beige stone, outlined with some sort of silvery metal; a throbbing radiance seems to spread in dun-colored pulses that wash over the area.
>
> To the east is a great 10 foot square of translucent stone, purple at the edges and shading to a deep black at the center, bordered by a strip of pale violet; the whole gives out undulating sheets of purple light.
>
> To the south is a circle of translucent crystal with a dark center and outwardly ringed by a silvery band; the hole sends forth slowly rising clouds of multicolored light, which spread and disappear.
>
> To the west is a long diamond shape with four points radiating from the sides of the lozenge. The hole is fashioned of translucent stone mottled red and amber, outlined in red gold. It sends up sudden tongues of brightness, planes of pale fiery light that vanish as quickly as they appear.
>
> All of these radiations gleam from the walls and floor of the hall. Any object in the center of the four symbols shows the four different illuminations, and the ghastly black of their mix. If you look upward long enough, occasional glints of light can be seen from the vaulted ceiling, which peaks 60 feet or more overhead. The wide aisle to the west appears to be the only entrance to the place.

Both evil and magic can be detected here. The magic radiates from the floor symbols, the evil from everywhere. Any creature that steps into the area



of a symbol and stands there for 3 segments is transported to the corresponding existential nexus: the Cavern of Insanity (circle), the Burrows of Immorality (triangle), the Pits of Chance (lozenge), or Maze of Anarchy (square). The only way to escape from there is to pass through to another "gate" area or to possess the complete Orb of Abyssal Death, inset with all four proper gems.

Zuggtmoy once used the symbols to visit the existential nexuses, and to send screaming sacrificial victims to their dooms in these places. Now, however, the demoness is prevented from entering this hall until all four of the sealed portals are broken. If this has been done, she will certainly come here to thank her liberators, in her own way. If Zuggtmoy is destroyed, the symbols lose their magic, and the existential nexuses themselves wink out of existence in true existential fashion, destroying everything within them at that moment or whisking them away to the Abyss (GM option).

340. THE HALL OF DREAD

This place is horrible and disgusting, loathsome and fearsome. The stonework seems leprous and mottled. Sculpted fungous shapes of nightmare form and coloration can be seen everywhere. Each column rising to the roof above writhes and squirms with intertwined fungi. The walls drip with slimes and ooze revolting exudations. The bizarre reds, disgusting yellows, rotten grays and browns, mysterious blacks and purples, and hideous blues blend in a black swirl in the center of the northern part of the place, wherein squats a huge sprawling black throne.

This great chair is sculpted to display fungi and human forms, but those depicted are shown crying out in pain as fungi shoot up from their flesh, feed upon their dead and decomposing bodies, or grow rampant in their bony remains. Even the shape of the throne is abominable; its seat is broad and round, with a concave surface and four hemispherical indentations, two in front, two behind. It has wide arm rests but no back whatsoever. It stands upon a four-tiered dais, the top and 2-foot-high steps of which are carved in bas-relief to depict fungi, smut, slimes, molds, jellies, and other horrible growths devouring a compacted mass of living and dead humans.

The demoness must have used this area to view captives and servants, the former going to whatever unspeakable fates awaited them, the latter exalting in the fact that no similar prospect awaited them, as long as they served Zuggtmoy well.

Projections resembling blighted vegetation line the walls, and each gives off a dim but pervasive illumination. Passages and doors are in the east and south walls. Twin valves of bronze in the middle of the south wall accompany twins of gates found elsewhere in the dungeon, complete with bindings and silvery glowing runes. To the west, a 20-foot-broad flight of serpentine steps leads down into a highdomed chamber, filled with dim light continually changing in intensity.

The large bronze doors have the same Forbiddance spell casted upon them as found elsewhere through the temple. The doors are bound in the standard fashion-chained, locked, sealed with soft iron, and bearing the deeply cut sequence of warning runes. The secret door in the southwest corner are Wizard Locked and cannot be opened from this area except by magical means (or extreme strength). Zuggtmoy cannot enter this Audience Hall unless three gates have been sundered: the Grand Entrance (above ground, area 1), Immorality Temple (area 145), and Octagonal Chamber (210).

341. PLACE OF IMMORALITY AND GOLDEN CHAINS

The chamber has a strange composite of polished black stone, golden chains, and a floor of loose earth. Deep black earth covers the entire floor, save for a 4-foot-wide walkway which edges the room. The bright metal chains hang from the walls, affixed by rings to the walkway as well. The room is dark. The walls show neither cressets nor sconces for torches.

Creatures: Violet Fungi (6), Hooting Fungi (50, Appendix B)

Six violet fungi spring up from the center of the earthen area. Each is seven feet tall, with four branches of 4 feet in length; they all move to attack any creature on or near the earthen area. As they do so, a forest of 50 small toadstool-like growths also spring up. These Hooting Fungi have mock "faces and eyes, which seem to follow their dangerous kin in their attempt to enrich the loam with human flesh. Whenever a fungus strikes a blow, a happy hooting sounds from the cavities pocking the caps of these monstrous spectators.

If the Violet Fungi are all slain, the Hooting Fungi all puff forth small spore clouds to a 6 foot range, attacking as 3 Hit Die monsters; a victim hit is blinded for 1d4 rounds (no saving throw). Any blow or kick will destroy one of these lesser fungi, and a bright light (such as light or continual light spell) will shrivel them all in but a single round. Each hit by a violet Fungi causes 1 point of damage the first round, then 2, then 4 every round thereafter until the victim dies. Eventually the victim collapses in a rotting heap at the base of the fungi. A Cure Disease stops the rotting immediately.

Treasure: If the earthen floor is searched, it is found to be 4 feet deep, damp, loose, and rich. Hidden in the exact center, under the dirt, is an ivory case (1,400 gp value) containing a Wand of Illumination (44 charges).

342. ROOM OF CROWNED SKULLS

The plastered walls of this room are decorated with many murals, depicting scenes in which demons and devils are being robed in finery of various sorts and given crowns of gold, adorned by devices of skulls. Above all are paintings of a golden horned skull wearing a silvery crown, in which are set gems of red, purple, crystal, and orange-brown. The floor is tiled in black and yellow squares each a foot across. The south wall shows scenes of devastation, and under each depiction is a chair. Save for cressets, the room is otherwise bare.

This room was used as a crowning and ceremony room in the past.

343. HALL OF MERRIMENT

The plastered walls here show scenes of revelry and debauchery, involving coronated Nefarians similar to those in the previous chamber. Those rewarded in the antechamber were evidently taken here to be fed. Couches, cushions, and pillows surround small tables. The place is in disorder, as if those once here left hurriedly. Several stands are tipped over, as are chairs; stains on the carpets show where food and drink were spilled and never cleaned. Dishes, ewers, and drinking vessels lie in scattered profusion. All of the furnishings are of excellent workmanship and materials, but all are disgusting in what they depict. The walls have many cressets, and bronze candelabra and hanging lamps can be seen in the corners.

344. ROOM OF DEMONS

This plastered room is decorated with wall murals. All show humans and other creatures paying homage to demons and devils. Here are also scenes of killing and destruction, obviously showing the deeds which made such homage due. A plain armchair of black wood is centered against the east wall, opposite an exit to the west. Many bronze cressets line the walls, but no other furniture is here.

345. HALL OF GLORY

The walls of this room are frescoed. Two suits of plate armor hang from each long wall, north and south; each is of black metal, enameled with strange glyphs in pigments of red, white, purple, and brown, surrounding a golden horned skull. The armor is strangely fluted and spiked; the helmets are wrought to give the wearer a most frightening appearance. Each of the four suits of man-sized field plate armor also bears a huge two-handed sword.

Creatures: Animated Field Plate Armor (4)

The four suits of armor in this room are enchanted with a Permanent Animated Object spell. These four suits of animated armor guard this room, attacking all those who enter. They fight mindlessly, until destroyed, to prevent intruders from remaining in or passing through the chamber. They will not enter area 344, but will pursue intruders down the west passageway and all other rooms (areas 346-353) except 340. As each suit of armor takes damage, its AC drops according to the field plate armor absorption table (after the first 20 hit point kicker of course.)

Treasure: The golden horned skull inlaid on each suit of armor is actual gold, worth 50 gp. Four topaz gems are also inset in each suit (each gem worth 500 gp).

The frescoes show crowned and robed demons and devils, attended by humans and nonhumans bearing rich rewards parading in triumph before a horrible bloated figure upon a throne-like seat. The mottled fungous body-sphere of this creature is topped by a toadstool-like growth with a face upon it. The body has four elephantine legs, but no visible arms. Seated beside this abomination is an obese male demonic figure, also seated on a throne.

346. CHAMBER, 20' x 30'

This plain room is unfurnished, save for a thick carpet on the floor and many empty wall sconces. Its walls are solid stone blocks, closely set and polished. The room has no occupants.

This area was the guardroom where demons and the like stood watch when Zuggtmoy held council.

347. LAVISH CHAMBER

The chamber is decorated in purples and reds: rugs, cushions, upholstered furniture, and wall hangings. A large divan, covered in plum silk worked with nauseating green and orange figures, dominates the north wall. Behind this couch is a tapestry depicting the spherical creature with the mushroom neck and head. Before the couch are several stools of cinnabar. All of the wood is inlaid with mother-of-pearl, showing demons, fungi, and worse. The wall cressets and sconces are of bright polished copper. Before a throne, a gold bowl contains platinum pieces.

The bowl is worth 235 gp. It contains 21 platinum coins, each marked with the face of the demoness, with an evil rune on the obverse. These are tokens, showing that the bearer has the special favor of Zuggtmoy.

348. PURPLE HALL

The stones in this hall are of a deep purple color, and all furnishings are of a similar hue: a mauve carpet, lilac and puce wall hangings, even a long table with 12 chairs and a larger one at its head are lacquered violet. Bronze candelabra are on the table, and bronze wall sconces are placed at regular intervals. The hall was probably a council chamber. The south wall bears a large map of the Flanaess, with the temple at its center. It shows the conquests of the temple shaded in purple, along with dots of purple, black, red, green, white, and brown. Some cryptic marks are by each dot, shown by most cities and towns.

If Read Magic is used to examine the map, its writings reveal the identities of individuals in many nations. Each is a (secret agent of chaotic evilness, serving Zuggtmoy, Iuz, and some aspect of existential evil. If this map is taken to the Archcleric of Veluna at Mitrik, he will pay a 10,000 gp reward for the information, and those responsible earn the high favor of Veluna.

The walls of the small room to the east bear an assortment of weapons: Longbow +1, quiver with 12 sheaf arrows, sword, spear, and sheaf of four javelins. All of the weapons except the bow are silvered; the arrowheads are solid silver. The secret door can only be triggered by inserting an arrowhead into a small opening.

349. COMFY ROOM OF CERTAIN DEATH

This spacious chamber is filled with opulent furnishings: carpets of rich golden hue, nine plush purple chairs, five green velvet divans, ten cushions of gray watered silk, eight satin ones of deep orange, and three ottomans of shining black leather. Wall murals and tapestries show scenes of debauchery amidst a forest of fungi upon beds of mold and like places. A throne-like golden seat stands in the room's center. One tapestry shows the round-bodied, elephant-legged, fungi-headed bulbous thing seated on the throne chair, amidst a revelry of fungoid forms.

Creatures: Yellow Mold (15 patches, each 10 feet square), Violet Fungi (9), Green Slimes (5), Gray Oozes (10), Ochre Jellies (8), Black Puddings (3)

All of the furnishings in this death trap are creatures. An illusion spell is casted upon each furnishing to make them look like regular every day nice furniture. The kind your mom won't even let you sit on because it is just for

show. The carpet is really Yellow Mold; the chairs, Violet Fungi; the couches, Green Slime; the ottomans, Black Puddings; ten pillows are Gray Oozes, and eight are Ochre Jellies.

Walking on the carpet automatically causes the mold to send forth its poisonous spore clouds, and the touch of warm-blooded flesh causes any piece of furniture to change to its true form. Whenever a creature attacks, the illusion is broken for that object only. Zuggtmoy can, of course, relax here and enjoy herself without the creatures attacking. PCs that somehow destroy all the creatures in the room and survive can collect the valuable throne.

Treasures: The throne weighs 400 pounds and is worth 50,000 gp intact. It is so wide, however, that it will not fit into a Portable Hole or Bag of Holding. If smashed, the bullion value is only 3,800 gp.

350. HALL OF SCULPTURE

This place is filled with cabinets, lined with shelves, and even the walls have many alcoves and niches. All bear sculptures of ceramic, bone, stone, and shell. These figures depict mushrooms of all sorts like toadstools, fungi, and blights in all colors, sizes, and shapes. Some dozen or so larger sculptures are made of ivory, inlaid with translucent materials, and stand on the floor, apparently for use as stools by those who wish to rest while viewing the gallery's offerings.

Creatures: Shriekers (13)

The thirteen stools are shriekers, enchanted with an illusion to appear inanimate. If touched, a stool changes to its actual form and wails loudly; this brings Zuggtmoy if she is able to enter the room, or else alerts her as to the intruders' location.

Treasure: Anyone examining the various sculptures discovers eight valuable ones (worth 800 gp each). Four others radiate magic but have no other apparent worth; if thrown down or dropped, each changes (permanently) into a normal shrieker.

351. EARTH-FLOORED ROOM

Trap: The door is trapped with a spring needle trap. Anyone opening the door without disarming it takes 1d4 damage from the needle and is injected with poison (Class C Poison; Delivery – Injected; Damage 3d4/1d4 per round for 1d4+1 rounds).

This place is fashioned of polished brown stone. The ceiling overhead is 12 feet high. No cressets are here, nor is there any other place to put torch or candle. The floor is dirt from wall to wall - a rich dark fertile soil, loosely compacted. The room is otherwise empty.

The soil, 6 feet deep, can be thoroughly examined in 30 man-turns, but no treasure is here. This room is where Zuggtmoy once came to sleep, her stem-legs planted in the loam.

352. EAST HALL

The polished steps descend some 20 feet into a hall that broadens down to twice the width. The floor here is serpentine and porphyry. The walls are of black marble, veined with purple. Runes of glowing gray and inky black mark the walls, with glyphs that seem to run and shift into other forms when not viewed directly. Weird light comes from silver cupped bronze and copper cressets, spaced at 5-foot-intervals on the walls. Strange flames leap from them, in all the colors of the rainbow - first one hue, then another.

The arched ceiling 30 feet above is apparently sheathed with gleaming silver, reflecting light to the polished walls and floor. Three large pedestals stand 20 feet to the west. Each is 12 feet tall and about 30 inches in diameter, topped with a metal horned skull seemingly cast as part of the pillar. Each likewise bears strange signs and sigils that shift and change to be unreadable. The south pillar is electrum; the center, gold; the northern one platinum.

The electrum pillar can be estimated (if of solid metal) as being worth 5,000 gp. The gold pillar is worth about 10,000 gp; the platinum one is worth 50,000 gp.

353. GREAT HALL OF ZUGGTMOY

Some 30 feet beyond the odd pillars, the hall broadens to 60 feet in width. A huge dais of translucent alabaster commands the west end of the place. Before this stepped platform is a magical device, set in the floor - a hexagon whose two interlocking equilateral triangles and the circle that rings them, seem to be made of molten electrum. Tips protruding from the sides of the central hexagon glow different colors; clockwise from the north being red, orange, yellow, green, blue and indigo. The center of the hexagon pulses a pure purple light.

If all four of the sealed bronze gates have been broken, the hexagon will take any and all who step within its purple center to Zuggtmoy's own Abyssal Plane. If not, then nothing happens if it is entered. The dais is marked "A" on the map.

Treasure (dais): Atop it is a huge throne of silver, set with 666 precious gems: 300 of base value 50 gp; 200 of base value 100 gp; 100 of base value 500 gp; 33 of base value 1,000 gp; and 33 of base value 5,000 gp. Included it seems is every type of precious stone known to man. They radiate evil if detection is used on them.

Each stone is attuned to a demon: a Type I to each of the least value; Type II to those of 100 gp; Type III to those of 500 gp; Type IV to those of 1,000 gp; and Type V demons to those of 5,000 gp. Possessors gain demonic attention at a time they least desire it; a Remove Curse cast by a 10th level cleric can be used to cleanse 20-120 (2d6x10) gems. If all the gems are pried from the throne, Zuggtmoy is freed to return to her home plane (as if all the bronze gates had been sundered), but is imprisoned there for 66 years, after which she may come forth with all her normal powers.

Atop the dais to the west is a huge throne of silver, adorned with hundreds of precious gems. These are set to form leering demon faces, horned skulls, fungi, and like patterns; they are of all colors, sizes, and shapes. Behind this seat is a huge tapestry of deep purple, worked in red, green, ochre, and white to show various fungi. You find it difficult to see details of the throne or the tapestry behind, for the west end of the room is dim and shrouded in a black mist. As you approach, you see a small, fat old crone seated on the throne, almost lost in the huge seat. She cringes and shrieks when you approach, crying out "You won't get my treasure!" With that, she fumbles with the arm of the chair, and her voice suddenly booms out "You may take my pillar of electrum. Begone!"

Prominent NPCs: Zuggtmoy

If intruders attempt to move the pillar, it rises easily (as if a mere staff), and can be carried by a single person. However, if it comes within 60 feet of the bronze gates in area 340, the pillar suddenly leaps from the grasp, smashes the gates, and crumbles to dust! If this occurs or if the offer is not accepted, the hag (Zuggtmoy) offers the gold column next. Whether refused or accepted, the platinum pillar is offered last. The first (electrum) pillar is enchanted only to break the gates in room 340, and crumbles to dust after doing so (worth nothing). The gold pillar breaks those doors and continues upwards, passes corridor areas 227 and 9, enters the octagonal room (210), and sunders the gates therein, crumbling at that time. The platinum pillar can, if used alone, sunder both gates as the gold, and the gates of area 145 as well.

If the three pillars are each accepted and then used to sunder gates, the first breaks only the lowest gate, the gold breaks only the gate in area 210, and the last breaks not only that in area 145 but continues unabated to crush the portal at the Grand Entrance (area 1). Thus, only if all three offers are accepted can the pillars free Zuggtmoy completely. If all three offers are rejected, continue with the following.

> The crone desperately fumbles with the arms of the throne once again. First an olive ray springs forth, eating a small hole in the floor; then one of maroon hue appears, disintegrating some of the metal sheathing in the ceiling. A prismatic sphere of odd colors then springs up, as even more rays of green and red shoot forth. These beams bounce around inside the sphere, causing swirls of radiance and sparks. Hideous shrieks come from the figure bathed in the rays - and the hapless crone is blasted, and turns into a fine gray ash!

This is an illusion, of course. The crone, Zuggtmoy, has slipped invisibly behind the tapestry to see what the intruders will do. Part of the magic that binds the place involves greed. When and if Zuggtmoy is freed (whether by the taking of the pillars, which is still possible at this time, or by the prying of gems from the throne), she can take all the treasures from this place (including those secreted in the niche in area B) to her own plane, which she will certainly do if remaining in the temple seems dangerous. If any character tries to explore behind the curtained alcove to the west where Zuggtmoy hides, she sends out a wave of fear; each victim within 15 feet must make a saving throw vs. spells or shrink back. She hopes to encourage intruders to take the throne's gems. If the party leaves before prying them loose, she assumes her normal form and moves to attack physically.

Zuggtmoy may use either of two strategic ploys in hand-to-hand combat. The first is engaging with four pseudopods a maximum of two against a single opponent. A single hit inflicts 2d4+7 points of damage, but if two succeed in the same round, each inflicts an additional 5-8 points of crushing damage (for a total for both hits, of 28-46 points, or 6d4+22). She may instead choose to trample one opponent if that individual is prone or under 4 feet in height. Trampling consists of two attacks, each inflicting 2d6+7 points; if both hit, the victim is stunned for 1d4 rounds. If one or more gates are sundered, Zuggtmoy gains additional powers (usable at will, to a maximum of one per round), as follows. Effects are cumulative, of course.

No gates broken: same as battlesheet; XP 16,960

One gate broken: Continual Darkness, Pollute Food & Drink; revised XP 19,786

Two gates broken: Detect Good, Detect Magic, Levitate, Read Languages, Read Magic, Tongues; revised XP 25,438

Three gates broken: Polymorph Self, Telekinesis (up to 1,000 lb), Gate (as normal; see description of Gates), and Limited Wish once per day; revised XP 28,264

Four gates broken: All other powers (see description of gates); full XP 33,920

If the lowest gate (340) is sundered, Zuggtmoy is no longer imprisoned in area 353 (A and B), but is freed to roam the entire north dungeon (areas 339-353). If the gates at the top of the stairs (area 210) are also broken, she is free to roam dungeon levels two and three. If the upper gate (area 145) is opened, she is free to roam dungeon levels one and four as well; and if the outer gate (area 1) is also broken, Zuggtmoy is completely freed.

If characters do manage to slay Zuggtmoy, remember that the four existential symbols in area 339 vanish, and the existential nexuses collapse as well. Characters may then investigate the corridor alcove west of the great hall. If Zuggtmoy surrenders to save her life, she will get out her treasures and exchange them for safety.

> Beyond the tapestry behind the throne is an 80-foot-long corridor. It is unlit and has no furnishings. A recess in the west wall forms a shelf about two feet deep and 10 feet long, the niche being about four feet tall. On the shelf are only four dusty stones.

If all four stones are moved simultaneously, the rear wall of the niche slides upward to reveal the treasures. However, if the stones are moved singly or in some combination other than all at once, the following effects occur (keyed per stone):

1. Blade scythes downwards, cutting off any body part thrust over the shelf (no saving throw).
2. Poisoned darts shoot outward 15 feet; anyone before the shelf area is hit by 1d4 darts, each inflicting 1d4 points of damage and requiring a saving throw vs. poison to avoid death in 1d4 rounds.
3. Nothing happens for 1 round; then a Lightning Bolt streaks the length of the corridor, for 60 points of damage (save vs. spells for half damage).
4. A jet of Green Slime erupts from the back of the shelf area, spraying an area 20 feet long; each victim in the area must make a saving throw vs. poison or be covered (treat as a Green Slime monster).

Thieves examining the stones may notice that they're trapped.

Treasure (niche): In the secret niche are the following items: Wand of Fire (72 charges), Rod of Smiting (41 charges, command word is "shrooms"), Ring of Feather Falling, Cube of Opulent Lodging, a scroll case containing a Scroll of Five Magic-User Spells (Monster Summoning I, Death Spell, Repulsion, Maze, Symbol), and a box containing eight potions (Potion of Animal Control, Climbing, Flying, Healing, Invulnerability, Philter of Persuasiveness, Polymorph Self, Super-Heroism). (The first potion affects mammals, marsupials, and avians.)

DUNGEON LEVEL FOUR

The Great Temple of area 419 is the central command headquarters of all current operations of the Temple of Existential Evil. Recruiting drives, raids, temporary and long-term plans - all are the products of the leaders herein. The masterminds of the Greater Temple maintain some degree of contact with Zuggtmoy herself by way of a special magical area deep within the compound (area 435). Iuz, however, is seen in person on occasion, as he visits here to gather information and to offer advice. The temple personnel are respectful of both Iuz and Zuggtmoy in a practical sense rather than one of awe, seeing the two as great leaders and commanders rather than dwelling on their true aspects of demoness and lesser gawd. It is only by Iuz's influence and occasional instructions that the humans herein keep some small measure of order amongst their unpredictable minions.

Zuggtmoy's current location is not known to any of the temple personnel, nor to Iuz. They are all aware of her imprisoned state, but do not know where that prison may be. Iuz suspects the true location (dungeon areas 340-353), but has been unable or unwilling to penetrate it, nor have his followers. But none have pressed the matter with great diligence, for several reasons. Iuz is satisfied with matters as they stand, at least for the moment; he is doing a few things with which Zuggtmoy's presence might have interfered. Zuggtmoy is known to be alive and well, as gleaned from her communications with those in the Greater Temple, so nothing is to fear from that quarter. And finally, a being more powerful than Iuz - the greater gawd Pangrus Himself - has been involved from the beginning, and it seems best to postpone the inevitable confrontation with that august personage for a time. Thus, Zuggtmoy's prison will not be sundered by the efforts of her allies and followers.

Zuggtmoy's splendid Greater Temple and Iuz's chamber north of it (area 433) are important features of the dungeon level, but others are even more critical. Eight long corridors stretch from the sides of the temple, each a color corresponding to one of the four existential cults. These corridors lead to permanent magical gates, each marked by a corresponding shape already seen in the upper dungeon levels - a circle for Insanity, triangle for Immorality, square for Anarchy, and the eight-pointed Chance symbol. Two gates exist for each such symbol, however. One of each pair leads directly to the corresponding Abyssal Layer; the other leads to a nearby partial plane, called a nexus. The nexuses are detailed in section 5 of this adventure. The existential nexuses form the basis for the whole evil operation. They are as cauldrons, used to mix evil and Abyssal forces in an unholy recipe concocted by Zuggtmoy and Iuz over a decade ago. Within the nexuses are special creatures, to be used as future troops and specialists. The nexuses and the Orb of Abyssal Death (see Appendix D) were created together, and are directly and magically linked. The powers of this artifact come from the nexuses; if the Orb is destroyed, the nexuses are likewise (and vice versa, though destroying a plane of existence is a far greater task without the Orb).

CHARACTER ACTIONS

This dungeon level is a dangerous place even for higher level characters. Cautious PCs will explore quietly and carefully, and should quickly realize the dangers herein. If they take appropriate measures, such as disguise (preferably magical, polymorphing being quite convenient), they might be able to infiltrate, misdirect, encourage chaos, and generally turn the place into a shambles without suffering too much damage. On the other hand, direct frontal attack is nearly suicidal. If necessary, an overzealous party might be surprised, captured, and simply ejected as soon as they reach the intersection between areas 402 and 409.

If the party has been ravaging the upper dungeon levels, those herein will be on alert status (see Troops & Sentries below), maintaining exact guard positions and ready for trouble. If characters have allowed any victims or witnesses to escape, a fairly good description of them will have reached this area, and retribution will be as swift and cruel as possible. On the other hand, if PCs have carefully explored the dungeons in such a way as to slay few and escape with maximum gains, they will probably not have this reputation. The forces of the Greater Temple may be relatively unprepared, and if the PCs are taken, they might be thrown to the nexuses rather than exterminated.

If player characters venture into the nexuses on their own accord, without first obtaining the Orb from its current custodians (see area 338), they may suffer further defeat and even entrapment therein. If they have not received the special poem-clue (described at the introductory notes to Dungeon Level One), review that information and select a method for introducing it. If players ignore the fairly explicit instructions in the poem, or do not leave the dungeon setting for respite, they will probably blunder into the nexuses unprepared. Do what you can to channel them back to the dungeon (by means as detailed in the preface to the nexuses), so they may obtain another chance at complete success.

IUZ AND ST. BERT

PC or NPC actions herein may result in the appearance of the lesser gawd incarnation of Iuz, the intermediate gawd Pangrus, the demi-gawd St. Bert, or all three. Should Iuz be attracted or summoned (either by the direct actions of local residents or by PC errors), St. Bert will probably (90% chance) arrive as well in 1d8+1 segments; if not, the PCs are surely doomed. St. Bert will not appear unless Iuz does so first. Zuggtmoy's freedom or lack of it does not affect St. Bert's actions in any case.

Once St. Bert appears, he and Iuz will vanish together in a puff of smoke and thunderclap, as they will not discuss or settle their differences in the presence of their followers or other mortals. Before their departure, however, Iuz will first restore his troops with a gesture, and his ancient enemy will do the same immediately thereafter. This has the effect of animating all slain evil troops wearing the symbol of Iuz (i.e. the temple guards), restoring them somewhat as monster Zombies. Leaders wearing the golden horned skull are also revived, but as if Raise Dead and Cure-All were applied. Slain PCs are similarly revived by St. Bert, being raised and healed either to 20% of normal hit points or, if the PC is a follower of the deity, with a full Cure-All (curing all but 1d4 hp). If necessary, he will teleport he and his allies to safety in order to give himself time to cast the necessary spells.

TROOPS AND SENTRIES

The troops of the temple include the rank and-file Bugbears and Ogres, led by Hill Giants and Ettins, all commanded by human clerics and magic-users. The troops are used for nearly any sort of task anywhere in or near the temple and its dungeons, being a powerful strike force capable of well coordinated attacks under their human strategists. The temple guards, who stay here at all times, are a horde of Gargoyles and trolls, offering either aerial or ground attacks (or both) against intruders, and having good resistance and stamina. Guards are often supplemented or reinforced by troops.

Nearly all of the temple's regular forces wear distinctive garb, even though armor or clothing may not be typical of the race. Only the Gargoyles wear none (they refuse to wear anything). Protective garb is the rule at most times. Armor is either kewl looking black leather or black painting on metal, with similar shield if one is used. Both shield and armor are decorated, the latter typically high on the back. The designs employed vary by troop rank. Regular troops (Bugbears and Ogres) wear the symbol first encountered in the moat house by Tharp (see Chapter 2). The guards (Trolls, Giants, and Ettins) and the Bugbear and Ogre chieftains wear the ensign of Iuz - the grinning horned skull so common to the guards on Dungeon Level Two. The clerics and magic-users wear the emblem of the Orb of Abyssal Death, a golden skull without a lower jaw but with a jeweled crown.

The positions of the residents depends on the relative status of the area. If PCs have recently been raiding the upper dungeon levels heavily (i.e. if half or more of the monsters therein have been slain), the Greater Temple will be on special alert for intruders (only surprised on a 1). A lighter guard schedule is used otherwise. The resulting positions are as follows for the hours of

8 AM to midnight. Cut all numbers in half at other times, using one guard to watch a pair of adjacent corridors (420, 423, 426, 429) from a position just inside the temple proper.

Human leaders usually keep position behind the main altar (419 A) during alerts, but may be anywhere at other times. A preferred tactic is to Haste most or all of the Ogres massed in the temple while intruders are delayed on the stairs. If the invaders turn off into a barracks area, troops will be quickly moved into position to cut off possible escape.

Troop and Guard Positions

Area	Normal	Alert
401	Empty	2 Trolls
402	2 Trolls	2 Trolls
409	2 Trolls	2 Trolls
410	1 Troll	Empty
416	1 Troll	Empty
418	Empty	2 Trolls
419	2 Trolls + 2-8 Gargoyles	12 Ogres + 12 Gargoyles
420 (x2)	Empty	1 Hill Giant
421	1 Hill Giant	2 Bugbears
422	1 Hill Giant	2 Bugbears
423 (x2)	Empty	1 Ettin
424	1 Ettin	2 Bugbears
425	1 Ettin	2 Bugbears
426 (x2)	Empty	1 Ettin
427	1 Ettin	2 Bugbears
428	1 Ettin	2 Bugbears
429 (x2)	Empty	1 Hill Giants
430 (x2)	1 Hill Giant	2 Bugbears

Thus, when not on alert, the Bugbears and Ogres are generally moving about - patrolling, cleaning, and/or repairing areas of dungeon levels three and four.

TACTICAL NOTES

At times other than alerts, the residents wander a bit from their stations, and may be found up to 50 feet away at any time. They may move to engage intruders if such seems appropriate, but will sound an alarm while doing so. When an alarm is thus called, the others will eventually come to take their assigned positions, but this may require as much as 11-20 rounds of preparation and movement.

If fighting starts during alert status, those stationed at specific points do not move from those places to engage intruders unless specifically ordered to do so. They contribute missile fire to melees in the Greater Temple whenever possible but will keep their posts and fight to the death.

The Gargoyles (who actually live in the temple itself) rove the place in groups of 3-6, but return to and defend the temple during alerts, meetings, and so forth. Their primary purpose during an alert is to stop all flying intruders. Their secondary task is to enter melees by swooping from the air, as they might thereby gain surprise against opponents already engaged (1-3 on 1d10).

During alerts, Ettins and Giants stand in corridors about 10-15 feet from the Greater Temple area, weapons at ready. They contribute to melees in the temple with thrown boulders, avoiding their comrades if possible (but often not entirely - ranges 3"/6"/12", D 2-12).

The Bugbears by the gates stay out of line of- sight from the bulk of the corridor, around a corner if possible, with weapons at ready. Note their surprise ability (5 out of 10), and the fact that this could give them several surprise segments of missile fire.

RANDOM ENCOUNTERS

Roll 1d100 once per turn, and refer to the table below. Deduct those slain from other encounter areas if noted.

Roll	Result
01-02	1 Black Pudding, scavenging
03	Smirgamel and Fal (with Kritche, a Quasit familiar), heading down from their rooms (areas 336-337) to see Supreme Commander Hedrack (area 417) about some trouble caused by the player characters. (If either of the two has been slain, the other appears alone; if the PCs have killed or chased off both, No Encounter.)
04-05	1 Ettin, checking on guards.
06-07	1-2 Trolls, patrolling.
08-10	3-6 Gargoyles, patrolling.
11-12	1-2 Hill Giants, checking on guards.
13-16	1d4 Ogres and 2-5 Bugbears, heading back to area 405 to get a between-meal snack. They are 50% likely to panic and run if challenged, since they should be on guard duty somewhere.
17	Zuggtmoy alone (if able to wander this area; otherwise No Encounter.
18	Zuggtmoy with one of the above groups (roll again, using 2d8 if able to wander this area; otherwise, No Encounter)
19-00	No Encounter

LEVEL FOUR ROOM KEY

401. PROMENADE

The promenade you have entered is silent and dark. Man sized footprints can be seen on the dusty stairs going up and down. This area seems to be a main corridor. A sign above a shelf with small pamphlets states, "Welcome to the Greater Temple of Existential Evil. Enjoy your stay."

This area is normally empty, but is guarded by a pair of Trolls (from area 402) during alerts. If present, they stand by the south wall between the stairways, hoping to surprise intruders.

The descending stairways empty onto a large landing. From there, a passage 20 feet wide and 30 feet tall slopes slightly downwards to the north, leading to more stairs, an intersection, more stairs, and more corridors.

The walls of the landing are covered with mosaic murals depicting a nauseating scene of frolicking demons, vile goops and molds, and giant humanoids, all capering about amidst a field of their fallen, torn, and tortured victims.

This stair seems often used, with fresh and old footprints of large humanoids all about. Small scraps of food and bits of bone lie in the dusty corners of the stairs' risers. In one corner is a small piece of torn parchment, easily found if characters examine the area. Upon it is a faded drawing, its details only discernible when held up to a light source. It is a crude depiction of a crowned skull, with four lines (each about twice the length of the skull's height) emanating from the crown, and a circle at the outer end of each line.

402. EAST WING

Filthy torn bedding is thrown off into the corner of this odd shaped room. Four small chests are in the opposite corner. A huge tapestry depicts a great battle between forces of good and evil.

Creatures: Trolls (4)

In this area live four Trolls, sentries for the troops of the great temple (who lair in areas 405-408) and personal guardians of their commanders (those in areas 403 and 404). Two will be here at all times, and all are present at night.

The east wall is covered by a huge tapestry which depicts a great battle, apparently between the forces of good and evil. Therein, shining humans and winged humanoids are being blasted to the ground by magical rays issuing forth from the eyes of a gigantic, rotund, wrinkled face. The tapestry conceals a normal-sized but stoutly reinforced iron-bound door (to area 403). The Trolls have no keys. A corridor about 10 feet wide and 15 feet high slants off to the southeast.

The trolls' bedding is piled in the northeast corner of the area, along with 4 small chests. The Trolls drag out their bedding at sleeping times, and keep all their valuables in their locked chests; each has a key.

Treasure: Inside each chest are 10 cp, 19 sp, 16 ep, 15 gp, and 1d4 gems of pure black tourmaline (worth 500 gp each). One Troll also has a figurine, an Ebony Fly - which is cursed to become a Pit Fiend (HoB v5, pg. 116) after the seventh round of its seventh use.

403. STUDY

The room looks like some kind of study. Two normal beds stand along the north and south walls, nestled tightly into the western corners. Beside each is a wardrobe and a small table. The east wall of the room is dominated by a great brick fireplace with a marble mantle, upon which are various knickknacks. Some of the knickknacks are shrunken heads, evil looking religious paraphernalia, and carved figurines. A full-length mirror is mounted on the east closet wall.

Prominent NPCs: Barakinar, Deggum

This quiet room is the abode of Barkinar and Deggum, the commanders of the temple troops and guards (respectively). They are usually elsewhere except at night.

Decorative tapestries flank the fireplace on the east wall. The southern conceals an open doorway leading to a neat closet, in which the clothing of the two clerics is kept hanging to either side. Four pieces of gold jewelry lie on a small shelf attached to the mirror's left edge. Another identical but empty shelf is at the right edge; if twisted clockwise, it opens the secret door entrance to a corridor to the mages' room (404).

Barkinar worked his way up through the ranks over the last six years. He came to the temple ruins to scavenge treasure, and stayed to serve and earn even greater wealth. Once a lowly cleric of the Immorality Quarter, he became its leader through a series of treacherous and bloody maneuvers. Knowing talent when he saw it, Supreme Commander Hedrack brought the mature and experienced Barkinar to the lower levels of the dungeons. Barkinar expects, but does not covet, Hedrack's exalted position. He bides his time, working earnestly for the benefit of Zuggtmoy and the temple in any way demanded. He is patient, cruel, scheming, and utterly evil - a perfect officer for this milieu.

Deggum is a half-elf, a renegade and runaway from his people in Welkwood. Drawn by rumors of the resurrection of evil power, and by the promises of Lareth (from the Tharp moat house ruin, before his murder) and others like him, Deggum found success and a fast rise in power through his temple position. He is personally tutored by Hedrack and Senshock both, and is seen as a great future leader. He carries his spellbook in a pack at all times, and studies his craft in his spare moments. The book contains most of the same first and second level spells as those of his tutor, Senshock.

Treasure: The small table bears a crystal jug and cup (each set worth 250 gp). The knickknacks are collected by the two clerics, and average 350 gp per item. Four pieces of gold jewelry (each worth 1,000 gp) lie on a small shelf attached to the mirror's left edge.

Each cleric carries a black scarab inscribed with the letters TZGY, which is used to control the curtain behind the main altar (419 A). Barkinar owns Potions of Extra Healing and Speed, and Deggum owns Potions of Healing and Growth. They will use them as needed to combat invaders. Barkinar wears Field Plate +1 and a Medium Shield +2. He uses a Staff of Striking as his main weapon (command words "whip it"). Deggum wears a Ring of Fire Resistance.

404. DECORATED ROOM, 20' x 30'

The door to this room is Wizard Locked by a 9th level magic-user.

The door opens to reveal a finely decorated room. The tapestries on the walls and furnishings are made of ebony and rosewood. A bed stands in the southeast corner, adjacent to a small fireplace in the east wall. A wardrobe stands at the foot of the bed between it and the door.

The north wall is filled by a long workbench, with beakers bubbling over small flames, bottles and boxes of various rare substances, and other laboratory paraphernalia. On the west wall is a wooden shelf unit, upon which are three large and heavily bound books, a group of twelve pieces of assorted jewelry all bearing a horned skull motif, three wooden eggs, and two platinum medallions with like chains.

A man wearing a black hooded robe with a scarab pinned to the side stands by the fireplace. He speaks, "It's about time you arrived. It's time someone showed you the true power of existential evil."

Prominent NPCs: Senshock (9th level Battlemage)

Creatures: Common Purple Worm

This is the secluded lair of Senshock, Lord Wizard of the Greater Temple. He spends most of his time during daylight hours here, working on his own projects, or is otherwise busily conferring with clerics, instructing giants, or performing some other administrative task.

Senshock is the respected and dreaded emissary of Zuggtmoy herself. Just as Iuz wields power through Hedrack and Barkinar, so do the scales balance through Senshock's actions on Zuggtmoy's behalf.

Long ago, as an apprentice in the local wizard's guild, Senshock learned the business of potion and wand making, and has brought those talents here. He visits the lab (area 330) on occasion, or sends Bugbears or Trolls to fetch the necessary items, but performs all of his work here, in his private room.

Senshock combines his attention to detail with grand strategy planning, and is the actual source of many of the better tactics used by the temple forces. He has been assured (by Zuggtmoy) of the position of High Commander and General of all the temple's mighty forces once the reconstruction is complete. Iuz has been noncommittal about this, so Senshock is trying to gain Iuz's favor in any way possible.

The Lord Wizard is a critical part of the defense plan for the Greater Temple, maintaining a post behind the main altar (419A) and adding his spells where needed in melees. He will not expose himself until or unless invaders are near defeat. Should the temple guards suffer defeat, he will take his place in the throne room (area 435) to brief Zuggtmoy about the events, and will then Teleport out to a well-studied secret retreat in Verbobonc.

Senshock is privy to certain secrets of Iuz, but will never reveal anything of great import. If captured and examined by ESP or similar means, however, Senshock can provide one interesting tidbit - Iuz is working against the

Scarlet Brotherhood, and seeks both Zuggtmoy (whose location is unknown even to him) and his mother Igwlf (believed lost in the great Abyss) to aid him in this task. If charmed or otherwise magically coerced to reveal his secrets, Senshock will suddenly and mysteriously die, slain by Iuz himself.

Senshock is a 9th level Battlemage and as such can cast 3 spells a turn and is spell jacked (x2 spells). On his right hand he wears a Ring of Feather Falling and uses a Wand of Fire in combat. The first round of combat Senshock will cast defensive spells (Magic Shield, Minor Globe of Invulnerability, Web). On the following round he will waste PCs with his Lightning Bolts and other combat spells. He really kicks butt.

Trap: Each of the three books on the shelf is a trap, of course, and all of the same type. The books are made of heavy wood, painstakingly painted to look real. A book sticks to anyone who touches it (cannot use that hand, its holding the book!), due to a powerful curse (no saving throw). It remains attached until a Remove Curse is applied by a 9th or higher level caster.

Treasure: Senshock always carries his black scarab inscribed with the letters TZGY, for controlling the curtain behind the altar (area 419 A).

The jewelry collection is worth 25,000 gp for all, each piece being studded with diamond chips and onyx; the average value of individual pieces is 1,500 gp if the set is split. The wooden eggs appear to be nothing more than nicely crafted puzzles in which the pieces are cleverly interlocked, worth 750 gp for the set due to the fine inlay work. In the center of each egg, however, is a crystal miniature of the unholy symbol used hereabouts; each figure is worth 1,000 gp, but should be destroyed by good characters. The platinum medallions and chains also bear unholy symbols, but need only be melted down to be properly spoiled, then worth 200 gp for the metal (or 150 gp each for the original medallions).

On the workbench are various hairs, liquids, and other items obtained from a variety of monsters (but no dragons), along with powdered gems, quicksilver, and other components. The whole is worth 20,000 gp, plus another 500 gp for exotic glassware and utensils. The lot may be gathered and packed for travel at the rate of 1,000 gp worth per turn per person, assuming proper sacks and padding are available. Any character with alchemy or looting skills will notice the valuable items.

The wardrobe is stoutly made, and has five secret compartments disguised as parts of the ornamental inlay design. A separate check for secret doors is required for each compartment. Each space is a two-inch cube, and the contents are as follows:

1. Six black sapphires, each worth 5,000 gp.
2. One carnelian (worth 50 gp) bearing a Firetrap (Damage 1d4+9 if not disarmed).
3. One crumpled black handkerchief, soiled and sticky from use. This Portable Hole contains Senshock's spell books (see below), a Cloak of Poisonousness, one large flask of oil bearing a Firetrap (Damage 10+1d4 plus 4d12 from the exploding oil if not disarmed), and 29 potion vials held in six wooden racks.

   The potions include a Potion of Attitude Adjustment, Clairvoyance, Climbing, Diminution, Elixir of Health, Elixir of Madness, Elixir of Youth, ESP, Extra-Healing, Fire Breath, Fire Breath Protection, Flying, Gaseous Form, Giant Strength (Hill Giant), Growth, Healing, Invisibility, Levitation, Longevity, Polymorph Self, Polymorph to Insect (Ant), Speed, Treasure Finding, Sweet Water, Ventriloquism, Venus Elixir, Vitality, and Water Breathing.
4. Four jeweled (but non-magical) bracers, each pair worth 4,000 gp.
5. A tiny pocket Mirror of Life Trapping, which causes the first person looking into it to save vs. spells or be ensnared (as the larger version). If it catches a victim, it simultaneously releases its current occupant (a Common Purple Worm, hp 110), as it has only one extra-dimensional space. The exchange will be so rapid, however, as to produce the impression that the victim was polymorphed into the worm.

Senshock's Spellbook (hidden in the Portable Hole in his wardrobe):

Level 1: Charm Person, Detect Magic, Feather Fall, Magic Missile, Read Magic, Magic Shield, Unseen Servant, Write

Level 2: Detect Invisibility, Invisibility, Fireball Skipping Betty, Knock, Magic Mouth, Web, Wizard Lock

Level 3: Dispel Magic, Fireball, Fly, Haste, Lightning Bolt, Tongues, Feign Death

Level 4: Charm Monster, Dimension Door, Fire Shield, Fire Trap, Polymorph Self

Level 5: Conjure Existential, Teleport, Wall of Stone, Minor Globe of Invulnerability

405. COMMON ROOM

A large wooden table that could seat a couple dozen large persons is placed in the center of the room. The wood has odd stains in it and the floor under the table is covered with waste. A large pile of dirty bedrolls lies in the southeast corner. The room smells of rotting food.

Creatures: Bugbears (4)

This area is the central meeting-place, mess hall, and lounge for the rank-and-file troops of the great temple - 12 Ogres and 18 Bugbears. The current inhabitants of the room are found by checking the time of day, as follows:

Meals are at 1-3 PM, 6-8 PM, and 1-3 AM. During these periods, the area is busy with 6-9 of each troop type. They take turns eating and then replacing others at their assigned tasks (wherever that may be), so Ogres and Bugbears are strolling in and out almost continuously. The place is loud and messy. Those in the process of eating are usually also talking, arguing, engaging in minor food fights, and so forth.

The Ogre Shaman (who lairs in area 407) refuses to risk himself in guard duty, and so functions as the cook. He is assisted by four Bugbears at all times. Between noon and 4 AM, the shaman/cook is 50% likely to be here, or 40% likely to be in his nearby room, though he may (10%) be wandering in the nearby halls carrying a ladle of chunky fluid, looking for someone to taste his latest creation (which has a 30% chance of causing nausea for 1d4 turns). Though busy at mealtimes, he is otherwise 20% likely to be found dozing.

During a one-hour period after each mealtime, one Black Pudding may (25% chance) be present, eating scraps for the cook (a friend it recognizes) and generally consuming everything else it is permitted. At other times a group of 2-5 Bugbears, 1d4 Ogres, or both may be here secretly, trying to talk the cook into making a snack but, through experience with the stubborn shaman, expecting scraps at best. Roll 1d12; 1 = Bugbears, 2 = Ogres, 3 = both, 4-12 = no visitors.

The bed piles of four Bugbears are in the southeast corner of the room. This group is composed of the most recent losers in the various gambling games played by the troops, and have lost their bunk privileges to those in area 408 (a-f). They are thus also drafted as assistants for the cook, and as tasters as well. They have no treasure; they constantly pilfer whatever they can, but their belongings are regularly stripped by the others, or eaten by the wandering pudding.

406. SLEEPING ROOM, 20' x 10'

Rooms 406a through 406d are used by the Ogre troops of the great temple. Each room is 20 feet x 10 feet, and 15 feet tall and contains two bedrolls. Even if not encountered elsewhere, the Ogres will only be found here 30% of the time. The southwest room (406e), identical to the others, is occupied by the Bugbear chieftain and subchief.

Creatures: Ogres (8 total, 2 each in 406a through 406d), Bugbear Chief (in 406e), Bugbear Sub-Chief (also in 406e)

407. KITCHEN ROOM, 40' x 50'

The kitchen before you has several shelved cabinets. Jars filled with thick liquids and dried meats are sorted on the shelves. Various pots hang from the ceiling, except one large one in the corner. It is big enough to fit a several man-sized creatures in.

Creatures: Ogre Chieftain, Ogre Leaders (2), Ogre Shaman (cook)

Herein lair the Ogre Chieftain, two leaders, and a shaman. The shaman functions as cook for the troops, as detailed above (area 405). The other three sleep a great deal, go out on an occasional dungeon patrol, or supervise their Ogre troops at their posts. In deference to his rank, the Ogre Chieftain has been given a black scarab that he believes is identical to those used by the human leaders. His, however, is inscribed with the letters TZOY, and will not function as the others. He has never put it to the test.

The back of the large cabinet pushes in to reveal a secret door in the north wall.

408. BARRACKS

This area has no doors, being a communal lair of a dozen Bugbear troops of the temple. Their chief and sub-chief stay in the southwest room by the common (area 406e). Each Bugbear has been trained in the longbow, and carries 30 flight arrows in a quiver.

Creatures: Bugbears (12)

409. WEST WING

A pile of filthy rags, that might be bedding, is piled in the northwest corner. Four small wooden chests lie next to the rags. On the east wall is a huge painted mural depicting a great battle, apparently between the forces of good and evil. Therein, shining humans and winged humanoids are being blasted to the ground by blue bolts issuing forth from the fingers of a tall horned humanoid in wizard's garb.

Creatures: Trolls (4)

In this area live four Trolls, sentries for the guards of the great temple (areas 410-415) and personal guardians of their high commander (area 417). Two will be here at all times, and all four during the night. The Trolls' bedding is piled in the northwest corner of the area, along with four small chests. The Trolls drag out their bedding at sleeping times, and keep all their valuables in their locked chests; each has a key.

The painting on the east wall is more then just really kewl looking, it also cleverly conceals a normal-sized but stoutly reinforced iron-bound door (to area 416). A corridor about 10 feet wide and 15 feet high slants off to the southwest.

Treasure: Inside each chest are 15 cp, 13 sp, 10 ep, 19 gp, and 4 violet garnets (worth 500 gp each).

410. COMMON ROOM

A huge bed stands by the west wall. One long and huge table fills the center of the room, bordered by ten wooden chairs of similar size. A fireplace in the south wall burns merrily.

Two corridors exit to the west, and two large doors are in the east wall.

Creatures: Ettin

The occupants of this area are present only at night. During the day one Troll (from area 409) keeps watch at this post, but the room is left deserted during alerts. Herein dwells an Ettin, who acts as guard for this west barracks area. One of his two heads suffers from paranoid delusions, and cannot sleep if others are in the room; the Ettin is thus forced to reside here, in the common room, rather than in area 415 with the others. This disease does not affect his work or combat ability, however, except to decrease his chance of being surprised to 1 in 10.

Treasure: Under the Ettin's bed is a large, flat, iron box. It contains 1124 cp, 821 sp, 492 gp, one emerald (worth 1,000 gp), and the remaining half of one Candle of Invocation of lawful good alignment.

411. NORTH STOREROOM

It would seem that this area is some type of storeroom. The room is filled with packed and sealed crates, barrels, and boxes. All stacked to the ceiling.

Most of the provisions used by those on this dungeon level are kept here and in room 413. The containers are filled with dried meats and fruits, clothing, and other items of little value. Behind a half-empty crate near the southeast corner is a secret door, which can only be found (this includes natural abilities) if the crate is moved.

412. SECRET ROOM

This small room contains a few boxes and barrels of provisions, similar to the room you just came from.

Prominent NPCs: Half-Orc Fighter/Thief, Human (Doppleganger)

Hiding in one crate are two prisoners, a Half-Orc and a human, who the PCs will notice if they search the crates. The Ettins took them on a recent raid, but instead of turning them over to the temple authorities, hid them here for a future snack. The captives have hidden themselves in hope that the Ettins will believe them to have escaped. The Half-Orc is an indignant fighter/thief. He was part of the detachment in area 244 (Dungeon Level Two), but was scavenging alone on level three when picked up by the patrol.

If found by characters, the Half-Orc will cooperate in all ways and beg for release. He will try to atone for his absence from his unit by turning against his rescuers, of course, should any guard units be encountered thereafter.

The human, apparently a town merchant, is old, wounded, and weak. This is a ruse, merely being the form of this doppleganger's last victim. It will play its current role as long as needed, but seeks escape from the dungeon. If rescued, it will fervently promise to send a reward, and will fabricate a name, address, friends' names, and other details as needed. It will, of course, vanish utterly upon its release, heading for a more profitable area.

413. SOUTH STOREROOM

This storeroom contains provisions and nothing else, identical to room 411.

414. LARGE ROOM

The room is simple and undecorated, about 25 feet tall and 60 feet long. All the furnishings are appropriately giant-sized. Two beds stand by each wall, north and south. The room is warmed and somewhat lit by a fireplace in the west wall, beside which are piles of small boulders. The wall itself shows signs of digging, and is greatly pitted.

Creatures: Kella; Giants, Hill (3)

Three (true) Hill Giants dwell herein, members of the elite high guard of the Greater Temple. The digging is caused by the Giants for they have worked this area for missiles. Under each bed is a large chest. Each chest contains clothing, food scraps, various mixed coins (about 1,500 gp worth in each, with 250 pound encumbrance), a few gems (1-10 per box, of random value), and souvenirs of past kills - scalps, pelts, bones, and the like. In actuality, only three of the Giants are as they seem.

The fourth Hill Giant is an imposter, actually being a half-elf spy. The Hill Giant Scorpp (who is currently living it up in area 318, unless slain by PCs) was replaced here by this character, one Kella by name. Scorpp is thus not missed in the least. Kella is a druid, and has the strange power to shapeshift (Dopple). The ability she possesses is theorized to be either a mutant gene or possibly her father was some kind of doppelganger (she never knew him). This ability enables here to use her shapechange to assume monster form as well as animal (taking 1d4 round to transform). The possible forms are limited to creatures she's met in the templ, any reptile, bird, or mammal, the latter corresponding to the Hill Giant form. Kella cannot cast spells in Giant form, and will do nothing to give away her disguise; she speaks only when necessary, and is so immersed in her role that she has become almost giantish in her attitudes.

Kella has taken the form and jobs of old Scorpp, spying on the Greater Temple for the leaders of the neutral faiths. She fears the current rise in evil power, and knows that time is limited. She also knows that she risks certain horrible death at the hands of Iuz himself should she be discovered, but things have gone well thus far. She's been here nearly two months. The half-elf can escape nearly any night if desired, but she awaits the arrival of some powerful group that might stand a chance at defeating the evil powers herein.

If Kella notices the PCs sneaking about quietly, she will try to follow them and secretly reveal herself. If thus accepted, she will urge retreat so she can tell them critical things such as the numbers and types of monsters herein, the habits of the leaders, which corridors go where, and so forth. If she does not ally with the party beforehand, she will hold back in a large melee, watching to see if the party's resources and courage balance those of the evil horde. If it seems that her powers could swing the balance in favor of the attackers, she will change to her normal half-elven form and aid the party as best she can. If the party is too quickly defeated, she will wait for other challengers. If the party can defeat the evil ones unassisted, she will certainly not risk anything by revealing herself, instead shapechanging to some small avian form to make her escape.

415. LARGE ROOM

The room is undecorated and contains several large sized messy beds. A small fireplace in the west wall offers a little light and heat for the occupants. A pile of rocks sits next to it.

Creatures: Ettins (3)

This large and undecorated room is nearly identical to area 414. It is the residence of three Ettins, and is furnished in appropriate manner. The Ettins, of course, are members of the high guard of the Greater Temple, as are the Giants next door.

Following advice from the human leaders, the Ettins have pooled their treasure, keeping it in the box under one bed (the last one checked by PCs). The other two boxes are also locked, but contain traps.

Chest Trap 1: One chest is empty, and holds poisonous gas with effects similar to class O poison (Damage paralytic/0 for 2d12 rounds).

Chest Trap 2: The other chest is filled with worthless pebbles and rocks, secured by six poisoned darts aimed so that at least one hit the intruder opening the box, who must save vs. poison (Class C Poison; Delivery – Injected; Damage 3d4/1d4 per round for 1d4+1 rounds).

Chest Trap 3: The Ettins' combined treasure chest is locked and trapped with contact poison (Class N Poison; Delivery – Contact; Damage - death/4d10 per round for 1 round), but all the Ettins know how to avoid it. One (randomly determined) Ettin has the key to the chest.

The chest contains 1,279 cp, 883 sp, 2,010 ep, 1,421 gp, 2 violet garnets (500 gp each) and a ruby (5,000 gp), 2 diamond brooches (worth 2,500 and 3,500 gp) two nondescript rocks (+1 Stones for a sling), and a Sling +3.

416. PLANNING ROOM

Ornate wall hangings and twin fireplaces reveal that those at the highest levels of command often use this room. A magnificent oak table fills the center of the room, flanked by a dozen plush chairs, both normal and giant-sized. On the table are several books, a dozen sheets of parchment bearing unintelligible scribbles, three quills, and two inkwells in a jeweled silver stand. The north wall is covered with maps of the dungeon levels, nearby towns, and the surrounding countryside. Four rich tapestries adorn the east and west walls, and twin crystal chandeliers hang from the ceiling. A brass candle-rod, for lighting the chandeliers, stands in the southwest corner by the fireplace.

This room is normally guarded by a Troll (from area 409), who stands inside where he will not be seen from the normal entrance. The room is left untended during alerts. The books are reference works on strategy and tactics, of minimal value).

This planning room is the site of a daily afternoon conference amongst the leaders of the Greater Temple, and of a monthly meeting for all the leaders in the dungeon. Except for Hedrack, all visitors enter and leave by the south door and corridor.

The emergency exit is rarely used, hidden by a secret door behind one large area map to the northwest; it leads to a one-way secret door in the Troll room (area 409). The normal door in the west wall is always locked; it leads to the residence of the high priest Hedrack.

Treasure: Each golden quill-holder is worth 50 gp, and the two inkwells are worth 1,800 gp total. The north wall is covered with maps of the dungeon levels, nearby towns, and the surrounding countryside. The four rich tapestries are worth 1,500 gp each. The twin crystal chandeliers are each worth 2,000 gp. The brass candle-rod is worth 525 gp.

417. PRIVATE ROOM OF HEDRACK

Prominent NPCs: Commander Hedrack (9th level human High Priest), Servants (2)

Though only 20 by 30 feet in size, this abode is quite impressive. The floor is covered by thick rugs, one atop the other. The walls are covered by tapestries of ornate geometric designs, involving circles, squares, triangles, and the eight-pointed Chance symbol.

Two engraved brass braziers shed light and heat from the western corners of the room, and a large fireplace in the east wall adds its radiance. By the latter are brass andirons and matching fireplace tools. Atop a marble mantelpiece are several knicknacks, and hanging on the wall above them is an excellent painting. The latter depicts the united forces of the Greater Temple in full battle garb standing before the great altar, with their human leaders before them (Hedrack clearly visible in the center position).

Along the north wall are two bookshelves, one including a desk in its lower portion. A plush chair before the desk is flanked by a small wooden table. The shelves are filled with books of all sizes and colors, most bound in leather. A wooden bed, with carved gargoyle heads on all four posts and piled with silvery furs, stands by the center of the west wall. Upon another small table by the head of the bed are a metal pitcher and a large basin. To the left of the entrance stands a wardrobe, and an ornate unholy symbol hangs on the wall between it and the door.

Prominent NPCs: Female Servants (2)

Here dwells Supreme Commander Hedrack, High Priest and most honorable emissary of Iuz Himself. Though he is often elsewhere, his two comely female servants remain in this room at all times.

Hedrack's position herein as the Mouth of Iuz (among his other titles) commands the fear and respect of all the troops. A dark glance from him causes even the boldest giant to cringe, in deference to the dire powers at his command as much as his personal power. He dresses in bejeweled silks, and stalks about with an air of utter confidence. Hedrack wears Bracers of Defense AC 4 during normal operations, but dons his shining Black Field Plate Mail +3 and Medium Shield +3 if trouble is expected (such as during alerts). He wears a Ring of Free Action and carries a Wand of Fear (30 charges) at all times, and often brings his Rod of Smiting and Warhammer +2 as well. A small magic cube and black scarab never leave their black velvet pouch at his belt; the latter controls the curtain behind the main altar (419a), and the latter is a Darax's Instant Fortress, used on the infrequent occasions when invaders have posed severe threats. Hedrack's favorite tactic with this device is to block the exit with it, at any convenient place in corridors 401 or 418, though he will erect it in the temple itself if necessary. He mans it with a dozen or more Ogres, Bugbears, and Gargoyles if possible.

Hedrack also keeps several potions in his quarters, and selects a few for each jaunt. He commonly carries a Potion of Extra Healing, Flying, and Speed, and also has Potions of Climbing, Invisibility, and Polymorphing.

Treasure: The furniture comprises a matched set of prime sablewood, all decorated by fine marquetry and worth at least 700-1400 gp apiece. The braziers are worth 300 gp each. The set of brass andirons and fireplace tools is worth 750 gp. Each of the ten rugs is worth 600 gp and weighs 30 pounds. Each of the 8 tapestries weighs half that, but are worth 400 gp each.

Central on the mantel is a four-inch tall ebony carving of a grinning horned skull. This item is magical; if touched, Iuz immediately sees this room and its current occupants, wherever he may be. He might (25% chance) decide to come to investigate the disturbance, or will probably do so (75% chance) if his name is uttered while the figurine is touched. If possible, Hedrack will use this item to summon Iuz if cornered here in his lair.

Other items on the mantel include two ceramic plates, hand-painted but poorly done (by Hedrack, and worthless), a 2-inch-tall miniature dragon made of deep red crystal (actually of carved ruby, worth 7,500 gp), four dinner knives with scrimshaw handles carved with scenes of sea monsters attacking vessels (each knife worth 100 gp), a purple ellipsoid stone (identical to an ioun stone but non-magical, worth 500 gp), and a small chunk of lava in which are embedded several tiny gemstones (5 very rare volcanic tourmalines, the whole worth 5,000 gp). The painting is worth 250 gp.

The desk is closed and locked, but the key lies nearby on a shelf, and is easily found by any search. Within the desk are various parchments and record-books, showing the numbers and types of creatures recruited by all the dungeon temples in the last year, troop pay records, disciplinary notes, and the like. In one small volume, details about humans and humanoids are sorted into four sections labeled A, C, Im, In - this being a record of sacrifices sent to the nexuses. Among those prominently mentioned are Ashrem, Jaer, and Sargen (who now wander the nexuses). In a bottom drawer is a Scroll of Five Cleric Spells, recently completed by Hedrack; on it are Silence 15' Radius, Dispel Magic, Cure Critical Wounds, Flame Strike, and Slay Living. (Hedrack will recover and use this item against intruders if possible.)

The bookshelves are crammed with reference works on various subjects, with an emphasis on battle strategy and tactics, personal improvement, leadership, and management. Most appear little-used. Each of the 150 books is worth 10 gp. One work, entitled 'Laws of the Temple', is a hollowed out cache for 15 gems - 3 amethysts, 6 citrines, 2 diamonds, 3 opals, and a huge black sapphire. (The total value is 22,300 gp, the last item being worth 7,500 gp and the others 500, 50, 5,000, and 1,000 gp respectively.) One tome is magical, a Book of Vile Darkness that Hedrack plans to study within the next few months.

The four silvery furs on the bed are ermine, each worth 4,000 gp and weighing 10 pounds. The pitcher and basin are a platinum alloy, the set worth 500 gp. The unholy symbol on the wall is a spare, inset with several paste gems and worth only 50 gp. In the wardrobe are five silk robes, one for each ceremony - brown, black, multicolored, purple, and red. Upon the breast of each is an embroidered symbol of a jawless, golden human skull, with the horned skull symbol of Iuz on the back. Five matching pairs of slippers lie on the floor of the wardrobe. Also here is a suit of black leather armor and matching face mask, occasionally worn by Hedrack when he tours this and other dungeon levels incognito to gather information.

418. PROMENADE

A short set of stairs descend down into the torch lit corridor below. The ornate murals on the walls continue the macabre motif of this level. The further northward you go down the corridor, the lower the murals become.

From the landing between areas 402 and 409, 20 stairs descend 10 feet further to the grand corridor leading to the Greater Temple itself. The figures become lower down the corridor, until they all appear to vanish into the floor

by the time the temple is reached. This corridor is normally empty, but is guarded by a pair of Trolls (from area 402) during alerts.

419. THE GREATER TEMPLE

You have never seen anything like the sight before you. The ceiling, some 60 feet overheard, appears as if a quiet outdoor night sky is above complete with gleaming stars and constellations. The walls are lined in smooth black marble or onyx, of such fine craftsmanship that the joints can barely be detected. Around the sides of the room, eight corridors lead off to the unknown, each a different color.

High on the walls between each two corridors are a dozen small flying buttresses and upon each, sitting nearly 50 feet above the floor, is the statue of a gargoyle [location G], sitting and scowling down upon any room occupants.

Thirty feet north of the entrance is a series of broad steps, leading 5 feet upwards to a stone altar [location A]. Draped across the altar is a sheet of red silk, with the eight-pointed Chance symbol embroidered upon it in golden thread.

Flanking the altar are two large pillars of gold, which reach to the ceiling far overhead. Each is made of common stone adorned by gold leaf. Behind the altar is a glistening purple curtain, 20 feet wide and 10 feet tall, unmarked by any design.

The 10-foot wide walls beside the curtain bear ornate carvings of existential temple symbols. In the niches just north of the altar stand monumental statues, each some 20 feet tall. To the left [location B] is a humanoid garbed in robes, with a horned and grinning skull head with the name luz on the pedestal. To the right [location C] you see a monstrosity with a fat bulbous body, four elephantine legs, a long thin neck, and a tiny humanoid head surmounting the whole. A plague at its foot reads "Zuggtmoy."

Creatures: Evil Violet Fungus Curtain, Gargoyles (12)

Before proceeding with combat, GMs should familiarize themselves with room 433. This area is normally guarded by 2 Trolls (from areas 402 and 409) and 2-3 Gargoyles. Leaders of various races may also be present. During alerts, all the Ogres (from areas 406 and 407) and Gargoyles (who lair here) will be here, commanded by all the human leaders (areas 403, 404, and 417), who prefer defensive positions behind the altar drape (area 433). Other guards will be stationed at each corridor. (See the Troops & Sentries section of the prefatory notes.)

This vast center of evil activity is impressive in its simplicity. The walls of each corridor are painted a distinctive color; those to the south (420) are brown, the next (423) multicolored, then (426) red, and the northernmost pair (429) purple. Each Gargoyle's location is marked with a G on the map, these are real Gargoyles, the aerial defenders of the Greater Temple. They serve the leaders to some extent, but are quite likely to attack without command, should they sight unengaged intruders. During any pitched battle in the temple itself, however, their favorite tactic is to wait for opportunity and swoop to attack those already engaged, moving swiftly in from the defenders' rear and gaining a 3 in 10 chance of surprise (but only if their target is busy in melee).

In the corner behind each statue is a peephole, used by those in area 433 (usually the human leaders) to watch these side areas of the temple when the need arises. They can also view the area through the curtain behind the altar. These holes are of sufficient size (nearly an inch across) to permit spell casting or the use of devices (such as wands) through them, given the proper concentration and aim.

Treasure: Scraping the stone of the tow large pillars can produce 1 gp worth of shavings per turn (max 5,000 gp).

Altar Curtain

The curtain behind the altar appears to be made of a shiny purple ribbed cloth. It is, in fact, a cluster of six violet fungi bearing special enchantments. Unless pacified (by methods described below), they attack anyone approaching within 5 feet of the south side. Up to 24 tentacles may be produced at once, sprouting forth from the curtain in an instant, but only 6 can attack any one man-sized target in range. Any hit, however, causes the victim to make a saving throw vs. poison; failure means they are infected with The Rotting Flesh Disease of Mangrus (GMG page 26). Anyone may easily push through the curtain of fungus, but doing so means that 3-5 tentacles hit automatically. An unfortunate victim is infected (saving throw vs. poison to cancel). The growths otherwise attack as if a 6 HD monster.

One great defensive advantage to the curtain is that those to the north of it (all the human leaders, in case of alert) can open it slightly to see through it. The curtain blocks all non-magical missile fire from the south side, but those to the north can fire from that direction with missiles or spells.

This horrid drape can be quieted only by the presenting of a special scarab inscribed with the letters TZGY. (One such scarab may have been found at the evil traders in the Hamlet of Tharp.) If such a scarab is presented towards the fungi in a manner similar to that of a cleric turning undead, all waving or attacking tentacles withdraw, and the curtain can be easily passed in safety, parting just as would a normal curtain. Each human leader in this temple area carries a scarab of this type.

Total immunity to disease prevents the fungi attacks from having any effect, of course. Resistances to poison also apply, but only as modifiers to the saving throw. The enchantments here are such that even total immunity to poison provides only a +5 bonus to the saving throw against the rot.

The enchanted fungi can only be damaged by certain spells, or most magical weapons. The drape is unaffected by any sort of blunt weapon (including thrown boulders) and all mind attacks (including Charm and Hold spells of all sorts). Missile fire cannot pass through the drape to the area north of it (though those behind can shoot through it to the south). The drape will appear to take only a few scratches from attacks which damage it, remaining completely intact and active until the whole is destroyed (all 100 hp), when it crumbles to a the floor in a loathsome mass (no longer causes the disease). The curtain can not be dispelled and will detect as alive and evil.

Ceremonial Activity

The vestments on the main altar are changed to reflect the current temple activities with respect to the nexuses and levels of the Abyss. Creatures from one of the fiery Abyssal layers are now being summoned and sent to the Chance nexus, as indicated by the red silk altarpiece. In the process of the ceremony, the creatures come forth from and arrive in area 427, proceed from there into the Greater Temple, and continue towards area 426, from whence they are sent to their proper destination. This and similar ceremonies have been witnessed by all the residents of the area. Other creatures from the other Abyssal layers have arrived over the past months, all in the same fashion. If characters manage to interrogate any captives, they should easily acquire a general description of this procedure, and should thus be able to deduce the locations of the more dangerous gates (those leading off to the Abyss themselves).

420. BROWN CORRIDOR

The walls of this clean hallway are as black as the temple's at the entrance, but quickly fade to a medium tan color within 40 feet. They darken thereafter, reaching a rich nut-brown at the deepest point. On the walls are inscribed ornate abstract

designs of triangles of various sizes and types, some containing large white eyes, and with bizarre and unfamiliar creatures cavorting amongst the angular landscape.

Creatures: Harpy

This area is normally empty. During alerts, a Harpy is posted inside the corridor entrance. Among the designs are a few Nefarians that might be recognized by experienced characters – Dark Enchantresses and Succubi, in particular.

421. WEST IMMORALITY GATE

The brown corridor opens into a triangular room. The walls here are unmarked save for a huge triangle on each wall, and a baleful red and white eye in each figure. A large magic circle about 15 feet across is inscribed in the center of the floor of the room, and within it is another triangle, but without an eye.

Creatures: Harpy or Sedusa

This area is normally manned by a Harpy. During alerts, the Harpy moves to the corridor entrance, and a Sedusa takes position here. The floor symbol marks a permanent gate to the Immorality nexus. Anyone standing within the magic circle for 3 segments is then instantly sent to area E-l. The gate can send up to 10 men (with equipment) per round.

422. EAST IMMORALITY GATE

The brown corridor opens into a triangular room. The walls here are unmarked save for a huge triangle on each wall, and a baleful red and white eye in each figure. A large magic circle about 15 feet across is inscribed in the center of the floor of the room, and within it is another triangle, but without an eye. Some small runes are written below the eye.

Creatures: Harpy or Sedusa

This area is normally manned by a Harpy. During alerts, the Harpy moves to the corridor entrance, and a Sedusa takes her position here. This area is absolutely identical to area 421, but sends those within the magic circle to a randomly determined point in the Abyss. Those sent there are effectively lost, unless they possess plane-traveling abilities. The runes can only be read by magical means (or thief ability). The runes are a warning to not use the gate unless prepared.

423. MULTICOLORED CORRIDOR

The black temple walls quickly fade to a light multicolored hue as one passes down this corridor, becoming darker with a swirling effect (as if clouds) at the deepest point. The corridor walls are decorated in circles and oval designs. Insane figures, demons and odder creatures are drawn among them, passing into and out of the circles as if such were portals.

Creatures: Gibbering Goblins (3)

This area is normally empty. During alerts, three Gibbering Goblins are posted inside the corridor entrance. None of the monsters depicted can be seen with any clarity.

424. EAST INSANITY GATE

The multicolored corridor opens into a circular room. The walls here are elaborately painted to resemble the view of a disordered world as viewed through the eyes of a maniac – dripping faces, upside-down buildings, and so on. A large magic circle (15 feet across) is inscribed in the center of the floor of the room, with another plainer circle within it. Runes are written around the edge of the circle.

Creatures: Gibbering Goblins (3) or Flailing Wailer

This area is normally manned by three Gibbering Goblins. During alerts, they move to the corridor entrance, and a Flailing Wailer takes his position here. The floor symbol marks a permanent gate to the Insanity nexus. Anyone standing within the magic circle for 3 segments is then instantly sent to area A-l. The gate can send up to 10 men (with equipment) per round.

425. WEST INSANITY GATE

The multicolored corridor opens into a circular room. The walls here are elaborately painted to resemble the view of a disordered world as viewed through the eyes of a maniac – dripping faces, upside-down buildings, and so on. A large magic circle (15 feet across) is inscribed in the center of the floor of the room, with another plainer circle within it. Runes are written around the edge of the circle.

Creatures: Gibbering Goblins (3) or Flailing Wailer

This area is normally manned by three Gibbering Goblins. During alerts, they move to the corridor entrance, and a Flailing Wailer takes his position here. This room is absolutely identical to area 424, but sends those within the magic circle to a randomly determined point in the Abyss. Those sent there are effectively lost until rescued, unless they possess plane-traveling abilities. The runes can only be read magically (or thief ability) and are a warning to not use the gate unless prepared.

426. RED CORRIDOR

The walls of this hallway quickly change from the temple's black to a dull blood-red. The color lightens as one progresses further, reaching a bright orange-red flame design at the deepest point. The walls are decorated in an abstract design of interlocking eight pointed Chance symbols.

Creatures: Flailing Wailer

This area is normally empty. During alerts, one Flailing Wailer is posted inside the corridor entrance. Drawn amongst the flames and symbols are pits, and from these rush dozens of fiery demons, some recognizable (such as Hordlings and Type I Demons), but most of them are probably unknown.

427. EAST CHANCE GATE

The red corridor opens into a room shaped like the eight-pointed Chance symbol, with a large identical symbol inscribed on the floor in the center of a magic circle nearly 20 feet across. The walls here are a riot of flaming color, with fourteen other Chance symbols of various sizes inscribed on the walls of the room and two facing each other at the

entrance.

Creatures: Flailing Wailer or Bugbears (2)

This area is normally manned by one Flailing Wailer. During alerts, the Flailing Wailer moves to the corridor entrance, and two Bugbears take his position here. The floor symbol marks a permanent gate to the Chance nexus. Anyone standing within the magic circle for 1d3 segments is then instantly sent to area F-l. The gate can send up to 1d10 men (with equipment) per round.

428. WEST CHANCE GATE

The red corridor opens into a room shaped like the eight-pointed Chance symbol, with a large identical symbol inscribed on the floor in the center of a magic circle nearly 20 feet across. The walls here are a riot of flaming color, with fourteen other Chance symbols of various sizes inscribed on the walls of the room and two facing each other at the entrance. The circle on the floor has some small runes written on it.

Creatures: Flailing Wailer or Bugbears (2)

This area is normally manned by one Flailing Wailer. During alerts, he moves to the corridor entrance, and two Bugbears take his position here. This room is absolutely identical to area 428, but sends those within the magic circle to a randomly determined point in the Abyss. Those sent there are effectively lost, unless they possess plane-traveling abilities. The runes are a warning not to proceed without protection and can only be read by magical means.

429. PURPLE CORRIDOR

The color of this long corridor is a deep blackish purple at the entrance, but lightens to a pleasant violet at the deepest point. Scrawled and carved all over the walls are images of beheaded royalty, toppled castles, thieves and robbers going about their business, and other such scenes of utter chaos. You also see what appears to be strange, runic graffiti.

Creatures: Fomorian Giant

This area is normally empty. During alerts, one Fomorian Giant is posted inside the corridor entrance. Among the creatures are a few Demons that may be recognizable by experienced adventures (Mangy Demons, Nathraak and Nefaryns).

The graffitti on the wall is simply many slogans – such as "Off with their heads!" and "All for me and me for all!"

430. FOYER

The purple corridor opens suddenly into a wide ceremonial area. The walls bear the same decoration, though the ceiling is painted to resemble the view of an outside sky shattering into hundreds of pieces as the wurld comes to an end. Two large braziers stand in the north corners of the room, lighting to way to a doorway in the center of the north wall. This door appears to be 10 feet wide and 15 feet high, and opens into a sunken area to the north. A short stair, only 5 feet wide, leads down into the hole through the doorway.

Creatures: Fomorian Giant; Cockroach, Cheetah (2)

This area is normally manned by one Fomorian Giant. During alerts, the Giant moves to the corridor entrance, and two Cheetah Cockroaches take his position here.

431. EAST ANARCHY GATE

The floor of this room is about 8 feet below that of area 430, and is stained with what appears to be a combination of wine and blood. On each wall is a perfect and simple square symbol, about three feet across. A large magic circle about 20 feet across is inscribed in the center of the floor of the room, at the bottom of the sunken area, and within it is another square.

The floor symbol marks a permanent gate to the Anarchy nexus. Anyone standing within the magic circle for 3 segments is then instantly sent to area W-l. The gate can send up to 10 men (with equipment) per round.

432. WEST ANARCHY GATE

The floor of this room is about 8 feet below that of area 430, and is stained with what appears to be a combination of wine and blood. On each wall is a perfect and simple square symbol, about three feet across. A large magic circle about 20 feet across is inscribed in the center of the floor of the room, at the bottom of the sunken area, and within it is another square.

This area is absolutely identical to area 431, but sends those within the magic circle to a randomly determined point in the Abyss. Those sent there are effectively lost unless they possess plane-traveling abilities. The runes can only be read with magic and state a warning not to enter the gate unless sufficiently prepared.

433. INNER CHAMBER

The room is dimly lit by a pearly glow from the north [area 435]. Three small unadorned altars form a "Y" shape in the center of the circular room. Black curtains line the east and west walls. A set of stairs descend at the far end of the room.

This stark area behind the altar curtain of the Greater Temple is marked only by three lesser altars, each a 10-foot-long stone ovoid standing 4 feet tall. These are currently unadorned, but are draped for ceremonial occasions.

This room is normally unoccupied, used for storage and private ceremonies. If a battle occurs in area 419, this room is the defense post for the clerics and magic-users from areas 403, 404 and 417. Note that they may cast spells and fire devices through either the peepholes at the sides (the points marked 'A', adjacent to the statues in the temple) or the violet curtain. Note also that defenders herein will get and use the magic items stored in the chests (see below).

The black curtains block two side rooms. Each side room contains a wardrobe and two huge chests. Each wardrobe contains six vestments used by the temple clerics in their ceremonies; those in Room B are brown or red (3 of each, for Immorality and Chance respectively), and those in Room C are dark purple or multicolored. With the vestments are four neatly folded silk altar pieces of the same colors, each bearing the embroidered symbols of Iuz, the existential temples, and the jawless, golden human skull.

Trap: Each of the two chests in each side room is locked, Wizard Locked and Fire Trapped (both by Senshock, the latter exploding for 1d4+9 points of damage if triggered), and additionally protected by two Glyphs of Warding, one forming a rectangle in which the chest stands and the other around the lock of the chest itself. These glyphs of electricity were placed by Hedrack, and explode for 18 points of damage (each) if a chest is touched without speaking the glyph's name ("leh").

Treasure: These chests contain coins used for troop payrolls and rewards, some scraps of parchment, and a few magic items. Each chest contains 2,000 ep, 4,000 gp, and 1,000 pp, plus 10 pieces of parchment. Each parchment is a letter of credit from the temple to some individual; each note promises to pay an amount from 10 to 1,000 gp (total 4,110). The borrowers include most of the temple troops, guards, and leaders, since these provide additional means of forcing obedience. (The usual interest rate is 10% per week.) One magic item is in each chest. Present are a Wand of Frost with 42 charges, a Wand of Metal and Mineral Detection with 21 charges, a chaotic evil Candle of Invocation with 3 hours burning time remaining, and a Rope of Entanglement. The wands are usable by any class, and the command words are known to all the temple leaders (same word for all, "booyah."

If attackers penetrate the violet curtain, the defender with the rope will probably use it in haste, ensnaring only the first four to enter the area (more or less, depending on the situation).

The top step of the stairs leading down to area 434 bears a Glyph of Warding (electricity, for 18 points of damage, "leh"). The 10' x 20' area just south of it, between the pointed niches, is protected by multiple glyphs. Four have been placed here, each 5' wide (east west) and 10' long. Each can explode for 18 points of fire or cold damage, there being two of each. The pointed niches themselves, constructed to complete the area's mimicry of the symbol of Iuz, are useful only as aids to defense. Anyone standing within gains a -4 AC bonus and can be attacked only from the front; however, the defender cannot properly wield any weapon that requires 3 or more feet of space. (A mace or shortsword can be used.)

If a follower of Iuz calls his name while in this area, Iuz will probably respond (a 90% chance, checked per round if necessary). Defilement of any altar, either a lesser one here or the main one just to the south, summons Iuz automatically (with a 95% chance of gaining a response). If Iuz responds, he appears in 2-9 segments in his demoniac form, his Two-handed Sword +3 in hand. If any good beings are in this room when Iuz arrives, Pangrus may (90% chance) arrive 2-9 segments later. If good beings are in an adjacent area (419 or 434), the same chance applies, but Bert does not appear for 4-32 segments. (See Gawds & Demigawds for details on Iuz, St. Bert and Pangrus.)

Horrible punishments await anyone who bothers Iuz unnecessarily, so the temple's leaders will not call him unless one of two situations occurs (either they have won a battle and have captives to offer as sacrifices, or their troops have lost miserably and they need his aid to prevent their final defeat). Note, however, that if a PC assaulting the area has completed the assembly of Yellowskull (a.k.a The Orb of Abyssal Death) by first exploring the nexuses to retrieve the gems of power, even Iuz is relatively powerless to prevent the final defeat of the Temple of Existential Evil.

434. NEXUS

A soft glow from the destination lights the stairway in an odd pearly glow mixed with occasional flashes of other colors. The walls of the round chamber are vertical, 20 feet tall, capped by a dome reaching 10 feet further.

In the center of the room is a round dais about 2 feet tall, which is precisely encircled by a column of shimmering light, the source of the radiant colors, which extends to the ceiling. The walls and ceiling are ornately decorated by a mosaic mural, apparently made entirely of precious stones such as amethysts, rubies, opals and sapphires. Not a square inch is uncovered. The scene on the walls is one of glory and conquest, showing the lands around as seen from the parapets of the temple itself. The countryside is somewhat warped (in an undefinable way) but easily recognizable, and is filled with human, humanoid, monstrous and demonic beings mixed together. All are facing and paying homage to the temple.

Creatures: Nefarian Demon Type I, Nefarian Demon Type II, Nefarian Demon Type III, Nefarian Demon Type IV

Broad stairs lead down from the inner chamber (433) into a round room 60 feet in diameter.

Treasure: Intruders may pry out up to 65 gems with relative impunity, each worth 100-1000 gp (total 32,500 gp). However, if and when the 66th gem is removed, Iuz arrives in 1d4 rounds, accompanied by 4 demons of types 1 through 4. Iuz also comes if the area is damaged by fire or lightning, or possibly (80% chance) if his name is spoken aloud by anyone in the chamber. If the pillar of light is touched or examined, refer to area 435.

435. LIGHT CHAMBER

This pillar of light in the center of area 434 is a cylinder 30 feet tall and 20 feet in diameter. It is powerfully magical, emanating alteration, conjuration, enchantment, and evocation in equal measures. Details of the area within the light are not discernible except with magical aiding, or other similar aid reveals that an ornate silver throne occupies the center of the light. Looking beyond the throne, the observer gets the definite impression of vast distance, but without detail save a far-off swirling mist.

Objects can easily penetrate the borders of the light, but any non-evil creature touching it immediately loses 1 level of experience via energy drain (no saving throw) and must make a saving throw vs. spells or take 3d10 points of electrical damage and be knocked 5 feet backward. Any touch produces a moderately loud clap of thunder, emanating from the light. If the victim saves, all electrical damage is negated, and no movement is forced; the victim may enter the light if desired.

The throne within is silver, adorned by hundreds of precious gems (50,000 gp total value). These are set to form leering demon faces, skulls, fungi, and like patterns; they are of all colors, sizes, and shapes. (This throne is identical to Zuggtmoy's, found in her great hall in area 364. Each gem is likewise linked to a demon, as explained in that area description.)

The light automatically and immediately gives the following abilities to anyone within it - True Seeing, Detect Magic, and ESP. The latter is even powerful enough to penetrate anti-scrying magic (such as an Amulet of Proof Against Detection and Location) 90% of the time (check per round, as applicable). These abilities remain as long as the recipient stays in the light, but instantly vanish upon exit from it.

Anyone sitting in the throne is immediately in mental contact with Zuggtmoy herself. She cannot communicate in words or pictures, but may use her psychic abilities and disciplines to affect the user. If a follower of Zuggtmoy, the user is probably (90% chance, no saving throw) struck with fear and awe of her power and effectively charmed by her for 1d6 turns. The leaders of the great temple thus use the throne to inform Zuggtmoy of recent events and needs, and receive general feelings like approval, pleasure, and anger from her. Note that through this medium, Zuggtmoy can freely use her psionics, whatever the current limits on her powers may be.

Any non-follower who sits in the throne must make a saving throw vs. spells. The save is for a mind attack, and adjustments for Wisdom apply; if failed, the victim is charmed (as the spell, but ignoring character size).



Nexuses of Existential Evil

Four partial planes were created by Zuggtmoy to be used both as sources of power and as places of preparation and storage. They are permanently and magically tied to the northern areas of Dungeon Levels 3 and 4, and accessible from these locations if the proper methods are employed.

Each of these partial planes (also called nexuses) is filled by a tiny moon-like body, stranded in a small, odd, and isolated region of magically created space. Severely distorted effects of many sorts bedevil the surface of the moon, being within a mile of the very edge of the plane itself. Thus, the 100 square miles of surface area is largely avoided.

A small part of the interior of each nexus is in use. Although a nexus is almost 5 1/2 miles across (29,000 feet in diameter, or a total of 94 cubic miles), the space in current use is only about 1600 by 2100 feet in width, varying from 10 to 250 feet in depth.

The nexuses exist only as long as their connections to the dungeon remain unbroken. If Zuggtmoy is slain, the connections vanish, and the nexuses do likewise. Any and all things within them at that time are at the GM's option either destroyed or sent whirling into a Plane of the Abyss, either to Zuggtmoy's or one adjacent (planes 221-223). On two of the nexus maps (Insanity and Anarchy), the scale is much greater than on the dungeon maps. Each square thereon is 50 feet on a side, instead of 10. Despite the size of the areas, however, indoor scale is used throughout (limiting range measurements). The other two maps (the Immorality and Chance nexuses) use standard scale, with 10-foot squares. With standard slow and careful dungeon progress, a party may take many days to explore the entire nexus map.

TRANSPORTATION

On maps 14 through 19, the symbols used for the existential ideals are a square for Anarchy, the eight-pointed symbol of Chance, a circle for Insanity, and a triangle for Immorality. All of these symbols are magical, being the locations of gates. A sizeable glyph about 10 feet across is visible on the floor at each such location. Up to eight human-sized beings can occupy a glyph at one time.

In dungeon area 351 and in each nexus, anyone standing on one of these symbols for three segments is sent from there to the appropriate existential nexus. The user arrives at the center of the nexus map; see the appropriate area description for details. Each nexus map contains only three of the symbols, the one corresponding to the nexus itself being omitted.

Dungeon area 419 has many halls which lead to gates to the nexuses (and to the actual Abyss as well), as noted in the area descriptions. Each gate bears a corresponding symbol, and each works in similar fashion (but is stepped through, rather than stood upon). Anyone possessing a power gem mounted in the Yellowskull (Death Orb) can travel to and from the corresponding Existential Abyssal Plane or nexus at will (as if using the Teleport without Error spell).

Escape from the nexuses by other means is highly unlikely. A Wish, Plane Shift, and certain other spell effects may allow transportation, as detailed in the following list of spell modifications. No other magical or mundane means will succeed. The number of current occupants of the nexuses testifies to the security of the whole.

DEVELOPMENT

In play, the characters may find their way to the nexuses in search of some means of destroying Zuggtmoy, the temple, and so forth -and the gems of the nexuses provide the keys to do so, given the discovery of the Orb as well (either before or after the gems' recovery, actually). But if they blunder into the nexuses, or are forced therein by the press of a massed monster attack (especially on Dungeon Level Four), they will doubtless spend much time there, wandering and searching for the exit. Such victims are nearly doomed unless they find and then discover the uses of the gems of power.

Space does not here permit a full description of each small part of the four nexuses; after all, even with the limited space in use, each nexus complex comprises more area than all four dungeon levels! Random and placed encounters are given, with other notes, so that the whole is playable as it stands. But a small amount of time, effort, and skill on your part can develop the rough notes into fully polished gems of adventure, just aching for discovery.

The map areas have been numbered to ease your further development. Suggested areas for lairs are given in the area notes. Select from the monster lists to populate the map areas, and add rewards appropriate to the treasure types. When magic is indicated, roll 1d100 and refer to the Magic Treasure Table to find the exact items.

Hundreds of adventurers, humanoids, and others have vanished into the nexuses, and their traces (or even descendants or survivors!) may be found anywhere. Sacrifices arrive daily, even now at a low point of the temple's power, taken through the long halls and tossed through the gates by the clerics and troops of the greater temple on Dungeon Level Four.

If any notable NPCs in your campaign have been missing, they might show up here. The same applies to singular magical devices once in their (or others') possession, of course. And for higher level parties, certain powerful creatures once banished from or defeated on the Prime Plane due to past character actions might be found herein, having struck a pact with Iuz and Zuggtmoy in exchange for permanent or temporary visiting rights.

Herein should be all the tools for you, as GameMaster, to tailor the game to the characters. If their powers are lacking, they can find equipment and allies. If healthy, they should not lack for opponents. You have complete control, with the freedom to add subplots, clues, suspense, and excitement as you see fit.

In short, develop the nexuses to suit yourself and your characters. Apply the general modifications given for magic, and the guidelines for resident creatures, but elaborate and expand on the basics given so that the adventures herein are challenging and meaningful to your players, while offering some slim chance of victory and escape.

MAGIC IN THE EXISTENTIAL NEXUSES

The existential nexuses are very close to the Prime Plane, so distance causes no ill effects to most magical items. No 'plusses' or 'minuses' are lost from permanent items. However, some spell effects may be altered as noted below.

In the Chance nexus, there is a 20% chance that spells and other magical effects function in a manner differently than intended. For example, a

Fireball spell might deal double damage, or half damage, or be turned to ice in mid-flight. Either choose a different effect for spells so affected or roll randomly on the spell mishap table in the GMG. The GM may also decide to apply this 20% chance of oddity to weapon attacks, weapon damage, skills, quirks and flaws, or other actions as he sees fit.

Spell Variations

Some spells (but not item effects) can be deliberately altered if the caster knows how to do so. To introduce the spell variations in play, check each spell cast in a nexus against the following list. If it can be modified, tell the player that the character senses the potential change, and can learn more with just a bit of practice.

When the character learns the modified versions, it may be helpful to check off the spell on the list below, or to note the name of the caster for future reference. This list below only lists spells most likely effected. GMs should also feel free to adjust the list by adding other spells known by the players with their own modified effects.

Magic-User Spells

Note: being in the nexuses does not modify illusion-based spells. This is because their effects do not really exist, and as such can not be modified by the environment.

Alternate Reality (SSG): Casting Time only 1 segment in the Chance nexus.

Blizzard (SSG): No effect in the Chance nexus.

Blood Drain (SSG): No effect against the fleshy terrain of the Immorality nexus.

Chaos Shield (SSG): Double duration in the Chance nexus.

Chaotic Transformation (SSG): Backfire chance increases from 10% to 50%.

Demishadow Monsters: No effect.

Demon Flame: Double duration and area of effect

Drifting Polymorph (SSG): Chance of drift increases to 40%; chance of permanency increases to 20%.

Duo-Dimension: 50% chance the magic-user is pulled entirely into a true level of the Abyss by any attack from a creature whose natural climate/terrain is the Abyss.

Elenwyd's Majestic Bosom (SSG): Area of effect increases to all within a 10-foot radius.

Find Familiar: No effect.

Galinor's Gender Reversal (SSG): Area of effect increases to all within a 10-foot radius.

Monster Summoning (i-vii): No effect.

Noonan's Nonsensical Nullifier (SSG): Area of effect increases to all within a 10-foot radius.

Protection from Evil: Half duration.

Protection from Good: Double duration.

Sanboreg's Random Dispatcher (SSG): Area of effect increases to all within a 10-foot radius.

Sanboreg's Surge Selector (SSG): No effect in the Chance nexus.

Shadow Monsters: No effect.

Spiritwrack: If made against a being of the outer planes, the creature automatically succeeds at its magic resistance percentage as a saving throw; and the third round of utterance causes a loss of only 25% of its existing hit points. Even if confined to a space on its own plane, the creature can still enter (and move freely about in) any of the nexuses.

Summon Shadow: No effect.

Summon Swarm: No effect.

There/Not There (SSG): Area of effect is doubled in the Chance nexus.

Time Stop: No effect.

True Seeing: The recipient of this spell sees the nexuses' evil nature, and becomes blind as the Blindness spell. The recipient of this spell also gains a Major (Personality) Quirk, rolled randomly on Table 61 in the PHB.

Ward Off Evil: Half duration.

Wildshield (SSG): Duration is doubled in the Chance nexus.

Wildstrike (SSG): Duration is doubled in the Chance nexus.

Wildwind (SSG): Damage and duration is doubled in the Chance nexus.

Wildzone (SSG): Area of effect and duration is doubled in the Chance nexus.

Zarba's Sphere of Insanity: Double damage; no material component needed.

Cleric and Druid Spells

Abjure: No effect against creatures whose native climate/terrain is the Abyss.

Animal Summoning (i-iii): No effect.

Call Lightning: No effect.

Call Woodland Beings: No effect.

Conjure Animals: No effect.

Conjure Earth Elemental: No effect.

Conjure Fire Elemental: No effect.

Cause Light Wounds: Double damage.

Cause Moderate Wounds: Double damage.

Cause Nasty Wounds: Double damage.

Cause Serious Wounds: Double damage.

Exaction: Double range.

Flame Strike: Double damage.

Insect Plague: No effect.

Protection from Evil: Half duration.

Protection from Good: Double duration.

Purify Food & Drink: Range = touch; Area of Effect = 1 item of food & drink/level.

Raise Dead: Works only as Diminished Rite.

Spiritual Hammer: Double casting time for good-aligned, lawful neutral or true neutral clerics.

True Seeing: The recipient of this spell sees the nexuses' evil nature, and becomes blind as the Blindness spell. The recipient of this spell also gains a Major (Personality) Quirk, rolled randomly on Table 6I in the PHB.

Ward Off Evil: Half duration.

TABLE OF MAGICAL TREASURES

When developing encounter areas in the nexuses, use items from the following table if magical treasure is indicated by random roll for the monsters' treasure type. Roll 1d100 to determine the exact item. Place the item and delete it from the table; roll again if the same roll occurs again.

If all these items are used, select magic items randomly (GMG pages 213-219) but ignore artifacts and books. This should not be necessary unless multiple parties spend great amounts of time exploring the nexuses in detail.

Roll	Item
1	Great Helm of Fear
2	Axe of Doom +3
3	Dagger of Flesh Devouring +2
4	Potion of Super-heroism (F)
5	Wand of Lightning (67 charges) (M)
6	Maul of the Titans (F)
7	Scroll of 5 cleric spells (levels 1, 2, 3, 4, 5): Sanctuary, Diminished Rite, Lesser Reanimation, Abjure, Commune
8	Plate mail +1
9	Potion of Frost Giant Strength
10	Rod of Resurrection (15 charges) (C)
11	Ring of Shocking Grasp
12	Mace +2
13	Helm of Opposite Alignment
14	Potion of Levitation
15	Boots of Groin Kicking +5
16	Scroll of Protection from Good
17	Shield +2
18	Longsword +2, +4 vs. lycanthropes and shape changers
19	Potion of Invisibility
20	Periapt of Foul Rotting
21	Scroll of 6 cleric spells (levels 1, 2, 3, 3, 4, 5): Walking Corpse, Chant, Glyph of Warding, Negative Plane Protection, Neutralize Poison, Flame Strike
22	Field Plate +2
23	Wand of Paralyzation (53 charges) (M)
24	Potion of Polymorphing (M)
25	Scroll of Protection - Demons
26	Staff of Striking (11 charges) (C, M)
27	Bastard sword +3 ("Charro," AL CE, Int 14, speech; can detect evil or good, and detect invisible objects, each in a 10-foot-radius)
28	Bracers of Defense AC 3
29	Spear +1
30	Scroll of Protection - Possession
31	Splint mail +2
32	Elixir of Madness (GM should not reveal contents)
33	Girdle of Dwarvenkind
34	Blood Thorn Stiletto +4
35	Ring of Shooting Stars
36	Potion of Flying
37	Scroll of 6 magic-user spells (levels 1, 2, 3, 4, 5, 6): Charm Person, Sidewinder Factor 2 Fireball, Phantom Steed, Phantasmal Killer, Dolor, Enchant an Item
38	Goggles of Detect Magic
39	Spear +2
40	Dagger +2
41	Potion of Speed
42	Cloak of Stalking
43	Amulet of the Planes
44	Crossbow of Speed
45	Scimitar of Speed +4
46	Potion of Gibberish, Gnome
47	Chain mail bikini of Remote Eye Gouging
48	Shield +1
49	Ring of Feather Falling
50	Decanter of Endless Water
51	Scroll of 6 magic-user spells (levels 1, 2, 3, 4, 5, 5): Magic Missile, Glitterdust, Fly, Emergency Teleport at Random, Drayton's Engaging Conversation, Tempus Fugit
52	Libram of Legalese
53	Shield +3
54	Horn of Bubbles
55	Arrows +1 (10)
56	Potion of Polymorph to Primate
57	Battle axe +1
58	Scroll of 7 cleric spells (levels 1,1,2,2,3,3,5): Command, Protection From Evil, Know Alignment, Spiritual Hammer, Cure Nasty Wounds, White Hot Metal, Spike Growth
59	Crossbow bolts +1 (12, light)
60	Leather armor +1
61	Potion of heroism (F)
62	Broadsword +1, Flame Tongue
63	Scroll of 4 magic-user spells (levels 1,2,3,4): Chromatic Orb, Hypnotic Pattern, Blink, Rainbow Pattern
64	Plate mail of Vulnerability
65	Shield of Missile Attraction -1
66	Potion of Climbing
67	Chain mail +3
68	Longsword -2, Cursed
69	Anklets of Levitation
70	Sword +1, Luck Blade
71	Potion of Fire Breath
72	Ring of Fire Resistance
73	Longsword +2
74	Mace +3
75	Philter of Lust
76	Broadsword +3, Frost Brand
77	Scroll of 7 magic-user spells (levels 1,1,3,3,4,5,5): Burning Hands, Change Self, Haste, Murgain's Migraine, Stoneskin, Hyptor's Faithful Bitch-Hound, Wall of Force
78	Horseshoes of Speed
79	Leather Armor of Blending
80	Necklace of Strangulation
81	Potion of Clairaudience
82	Flail +1
83	Axe +1
84	Scroll of 5 magic-user spells (levels 1,2,6,7,7): Feather Fall, Cloud of Pummeling Fists, Monster Summoning IV, Spiritwrack
85	Long bow of Strumming +1
86	Oil of Etherealness
87	Chain mail +1
88	Longsword +1
89	Gauntlets of Ogre Power (C, T, F)
90	Wand of Size Alteration (24 charges)
91	Scroll of 5 cleric spells (levels 1,2,3,4,5): Light, Silence 15' Radius, Locate Object, Minor Raise Dead, Plane Shift
92	Manual of Quickness in Action
93	Dagger of Hindsight
94	Scale mail +1
95	Shield +1
96	Ring of Protection +2
97	Ankle Bracelet of Gender Bending
98	Scroll of 6 magic-user spells (levels 2, 2, 2, 4, 5, 7): Cheetah Speed, Magic Missile of Skewering, Rope Trick, Fire Shield, Magic Jar, Power Word Stun
99	Helm of the Dragonfly
100	Battle axe +1 ("Mark-A-Way," AL CG, Int 13; empathy;

detect precious metals (type and amount) in a 20-foot radius, and determine direction and depth twice/day

RESIDENTS

Zuggtmoy or Iuz brought or summoned most of the creatures inhabiting the nexuses from other layers of the Abyss and even from the Material and Elemental Planes. Very few have escaped, even after many long years. Zuggtmoy's beloved molds and goops also wander the nexuses, coming and going at the bidding of their mistress.

It is important to note that the creatures herein are free-willed, not conjured or summoned, but trapped. They are also not necessarily hostile, some being as eager to escape as are the characters. Should communication be established, or some indication of friendliness be given (such as offered treasure or food), some inhabitants of the nexuses might very well agree to peaceful coexistence or even a limited partnership for a time.

The lists of creatures found in the nexuses give numbers appearing, but you may modify these to suit the PCs' level and relative health. Most creatures should be initially encountered singly or in small numbers, roving near or far from their lair. Do not suddenly introduce the entire complement of a creature type in one massive swoop.

Finally, some few residents, especially the evil ones of lower intelligence, may still be working toward a greater goal set by their leaders Iuz and Zuggtmoy long ago. They may be developing areas, digging new tunnels, or simply patrolling for intruders. In any event they are dangerous fanatics, fighting to the death to ensure the continued completion of their assigned tasks.

Environmental Damage

Non-native creatures that visit the nexuses may find it difficult to breathe the harsh atmosphere and will find themselves buffeted by strong winds and tiny bits of sand and pebbles from time to time. This harsh environment causes 3 hp of damage per day of exposure. Continuous exposure for up to a month allows the body to assimilate to its environment and stops the continuous hit point loss. Of course, for many creatures with no access to healing, it might be too late.

RANDOM ENCOUNTERS

To check for wandering monsters in any nexus, roll 1d100 once per turn and refer to the table. All monsters are considered native to their nexuses, and do not take environmental damage. Wandering humans are garbed in a manner appropriate to their surroundings, and have become immune to environmental effects through long exposure to them.

Statistics for Zuggtmoy's pets can be found in Appendix B (under Zuggtmoy); nexus residents are described in the following encounter keys. A few wandering humans are detailed below.

Zuggtmoy's Pets

Roll	Result
01	Ascomid
02	Basidirond
03-04	Gray Ooze
05-06	Ochre Jelly
07	Phycomid
08-10	Pudding*
11	Ustilagor
12	Zygom
13	Wandering human (roll again)**
14-20	nexus resident***
21-00	No encounter

*Pudding type varies by nexus: Insanity = white, Immorality = black, Chance = dun, Anarchy = brown

** See list below

*** Select or randomly determine one monster of the types placed in the nexus.

Wandering humans (roll 1d100)

Roll	Result
01-20	Austen
21-40	Crank and Bandits (7)
41-50	Daria
51-65	Junor
66-85	Ming
86-00	Gerk

Austen

This bitter old man was once the chief cleric of the Insanity temple (dungeon area 210), but was replaced by Kelno a few years ago. Betrayed by his brother Alrrem (of the Chance temple, area 212), he was sacrificed to the Insanity temple and cast off into the nexuses. But his feigned death saved him; he was able to cure his near-mortal wounds, and has survived in the nexuses by avoiding everyone and scavenging what materials he can find. He has a cache of spell components, both clerical and magic-user types, hidden somewhere in the nexuses, and will use this to barter should he be endangered by adventurers.

Austen lives for revenge on his brother. He wears ill-fitting and damaged chain mail, taken from the body of a larger fighter, and carries a scarred shield bearing a white chicken on a green field (scavenged from a corpse). He carries a mace, hammer, and many empty sacks (both small and large) for scavenging.

If questioned, Austen reveals his name and profession, and seeks aid in escaping. He will eagerly join a party if asked. He has seen most of the other wandering humans at some time or another, but has avoided them, believing them hostile and dangerous.

Crank and Bandits (7)

A large group of bandits once visited the fourth dungeon level in search of the rumored great wealth therein. They found the gates to the nexuses, and their leader ordered them through when approaching Flailing Wailers were sighted. The leader has since been slain by monsters, as were over a dozen of the bandits.

The remaining seven bandits are led by their cleric, who literally rules by the powers of life and death he wields through his spells. He has self-proclaimed himself King Of The Nexus. They are scavengers and cowards, having survived nearly two months by their methods. If left alone, they will lose one of their number each 1-4 days, until none remain.

The bandits prefer to attack from ambush, so an encounter with them will probably (75 %) give them 1-3 surprise segments from such a situation. If so, they begin with missile fire from cover. They prefer to remain behind cover for as long as possible, but will engage if necessary. When wounded, however, any bandit will flee at the beginning of the following round.

Daria

When encountered, this Demon Spawn appears as a comely human female clad in robes. She is friendly, and claims to be a rookie magic-user who escaped the cells and somehow was teleported here. She will eagerly join a party if invited, and will behave perfectly for at least two days of adventuring to allay any suspicions. She wishes to leave the nexus and believes the party can assist her in her goal.

Daria was once part of a demonic faction allied against Iuz. The group was utterly defeated, of course, and its members scattered, banished, or imprisoned. Daria is one of the lucky ones, allowed to wander here in the nexuses.

Daria fakes spellcasting gestures and sounds, in conjunction with her spell-like abilities, to bolster her magic-user image (an illusion). She can use her Charm Person and Suggestion abilities up to once per round, each up to three times daily at 12th level ability. She can also Gate (Nefarians only) once per day. Daria's true form is very similar to her human one, with the small addition of vestigial horns and small bat-like wings. She will retain human form indefinitely to keep up the masquerade using her Improved Phantasmal Force ability (once per day) to make herself appear normal. Of course, she has no spellbook and clever characters may notice this.

Junor

The weaver Junor, once a solid resident of Nulb, came upon hard times and joined a group of bandits. He regretted his choice almost immediately, but when he tried to quit, was given to and questioned by the leaders of the greater temple, and then thrown into the nexuses.

Junor's survival is due to his craft. He has made armor, shield, and tools by weaving scraps he has found. He has wandered the nexuses for only three weeks, and is becoming desperate. He was once looted and chased off by the wandering bandits, and thus will be distrustful of the party at first. But he will eagerly ally with a friendly group, and will put his skills to good use.

Junor's weapons include a normal shortsword, dagger, and warhammer, and also 20 woven bundles of flammable material, which can be ignited and thrown to 3" range by him (treat as flaming oil). Junor carries a lit lamp most of the time for igniting his fire balls.

Ming

This magic-user (Painted Mage) once came to the temple in search of work, but was soon imprisoned and thrown to the nexuses due to philosophical differences. He has little equipment, having survived by hiding and eating anything he could find. He has passed into insanity in the last months, and believes every creature he sees to be a demon or devil of some sort.

When encountered, Ming has worked up his courage and approaches the party, groveling. Believing them to be a troupe of wandering demons, he plans to beg for release, offering thousands of gold pieces and future service in exchange. (His cash is at his home, on the Prime Plane, but is quite real.) If attacked or threatened, he flees immediately, and future encounters will be at a distance, again causing him to flee.

Ming only retains two spells written on his arm as tattoos: Feign Death and Blood Missile (SSG).

Gerk

This fearsome Half-Ogre fighter stands a full 7 feet tall, and wears his own shining sky-blue plate mail armor and shield, and carries several weapons-dagger, longsword, longbow, and others. He was separated from his party about four months ago when they entered the greater temple. He was forced to retreat down a side corridor, and ended up in the nexuses (fully equipped).

Gerk has survived by brute force. He once allied with Austen for a short time, receiving curing in exchange for his combat prowess. But after being tricked several times, his dislike of the cleric grew, and he went off on his own.

Gerk will be suspicious of any party he meets but, if invited, will adventure with them for an hour or two, provided that any of his wounds are cured by PCs. He departs to sleep in a hiding place of his own preference, away from the party. After two or three days with a well-behaved and intelligent party, he will join them if asked. Any evil or stupid behavior, however, causes him to leave and continue his lonely quest for escape.

ANARCHY NEXUS

DESCRIPTION

The Anarchy terrain is actually a great grassy plain, heavily strewn with what appears to be broken walls, columns and other such rubble from fallen civilizations. (Only the truly gigantic or otherwise significant pieces are noted on the map, but rubble is everywhere.) The sky casts a soft moonlight-bright glow on the ruins. From the arrival point, one might imagine the place to be an archaeologist's dream; but danger lurks throughout. The air is changeable, once a lilting warm breeze and then suddenly a chilling draft. Mists rise from the ruins, adding an air of mystery and suspense to the area.

Many areas have crumbling steps leading 10 to 80 feet above ground level, to ruined buildings and their remaining stone platforms. In other areas, immense broken statues stretch towards the sky far overhead (100-150 feet up) like defiant skeletal heroes. Newcomers to the nexus land in the central sunken area, which is only 10 feet deep and slopes easily up to the ruined landscape. Some few small scavengers might be lurking therein, but they will probably avoid a group of nervous humans.

BRIEF AREA NOTES

W 1: Center area (arrival point). Ruins surround this area, fencing a sunken depression about 75' by 450' in size. Within the area are several huge, broken statues and moss-covered stones, seemingly once from a great culture.

W 2: North ruins

W 3: Steps, rising to 10 feet above ground level and leading to a raised stone dais where propped-up stones form a small cave entrance into a small ruined building (lair).

W 4: Stepped-park (lair). This appears as a rubble-strewn park, but its surface rises to above plains level past the entrance. Around the ruins to the northwest is a circle symbol, gate to the Insanity nexus.

W 5: Northwest ruins

W 6: Steps, rising to a stone dais 15 feet above ground level (lair)

W 7: Stone platform, 5 feet above ground level (no steps), partially encircled by a enormous fallen statue on the south and west sides (lair)

W 8: West ruins, north branch

W 9: Steps, rising to a stone platform leading south. Near the south end of the platform is an eight-pointed symbol, gate to the Chance nexus.

W 10: Stone dais, just above ground level, encircled by ruins on the west and north sides

W 11: West ruins, south branch

W 12: Southeast ruins

W 13: Hidden area among heavy ruins

W 14: Hidden area among heavy ruins (lair). The entrances to this area are badly broken steps rising to a stone platform 20 feet above ground level. Therein is a triangle symbol, gate to the Immorality nexus.

W 15: Less-ruined area (lair)

W 16: Hidden southwest area, partially encircled by heavy ruins on the north and east sides (lair)

W 17: Southwest ruins

W 18: Sunken ground, about 10 feet below ground level. Two great stone hands jut out of the ground, to 20 feet in height.

W 19: West ruins

W 20: Steps, rising to 15 feet above ground level

W 21: Partially collapsed temple dome, and lair (GM's choice). In their treasure is a power gem, the carnelian, which will send anyone touching it to the Immorality nexus.

W 22: Northwest ruins

W 23: Steps, leading to stone platform 20 feet above ground level (lair)

W 24: Hidden sunken area, 10 feet below ground level, with two entrances and heavy ruins blocking the southeast side (lair)

RESIDENTS

In general, the residents of the Anarchy nexus are bullies who detest order, organizations and rulers.

Adapter

This big black blob is bored, as most potential prey runs from it. It wanders in search of entertainment most of the time, and will attempt to annoy a party on sight.

Basilisk, Greater (2)

This pair of Basilisks dwells in some secluded part of the nexus. They are bitter and vengeful, having been tricked into coming here with promises of 'the easy life'. Their victims are often mistaken for simply another part of the mysterious ruins.

Cockroach, Carnivorous Giant (2)

These beasts are pets of the Fomorian Giants (below), who keep also their breeding in check.

Cockroach, Giant Hair-Lipped (14)

These Cockroaches can be found nearly anywhere, especially near other lairs where a few scraps might be stolen.

Cockroach, Winged Hissing (10)

These dangerous pests are always accompanied by other nexus-dwelling creatures.

Doppleganger-kin: Doppelmeister (6)

These should be encountered singly or in pairs. They are often their own lair.

Giant, Fomorian (6)

This family of Giants keeps the Carnivorous Giant Cockroaches (see above) as pets. Their lair is easily defended with their powerful clubs. They often roam the ruins, and so may be encountered in various places (but if so, always in pairs or more).

Lurker Within (40)

Surprisingly, these creatures have decided that their survival hinges on avoiding conflict except when necessary to feed, and are thus surprisingly placid - though they will attack furiously and in force if seriously threatened. They may even parley with adventurers in the hopes of finding someone who will take them to the Material Plane (where they will resume their old ways).

Madger (13)

These Madgers are only encountered singly. They bully the Meenlocks and frequent their area, taking the best pieces of kills and often picking fights.

Meenlocks (40)

The Meenlocks dwell near the Lurkers, in hopes of a future alliance (so they can launch a sneak attack upon their allies and then make Lurker hide armor – equal to +1 leather). They fear and hate the Madgers, and might ally with a party if such would result in all the Madgers' defeat.

Nefarian: Nathraak (2)

These lesser Demons are encountered singly. They look upon all other creatures as minor nuisances, and are quite accustomed to having their own way about everything. It is quite a change of pace for them to enjoy being the most powerful Nefarians in the area.

Pan-Dimensional Rover

This creature roams from nexus to nexus, exploring and stealing goods from newly-arrived victims. It will occasionally sell its Plane Shifting services, though there is still that 5% chance (cumulative per Plane Shift) that the Rover may dump the PC in an alternate Garweeze Wurld where the PC may already exist.

Provocator (10)

These energy monsters are likely to interfere with any creatures just as a pastime. They are slow to unite in defense if threatened.

Spirit Fiend (2)

It is 75% likely that one of the Spirit Fiends has gotten control of one of the Fomorian Giants. If so, the other Spirit Fiend will be lurking nearby. The Fomorian Giants will be aware of the situation, nearly powerless and eager to find allies who can help.

CHANCE NEXUS

DESCRIPTION

The rooms and corridors of the maze of Chance are humid and hot. The areas are lit, either dimly or brightly, by the occasional pits of burning embers, leaping flames, and glowing lava flows, as noted on the map.

Those arriving here appear in the central room, faced with a choice of eight doors. They, and all other portals in the nexus, are large stone constructions with brass fittings. They stick frequently (-2 penalty to all 'open doors' rolls), but are edged by ample cracks which allow creatures of mutable form to seep through them even when closed.

The rooms and corridors, hewn from the surrounding rock, are well-made. Many surfaces are scorched and scratched, but few are chipped. Bits and scraps are rare, only found in small piles and singed on the upper side.

As noted above, remember that there is a 20% chance that spells and other magical effects function in a manner differently than intended, due to the particular construction of this nexus. For example, a Fireball spell might deal double damage, or half damage, or be turned to ice in mid-flight. The GM may also decide to apply this 20% chance of oddity to weapon attacks, weapon damage, skills, quirks and flaws, or other actions as he sees fit.

BRIEF AREA NOTES

F1: Center room (arrival point), with eight doors

F2: North hall, with four fire pits (lair)

F3: Octagonal room. At the north end is a circle symbol, gate to the Insanity nexus.

F4: Northeast rectangle room with side corridor (lair)

F5: Dead-end room

F6: Passage and rectangular room

F7: Northeast fire pits (3 pits, lair)

F8: Square room

F9 : Great Hall with four square fire pits, lair (GM's choice). In their treasure is a power gem, the smoky quartz, which sends anyone touching it to the Insanity nexus.

F10: Square room

F11: Rectangular room

F12: Cubicle (lair)

F13: Side room

F14: Square room with door (lair)

F15: East rhomb

F16: Central room (lair) with doors and side corridors

F17: Side room with door

F18: Southeast fire pits (lair)

F19: Triangular room. At the north end is a triangle symbol, gate to the Immorality nexus.

F20: Southwest fire pit room, with 2 pits (lair)

F21: Side room with door

F22: West rhomb

F23: Side room with door



F24: Large room

F25: Cubicle (lair)

F26: Large room

F27: Side room with door

F28: Side room with door

F29: Southwest circle room

F30: Hall with 3 fire pits. At the west end of the hall is a square symbol, gate to the Anarchy nexus.

F31: Northwest circle room

F32: Side room with door

F33: Large hall

F34: Large corridor

F35: Oval room (lair)

F36: Northwest rectangle room with side corridor (lair)

RESIDENTS

In general, the residents of the Chance nexus are bizarre creatures whose evolutionary or magical development seems almost random; often appearing as bizarre conglomerations of multiple creatures. Of course, there are slightly more normal-looking inhabitants as well, though these tend to have some personality trait that appealed to Zuggtmoy's selection process for this particular nexus. For example, the Gibbering Mouther is a many-eyed, many-mouthed blob that spawns at random.

Chaos Feeder

This spider-crab-thing roams the nexus, and has no lair.

Flailing Wailers (16)

These unpredictable creatures have set up a lair near a lava flow. Because of the nature of this nexus, the Flailing Wailers are even more unpredictable than usual.

If a patrol is encountered, roll on the following table to see what the Flailing Wailers will do:

Roll:	Action
01-10	Sing a gutteral song for 1d3 rounds, then roll again
11-20	Flee for 1d2 rounds, then roll again
21-70	Attack for 1d4+2 rounds, then roll again
71-00	Stop and stare dumbly at the PCs for 1d4 rounds

There is still an 88% chance an attack against them will cause them to return the attack, but their battle cry now has a 23% chance of attracting wandering monsters.

Gibbering Mouther (2)

These creatures lair separately. Each lair is devoid of all common objects, save a few gems.

Jaundiced Grappler

This Palm Tyrant attempts to masquerade as a new Gawd, and often seeks to harm the PCs through its trickery - by telling them that it will release them from the nexus (it cannot) if they will go forth and slaughter all the other creatures in the nexus. There is a 10% chance that it will even ask to travel with the PCs, so as to observe them in combat and find their weaknesses before finally attacking.

Masticators, Subterranean (6)

This group may be in one or two lairs.

Modron: Icosahedrone (6)

These are Rogue Units, made defective due to expose to chaotic forces. They should be encountered singly or in pairs. They have no lair.

Nefarian: Implings (2 lairs of 12 each)

These pests may haunt and track the party for great lengths of time, avoiding outright attack until their prey is distracted by larger opponents.

Pan-Dimensional Rover

This creature roams from nexus to nexus, exploring and stealing goods from newly-arrived victims. It will occasionally sell its Plane Shifting services, though there is still that 5% chance (cumulative per Plane Shift) that the Rover may dump the PC in an alternate Garweeze Wurld where the PC may already exist.

Perytons (4)

These dangerous creatures have no lair, and may be encountered throughout the nexus.

Rift Vortex

There is a cumulative 1% chance that this floating black hole will appear each time the PCs kill a creature.

Uarvax (3)

These creatures live scattered, foraging for food sources. One or two will be encountered at any one time. There is only a 20% chance they'll attack first (unless defending a lair).

IMMORALITY NEXUS

DESCRIPTION

The Immorality burrows are dark, warm and slightly damp – at first glance, a typical cave/dungeon setting. The temperature is a constant 45 degrees, with little or no air movement.

Those arriving in the Burrows appear in the center cave, a large broad area 50 feet tall at its center tapering to only 10-20 feet at the side corridors. The corridors have no light, though if the PCs are fortunate enough to have a light source, they will see that the walls of the burrows are brownish-pink, and are composed of an unknown fleshy substance.

If the fleshy substance is cut, it will "bleed" a red ichor for only a few seconds before the flow ceases, and the wall heals itself. Slopes are few, and the fleshy substance appears to be natural, rather than artificial or worked.

BRIEF AREA NOTES

E 1: Central cave (arrival point)

E 2: North corridor

E 3: Burrow

E 4: Cave

E 5: Large cavern with long corridor. At the south end of the cavern is an eight-pointed symbol, gate to the Chance nexus.

E-6: Cave

E 7: Junction and small cave

E 8: Grotto

E 9: Cave

E 10: Large south cavern

E 11: South grotto with divided approach, lair (GM's choice). In their treasure is one of the power gems, the garnet, which will send anyone touching it to the Chance nexus.

E 12: South cave

E 13: Junction and cavern

E 14: Hidden cave

E-15: Huge southwest cavern

E 16: Small cavern

E 17: Corridor intersections

E 18: Long cavern (lair)

E 19: Long west cavern. At the south end is a square symbol, gate to the Anarchy nexus.

E-20: Northwest cavern

E 21: North grotto

E 22: North cave

E 23: North cavern. At the west end is a circle symbol, gate to the Insanity nexus.

E 25: Great north cavern (lair)

RESIDENTS

Most of the residents of the Immorality nexus take great pleasure in pain and love, and particularly in combinations of the two. The other residents (such as the Giant Slithering Tongue) seemed appropriate to Zuggtmoy's sense of humor.

Lamia, Common (2)

The half-lion, half-beautiful women sustain themselves on flesh, and should be encountered singly.

Lamia, Great Horned (2)

The half-caribou, half-beautiful women should also be encountered singly.

Leech, Giant Land Variant (3 lairs of 2 each)

These 4HD creatures will probably be found hanging by their suckers from the roof of a tall room. While they enjoy feeding off the fleshy room, they will certainly drop down onto living prey.

Leech, Groin (12 lairs of 8 each)

Each colony lives off of the fleshy walls, and should not prove dangerous unless they are blundered into.

Mutable Juggernaut (4)

These lustful creatures should be encountered singly. They have no lair.

Mynx (2)

These furry females have a small lair where they often enjoy the company of themselves and others.

Nefarian: Dark Enchantress (6)

This group has an easily defensible lair, and probably several allies nearby.

Nefarian: Prince Murgan

There is a 25% chance that the handsome Prince Murgan is currently spending a relaxing vacation here in the Immorality nexus.

Nefarian: Succubus (3)

These comely female Nefarians have a lair, but are often encountered elsewhere. Their presence is well known to most other residents. The treasure found in their lair is from previous victims.

Pan-Dimensional Rover

This creature roams from nexus to nexus, exploring and stealing goods from newly-arrived victims. It will occasionally sell its Plane Shifting services, though there is still that 5% chance (cumulative per Plane Shift) that the Rover may dump the PC in an alternate Garweeze Wurld where the PC may already exist.

Sedusa

This beautiful creature has 2-5 captives (0-4 level NPCs) in or near its lair.



Tongue, Giant Slithering (3)

When not licking the floor and walls of their lair, these creatures wander the nexus, digesting and licking anyone in their path.

INSANITY NEXUS

DESCRIPTION

The atmosphere in the Insanity nexus is cool and windy. The relatively constant 60 degree (F) temperature is comfortable to all herein, but the winds range from mild gusts of 10 mph to blustery winds of 50+ mph. Furthermore, even the lightest of winds emits a constant low, moaning wail that might surely drive weaker minds mad.

Those arriving in the Insanity nexus appear on a plateau atop a central spire, standing 200 feet above ground level and only 50 feet below the dense cloud cover. A steep slope down spirals from the peak.

Light seems to come from the sky above this enclosed valley, casting a soft twilight glow throughout the area. The visibility from the peak is fair; many cave entrances can be dimly seen in the distant surrounding hills. Dense clouds of random shapes and sizes drift in the sky, making it impossible to see beyond the valley itself. Though they are constantly pushed and torn by the winds, they do not disperse easily. At ground level, however, visibility varies widely. When necessary, the GM may roll 2d4 to find the number of map squares (each 50 feet across) visible in any one direction, but this could change in a short time, possibly only a round or two.

The main valley has knee- to thigh-high grass and bizarrely twisted bushes with insane-looking human faces, while skeletons and worn equipment may occasionally be found. The many caverns themselves are hewn of solid rock, apparently by very good craftsmen. Like the trees, the cave entrances also have the look of an insane face to them. All surfaces inside the caves are strewn with rubble, an occasional bone or bit of lost, worn equipment, and an infrequent shallow pit or landslide.

Though most of the Insanity caverns are dry and fairly mild, areas #13-16 are dotted with pools of icy water, with frozen lumps on the walls. These caves are even cooler towards their northern ends, where part of a glacial outcropping can be seen (areas 15-16).

BRIEF AREA NOTES

A 1: Top of peak (point of arrival)

A 2: East valley area

A 3: North valley area

A 4: South valley area

A 5: Huge cavern south, at ground level

A 6: Shelf, 120 feet above ground level, reached by a slope to the west

A 7: Cave at ground level

A 8: Hidden niche, 80 feet above ground level, reached by a slope to the north. At the east end of the niche is an eight-pointed symbol, gate to the Chance nexus.

A 9: Large branch cave, at ground level; contains three outcroppings of hard rock, each projecting 10-60 feet above ground level

A 10: North niche (lair) of branch cave

A 11: East niche (lair), 100 feet above ground level, reached by a slope to the west

A 12: Northeast niche (lair), as #11.

A 13: Small cave at ground level

A 14: Northeast corridor, at ground level

A 15: Small cave, with entrance sloping down 20 feet from ground level; the north wall is almost entirely jagged ice

A 16: Large cave at ground level (lair); the north wall is mostly ice

A 17: Shelf, 40 feet above ground level, reached by a short slope to the south

A 18: Cave, reached from shelf #17; lair (GM's choice). In their treasure is one of the power gems, the aquamarine, which will send anyone touching it to the Anarchy nexus.

A 19: Corridor sloping up from ground level, reaching a 30-foot-height at area 20

A 20: Wide cave

A 21: South cave (lair)

A 22: Shelf, 70 feet above ground level (40 feet above area 19), reached by a slope to the northeast (lair)

A 23: Shelf, 50 feet above ground level, reached by a slope to the east (lair)

A 24: Elongated cavern

A 25: Shelf, 130 feet above ground level, reached by a long slope to the south

A 26: Cavern, 90 feet above ground level, reached by the slope to area 25

A 27: Large cavern at ground level. At the west end is a square symbol, gate to the Anarchy nexus.

A 28: Large cavern at ground level

A 29: North corridor branch sloping up 30 feet

A 30: West cavern, ground level

A 31: Southwest cavern, ground level

A 32: Hidden cavern (entrance 10 feet wide); slopes up from entrance to 40 feet above ground level at the south end. Near the end is a triangular symbol, gate to the Immorality nexus.

RESIDENTS

Adarupikus (4 nests of 16 each)

These nests are found in the lairs of other creatures.

Babbler, Cantankerous (3)

These were once adventurers brought here long ago. They can be found almost anywhere, and are always encountered singly.

Banshee Lord (6)

These should be encountered singly. They have no lair.

Brain Mite, Carnivorous (2 swarms of 20 each)

These can be found roaming the valley.

Cerebral Mauler (2 lairs of 3 each)

These flying tentacled brains have learned to work together in the nexus. They lair in caverns.

Confusion Beast (5)

These solitary creatures roam the valley, making their homes in the twisted trees. They have no lair.

Crouching Hopper (2 packs of 8 each)

These predators lair in the valley near the caves of the Flailing Wailers.

Flailing Wailer (3 lairs of 8 each)

There is a 50% chance that the Flailing Wailers have 1-3 human captives, holding them for future meals. These are level 0-7 (1d8-l) NPCs of any class, with no equipment.

Goblin, Gibbering (2 lairs of 12 each)

With no Common Goblins to annoy, these Gibbering Goblins have learned to share territory, as well as a cavern lair.

Mad Titterling (4)

These strange armadillo-like creatures are always encountered singly. They have no lair.

Nefarian: Bullweiller (8)

These hellish creatures roam the nexus in search of food. Their lair is located in a cavern, and their hides are marked with the brand of a closed eye over a sideways VII. Their owner (a Type VII Demon) has been looking for them, and there is a 5% chance that he will find their nexus while the PCs are there.

Nefarian: Shadow Demon (4)

These Nefarians should be encountered singly or in pairs. They lair in caverns.

Pan-Dimensional Rover

This creature roams from nexus to nexus, exploring and stealing goods from newly-arrived victims. It will occasionally sell its Plane Shifting services, though there is still that 5% chance (cumulative per Plane Shift) that the Rover may dump the PC in an alternate Garweeze Wurld where the PC may already exist.

Spirit, Demented (3)

These insane entities have an 80% chance to latch on to a PC they encounter, following him everywhere and babbling endlessly about crazy nonsense. They should be encountered singly.

APPENDIX A: BATTLESHEET

THE HAMLET OF THARP

1. Prosperous Farm

Polina the goodwife (HF 0, EP 15, Int 10, AL NG, AC 10, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6 (knife), Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 6, STR 13/59, Dex 11/84, Con 13/24, Int 10/25, Wis 10/88, Cha 10/39, Com 9/90)

Dawg, Farm (2) (HF 1, EP 55, Int 3, AL N, AC 7, MV 18", HD 2+1, HP 30, SZ M, # AT 1, D 1d6, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC-0, FF 15)

Vengro the farmer (HF 0, EP 15, Int 10, AL NG, AC 7 (ring mail), MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1-6 (flail) or 1-5 (dagger), Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 6, STR 13/59, Dex 11/84, Con 13/24, Int 10/25, Wis 10/88, Cha 10/39, Com 9/90)

Blurg and Stardon (2), (HF 0, EP 15, Int 10, AL NG, AC 8 (leather), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d6+2 (flail) or 1d6 (dagger), Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-4, FF 6, STR 11/32, Dex 12/14, Con 12/44, Int 11/35, Wis 9/48, Cha 11/34, Com 10/10)

2. Modest Farmhouse and Barn

Gryvar the farmer, 4th level Fighter, (HF 2, EP 340, Int 12, AL LG, AC 5 (scale mail), MV 12", HD 4, HP 50, SZ M, # AT 1, D 1d8+3 (long sword) 1d8 (crossbow), Lang: common, Hon: Ave , TOP: 25, Crit BSL: Def AC–0, FF 8, Str 15/84, Dex 12/22, Con 16/98, Int 12/45, Wis 16/89, Cha 11/94, Com 12/33)

Hulmar Gryvar's wife (HF 0, EP 29, Int 14, AL NG, AC 9 (buckler), MV 12", HD 1, HP 24, SZ M, # AT 1, D 1d6 (club), Lang: common, Hon: Ave, TOP: 12, Crit BSL Def AC-5, FF 5, Str 12/78, Dex 12/79, Con 9/95, Int 14/43, Wis 8/04, Cha 12/35, Com 7/3)

Elmo, 2nd level fighter, (HF 2, EP 240, AL N, AC 0 (chain mail +1 w/shield +1), MV 12", HD 2, HP 40, SZ M, # AT 1, D 2d4+7 (Battle Axe +1) or 1d6+7 (Dagger +2), Lang: common, Hon: Ave, TOP: 20, Crit BSL: Def AC +2, FF 8, Str 18/43, Dex 10/40, Con 17/37, Int 8/19, Wis 7/44, Cha 11/92, Com 11/37, Quirks and Flaws: alcoholic.

3. Woodcutter's Cottage

Briss (HF 0, EP 32, Int 9, AL NG, AC 8 (leather), MV 12", HD 1, HP 27, SZ M, # AT 1, D 2d8 (battle axe) or 1d8 (light crossbow quarrel), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 8, Str 10/69, Dex 8/56, Con 16/29, Int 9/22, Wis 11/63, Cha 9/59, Com 9/02)

4. Well Kept Farm

Rila the widow (HF 0, EP 15, Int 10, AL NG, AC 10, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6-1(knife), Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 6, STR 13/59, Dex 9/84, Con 13/24, Int 10/25, Wis 10/88, Cha 10/39, Com 9/90)

Hink and Pejo (2) (HF 0, EP 15, AL NG, AC 8 (leather), MV 12", HD 1/2, HP 21, SZ M, # AT 1, D 1d6 (hand axe or club), Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-4, FF 5, STR 11/23, Dex 8/54, Con 11/11, Int 9/12, Wis 10/65, Cha 10/32, Com 9/02)

5. Prosperous Farmhouse

Tonor the farmer (HF 0, EP 34, Int 8, AL LG, AC 6 (leather and Dex), MV 12", HD 1, HP 29, SZ M, # AT 1, D 1d8 (long sword), Lang: common, Hon: Ave, TOP: 15, Crit BSL: Def AC-4, FF 6, Str 10/96, Dex 15/53, Con 12/03, Int 8/23, Wis 16/30, Cha 10/15, Com 15/04)

Bonmid the manservant (HF 0, EP 33, Int 7, AL LG, AC 10, MV 12", HD 1, HP 28, SZ M, #AT 1; D 2d4 (voulge), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 7, Str 10/58, Dex 10/7, Con 14/39, Int 9/76, Wis 8/38, Cha 14/5, Com 9/5)

6. Leatherworker's House

Gjost the leatherworker (HF 0, EP 30, Int 14, AL LG, AC 5 (leather, Dex, and buckler), MV 12", HD 1, HP 25, SZ M, #AT 1, D 1d6-1 (sling) or 1d6 (axe), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 4, Str 11/62, Dex 16/15, Con 11/61, Int 12/36, Wis 6/40, Cha 8/91, Com 8/01)

Letom eldest son (HF 0, EP 32 , Int 12, AL LG, AC 8 (leather), MV 12", HD 1, HP 27, SZ M, # AT 1, D 1d6-1 (dagger or sling), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 5, Str 9/02, Dex 13/20, Con 10/42, Int 14/20, Wis 12/69, Cha 15/24, Com 17/05)

8. Smithy Shed and House

Dirk the smith, 3rd level Druid, (HF 1, EP 216, Int 9, AL N, AC 6 (leather and Dex), MV 12", HD 3, hp 39; #AT 1, D 1d6+5 (staff) or 1d4+5 (smith's hammer) or by spell, Lang: common, Hon: Ave, TOP: 20, Crit BSL: Def AC-2, FF 7, Str 17/14, Dex 15/06, Con 15/44, Int 9/67, Wis 13/03, Cha 15/60, Com 10/43)

Spells: any (6 Level l, 2 Level 2, 1 Level 3, including Wisdom bonus)

9. Hall/Temporary Inn

Solaro (HF 0, EP 33, Int 8, AL LG, AC 6 (padded armor and Dex), MV 12", HD 1, HP 23, #AT 1, D 1d6+1 (spetum), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 4, Str 10/99, Dex 15/98, Con 12/89, Int 8/60, Wis 10/52, Cha 12/05, Com 14/06)

10. Weaver

Agrad the son-in-law (HF 0, EP 28, Int 13, AL LN, AC 7 (padded armor and buckler), MV 12", HD 3, hp 23. #AT 1, D 1d6-1 (dagger), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 6, Str 11/99, Dex 13/44, Con 13/87, Int 12/95, Wis 8/63, Cha 12/89, Com 10/02)

Burk, Jekle, Lemm, and Olman the apprentices (4) (HF 0, EP 27, Int 8, AL LN, AC 9 (Dex bonus), MV 12", HD 1, hp 22, SZ M, # AT 1, D 1d2 (improvised weapons), Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-5, FF 7, Str 10/34, Dex 13/54, Con 12/27, Int 11/91, Wis 9/34, Cha 11/65, Com 11/12)

11. Cottage

Chinnery (HF 2, EP 42, Int 11, AL LN, AC 6, MV 12", Ftr 1, HP 29, #AT 2 or 1; D 1d6-2 (knife) or 1d8 (light crossbow), Lang: common, dwarven, elven, halfling, Hon: Ave, TOP: 15, Crit BSL: Def AC+2 with crossbow, else Def AC -3, FF 6, Str 12/09, Dex 18/88, Con 13/70, Int 11/62, Wis 10/84, Cha 9/60, Com 10/01, Skills/Talents: Weapon Specialization w/ doubled-barreled crossbow, Attack bonus with same)

12. Average Farm Building

Smid the farmer and Gondir (his son) (HF 0, EP 39, Int 12, AL NG, AC 7 (leather and shield), MV 12", HD 1, HP 27, #AT 1, D 1d6+5 (flail) or 2d4+4 (morning star), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 6, Str 16/76 and 16/70 respectively, other abilities average.)

13. Trading Post

Dawg, Rottweiler (3) (HF 1, EP 65 each, Int 1, AL N, AC 7, MV 18", HD 2+3, hp 31, SZ M, # AT 1, D 2-5, Hon: Ave, ML 15, TOP: 16, Crit BSL: Def AC-0, FF 15, HoB v2, pg. 50)

Lazarou Davl, 10th level Thief (HF 9, EP 2166, Int 14, AL LE, AC -1 (Leather Armor +4, Ring of Protection +1, Dex), MV 12", HD 10, HP 68, #AT 1, D 1d6 (Dagger +1) or 1d6+1 (Short sword +1), SA backstab (PHB

p.69), Lang: common, Hon: Ave, TOP: 34, Crit BSL: Def AC+1, FF 7, Str 8/71, Dex 18/25, Con 15/53, Int 14/80, Wis 9/10, Cha 7/25, Com 15/49)

Wears Leather Armor +4, Ring of Protection +1, Amulet of Proof Against Detection and Location (under his jerkin); carries a Dagger + 1, and keeps a Short sword +1 under the counter.

Keef, 7th level assassin (HF 8, EP 1140, Int 12, AL NE, AC -2 (Leather Armor +4, Ring of Protection +2), MV 12", HD 7, HP 59, #AT 1; D 1d6+2 + poison (Dagger of Venom w/ 3 doses left), SA backstab (PHB p.69), Lang: common, drow, gnomish, Hon: Ave, TOP: 30, Crit BSL: Def AC, FF 7, Str 15/28, Dex 18/21, Con 15/22, Int 12/58, Wis 7/19, Cha 7/43, Com 10/49)

Has 3 pinches of Dust of Disappearance.

Baron (HF 0, EP 29, Int 13. AL CE, AC 8 (leather and shield),MV 12", HD 1, HP 24, #AT 1; D 1d6 (spear), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-5, FF 4, Str 9/23, Dex 7/03, Con 9/68, Int 13/34, Wis 9/39, Cha 12/84, Com 16/6)

Yoll (HF 0, EP 38, Int 11, AL NE, AC 8 (leather armor), MV 12", HD 1, HP 28, #AT 1 (sword) or 2 (bow), D 1d8+1 (longsword) or 1d6 (long bow w/ flight arrows), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 4, Str 13/61, Dex 11/72, Con 9/01, Int 11/06, Wis 10/23, Cha 15/89, Com 9/3)

14. Carter

Sistal the carter (HF 0, EP 35, Int 12, AL LG, AC 6 (scale mail), MV 12", HD 1, HP 25, #AT 1, D 1d8 (fauchard-fork), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 6, Str 11/28, Dex 13/12, Coin, 15/28, Int 12/10, Wis 11/81, Cha 5/44, Com 12/4)

Banny, Sistal's son (HF 0, EP 36, Int 12. AL LG, AC 6 (ring mail and shield), MV 12", HD 1, HP 26, #AT 1, D 1d6 (spear), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 5, Str 10/66, Dex 8/31, Con, 10/43, Int 12/21, Wis 10/10, Cha 7/48, Com 10/01)

Zeg and Wendard the Drivers (2) (HF 0, EP 34 and 33, Int 12, AL LG, AC 8 (leather), MV 12", HD 1, HP 24 and 23, #AT 1; D 1d6 (club) and 1d8 (light crossbow). Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 6)

15. Moneychanger's Shop

Chensi the guard, 3rd level Fighter (HF 2, EP 232, Int 9, AL LN, AC 4 (Scale mail), MV 12", HD 3, HP 43, #AT 1, D 1d8+1 (longsword) or 1d4 (light crossbow), Lang: common, Hon: Ave, TOP: 22, Crit BSL: Def AC-1, FF 7, Str 13/62, Dex 15/93, Con 15/82, Int 9/80, Wis 10/33, Cha 9/00, Com 17/93)

Dawg, War (2) (HF 0, EP 65 each, Int 4 (Semi), AC 6, AL N, MV 12", HD 2 + 2, hp 28, 23, SZ M, #AT 1, D 2d4 (bite), SA Nil, SD nil, Lang: none, Hon: Ave, ML 9, TOP: 14, 12, Crit BSL Def AC-1. FF 4, HoB v2 pg. 51)

Glish Melubb the Moneychanger, 3rd level Thief (HF 1, EP 188, Int 16, AL N, AC 4 (Leather +1), MV 12", HD 3, HP 32, #AT 1, D 1d6 (Dagger + 1) or 1d6+1 (Short Sword +1), Lang: common, gnomish, elven, dwarven, Hon: Ave, TOP: 16, Crit BSL: Def AC-3, FF 4, Str 9/92, Dex 16/57, Con 9/16, Int 16/63, Wis 13/67, Cha 10/12, Com 9/38)

16. Cabinetmaker's Shop

Denton the cabinet maker gnome (HF 0, EP 31, Int 9, AL NG, AC 6 (ring mail and shield), MV 12", HD 1, HP 26, #AT 1, D 2d4 (Morning star), Lang: common, gnomish, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 4, Str 13/29, Dex 11/17, Con 8/89, Int 9/32, Wis 17/21, Cha 7/20, Com 6/03)

Benj apprentice cabinet maker gnome (HF 0, EP 28, Int 12, AL NG, AC 7 (Padded armor and shield), MV 12", HD 1, HP 23, #AT 1, D 1d6 (Spear), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 11/01, Dex 10/66, Con 10/43, Int 12/21, Wis 10/10, Cha 13/01, Com 14/48)

17. Potter

Dremi the potter (HF 0, EP 33, Int 13, AL LG, AC 7 (Padded armor and shield), MV 12", HD 1, HP 23, #AT 1, D 1d6 (glaive), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 6, Str 12/12, Dex 13/29, Con 13/45, Int 13/85, Wis 9/86, Cha 15/37, Com 11/2)

Rai and Herr, Dremi's sons (2) (HF 0, EP 34, 32, Int 12, AL LG, 13, AC 8 (padded armor), MV 12", HD 1, HP 24, 22, #AT 1, D 1-6 (spear) or 1d8 (light crossbow/ 10 quarrels), Lang: common, Hon: Ave, TOP: 12, 11, Crit BSL: Def AC-4, FF 5)

18. Brew House

Hull the braumeister (HF 0, EP 38, Int 12, AL NG, AC 5 (scale mail and shield), MV 12", HD 1, HP 28, #AT 1, D 1d6+2 (Mace), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 8, Str 12/56, Dex 9/91, Con 16/34, Int 12/06, Wis 8/35, Cha 9/86, Com 11/5)

Tonny, Hull's nephew (HF 0, EP 35, Int 13, AL NG, AC 6 (ring mail and shield), MV 12", HD 1, HP 25, #AT 1, D 1d6 (short sword), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-4, FF 7, Str 11/60, Dex 8/12, Con 15/90, Int 13/04, Wis 16/53, Cha 10/51, Com 8/04)

Howard, Gursh, and Jarok the braumeister apprentices (HF 0, EP 15, Int 12, AL NG, NG, LG 10, 9, AC 9 (clothing), MV 12", HD 1, HP 24, 23, 23, #AT 1, D 1d6 (spear), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 8)

Dawg, War (2) (HF 0, EP 65 each, Int 4 (Semi), AC 6, AL N, MV 12", HD 2 + 2, hp 32, 30, SZ M, #AT 1, D 2d4 (bite), SA Nil, SD nil, Lang: none, Hon: Ave, ML 9, TOP: 16, 15, Crit BSL Def AC-1. FF 4, HoB v2 pg. 51)

19. Sargulio's Cottage

Dawg, Rottweiler (3) (if not encountered at #13) (HF 1, EP 65 each, Int 1, AL N, AC 7, MV 18", HD 2+3, hp 31, SZ M, # AT 1,•D 2-5, Hon: Ave, ML 15, TOP: 16, Crit BSL: Def AC +1, FF 8, HoB v2 p 50)

Sargulio the herdsman, 2nd level knight errant (retired) (HF 2, EP 128, Int 13, AL NG, AC 2 (chain mail and shield), MV 12", HD 2, HP 31, #AT 1, D 1d6+5 (short sword) or 1d6 (long bow), Lang: common, Hon: Ave, TOP: 16, Crit BSL: Def AC-2, FF 6, Str 17/11, Dex 15/12, Con 11/04, Int 13/42, Wis 12/70, Cha 10/26, Com 11/33)

20. House of Pangrus

Kalmer, 3rd level gnome titan Cleric (HF 3, EP 196, Int 10, AL CN, AC 0 (plate mail and shield), MV 12", HD 3, HP 34, #AT 1, D 1d6+1 (mace), Lang: common, gnomish, Hon: Ave, TOP: 17, Crit BSL: Def AC-3, FF 4, Str 8/29, Dex 15/74, Con 9/24, Int 10/20, Wis 16/81, Cha 11/61, Com 14/6)

Spells memorized:

First level: Bless, Command, Detect Evil, Detect Magic

Second level: Chant, Know Alignment, Silence 15' Radius

Dijon, 6th level gnome titan Cleric (HF 7, EP 838, Int 10, AL CN, AC 2 (plate mail and shield), MV 12", HD 3, HP 61, #AT 1, D 1d6+2 (Mace +1), Lang: common, gnomish, Hon Ave, TOP: 31, Crit BSL: Def AC, FF 8, Str 11/72, Dex 12/34, Con 16/13, Int 10/33, Wis 16/84, Cha 9/22, Com 12/00)

Spells memorized:

First level: Bless, Command, Cure Light Wounds, Detect Magic, Sanctuary

Second level: Hold Person (x2), Know Alignment, Silence 15' Radius, Slow Poison

Third level: Cure Disease, Dispel Magic

21. Dairy

Tensh the farmer (HF 0, EP 35, Int 10, AL LG, AC 7 (leather and Dex), MV 12", HD 1, HP 25, #AT 1, D 1d6 (hand axe), Lang: common, gnomish, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 5, Str 10/66, Dex 14/30, Con 10/92, Int 10/73, Wis 10/82, Cha 13/43, Com 14/06)

Vickon the eldest son (HF 0, EP 36, Int 13, AL LG, AC 5 (leather and Dex), MV 12", HD 1, HP 26, #AT 1, D 2d8 (morning star), Lang: common, gnomish, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 4, Str 12/42, Dex 16/61, Con 9/32, Int 13/47, Wis 7/16, Cha 11/23, Com 12/01)

Blerry and Gunter (elder sons of Tensh) (2) (HF 0, EP 34, 33, Int 12, AL LG, AC 7 (leather and shield), MV 12", HD 1, HP 24, 23, #AT 1, D 2d4 (guisarme) or 1d6-1(sling stone), Lang: common, gnomish, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 11/24, Dex 11/12, Con 10/20, Int 11/65, Wis 10/53, Cha 12/03, Com 10/21)

22. Cottage and Small Barn

Tattsyp the farmer (HF 0, EP 34, Int 13, AL LN, AC 5 (scale mail and shield), MV 12", HD 1, HP 24, #AT 1, D 1d8 (fauchard fork), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 13/37, Dex 11/23, Con 11/42, Int 13/90, Wis 10/58, Cha 11/44, Com 12/05)

Tebbs the daughter (HF 0, EP 15, Int 10, AL LN, AC 9 (clothing), MV 12", HD 1/2, HP 21, #AT 1, D 1d6-1 (dagger) or 1d6 (sling bullet), Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-3, FF 4, Str 13/94, Dex 10/93, Con 9/15, Int 10/61, Wis 11/86, Cha 8/02, Com 15/10)

Devvd the son (HF 0, EP 34, Int 10, AL LN, AC 8 (padded armor), MV 12", HD 1, HP 23, #AT 1, D 1d6-1 (dagger) or 1d6 (sling bullet), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 4, Str 13/33, Dex 9/53, Con 13/09, Int 15/16, Wis 10/40, Cha 11/44, Com 12/53)

23. Mill

Tymm the miller gnome (HF 0, EP 34, Int 10, AL NG, AC 5 (scale mail and shield), MV 12", HD 1, HP 24, #AT 1, D 1d6 (short sword), Lang: common, gnomish, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 4, Str 9/11, Dex 12/80, Con 9/53, Int 10/37, Wis 9/85, Cha 9/89, Com 10/04)

Diezy the gnome, Tymm's wife (HF 0, EP 35, Int 11, AL NG, AC 10, MV 12", HD 1, HP 23, #AT 1, D 1d6-1 (dagger), Lang: common, gnomish, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 6, Str 10/46, Dex 11/81, Con 12/23, Int 13/33, Wis 10/14, Cha 11/31, Com 13/31)

Mikey (HF 0, EP 15, Int 10, AL LN, AC 1 (plate mail), MV 12", HD 1, HP 25, #AT 1, D 2d4 (battleaxe), Lang: common, gnomish, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 4, Str 11/41, Dex 11/51, Con 11/14, Int 12/42, Wis 10/31, Cha 10/23, Com 11/23)

Brin and Twist (HF 0, EP 15, Int 10, AL LN, AC 8 (padded armor), MV 12", HD 1, HP 25, #AT 1, D 1d6 (sling bullet), Lang: common, gnomish, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 4, Str 9/11, Dex 11/15, Con 11/05, Int 11/04, Wis 10/11, Cha 11/49, Com 11/45)

Mashra and Ambar the gnome servants (2) (HF 0, EP 35, Int 11, AL NG, AC 8 (padded armor), MV 12", HD 1, HP 25, #AT 1, D 1d6-1 (dagger), Lang: common, gnomish Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 6, Str 11/86, Dex 15/36, Con 12/20, Int 11/47, Wis 8/42, Cha 9/43, Com 12/02)

Farm Dawg (HF 1, EP 55, Int 3, AL N, AC 7, MV 18", HD 2+1, hp 30, SZ M, # AT 1, D 1d6, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC-0, FF 15)

24. Grove

Jaruks Ashpole, 7th level gnomeling Druid (follower of Baervan Wildwanderer) (HF 0, EP 1365, Int 10, AL LN, AC 6 (padded, Cloak of Protection +2), MV 12", HD 1, HP 64, #AT 1, D 1d8+1 (Scimitar +1) or spell, SA spells, SD spells, Lang: common, gnomish, Hon: Ave, TOP: 32, Crit BSL: Def AC+1, FF 7, Str 11/74, Dex 9/96, Con 15/84, Int 11/62, Wis 18/36, Cha 15/65, Com 16/98)

Standard Druid abilities: Identify Plant Type, Animal Type, Pure Water (139 %); Pass Without Trace; Immune to Woodland Charm; Shapechange 3 times per day; +2 bonus to saving throws vs. lightning; PHB pg. 21.

Spells memorized:

First level: Detect Magic, Entangle, Faerie Fire, Invisibility to Animals, Pass Without Trace, Speak With Animals

Second level: Barkskin, Charm Person or Mammal, Cure Light Wounds, Heat Metal, Trip, Warp Wood

Third level: Cure Disease, Neutralize Poison, Summon Insects, Tree

Fourth level: Cure Serious Wound, Plant Door

Black Bear (HF 1, EP 175, Int 4, AL N, AC 7, MV 12", HD 3+3, hp 47, SZ L, # AT 3 (2 paw, 1 bite), D 1d3, 1d3. 1d6, SA hug on paw roll 18+ for 2d8, Hon: Ave, ML 8, TOP: 23, Crit BSL: Def AC +1, FF 4, HoB v1, pg. 56)

25. Lester's Home and Barn

Lester the herdsman (HF 0, EP 34, Int 9, AL NG, AC 8 (padded armor), MV 12", HD 1, HP 24, #AT 1, D 1d6 (hand axe), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 10/91, Dex 10/33, Con 11/62, Int 9/27, Wis 12/08, Cha 8/19, Com 10/05)

Kett the son (HF 0, EP 34, Int 12, AL NG, AC 8 (leather), MV 12", HD 1, HP 24, #AT 1, D 1d6 (spear) or 1d6 (short bow w/10 flight arrows), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 12/32, Dex 10/87, Con 11/93, Int 12/94, Wis 7/26, Cha 15/2, Com 13/04)

Rimmor the cousin (HF 0, EP 32, Int 15, AL NG, AC 9 (shield), MV 12", HD 1, HP 22, #AT 1, D 1d6 (spear) or 1d6 (short bow w/10 flight arrows), Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-4, FF 5, Str 12/32, Dex 10/87, Con 11/93, Int 12/94, Wis 7/26, Cha 15/2, Com 13/04)

Dawg, Farm (2) (HF 1, EP 55 each, Int 3, AL N, AC 7, MV 18", HD 2+1, hp 30, SZ M, # AT 1, D 1d6, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC-0, FF 15)

26. Wainwright's House/Shop

Bernard the gnome wainwright (HF 0, EP 36, Int 14, AL LG, AC 7 (leather and shield), MV 12", HD 1, HP 26, #AT 1, D 2d8 (battle axe), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 6, Str 13/33, Dex 9/53, Con 13/09, Int 14/16, Wis 10/40, Cha 12/29, Com 9/53)

Fryn and Monny (gnome helpers) (2) (HF 0, EP 33, 32, Int 12, 13, AL LG, AC 8 (padded), MV 12", HD 1, HP 23, 22, #AT 1, D 1d6 (spear), Lang: common, Hon: Ave, TOP: 11, 11, Crit BSL: Def AC-4, FF 5)

27. Walled Manor House

Humph, Claiborne, Wilbur and Shirl the children (4) (HF 0, EP 35, 34, 34, 33, Int Avg. (8-10), AL NG, AC 5 (scale mail and shield), MV 12", HD 1, HP 25, 24, 24, 23, #AT 1, D 1d8 (longsword), Lang: common, Hon: Ave, TOP: 13, 12, 12, 12, Crit BSL: Def AC-4, FF 5)

Harmon the hired hand (HF 0, EP 36, Int 10, AL NG, AC 8 (padded armor), MV 12", HD 1, HP 26, #AT 1, D 1d6 (hand axe) or 2d4+1 (heavy x-bow w/10 quarrels), Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 7, Str 13/75, Dex 9/06, Con 14/42, Int 10/79, Wis 10/81, Cha 11/44, Com 17/06)

28. Carpenter's Shop

Pinch (HF 0, EP 34, Int 10, AL LG, AC 6 (studded leather and shield), MV 12", HD 1, HP 24, #AT 1, D 2d4 (battle axe), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 4, Str 12/22, Dex 7/27, Con 8/88, Int 12/27, Wis 8/06, Cha 16/28, Com 12/04)

29. Stonemason's House

Iga the stonemason gnome (HF 1, EP 36, Int 9, AL NG, AC 4 (chain mail and shield), MV 12", HD 1, HP 26, #AT 1, D 1d6+5 (footman's pick), Lang: common, gnome, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 6, Str 16/75, Dex 10/22, Con 13/53, Int 9/86, Wis 15/66, Cha 13/90, Com 13/42)

Bilda, Imain, and Howirth the stonemason gnome apprentices (3) (HF 0, EP 35, 33, 32, Int Avg. (8-10), AL NG, AC 4 (chain mail and shield), MV 12", HD 1, HP 25, 23, 22, #AT 1, D 1d6 (warhammer), Lang: common, gnome, Hon: Ave, TOP: 13,12,11, Crit BSL: Def AC-4, FF 6, Str 16/75, Dex 10/22, Con 13/53, Int 9/86, Wis 15/66, Cha 13/90, Com 13/42)

30. Castle Foundation Trench

Workers (10) (HF 0, EP 15, Int 8, AL LG, AC 10, MV 12", HD 1, HP 22, #AT 1, D 1d2, Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-5, FF 5)

31. Tower

Marble Mugger (13) (HF 1, EP 35, Int 5, AL NE, AC 2, MV 9", HD <1-1, HP 6 each, SZ M, #AT 2, D 2-5/2-5, SA surprise 7 in 10, SD merge with stone, Lang: none, Hon: Ave, ML 5, TOP: n/a, Crit BSL: Def AC-4, FF n/a, HoB v4, pg. 118)

Ernst, 8th level magic-user (HF 12, EP 3,000, Int 17, AL LG, AC 8 (Ring of Protection +2), MV 12", HD 8, HP 50, #AT 1, D 1d6 (Dagger +1) or by spell, Lang: common, Hon: Ave, TOP: 25, Crit BSL: Def AC +4, FF 7, Str 15/95, Dex 10/88, Con 15/16, Int 17/68, Wis 11/02, Cha 12/66, Com 15/43)

Spells*

First level: Burning Hands, Detect Magic, Feather Fall, Identify (Comprehend Languages, Light, Read Magic)

Second level: Levitate, Mirror Image, Scare (Darkness 15' Radius, Detect Invisibility, Strength)

Third level: Dispel Magic, Fireball, Tongues (Gust of Wind, Infravision)

Fourth level: Fumble, Wall of Fire (Dimension Door, Plant Growth)

*Spells normally carried are given first; other spells in Ernst's spellbook are given in parentheses.

Bertram, 6th level Fighter (HF 5, EP 641, Int 10, AL LG, AC 2 (Chain mail +1, Shield +1), MV 12", HD 6, HP 52, #AT 1, D 2d4+4 (Battle Axe +1), Lang: common, Hon: Ave, TOP: 26, Crit BSL: Def AC+3, FF 6, Str 15/96, Dex 12/95, Con 12/07, Int 10/19, Wis 10/21, Cha 14/90, Com 12/31)

31 - Area T1 (Main Hall).

Archie (HF 1, EP 104, Int 10, AL NG, AC 5 (scale mail and shield), MV 12", HD 2, HP 28, #AT 1, D 1d8+4 (Longsword), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-3, FF 6, Str 16/75, Dex 10/22, Con 12/53, Int 10/26, Wis 11/16, Cha 9/10, Com 15/12)

31 - Area T4 (Hall and Ladder).

Fretob (HF 1, EP 104, Int 9, AL LG, AC 5 (scale mail and shield), MV 12", HD 2, HP 28, #AT 1, D 1d8+4 (Longsword), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-3, FF 6, Str 16/65, Dex 12/02, Con 13/52, Int 9/12, Wis 15/10, Cha 10/9, Com 12/51)

31 - Area T10 (Parapet)

Daryl (HF 1, EP 104, Int 11, AL LG, AC 5 (scale mail and shield), MV 12", HD 1, HP 24, #AT 1, D 1d8+4 (Longsword), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-3, FF 5, Str 16/87, Dex 10/24, Con 11/52, Int 11/12, Wis 15/10, Cha 10/9, Com 12/51)

Mantos (HF 1, EP 104, Int 11, AL LG, AC 5 (scale mail and shield), MV 12", HD 1, HP 24, #AT 1, D 1d8+4 (Longsword), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-3, FF 5, Str 16/52, Dex 11/12, Con 10/43, Int 11/21, Wis 10/15, Cha 9/09, Com 12/11)

31 - Area T12 (Turret Roof)

Pentel (HF 1, EP 104, Int 10, AL LG, AC 5 (scale mail and shield), MV 12", HD 1, HP 23, #AT 1, D 1d8+4 (Longsword), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC -3, FF 6, Str 16/77, Dex 10/65, Con 13/54, Int 10/19, Wis 11/21, Cha 11/33, Com 11/41)

Captain Hans (HF 4, EP 336, Int 11, AL CN, AC 3 (scale mail, Dex and shield), MV 12", HD 5, HP 51, #AT 1, D 1d8+7 (Longsword +1) 1d8 (light crossbow), Lang: common, Hon: Ave, TOP: 26, Crit BSL: Def AC +2, FF 6, Str 18/52, Dex 15/42, Con 11/73, Int 11/54, Wis 13/21, Cha 14/11, Com 13/44)

Lieutenant Francis (HF 3, EP 336, Int 9, AL CN, AC 4 (scale mail, Shield +1), MV 12", HD 4, HP 48, #AT 1, D 1d8+7 (Longsword +1), 1d8 (light crossbow), Lang: common, Hon: Ave, TOP: 24, Crit BSL: Def AC +1, FF 6, Str 16/56, Dex 12/41, Con 15/44, Int 9/24, Wis 10/76, Cha 10/01, Com 11/32)

31 – Ernst's Eagles (9) – off-duty.

Ernst's Eagle (HF 1, EP 104, Int 9, AL CG, AC 10 (unarmored when off-duty), MV 12", HD 2, HP 28, #AT 1, D 1d6 (dagger), Lang: common, Hon: Ave, TOP: 14, Crit BSL: Def AC-3, FF 6, Str 16/65, Dex 12/02, Con 13/52, Int 9/12, Wis 15/10, Cha 10/9, Com 12/51)

32. Tents and Wattle Huts

Engel the worker (agent of evil) (HF 0, EP 34, Int 10, AL LE, AC 10, MV 12", HD 1, HP 24, #AT 1, D 1d6+4 (Pick), Lang: common, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 4, Str 17/12, Dex 8/37, Con 16/98, Int 12/17, Wis 7/32, Cha 11/22, Com 13/34)

35. Abandoned Farmhouse

Brood Watcher (2) (HF 1, EP 650, Int 8, AL N, AC 1, MV 15", HD 5, hp 45, SZ L, # AT 2, D 2-12, SA Poison/Webbing, SD nil, ML 13, TOP: n/a, Crit BSL: Def AC +3, FF n/a, HoB v1, pg. 8)

Aarakian Warrior (4) (HF 2, EP 175, Int 5, AL N, AC 3, MV 15", HD 3+3, hp 35, SZ M, # AT 1, D 2-16, SA Webbing, SD nil, ML 12, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v1, pg. 8)

Workers, Aarakian (10) (HF 1, EP 35, Int 4, AL N, AC 5, MV 12",6" burrowing, HD 2, hp 28, SZ M, # AT 1, D 1-8, SA Burrowing, SD nil, ML 7, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v1, pg. 8)

Aarakian Queen (HF 3, EP 1400, Int 13, AL N, AC 10, MV 0", HD 12, hp 80, SZ G, # AT 1, D 0, SA nil, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +10, FF n/a, HoB v1, pg. 8)

36. The Battlefield Graveyard

Tween (HF 0, EP 15, Int 11, AL N, AC 10, MV variable, HD 1, hp 24, SZ M, # AT 1, D 2d4 (bastard sword), SA Luck field, SD Ethereal, ML 18, TOP: n/a, Crit BSL: Def AC -2, FF n/a, HoB v8, pg. 37)

Grave Scrounger (5) (HF 2, EP 175, Int 5, AL CE, AC 4, MV 9", HD 2+3, hp 31, SZ M, # AT 2, D 1-4/1-4, SA nil, SD nil, ML See text (flees from light), TOP: n/a , Crit BSL: Def AC, FF n/a, HoB v3, pg. 102)

37. Bandit Attack

Gnarly Forest Bandit (10) (HF 1, EP 15, Int 9, AL CE, AC 6 (leather + Dex), MV 12", HD 1, hp 24, SZ M, # AT 1, D 1d6 (short sword), 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12 , Crit BSL: Def AC -3, FF 6)

THE MOAT HOUSE

Random Encounters

(if not encountered elsewhere in the Moat house)

Brigand (5) (HF 1, EP 15, Int 3-18, AL CE, AC 8 (leather armor), MV 12", HD 1, hp 27, 26, 25, 24, 23, SZ M, #AT 1, D 1d8 (long sword), 1d6 (spear), 1d6 (bow) or 1d6-1 (dagger), SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 15, TOP: 14,13,13,12,12, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

Rat, Giant (8) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ 2)HPs: ☐☐☐☐☐ ☐☐☐☐☐

3)HPs: ☐☐☐☐☐ ☐☐☐☐☐ 4)HPs: ☐☐☐☐☐ ☐☐☐☐☐

5)HPs: ☐☐☐☐☐ ☐☐☐☐☐ 6)HPs: ☐☐☐☐☐ ☐☐☐☐☐

7)HPs: ☐☐☐☐☐ ☐☐☐☐☐ 8)HPs: ☐☐☐☐☐ ☐☐☐☐☐

Tick, Giant (blue variant) (HF 3, EP 65, Int 0, AL N, AC 3, MV 3", HD 2, HP 30 each, SZ S, #AT 1, D1d4, SA blood drain (automatic 1d6 per round), SD nil, Hon n/a, ML 19, TOP: n/a, Crit BSL: Def AC-0, FF n/a, HoB v7, pg. 142)

1. Pool

Boobrie (HF 4, EP 2000, Int 2, AL N, AC 5, MV 15", 15" Fly (D), HD 9, HP 56 each, SZ H, #AT 3, D1-6x2/2-16, SA Ambush, SD nil, Hon n/a, ML 12, TOP: 28, Crit BSL: Def AC+7, FF 4, HoB v1, pg. 89)

4. Tower

Spider, Huge (HF 2, EP 270, Int 1, AL N, AC 6, MV 18", HD 2+2, HP 32, SZ M, #AT 1, D 1d6, SA poison Type B (+1 to save), SD nil, Lang: none, Hon n/a, ML 8, TOP: 16, Crit BSL: Def AC -0, FF n/a, HoB v7, pg. 96)

7. Brigands

Brigand Leader (HF 1, EP 15, Int 3-18, AL CE, AC 2 (chain mail and medium shield), MV 12", HD 2, hp 30, SZ M, #AT 1, D 2d8+3 (broad sword), SA specialized (+1 to hit, +2 to damage, +1 for Str), SD none, Lang: common, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC-2; FF 6, HoB v5 p 9).

Brigand subleader (HF 0, EP 15, Int 3-18, AL CE, AC 7 (leather armor + Dex), MV 12", HD 1, hp 27, SZ M, #AT 2 (ambidextrous), D 1d8 (long sword) and 1d6-1 (dagger), SA none, SD none, Lang: common, Hon: Ave, ML 15, TOP: 14, Crit BSL: Def AC-2; FF 6, HoB v5 p 9).

Brigand (7) (HF 0, EP 15, Int 3-18, AL CE, AC 8 (leather armor), MV 12", HD 1, hp 24, 23, 22x3, 21, 20, SZ M, #AT 1, D 1d8 (long sword), 1d6 (spear), 1d8 (long bow) or 1d6-1 (dagger), SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 15, TOP: 12, 12,11x4,10, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

11. Salon

Bat, Giant (2) (HF 1, EP 420, Int 0, AL N, AC 10 (2 while flying freely), MV 3" 18" Fly (C), HD 6, HP 50 each, SZ H, #AT 1, D 2-8, SA screech (1d6 damage to all within 20 feet, save versus paralyzation negates) SD nil, Hon n/a, ML 3, TOP: 1, Crit BSL: Def AC-4, FF 3 HoB v1, pg. 51)

12. Corner Room

Snake, Giant Venomous (HF 7, EP 420, Int 1, AL N, AC 6, MV 15", HD 4+2, HP 42, SZ M, #AT 1, D1d4-1, SA poison (+1 to save, 1d4-2 points per round for 2-12 rounds), SD nil, Hon n/a, ML 9, TOP: 21, Crit BSL: Def AC+2, FF 7 HoB v7, pg. 85)

13. Storeroom and Stairway

Rat, Giant (10) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114)

15. Domicile

Slime, Olive (HF 5, EP 450, Int 0, AL N, AC 9, MV 0", HD 2+2, HP 31, SZ S, #AT 1, D special, SA drops on victims (save vs. poison to notice), other have 50% chance to notice, victims eat twice normal and take 10% of victim's hp damage per day, then turn into Slime Host in 7-12 days, SD limited magic resistance (only affected by acid, cold, fire or Cure Disease), Lang: none, Hon n/a, TOP: n/a, Crit BSL n/a, FF n/a, HoB v7 p 79).

16. Kitchen

Tick, Giant Blue (variant) (HF 3, EP 65, Int 0, AL N, AC 3, MV 3", HD 2, HP 30 each, SZ S, #AT 1, D1d4, SA blood drain (automatic 1d6 per round), SD nil, Hon n/a, ML 19, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v7, pg. 142)

17. Barracks

Lizard, Giant (2) (HF 2, EP 270, Int 0, AL N, AC 5, MV 15", HD 3+1, HP 36, SZ H, #AT 1, D 1-8, SA nil, SD nil, ML 15, TOP: 23, Crit BSL: Def AC +1, FF 6, HoB v4, pg. 88)

Dungeon Level Random Encounters

Bugbear (1-2) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2-8+2 (morning star +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Lizard, Giant (HF 2, EP 270, Int 0, AL N, AC 5, MV 15", HD 3+1, HP 36, SZ H, #AT 1, D 1-8, SA nil, SD nil, ML 15, TOP: 23, Crit BSL: Def AC +1, FF 6, HoB v4, pg. 88)

Rat, Giant (3-12) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114

Slobgoblin (5) (HF 1, EP 35, Int 12, AL CE, AC 6 (hide), MV 9", HD 1+2, HP 28,24x4, SZ L, #AT 1, D 1d8-1 (longsword), SA nil, SD immune to disease, Lang: bugbear, ogre, slobgoblin, ML 12, TOP: 14,12x4, Crit BSL: Def AC -1, FF 5, HoB v7, pg. 81)

Zombie, Common (2-8) (HF 1, EP 65, Int 0, AL N, AC 8, MV 6", HD 2, HP 26, SZ M, #AT 1, D 1-8, SA nil, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v8, pg. 124)

18. Stairway Arch

Slime, Green (2) (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 28, SZ S, #AT 0, D Transformation, SA Transformation, SD nil, ML 20, TOP: , Crit BSL: Def AC , FF , HoB v7, pg. 79)

21. Corridor and Cells

Zombie (10), Brain Eating Zombie (1)

Zombie, Common (10) (HF 1, EP 65, Int 0, AL N, AC 8, MV 6", HD 2, HP 26, SZ M, #AT 1, D 1-8, SA nil, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v8, pg. 124)

Zombie, Brain Eating (HF 6, EP 270, Int 7, AL NE, AC 8, MV 6", HD 2, HP 30, SZ M, #AT 1, D 1d8, SA Brain eating (save vs. poison or become

zombie), SD only takes damage from critical hits or called shots to appendages, slow regeneration, immune to cold and poison, cannot be turned, Lang: common ("brains"), Hon: Ave, TOP: n/a, Crit BSL Def AC+0, FF n/a, HoB v8 p 123).

24. Large Room

Ogre, Hedge (HF 2, EP 420, Int 8, AL CE, AC 4, MV 9", HD 4+2, HP 42, SZ L, #AT 1, D 2d4+7 (bardiche and +3/+7 from Str), SA nil, SD nil, ML 11, TOP: 21, Crit BSL: Def AC +5 , FF 4, HoB v6, pg. 24)

27. Recruits

Bugbear (6) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 37,34,33,31,31,29, SZ L, #AT 1, D 2-8+2 (morning star +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 19,17,16,16,15, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

29. Odd Sideroom

Slobgoblin, Greater (HF 3, EP 120, Int 12, AL CE, AC 4 (hide), MV 12", HD 3+1, HP 36, SZ M, #AT 1, D 1d8-1 (longsword), SA nil, SD immune to disease, Lang: bugbear, ogre, slobgoblin, ML 16, TOP: 18, Crit BSL: Def AC +3, FF 6, HoB v7, pg. 81)

Slobgoblin (9) (HF 1, EP 35, Int 12, AL CE, AC 6 (hide), MV 9", HD 1+2, HP 28,24x4,23x4, SZ S, #AT 1, D 1d6-1 (club), SA nil, SD immune to disease, Lang: bugbear, ogre, slobgoblin, ML 12, TOP: 14,12x8, Crit BSL: Def AC -1, FF 5, HoB v7, pg. 81)

30. Pool

Beetle, Predacious Diving (HF 3, EP 420, Int 0, AL N, AC 3, MV 6",12" swim, HD 5, HP 40, SZ S, #AT 1, D 3-12, SA saw attack (against ship hulls), SD nil, ML 14, TOP: 20, Crit BSL: Def AC +3, FF n/a, HoB v1, pg. 63)

31. Burial Crypts

Ghoul (4) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD Immune to Sleep and Charm, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3, pg. 51)

31b. Lair of the Hydra

Hydra, Common 3-headed Variant (HF 4, EP 1,555, Int 2, AL N, AC 5, MV 9", HD 3, HP 44, SZ H, #AT 3, D 1d6-1, SA nil, SD never surprised, Hon dishonorable (-1 to ALL die rolls), ML 11, TOP: 18, Crit BSL: Def AC+1, FF 6, HoB v4, pg. 22 and Monster Matrix for size variant)

33.Room and Corridor

Brownie, Quickling (HF 3, EP 2,000, Int 16, AL CE, AC -2, MV 96", HD 3, HP 29, #AT 3, D 1-3 , SA Spells, Poison, SD Nil, Lang: common, Pixie, Halfling, elven, Hon: Ave, TOP: 15, Crit BSL: Def AC +1, FF 4, HoB v1, pg. 94)

Guard, 1st level Fighter (6) (HF 1, EP 104, Int 10, AL LG, AC 5 (scale mail and shield), MV 12", HD 1, HP 27,26,25x2,24x2, #AT 1, D 1d8 (Longsword),2d4+1 (Heavy Crossbow), Lang: common, Hon: Ave, TOP: 14,13x5,12x4, Crit BSL: Def AC-5, FF 6)

Sergeant (HF 1, EP 336, Int 11, AL CN, AC 4 (scale mail, +1 Dex and shield), MV 12", HD 2, HP 28, #AT 1, D 2d4 (morning star) 2d4+1 (heavy crossbow), Lang: common, Hon: Ave, TOP: 18, Crit BSL: Def AC-3, FF 6)

34. Barracks and Chamber

Guard, 1st level Fighter (12) (HF 1, EP 104, Int 10, AL LG, AC 5 (scale mail and shield), MV 12", HD 1, HP 26x4,25x4,24x4, #AT 1, D 1d6 (Spear),2d4+1 (Heavy Crossbow), Lang: common, Hon: Ave, TOP: 13x8,12x4, Crit BSL: Def AC-5, FF 6)

Sergeant (2) (HF 1, EP 336, Int 11, AL CN, AC 4 (Scale,+1 Dex and shield), MV 12", HD 2, HP 28,27, #AT 1, D 2d4 (morning star) 2d4+1 (heavy crossbow), Lang: common, Hon: Ave, TOP: 18, Crit BSL: Def AC-3, FF 6)

35. Chamber of the Newer Master

Golem, Guardian (2) (HF 2, EP 420, Int 0, AL N, AC 5, MV 6", HD 5, HP 22, #AT 1, D 2-8, SA Nil, SD Normal weapons 1/2 damage, breaking, Hon: Ave, TOP: 13x8,12x4, Crit BSL: Def AC-5, FF 6)

THE VILLAGE OF NULB

RANDOM ENCOUNTERS

Bargefolk (HF 0, EP 25, Int 9, AL NE, AC 10, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6(knife), Lang: common, Hon: Ave, ML 9, TOP: 11, Crit BSL: Def AC-5, FF 4)

Bargefolk Leader (HF 4, EP 390, Int 10, Al NE, AC 8 (padded), MV 12" HD 5, HP 40, SZ M, #AT 1, D 1d6(knife), Lang: common, Hon: Ave, ML 11, TOP: 13, Crit BSL: Def AC -4, FF4)

Boar, Wild (HF 1, EP 120, Int 2, Al N, AC 7, MV 15" HD 3+3, HP 35, SZ M, #AT 1, D 3-12, SA nil, SD nil, ML 14, TOP: 18, Crit BSL: Def AC +2, FF 8,HOB1 pg. 85)

Brigand (HF 1, EP 25, Int 3-18, AL NE, AC 8 (leather armor), MV 12", HD 1, hp 24, SZ M, #AT 1, D 1d8 (long sword or long bow), SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 15, TOP: 14,13,13,12,12, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

Bugbear (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2-8+2 (morning star +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Crustacean Crayfish, Giant (HF 5, EP 175, Int 1, Al N, AC 4, MV 6",12" swim, HD 4+4, HP 40, SZ L, #AT 2, D 2-12/2-12, SA nil, SD surprise, ML 13, TOP: 20, Crit BSL: Def AC +3, FF 10,HOB2 pg. 45)

Frog, Giant Killer (HF 1, EP 35, Int 0, Al N, AC 8, MV 6",12" swim, HD 1+4, HP 28, SZ S, #AT 3, D 1d4-2,1d4-2/2-5, SA nil, SD nil, ML 6, TOP: 14, Crit BSL: Def AC +0, FF 9,HOB3 pg. 40)

Gar, Giant (HF 13, EP 1,300, Int 0, Al N, AC 3, MV 30"swim, HD 8, HP 52, SZ M, #AT 1, D 5-20, SA Swallow on a 20, SD nil, ML 15, TOP: 26, Crit BSL: Def AC +6, FF 3,HOB3 pg. 46)

Ghoul (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD Immune to Sleep and Charm, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3, pg. 51)

Gnoll (HF 1, EP 65, Int 5, Al CE, AC 5 (chain mail), MV 9" HD 2, HP 28, SZ L, #AT 1, D 1d10 (halberd), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4,HOB3 pg. 73)

Leech, Giant (HF 1/1/2/2, EP 25/35/65/120, Int 0, Al N, AC 9, MV 9" HD 1 to 4, HP 24/28/32/36, SZ M, #AT 1, D 1-4, SA blood drain, 50% disease, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HOB4 pg. 78)

Lizard Man (HF 1, EP 65, Int 5, Al N, AC 5, MV 6", 12" swim, HD 2+1, HP 29, SZ M, #AT 3, D 1-2/1-2/1-6, SA nil, SD nil, ML 14, TOP: 15, Crit BSL: Def AC +0, FF 6, HOB 4 pg. 92)

Lycanthrope, Werewolf (HF 5, EP 420, Int 8, Al CE, AC 5/5/7, MV 15"/15"/12", HD 4+3, HP 39, SZ M, #AT 3/3/1, D 1-4/1-4/2-8 or 1-3/1-3/1-6 or weapon, SA nil, SD nil, ML 12, TOP: 20, Crit BSL: Def AC +6, FF 8, HOB 4 pg. 108)

Merchant (HF 1, EP 25, Int 9, AL any, AC 5 (chain mail), MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d6 (dagger), Lang: common, Hon: Ave, ML 11, TOP: 11, Crit BSL: Def AC-5, FF 4, HoB 5 pg. 11)

Pirate, River (HF 1, EP 25, Int 11, AL CE, AC 6 (leather and Dex), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d6(dagger), Lang: common, Hon: Ave, ML 11, TOP: 12, Crit BSL: Def AC-3, FF 4, HoB 5 pg. 12)

Wolf (HF 0, EP 65, Int 2, Al N, AC 7, MV 18" HD 3, HP 32, SZ S, #AT 1, D 2-5, SA nil, SD nil, ML 10, TOP: 16, Crit BSL: Def AC +1, FF 4,HOB8 pg. 91)

1. The Waterside Hostel

Dala (3rd level Thief) (HF 2, EP 95, Int 11, AL NE, AC 6, MV 12", HD 3, HP 31, SZ M, #AT 1, D 1d6-1(dagger), Lang: common, Hon: Ave, ML 11, TOP: 16, Crit BSL: Def AC-2, FF 8, STR 11/13, Dex 18/71, Con 15/31, Int 11/22, Wis 10/33, Cha 13/83, Com 11/08) Thief Abilities: Pick Pocket 75%, Open Lock 20%, Find Traps 15%, Move Silently 35%, Hide in Shadows 35%, Detect Noise 25%, Climb Walls 60%)

Dick Rentsch, the barkeep (HF 1, EP 119, Int 9, AL NE, AC 10, MV 12", HD 2, HP 28, SZ M, #AT 1, D 1d6(short sword), Lang: common, Hon: Ave, ML 11, TOP: 14, Crit BSL: Def AC-3, FF 5)

Hostlar (5th level Swashbuckler) (HF 4, EP 515, Int 10, AL NE, AC 1 (studded leather, Dex, and bonus), MV 12", HD 5, HP 40, SZ M, #AT 2, D 1d6+1(Rapier +1 (2)), Lang: common, Hon Above Avg. +1 to all die rolls, ML 15, TOP: 20, Crit BSL: Def AC-5, FF 7, STR 17/59, Dex 15/84, Con 15/24, Int 10/25, Wis 13/88, Cha 7/39, Com 10/90) Skills: Snappy Come Back 45%, Two-Weapon Fighting Proficiency

Joe and Honp the manservants (HF 1, EP 35, Int 10, AL NE, AC 5 (chain mail), MV 12", HD 1, HP 26, SZ M, #AT 1, D 1d6-1(dagger), Lang: common, Hon: Ave, ML 11, TOP: 13, Crit BSL: Def AC-4, FF 5)**Pearl (3rd level Thief)** (HF 2, EP 89, Int 14, AL NE, AC 8, MV 12", HD 3, HP 31, SZ M, #AT 1, D 1d6(dagger), Lang: common, Hon: Ave, ML 12, TOP: 16, Crit BSL: Def AC-1, FF 6, STR 13/31, Dex 16/16, Con 12/21, Int 14/42, Wis 9/31, Cha 11/31, Com 11/81) Thief Abilities: Pick Pocket 50%, Open Lock 40%, Find Traps 15%, Move Silently 40%, Hide in Shadows 40%, Detect Noise 15%, Climb Walls 60%

Wat, the Barman (Waghalter, 3rd level Assassin) (HF 0, EP 241, Int 12, AL NE, AC 5 (leather + Dex), MV 12", HD 3, HP 32, SZ M, #AT 1, D 1d6+3 (Dagger of Venom and Str bonus), Lang: common, Hon: Ave, ML 11, TOP: 16, Crit BSL: Def AC +0, FF 6, STR 16/39, Dex 17/48, Con 12/13, Int 12/01, Wis 6/77, Cha 7/93, Com 9/19)

2. Smithy and Stable

Chon, smith's boy (HF 0, EP 25, Int 6, AL NG, AC 10, MV 12", HD 1/2, HP 12, SZ S, #AT 1, D 1d6+3 (dagger and Str), Lang: common, Hon: Ave, ML 12, TOP: 6, Crit BSL: Def AC-3, FF 6, STR 16/22, Dex 12/43, Con 14/62, Int 6/31, Wis 8/51, Cha 10/97, Com 11/52)

Sammy, apprentice smith (HF 1, EP 38, Int 13, AL N, AC 4 (chain mail and buckler), MV 12", HD 1, HP 28, SZ S, #AT 1, D 1d6+4 (dagger and Str), Lang: common, Hon: Ave, ML 12, TOP: 14, Crit BSL: Def AC-3, FF 6, STR 17/23, Dex 8/56, Con 15/71, Int 13/88, Wis 9/43, Cha 10/79, Com 10/62)

Otis, the smith (10th level Fighter) (HF 7, EP 2,750, Int 6, AL NG, AC 0 (chain mail +2 and Dex), MV 12", HD 10, HP 100, SZ M, #AT 1, D 1d8+8 (Long Sword +2 and Str), Lang: common, elven, gnomish, ogre, sprite, Hon: Ave, ML 12, TOP: 16, Crit BSL: Def AC-3, FF 7, STR 18/07, Dex 17/14, Con 18/27, Int 15/31, Wis 15/32, Cha 13/79, Com 12/76) Skills: Tracking, Wilderness Survival

Owl, Common (2) (HF 1, EP 65, Int 1, AL N, AC 5, MV 1", Fly 27" (D), HD <1-1, HP 4, SZ S, #AT 3, D 1d4-2/1d4-2/1, SA Swoop, surprise, SD nil, Lang: Owl, Hon: Ave, ML 5, TOP: 2, Crit BSL: Def AC, FF , HoB v6, pg. 49)

Sprite, Common (4) (HF 1, EP 270, Int 11, AL NG, AC 6, MV 9", 12" Fly (B), HD 1, HP 24, SZ S, #AT 1, D 1d6-1(dagger), SA Sleep, Poison, SD Invisibility, Lang: common, sprite, Hon: Ave, ML 11, TOP: 12, Crit BSL: Def AC, FF , HoB v7, pg. 104)

3. Mother Screng's Herb Shop

Mother Screng (AKA B'dey), 6th level Cleric and herbmonger (HF 5, EP 3,978, Int 12, AL NG, AC 8, MV 12", HD 6, HP 50, #AT 1, D 1d6+1 (club and Str), Lang: common, gnomish, Hon: Ave, TOP: 25, Crit BSL: Def AC +2, FF 8, Str 13/95, Dex 15/88, Con 16/16, Int 12/68, Wis 17/02, Cha 13/66, Com 14/43)

Spells:

First level: Bless, Command, Cure Light Wounds, Detect Evil, Protection From Evil

Second level: Augury, Detect Charm, Hold Person, Know Alignment, Speak With Animals

Third level: Dispel Magic, Prayer, Remove Curse

Hruda, Mother Screng's daughter (AKA Raffles 2nd level Fighter) (HF 2, EP 256, Int 11, AL NG, AC 6, MV 12", HD 2+4, HP 32, #AT 1, D 1d6+3 (short sword and Str), Lang: common, gnomish, Hon: Ave, TOP: 16, Crit BSL: Def AC -2, FF 8, Str 15/35, Dex 18/21, Con 15/62, Int 11/16, Wis 11/72, Cha 14/63, Com 13/34)

4. Boatmen's Tavern and Nulb Market

Skole (5th level Swashbuckler smuggler) (HF 4, EP 515, Int 10, AL NE, AC 1 (studded leather, Dex, and bonus), MV 12", HD 5, HP 47, SZ M, #AT 2, D 1d6+5 (rapiers and Str), Lang: common, Hon Above Avg. +1 to all die rolls, ML 15, TOP: 20, Crit BSL: Def AC-5, FF 7, STR 17/68, Dex 15/72, Con 13/17, Int 11/25, Wis 14/65, Cha 10/93, Com 11/41) Skills: Snappy Come Back 45%, Two-Weapon Fighting Proficiency

Brigand Guard (2) (HF 1, EP 35, Int 9, AL NE, AC 4 (chain mail and buckler), MV 12", HD 1, hp 26, 24, SZ M, #AT 1, D 1d6-1 or 1d8 (dagger or light crossbow), Lang: common, Hon: Ave, ML 13, TOP: 13, 12, Crit BSL: Def AC-4; FF 5,).

Lodriss the barmaid (HF 0, EP 25, Int 10, AL NE, AC 10, MV 12", HD 1, HP 25, SZ M, #AT 1, D 1d6-1(dagger), Lang: common, Hon Above Avg. +1 to all die rolls, ML 15, TOP: 13, Crit BSL: Def AC-5, FF 5)

Tolub, 8th level pirate leader (HF 5, EP 1,848, Int 9, AL NE, AC 1 (Leather Armor +1, Ring of Protection +3, acrobatic, and Dex), MV 12", HD 8, HP 76, SZ M, #AT 1, D 1d6+6 (Dagger +2 and Str), Lang: common, Hon Above Avg. +1 to all die rolls, ML 15, TOP: 13, Crit BSL: Def AC+5, FF 7, STR 17/21, Dex 15/07, Con 15/37, Int 9/15, Wis 10/56, Cha 17/23, Com 15/29) Special Abilities: Climb Walls 72%, AC Bonus +3 on boats, Acrobatic Skill Suite, Sailor Skill Set 82%, Swimming Dog Paddle 60%, Swimming 42%, Weather Sense 32%, Tightrope Walking 42%.

Carries a purse with 7 ep, 14 gp, and 10 pp; black opal ring worth 6,000 gp

Grud Squinteye, 6th level pirate lieutenant myrmidon (HF 3, EP 804, Int 10, AL NE, AC 3 (Chain mail +1 and acrobatic), MV 12", HD 6, HP 50, SZ M, #AT 3/2, D 1d6+7 (Short Sword +1, specialization, and Str), Lang: common, Hon: Ave, ML 13, TOP: 25, Crit BSL: Def AC+2, FF 8, STR 17/21, Dex 15/07, Con 15/37, Int 9/15, Wis 10/56, Cha 17/23, Com 15/29) Special Abilities: Climb Walls 66%, AC Bonus +2 if on boats, Acrobatic Skill Suite, Sailor Skill Set 75%, Swimming Dog Paddle 55%, Swimming 22%, Weather Sense 28%, Tightrope Walking 24%, Military History 23%, Basic Leadership 12%, Campaign Logistics 18%, Military Battle Sense 21%. Talents: Endurance, Blind Fighting

Grud carries a purse with 71 ep, 114 gp, and 20 pp; black opal ring worth 6,000 gp; wears one earring (worth 600 gp) and a jeweled belt (worth 7, 300 gp).

Pirate, River (HF 1, EP 25, Int 11, AL CE, AC 6 (leather and Dex), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d6(dagger), Lang: common, Hon: Ave, ML 11, TOP: 12, Crit BSL: Def AC-3, FF 4, HoB v5 pg. 12)

5. Cock Fights

Also possibly encounter 2 Gully Dwarves (from Area A)

Chickens (Varies) (HF 0, EP 7, Int 1, AL N, AC9, MV 3", HD -, HP 2, SZ S, #AT 1, D 1, SA nil, SD nil, TOP: 1, Crit BSL: Def AC -4, FF 1)

Bandy Tailed Fighting Cock (HF 4, EP 2,700, Int 8, AL CE, AC 8 (-1 legs), MV 18", HD 5+5, HP 45, #AT 3, D 1-8/1-8/1-10, SA Nil, SD Toxic Smoke, Hon: Ave, TOP: 23, Crit BSL: Def AC+9, FF 10, HoB v1,pg. 44)

ROAD TO THE TEMPLE

Bat, Night Hunter (9) (HF 2, EP 420, Int 8, AL NE, AC 6, MV 2", 18" Fly (A), HD 2+2, HP 31 each, SZ M, #AT 4, D 1d4 / 1d2 / 1d2 / 1d6 or 3d4, SA nil, SD 120' Infravision, Hon: Ave, ML 11, TOP: 16, Crit BSL: Def AC+0, FF 7, HoB v1, pg. 52)

RANDOM ENCOUNTERS

Bandit Leader (HF 4, EP 420, Int 3-18, AL CE, AC 2 (chain mail and medium shield), MV 12", HD 5, hp 45, SZ M, #AT 1, D 2d8+4 (Broad Sword +1), SA specialized (+1 to hit, +2 to damage, +1 for Str), SD none, Lang: common, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC+2; FF 6, HoB v5 p 9).

Brigand (11) (HF 0, EP 15, Int 3-18, AL CE, AC 8 (leather armor), MV 12", HD 1, hp 24, 23, 22x3, 21, 20, SZ M, #AT 1, D 1d6 (spear), 1d8 (light crossbow), SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 15, TOP: 12, 12,11x4,10, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

Rock Reptile (medium) (HF 5, EP 420, Int 1, AL N, AC 1, MV 6", HD 5+1, HP 26, SZ M, #AT 1, D 1-4, SA surprise 5 in 10, SD Chameleon powers, ML 14, TOP: 13, Crit BSL: Def AC+3, FF 7, HoB v7, pg. 14)

Hawk, Large (16) (HF 0, EP 65, Int 2, AL N, AC 6, MV 1",33" Fly (B), HD 1, HP 23, SZ M, #AT 3, D 1-2/1-2/1, SA diving (+2 hit x2 damage + blindness), SD nil, ML 19, TOP: 12, Crit BSL: Def AC+, FF , HoB v1, pg. 77)

Giant Rat (40) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114)

Hippogriff (6) (HF 2, EP 175, Int 2, AL N, AC 5, MV 18", 36" Fly (C,D), HD 3+3, HP 27, SZ M, #AT 3, D 1-6/1-6/1-10, SA nil, SD nil, ML 9, TOP: 14, Crit BSL: Def AC+2, FF 8, HoB v3, pg. 127)

TOWER

Random Encounters

Brigand Leader (HF 4, EP 420, Int 3-18, AL CE, AC 2 (chain mail and medium shield), MV 12", HD 5, hp 45, SZ M, #AT 1, D 2d8+4 (Broad Sword +1), SA specialized (+1 to hit, +2 to damage, +1 for Str), SD none, Lang: common, Hon: Ave, ML 15, TOP: 15, Crit BSL: Def AC+2; FF 6, HoB v5 p 9).

Brigand (11) (HF 0, EP 15, Int 3-18, AL CE, AC 8 (leather), MV 12", HD 1, hp 24, 23, 22x3, 21, 20, SZ M, #AT 1, D 1d6 (spear), 1d8 (light crossbow), SA none, SD none, Lang: common, Hon: Dishonorable (-1 to ALL die rolls), ML 15, TOP: 12, 12,11x4,10, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

Rat, Giant (80) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114)

Owlbear (HF 5, EP 900, Int 3, AL N, AC 5, MV 12", HD 5+2, HP 42, SZ L, #AT 1, D 1-6/1-6/2-12, SA hug, SD nil, ML 12, TOP: 21, Crit BSL: Def AC+1, FF 5, HoB v6, pg. 51)

Rook, Giant (14) (HF 1, EP 175, Int 4, AL N, AC 4, MV 3", 18" Fly (D), HD 3+2, HP 36 each, SZ M, #AT 1, D 1d4+2, SA does called shot to the eye 10% of the time (-10 to hit), SD cannot be surprised in daylight, Hon: Ave, ML 13, TOP: 18, Crit BSL: Def AC+1, FF 6, HoB v7, pg. 17)

A. BROKEN TOWER

Tower Exterior

Rook, Giant (14) (HF 1, EP 175, Int 4, AL N, AC 4, MV 3", 18" Fly (D), HD 3+2, HP 36 each, SZ M, #AT 1, D 1d4+2, SA does called shot to the eye 10% of the time (-10 to hit), SD cannot be surprised in daylight, Hon: Ave, ML 13, TOP: 18, Crit BSL: Def AC+1, FF 6, HoB v7, pg. 17)

Interior Tower

Footmen, Gully dwarf (8) (HF 1, EP 270, Int 6, AL CE, AC 5 (Hide and buckler), MV 6", HD 1+2, hp 27. #AT 1, D 1d6+1 (club and Str), Lang: dwarven, Hon: Ave, ML 14, TOP: 14, Crit BSL: Def AC-4, FF 6)

Archer, Gully dwarf (8) (HF 0, EP 270, Int 7, AL CE, AC 6 (Hide), MV 6", HD 1+2, hp 26. #AT 2, D 1d6 (sling with 20 bullets or club), Lang: dwarven, Hon: Ave, ML 14, TOP: 14, Crit BSL: Def AC-4, FF 6)

Guards, Gully dwarf (5) (HF 0, EP 270, Int 8, AL CE, AC 6 (Hide), MV 6", HD 1+2, hp 26, #AT 1 or 2, D 2d4 or 1d6 (battle axe or sling with 20 bullets), Lang: dwarven, Hon: Ave, ML 14, TOP: 14, Crit BSL: Def AC-4, FF 6)

Sergeants, Gully dwarf (4) (HF 1, EP 270, Int 9, AL CE, AC 3 (Hide and medium shield), MV 6", HD 2+2, hp 32, #AT 1, D 1d8 (longsword), Lang: common, dwarven, Hon: Ave, ML 15, TOP: 16, Crit BSL: Def AC-4, FF 6)

Leader, Gully dwarf (HF 4, EP 558, Int 10, AL CE, AC 0 (Plate mail and medium shield), MV 6", HD 6+2, hp 62, #AT 1, D 2d4+4 (Battle Axe +1 and Str), Lang: common, dwarven, Hon: Ave, ML 16, TOP: 31, Crit BSL: Def AC+2, FF 7, STR 15/26, Dex 13/40, Con 15/27, Int 10/03, Wis 12/87, Cha 15/32, Com 8/92)

B. Building Ruins

Rat, Ravenous Zygom (15) (HF 0, EP 8, Int 1, AL NE, AC 7, MV 15", HD <1-1, HP 6, #AT 1, D 1d4-2, SA Swarm, SD nil, ML 14, TOP: 3, Crit BSL: Def AC -4, FF 9, HoB v6 pg. 116)

TEMPLE AREA

4. East Altar

Truculent Terrifier (HF 4, EP 3,000, Int 13, AL CE, AC 2, MV 9", HD 12, HP 95, SZ M, #AT 1 (see text), D Fireball, SA Fear, Fireball, SD Undead, ML 15, TOP: n/a, Crit BSL: Def AC +10, FF n/a, HoB v8 pg. 34)

DUNGEONS OF EXISTENTIAL EVIL

Dungeon Level One

Random Encounters

Brigand (2-7) (HF 1, EP 25, Int 3-18, AL CE, AC 8 (leather armor), MV 12", HD 1, hp 27x2, 26x2, 25x2, 24x2, 23x4, SZ M, #AT 1, D 1d8 (long sword), or 1d6 (short bow w/ 10 flight arrows each), SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 15, TOP: 14x2,13x4,12x6, Crit BSL: Def AC-2; FF 5, HoB v5 p 9).

Leader of Brigands, 3rd level Fighter (HF 2, EP 192, Int 10, AL CE, AC 7 (leather and buckler), MV 12", HD 3, HP 34, #AT 1, D 1d8+2 (Longsword and Str), Lang: common, Hon: Ave, TOP: 17, Crit BSL: Def AC+0, FF 5)

Gnoll (2-5) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 1d6 (hand axe), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

Ghoul (2-5) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3 pg. 50)

Gelatinous Cube (HF 8, EP 725, Int 0, AL N, AC 8, MV 6", HD 4, HP 40, SZ L, #AT 1, D 2-8, SA paralyzation, surprise 3 in 6, SD partial immune to cold; immune to electricity, fear, hold spells, paralyzation, polymorph, and Sleep attacks, ML 20, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v3 pg. 49)

Gray Ooze (HF 4, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 35, SZ M, #AT 1, D 2-16, SA Metal disintegration, SD heat and cold immunity, weapon breakage, ML 19, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v6 pg. 30)

Ogre (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 42, SZ L, #AT 1, D 1d6+7 (club and +3/+7 Str), SA nil, SD nil, ML 11, TOP: 21, Crit BSL: Def AC +5, FF 4, HoB v6 pg. 24)

Men-at-Arms, 1st level Fighter (6) (HF 1, EP 104, Int 9, AL CE, AC 5 (scale mail and shield), MV 12", HD 1, HP 25x3,23x3, #AT 1, D 1d8 (Longsword), 2d4+1 (3 with Heavy Crossbow),1d6 (3 with a Javelin each), Lang: common, Hon: Ave, TOP: 12x3,11x3, Crit BSL: Def AC-4, FF 5)

Leader of Men-at-Arms, 3rd level Fighter (HF 2, EP 200, Int 10, AL CE, AC 5 (scale mail and shield), MV 12", HD 3, HP 36, #AT 1, D 1d8+1 (Longsword and Str), 1d6+1 (2 Javelins, Str bonus), Lang: common, Hon: Ave, TOP: 18, Crit BSL: Def AC-1, FF 5)

103. Pillared Hall

Harpy, Spiny-Backed Variant (2) (HF 9, EP 1,014, Int 6, AL CE, AC 5, MV 6", 15" Fly (C), HD 7, HP 48, SZ M, #AT 3, D 1-3/1-3/1-6 or 1d4-1 from back, SA singing and Charm, SD nil, ML 14, TOP: 24, Crit BSL: Def AC +5, FF 4, HoB v5 pg. 121)

104. Room 30' x 20'

Ghoul (6) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3 pg. 50)

105. Room 30' x 30'

Ghoul (4) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3 pg. 50)

107. Room 20' x 20'

Ghast (2) (HF 8, EP 650, Int 11, AL CE, AC 4, MV 15", HD 4, HP 36, SZ M, #AT 3, D 1d4/1d4/1-8, SA paralyzation (affects elves), SD stench, ML 20, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v3 pg. 49)

108. Garbage Room

Rat, Ravenous - Large (man sized) Variant (5) (HF 1, EP 65, Int 1, AL NE, AC 7, MV 15", HD 2, HP 28, SZ M, #AT 1, D 1d4-1, SA swarm, SD nil, ML 14, TOP: 14, Crit BSL: Def AC -2, FF 8, HoB v6 pg. 116)

114. Secured Door

Dottee (wife of Verbobonc merchant) (HF 0, EP 25, Int 10, AL NG, AC 10, MV 12", HD 1/2, HP 22, SZ M, #AT 1, D 1d2, Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 6, STR 11/95, Dex 12/24, Con 12/34, Int 10/31, Wis 7/11, Cha 9/21, Com 11/23)

Dwarven merchant (2) (HF 0, EP 35, Int 10, AL LE, AC 10, MV 6", HD 1, HP 24, SZ M, #AT 1, D 1d2, Lang: common, dwarven Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 5)

Servant (3) (HF 0, EP 32, Int 10, AL LE, AC 10, MV 12", HD 1/2, HP 21, SZ M, #AT 1, D 1d2, Lang: common, Hon: Ave, ML 6, TOP: 11, Crit BSL: Def AC-5, FF 5)

River sailor gnome Victor (HF 0, EP 34, Int 10, AL LG, AC 10, MV 6", HD 1, HP 26, #AT 1, D 1d2, Lang: common, gnomish, Hon: Ave, TOP: 12, Crit BSL: Def AC-4, FF 5, Str 11/21, Dex 12/92, Con 14/35, Int 10/25, Wis 9/05, Cha 11/19, Com 14/24)

Men-at-Arms, 1st level Fighter (4) (HF 1, EP 85, Int 9, AL LE, AC 10, MV 12", HD 1, HP 25, #AT 1, D 1d2, Lang: common, Hon: Ave, TOP: 13, Crit BSL: Def AC-4, FF 5)

115. Room 20' 6" x 30'

Ghoul (6) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3 pg. 50)

116. Room 30' x 21'

Ghoul (4) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 28, SZ M, #AT 3, D 1d4-1/1d4-1/1-6, SA paralyzation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v3 pg. 50)

117. Ghast Room 20' x 20'

Ghast (2) (HF 8, EP 650, Int 11, AL CE, AC 4, MV 15", HD 4, HP 36, SZ M, #AT 3, D 1d4/1d4/1-8, SA paralyzation (affects elves), SD stench, ML 20, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v3 pg. 49)

118. Hall 10' x 30'

Ghast, Sabre-Toothed Variant (2) (HF 8, EP 675, Int 11, AL CE, AC 4, MV 15", HD 4, HP 44, SZ M, #AT 4, D 1d4/1d4/1-8/1-8, SA paralyzation (affects elves), SD stench, ML 20, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v3 pg. 49)

120. Kitchen

Snake, Venomous (HF 2, EP 175, Int 1, AL N, AC 6, MV 15", HD 2+1, HP 31, SZ S, #AT 1, D 1, SA poison, SD nil, ML 8, TOP: 15, Crit BSL: Def AC +0, FF 6, HoB v7 pg. 85)

121. Stone Wall Room 20' x 20'

Gnoll (4) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4 (bastard sword), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

122. Chamber 20' x 20'

Gnoll (4) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4 (morning star), SA flaming oil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

123. Room With Alcove

Gnoll (5) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4 (morning star), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

Hobgoblin (2) (HF 1, EP 35, Int 5, AL LE, AC 5 (chain mail), MV 12", HD 1+1, HP 26, SZ M, #AT 1, D 1d8 (longsword) or 1d6 short bow (10 flight arrows each), SA nil, SD nil, ML 12, TOP: 13, Crit BSL: Def AC +2, FF 6, HoB v4 pg. 10)

124. Ogre Room 20' x 20'

Ogre, Common Low (2) (HF 2, EP 270, Int 8, AL CE, AC 4 (Leather Armor +4), MV 9", HD 4+1, HP 45, SZ L, #AT 1, D 2d4+7 (morning star and +3/+7 Str), SA nil, SD nil, ML 11, TOP: 23, Crit BSL: Def AC +5, FF 4, HoB v6 pg. 24)

125. Corridor of Bones

Skeleton, Animated (10) (HF 1, EP 65, Int 0, AL N, AC 7, MV 12", HD 1, HP 24, SZ M, #AT 1, D 2d4 (4 morning stars, 6 broad swords), SA nil, SD immune to Sleep, darkness, fear, cold, taunting. 1/2 from hack and puncturing damage, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v7 pg. 66)

Skeleton, Monster (2) (HF 11, EP 650, Int 0, AL N, AC 5 (buckler), MV 12", HD 6, HP 50, SZ L, #AT 1, D 1d6 (short sword), SA nil, SD immune to Sleep, darkness, fear, cold, taunting. 1/2 from hack and puncturing damage l, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v7 pg. 66)

126. Chief Room 20' x 20'

Leader, Ogre (HF 2, EP 650, Int 9, AL CE, AC 3 (plate mail), MV 9", HD 4+1, HP 48, SZ L, #AT 1, D 2d4+7 (battle axe and +3/+7 Str), SA nil, SD nil, ML 11, TOP: 24, Crit BSL: Def AC +5, FF 4, HoB v6 pg. 24)

127. L-Shaped Room

Gnoll (3) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4 (bastard sword), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

128. Gnoll Room 20' x 30'

Gnoll (7) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30, SZ L, #AT 1, D 2d4 (battle axe), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

Bugbear (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (bastard sword and Str), SA surprise, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1 pg. 96)

129. Guardroom

Guard (5) (HF 1, EP 34, Int 9, AL CE, AC 3 (chain mail and small shield), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d8 (longsword) or 2d4+1 (heavy crossbow), SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -4, FF 5)

130. Room with Trapezoidal Annex

Guard (5) (HF 1, EP 34, Int 9, AL CE, AC 3 (chain mail and small shield), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d8 (longsword) or 1d6 (javelin), SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -4, FF 5)

Fighter (2nd level) (3) (HF 1, EP 119, Int 8, AL CE, AC 2 (bronze plate mail and buckler), MV 9", HD 2, HP 28, SZ M, #AT 1, D 1d6 (javelin), SA nil, SD nil, ML 12, TOP: 14, Crit BSL: Def AC -3, FF 5)

Fighter Leader (4th level) (HF 3, EP 290, Int 10, AL CE, AC 2 (bronze plate mail and buckler), MV 9", HD 4, HP 40, SZ M, #AT 1, D 1d6+1 (Javelin of Lightning and Str), SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -4, FF 5)

132. Hexagonal Room

Stirge (18) (HF 1, EP 175, Int 1, AL N, AC 8, MV 3" 18" Fly (C), HD 1+1, HP 25, SZ S, #AT 1, D 1d4-1, SA blood drain, SD nil, ML 8, TOP: n/a, Crit BSL: Def AC -1, FF n/a, HoB v7 pg. 112)

133. Anteroom

Guard (4) (HF 1, EP 34, Int 9, AL CE, AC 4 (chain mail and buckler), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d8 (longsword) or 1d6 (javelin) or 1d6 (short bow w/9 flight arrows), SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -4, FF 5)

134. Inner Chamber

Half Ogre Guard (HF 2, EP 270, Int 6, AL N, AC 2 (chain mail and medium shield), MV 12", HD 2+1, HP 30, SZ L, #AT 1, D 1d8+1 (longsword and +1 Str) or 1d8 (light crossbow w/10 quarrels), SA nil, SD nil, ML 7, TOP: 15, Crit BSL: Def AC +2, FF 6)

Guard (7) (HF 1, EP 37, Int 9, AL CE, AC 2 (chain mail and medium shield), MV 12", HD 1, HP 26 each , SZ M, #AT 1, D 1d8 (longsword) or 1d8 (light crossbow) or 1d6 (glaive), SA nil, SD nil, ML 12, TOP: 13x6,12 Crit BSL: Def AC -4, FF 5)

135. Lounge

Guard (8) (HF 1, EP 35, Int 9, AL CE, AC 10 (AC 3 with chain mail and small shield), MV 12", HD 1, HP 25, SZ M, #AT 1, D 1d8 (longsword) or 1d6 (javelin) or flaming oil, SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -4, FF 5)

136. Inner Chamber

Commander (HF 4, EP 450, Int 12, AL CE, AC 1 (Chain Mail +1, medium shield), MV 12", HD 5, HP 50, SZ M, #AT 1, D 2d4+1 (Battle Axe +1), SA nil, SD nil, ML 16, TOP: 22, Crit BSL: Def AC +2, FF 6)

Lieutenant (HF 2, EP 188, Int 11, AL CE, AC 2 (Chain Mail +1, small shield), MV 12", HD 3, HP 32, SZ M, #AT 1, D 1d8+1 (longsword and +1/+1 Str), SA nil, SD nil, ML 15, TOP: 16, Crit BSL: Def AC +0, FF 5)

137. Sleeping Apartment

Romag (4th level Cleric) (HF 3, EP 321, Int 12, AL CE, AC 0 (Chain Mail +2 and Dex), MV 12", HD 4, HP 36, SZ M, #AT 1, D 1d6+1 (Mace +1), SA spells, SD nil, ML 12, TOP: 18, Crit BSL: Def AC -1, FF 6)

Prepared Spells:

First level: Command x 2, Cure Light Wounds x 2, Curse (opposite of Bless)

Second level: Rigor Mortis, Silence 15' radius

Hartsch (2nd level Cleric) (HF 1, EP 99, Int 10, AL CE, AC 5 (chain mail), MV 12", HD 2, HP 28, SZ M, #AT 1, D 1d6 (Mace), SA spells, SD nil, ML 12, TOP: 14, Crit BSL: Def AC -4, FF 5)

First level: Command, Cure Light Wounds (x3)

145. The Immorality Temple

Golem, Flesh (2) (HF 11, EP 2000, Int 4, AL N, AC 9, MV 8", HD 9, HP 60, SZ L, #AT 2, D 2d8, ML 20, TOP: n/a, Crit BSL: Def AC +3, FF n/a, HoB v3 pg. 85)

146. Rat Pit

Rat, Giant (144) (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 8 each, SZ S, #AT 1, D1d6-2, SA 8.5% chance of random disease (GMG p 23), SD nil, Hon: Ave, ML 4, TOP: 5, Crit BSL: Def AC-4, FF 5, HoB v6, pg. 114)

147. Room 20' x 20'

Bugbear (3) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2-8+2 (morning star +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

149. Guard Room

Guard (18) (HF 1, EP 34, Int 8, AL CE, AC 4 (chain mail and buckler), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d8 (longsword) or 1d6 (javelin) or 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12 Crit BSL: Def AC -4, FF 5)

Leader (3) (HF 2, EP 200, Int 11, AL CE, AC 2 (chain mail and medium shield), MV 12", HD 3, HP 32 each, SZ M, #AT 1, D 1d8 (longsword) or 1d6 (javelin), SA nil, SD nil, ML 12, TOP: 16,17,18 Crit BSL: Def AC -1, FF 6)

150. Cells

Brain Eating Zombie (3) (HF 6, EP 270, Int 7, AL NE, AC 8, MV 6", HD 2, HP 30, SZ M, #AT 1, D 1d8, SA Brain eating (save vs. poison or become Zombie), SD only takes damage from critical hits or called shots to appendages, slow regeneration, immune to cold and poison, cannot be turned, Lang: common (only say the word "brains"), Hon: Ave, TOP: n/a, Crit BSL Def AC+0, FF n/a, HoB v8 p 123).

Wonillon (4th level Fighter/4th level Thief gnome) (HF 4, EP 185, Int 12, AL CE, AC 7, MV 12", HD 1, HP 40, SZ M, #AT 1, D 1d2, SA nil, SD nil, ML 12, TOP: 20 Crit BSL: Def AC +1, FF 6, STR 17/21, INT 12/14, WIS 9/89, DEX 17/21, CON 16/75, CHA 10/62)

152. Torture Chamber

Turnkey (5th level Fighter) (HF 4, EP 420, Int 11, AL CE, AC 2 (chain mail and Dex), MV 12", HD 5, HP 45, SZ M, #AT 1, D 1d6+4(+1d4) (Poker and Str + 1d4 fire damage), SA nil, SD nil, ML 12, TOP: 12 Crit BSL: Def AC +3, FF 5)

Bugbear (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 34, SZ L, #AT 1, D 1d6+3 (footman flail +bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Victim (man-at-arms) (HF 0, EP 25, Int 11, AL CE, AC 10, MV 3", HD 1, HP 6, SZ M, #AT 1, D 1d2, SA nil, SD nil, ML 12, TOP: 12 Crit BSL: Def AC -4, FF 5)

Dungeon Level Two

Random Encounters

Bandit (8) (HF 1, EP 25, Int 8, AL NE, AC 7 (leather armor and buckler), MV 12", HD 1, hp 27, SZ M, #AT 1, D 1d6 (short sword), or 2d4+1 (heavy crossbow), SA none, SD none, Lang: common, ML 12, TOP: 13, Crit BSL: Def AC-4; FF 5)

Veteran (2) (HF 1, EP 78, Int 11, AL NE, AC 4 (chain mail and buckler), MV 9", HD 1, hp 29, SZ M, #AT 1, D 1d8 (long sword), SA none, SD none, Lang: common, ML 14, TOP: 14, Crit BSL: Def AC-3; FF 5)

Leader (HF 3, EP 310, Int 12, AL NE, AC 4 (plate mail and buckler), MV 6", HD 1, hp 44, SZ M, #AT 1, D 2d4 (broad sword) or 1d6 (short bow w/10 flight arrows), SA none, SD none, Lang: common, ML 16, TOP: 22, Crit BSL: Def AC +0; FF 6)

Bugbear (4-6) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 34, SZ L, #AT 1, D 2d4+2 (morning star +bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Carrion Crawler (HF 3, EP 270, Int 0, AL N, AC 3/7, MV 12", HD 3+1, HP 33, SZ L, #AT 1, D 1d2, SA paralysis, SD nil, ML special, TOP: 16, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 106)

Ochre Jelly (HF 7, EP 270, Int 0, AL N, AC 8, MV 1", HD 3+3, HP 35, SZ M, #AT 1, D 2-16, SA corrodes metal, SD nil, ML 10, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v4, pg. 45)

Hedge Ogre (2-4) (HF 2, EP 270, Int 5, AL CE, AC 4, MV 9", HD 4+2, HP 42, SZ L, #AT 1, D 1d10+7 (two-handed sword and +3/+7 from Str), SA nil, SD nil, ML 10, TOP: 21, Crit BSL: Def AC +5, FF 7, HoB v6, pg. 24)

Troll (1-2) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

Zuggtmoy: See #353.

202. Domed Chamber

Hydra, 5-Headed (HF 5, EP 2000, Int 2, AL N, AC 5, MV 9", HD 5, HP 45, SZ L, #AT 5, D 1d6, SA nil, SD never surprised, ML 11, TOP: 22, Crit BSL: Def AC +5, FF 6, HoB v4, pg. 22)

203. Old Storeroom

Troll (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

204. Room 30' x 20'

Bugbear (5) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 35, SZ L, #AT 1, D 2d4+2 (morning star +bonus) or 1d6+2 (spear and bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

205a. Anteroom

Half-orc (3rd level Cleric/3rd level Fighter) (HF 3, EP 315, Int 7, AL CE, AC 2 (plate mail and buckler), MV 6", HD 3, HP 32, SZ M, #AT 1, D 1d6+1 (mace and Str bonus), SA nil, SD nil, ML 12, TOP: 16, Crit BSL: Def AC -3, FF 5)

Prepared Spells:

First level: Cure light wounds x3, Protection from Good

Second level: Rigor Mortis

205b. Main Chamber

Carato (HF 3, EP 370, Int 11, AL CE, AC 4 (chain mail and buckler), MV 9", HD 4, HP 40, SZ M, #AT 1, D 1d6 (mace), SA nil, SD nil, ML 13, TOP: 20, Crit BSL: Def AC +0, FF 6)

Prepared Spells

Level 1: Command, Darkness, Light, Sanctuary

Level 2: Rigor Mortis, Silence 15' Radius

205c. Western Side Room

Alrrem (5th level Cleric) (HF 4, EP 600, Int 5, AL CE, AC -1 (Chain Mail +2, Medium Shield +1, and Dex), MV 12", HD 5, HP 45, SZ L, #AT

1, D 1d6+2 (Mace +2), SA spells, SD nil, ML 16, TOP: 22, Crit BSL: Def AC +2, FF 5)

Prepared Spells

First level: Command, Cure Light Wounds, Light, Resist Cold, Sanctuary

Second level: Rigor Mortis x2, Know Alignment, Resist Fire, Silence 15' Radius

Third level: Cause Blindness, Prayer

206. Audience Chamber

Bugbear (2) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (morning star +bonus) or 1d6+2 (spear and bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Human Swashbuckler Commander (5th level) (HF 4, EP 600, Int 12, AL CE, AC 2 (leather, Dex, and swashbuckler bonus), MV 12", HD 5, HP 50, SZ M, #AT 1, D 1d8+1 (Longsword +1 Flametongue), SA Rope of Entanglement, SD witty comebacks, ML 16, TOP: 22, Crit BSL: Def AC +2, FF 6)

208. Secret Were-Goat Room

Lycanthrope: Were-Goat (4) (HF 4, EP 270, Int 8, AL CE, AC 6/6/7, MV 12"/12"/12", HD 3+2, HP 26, 22, 18, 15, SZ M, #AT 1, D 1-6 or weapon, SA ram for 2-12, SD only hit by silver or +1 weapons, ML 14, TOP: 13, 11, 9, 7 Crit BSL: Def AC +6, FF 4, HoB v4 pg. 105)

210. Octagonal Chamber

Nefarian Type 1 Demon (2) (HF 22, EP 975, Int 5, AL CE, AC 0, MV 12" 18" Fly (D), HD 8, HP 60, SZ L, #AT 5, D 1-4/1-4/1-8/1-8/1-6, SA create Darkness, Gate in another type 1 demon (10%), SD magic resistance 50%,telekinesis (200 lb.), ML 12, TOP: 30, 24, Crit BSL: Def AC +4, FF n/a, HoB v5 pg. 94)

210.a Guardian

Drelb (HF 11, EP 975, Int 10, AL NE, AC 2, MV 6", HD 5+3, HP 53, SZ M, #AT 1, D 3-12, SA chilling touch, seems to be retreating (shrinking), SD only hit by magical weapons, ML 17, TOP: n/a, Crit BSL: Def AC +4, FF 9, HoB v2 pg. 110)

212. Temple of Chance

Salamander (4) (HF 18, EP 975, Int 11, AL CE, AC 5/3, MV 9", HD 7+7, HP 62, SZ M, #AT 2, D 1-6/2-12 (spear and constriction), SA additional heat damage each round, SD +1 or better weapons to hit, immune to heat/fire, Sleep, Charm, and hold spells, ML 17, TOP: 31, Crit BSL: Def AC +6, FF 12, HoB v7 pg. 23)

213. Hall Of Amethyst

Golem, Stone Hissing Variant (HF 27, EP 8080, Int 0, AL N, AC 5, MV 6", HD 14, HP 80, SZ L, #AT 1, D 3-24, SA slow, SD only hit by +2 or better weapons, ML 20, TOP: n/a, Crit BSL: Def AC +12, FF n/a, HoB v3 pg. 91)

Gargoyle (2) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, HP 42, 40, SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD only hit by +1 or better weapons, ML 11, TOP: 20, 21, Crit BSL: Def AC +3, FF 9, HoB v3 pg. 47)

214. Lounge

Under-priest (2) (HF 2, EP 279, Int 10, AL CE, AC 3 (plate mail, buckler, -1 AC from Dex), MV 6", HD 3, HP 41, SZ M, #AT 1, D 1d6 (warhammer), SA spells, SD nil, ML 14, TOP: 20, Crit BSL: Def AC -2, FF 5)

Prepared Spells

First level: Command, Cure Light Wounds,Protection From Good

Second level: Rigor Mortis

215. Salon

Belsornig (6th level Cleric) (HF 5, EP 1073, Int 14, AL NE, AC -3 (Plate Mail +1 and Dex), MV 12", HD 6, HP 56, SZ M, #AT 2, D 1d6+3/1d8+3 (mace/Str and rod), SA magic, SD nil, ML 16, TOP: 28, Crit BSL: Def AC +2, FF 6)

Prepared Spells

First level: Command, Cure Light Wounds, Darkness, Light, Sanctuary

Second level: Rigor Mortis (x2), Know Alignment, Resist Fire, Silence 15' Radius

Third level: Dispel Magic, Prayer

216. The Pool Chamber

Nefarian Dopple-Water Elemental Variant (HF 20, EP 3430, Int 9, AL NE, AC 8, MV 6", 18" Swim, HD 8, HP 68, SZ L, #AT 1, D 5-30, SA Suggestion, SD Dopple ability, ML 17, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v3, pg. 8)

217. Triangular Chamber

Owlbear (HF 5, EP 900, Int 3, AL N, AC 5, MV 12", HD 5+2, HP 41, SZ L, #AT 1, D 1-6/1-6/2-12, SA hug, SD nil, ML 12, TOP: 21, Crit BSL: Def AC+1, FF 5, HoB v6, pg. 51)

218. Abandoned Storeroom

Troll (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

219. Room of Bones

Oohlgrist (Ancient Gnarled-Toothed Troll) (HF 24, EP 4000, Int 12, AL NE, AC 2, MV 15", HD 10+10, HP 90, SZ H, #AT 3, D 2d4+7/6-10/2-8 (Bastard Sword +2/Str, Bite and claws), SA nil, SD regeneration (3hp/round), ML 15, Lang: common, troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v8, pg. 24)

220. Side Room

Bugbear (4) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 1d8+2 (military fork +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

221. Inner Chamber

Hedge Ogre (HF 2, EP 420, Int 5, AL CE, AC 4, MV 9", HD 4+2, HP 42, SZ L, #AT 1, D 1d10+7 (two-handed sword and +3/+7 from Str), SA nil, SD nil, ML 10, TOP: 21, Crit BSL: Def AC +5, FF 7, HoB v6, pg. 24)

222. Guard Room 20' x 20'

Bugbear (4) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (glaive-guisarme + bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Greater Bugbear Chief (HF 9, EP 2000, Int 12, AL CE, AC 3 (banded mail and bonus), MV 12", HD 8, HP 68, SZ L, #AT 3/2, D 2d4+7 (morning star +3/+7 bonus), SA surprise, Str 19, SD nil, ML 15, TOP: 34, Crit BSL: Def AC +9, FF 7, HoB v1, pg. 96)

223. Jumbled Room

Bugbear (6) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 1d6+2 (spear +bonus), SA surprise, +2 damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

224. 20' x 20' Room Loaded With More Guys To Kill

Bugbear (4) (HF 2, EP 175, Int 5, AL CE, AC 6 (scale mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (bardiche + bonus) or 1d6+2 (javelin), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Gnoll (2) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 28, SZ L, #AT 1, D 2d4 (battle axe) or 1d8 (sheaf arrows), SA nil, SD nil, ML 11, TOP: 14, Crit BSL: Def AC +0, FF 4, HoB v3, pg. 73)

225. Grim Chamber

Kelno (5th level Cleric) (HF 4, EP 688, Int 12, AL CE, AC 1 (chain mail +1 and Dex), MV 9", HD 5, HP 48, SZ M, #AT 1, D 1d6+5 (Mace +2 and 15 Str bonus), SA spells, SD nil, ML 13, TOP: 24, Crit BSL: Def AC +3, FF 5)

Prepared spells:

First level: Command, Cure Light Wounds, Protection From Good, Purify Food and Drink, Sanctuary

Second level: Rigor Mortis, Resist Fire, Silence 15' Radius

Third level: Cause Blindness

226. Kitchen

Bugbear (6) (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 35, SZ L, #AT 1, D 2d4+2 (battle axe +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Goblin (4) (HF 0, EP 25, Int 6, AL LE, AC 10, MV 6", HD 1-1, HP 22, SZ L, #AT 1, D 1d6 (short sword), SA nil, SD nil, ML 10, TOP: 11, Crit BSL: Def AC -3, FF 4, HoB v3, pg. 81)

228. Prison Room

Bugbear (HF 2, EP 175, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 39, SZ L, #AT 1, D 1d6+3 (footman flail +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 19, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Ogre (HF 2, EP 270, Int 5, AL CE, AC 5, MV 9", HD 4+1, HP 42, SZ L, #AT 1, D 1d6 (club +3/+7 from Str), SA nil, SD nil, ML 11, TOP: 21, Crit BSL: Def AC +5, FF 7, HoB v6, pg. 24

228a. Cell Of The Anarchy Temple

Wood Elf (2) (HF 2, EP 420, Int 15, AL CG, AC 8 (15 Dex), MV 12", HD 1+1, HP 26, SZ M, #AT 1, D 1d2 or weapon, Lang: common, elven, Hon: Ave, ML 13, TOP: 13, Crit BSL: Def AC+0, FF 6, HoB v3, pg. 13)

Countess Tillahi of Celene (5th level Fighter/4th level Magic-user Elf) (HF 5, EP 850, Int 15, AL CG, AC 6 (18 Dex), MV 12", HD 5, HP 50, SZ M, #AT 1, D 1d2 or weapon, Lang: elven, common, Hon Great Honor, ML 17, TOP: 25, Crit BSL: Def AC+5, FF 6)

Spell Prepared: None

Sir Juffer (4th level Fighter/4th level Cleric Elf) (HF 4, EP 425, Int 15, AL CG, AC 8 (16 Dex), MV 12", HD 4, HP 44, SZ M, #AT 1, D 1d2 or weapon, Lang: elven, common, Hon: Great, ML 16, TOP: 22, Crit BSL: Def AC+4, FF 6)

Spells Prepared: None

228b. Cell Of The Chance Temple

Brigand (HF 1, EP 34, Int 13, AL CE, AC 9 (Dex), MV 12", HD 1, hp 24, SZ M, #AT 1, D 1d2, SA none, SD none, Lang: common, Hon dishonorable (-1 to ALL die rolls), ML 12, Crit BSL: Def AC-2; FF 5, STR 12/32, INT 13/44, WIS 12/71, CON 10/21, DEX 14/33, CHA 10/91, COM 12/06).

Merchant (2) (HF 0, EP 25, Int 8, AL LG, AC 10, MV 12", HD 1-1, HP 22, SZ M, # AT 1, D 1d2, Lang: common, Hon: Ave, TOP: 11, Crit BSL: Def AC-4, FF 4)

230. Garbage Room

Otyugh (HF 13, EP 650, Int 6, AL N, AC 3, MV 6", HD 6, HP 50, SZ M, #AT 1, D 1-8/1-8/2-5, SA Grab, disease, SD never surprised, ML 11, TOP: 25, Crit BSL: Def AC +6, FF 5, HoB v6, pg. 46)

231. Room Of The Philosophies

Bugbear (4) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 39, SZ L, #AT 1, D 1d6+2 (javelin +bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 19, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

232. Salon

Bugbear (7) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (battle axe and bonus), SA surprise, +2 damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Bugbear, Female (6) (HF 2, EP 175, Int 5, AL CE, AC 10, MV 9", HD 3+1, HP 35, SZ L, #AT 1, D 1d6+3 (footman flail + bonus), SA surprise,+2damage, SD nil, ML 12, TOP: 19, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

233. Side Chamber

Greater Bugbear leader (HF 9, EP 2000, Int 13, AL CE, AC 3 (black plate mail), MV 12", HD 8, HP 68, SZ L, #AT 1, D 2d4+7 (battle axe and bonus), SA surprise, +7 damage, SD nil, ML 15, TOP: 34, Crit BSL: Def AC +9, FF 7, HoB v1, pg. 96)

Bugbear Lieutenant (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 38, SZ L, #AT 1, D 2d4+2 (bardiche and bonus) or 1d6+2 (javelin and bonus), SA surprise, +2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Bugbear, Female (3) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 33, SZ L, #AT 1, D 2d4+2 (battle axe and bonus), SA surprise, +2damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

234. Storage Chamber

Otyugh (HF 13, EP 650, Int 6, AL N, AC 3, MV 6", HD 6, HP 50, SZ M, #AT 1, D 1-8/1-8/2-5, SA Grab, disease, SD never surprised, ML 11, TOP: 25, Crit BSL: Def AC +6, FF 5, HoB v6, pg. 46)

241. Side Chamber

Temple Guard (3) (HF 1, EP 39, Int 8, AL NE, AC 4 (chain mail and buckler), MV 9", HD 1, hp 29, SZ M, #AT 1, D 1d8 (long sword) or 1d8 (light crossbow), SA none, SD none, Lang: common, ML 14, TOP: 14, Crit BSL: Def AC-3; FF 5)

242. Crooked Corridor

Temple Guard, Gully dwarf (3) (HF 1, EP 39, Int 8, AL NE, AC 4 (black chain mail and buckler), MV 6", HD 1, hp 27, SZ S, #AT 1, D 1d8 (long sword), SA none, SD none, Lang: common, ML 14, TOP: 14, Crit BSL: Def AC-3; FF 5)

Temple Guard Leader, Gully dwarf (3rd level Fighter) (HF 1, EP 92, Int 8, AL NE, AC 4 (black chain mail and buckler), MV 6", HD 3, hp 35, SZ S, #AT 1, D 2d4 (bastard sword), SA none, SD none, Lang: common, ML 14, TOP: 14, Crit BSL: Def AC-3; FF 5)

243. Room 20' x 30'

Bandit (2) (HF 1, EP 26, Int 9, AL CE, AC 6 (black leather + Dex), MV 12", HD 1, hp 26, SZ M, # AT 1, D 1d8 (longsword), 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12 , Crit BSL: Def AC -3, FF 5)

Bandit (2) (HF 1, EP 25, Int 9, AL CE, AC 4 (black scale mail + Dex), MV 9", HD 1, hp 25, SZ M, # AT 1, D 1d8 (longsword), 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12 , Crit BSL: Def AC -3, FF 5)

Bandit (4) (HF 1, EP 25, Int 9, AL CE, AC 2 (black chain, buckler + Dex), MV 9", HD 1, hp 24, SZ M, # AT 1, D 1d8 (longsword), 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12, Crit BSL: Def AC -3, FF 5)

Bandit Sergeant (2) (HF 1, EP 68, Int 9, AL CE, AC 4 (black chain mail + buckler), MV 9", HD 2, hp 30, SZ M, # AT 1, D 1d8 (longsword), SA nil, SD nil, ML 12, TOP: 15, Crit BSL: Def AC -2, FF 6)

243a. Commander's Quarters

Feldrin (HF 6, EP 25, Int 13, AL CE, AC 3 (Black Leather Armor +3 and Cloak of Protection +2), MV 12", HD 7, hp 55, SZ M, # AT 1, D 1d6+5 (Short sword +2/+4 vs. Regeneration and +1/+3 from Str), SA Thief Skills (+2 damage dice backstab), SD nil, ML 12, TOP: 12 , Crit BSL: Def AC +4, FF 5, STR 15/21, WIS 9/87, INT 13/56, DEX 12/87, CON 15/31, CHA 17/89, COM 16/31) Skills: 80% Pick Pockets, 45% Open Locks, 40% Find Traps, 40% Remove Traps, 45% Move Silently, 40% Hide in Shadows, 50% Detect Noise, 60% Climb walls.

243b. Lieutenant's Quarters

Brunk (4th level Fighter/4th level Thief half-orc) (HF 4, EP 370, Int 9, AL CE, AC 3 (Ring of Protection +2, leather, +Dex), MV 12", HD 4, hp 40, SZ M, # AT 1, D 1d8 (longsword) or 1d6-2 (dart) or 1d6+1 (Dagger +1) SA poison, SD nil, ML 12, TOP: 12 , Crit BSL: Def AC +0, FF 6)) Skills: 75% Pick Pockets, 40% Open Locks, 35% Find Traps, 35% Remove Traps, 40% Move Silently, 35% Hide in Shadows, 45% Detect Noise, 60% Climb walls.

244. Lounge 2

Human Bandit (2) (HF 1, EP 25, Int 10, AL CE, AC 6 (black leather + Dex), MV 12", HD 1, hp 25, SZ M, # AT 1, D 1d6 (short sword), 1d8 (light crossbow), SA nil, SD nil, ML 12, TOP: 12 , Crit BSL: Def AC -3, FF 5)

Half-orc Bandit (2) (HF 1, EP 26, Int 7, AL CE, AC 3 (black chain mail + buckler), MV 12", HD 1, hp 26, SZ M, # AT 1, D 1d8+1 (longsword and Str), 1d6+1 (spear and Str), SA nil, SD nil, ML 13, TOP: 12 , Crit BSL: Def AC -2, FF 6)

Half-orc Swordsman (HF 2, EP 26, Int 10, AL CE, AC 3 (black field plate + buckler), MV 12", HD 3, hp 34, SZ M, # AT 1, D 2d4+5 (broad sword and +2/+5 Str), SA nil, SD nil, ML 14, TOP: 17 , Crit BSL: Def AC +0, FF 6)

245. Reception Hall

Minotaur (HF 8, EP 1400, Int 7, AL CE, AC 6, MV 12", HD 6+3, hp 53, SZ L, # AT 2, D 2-8/2-8, SA Grapple, Charge, SD +2 surprise, ML 13, TOP: 26 , Crit BSL: Def AC -2, FF 6)

Dungeon Level Three

Random Encounters

Black Pudding (HF 24, EP 5000, Int 0, AL N, AC 6, MV 6", HD 10, HP 70, SZ L, #AT 1, D 3-24, SA Dissolve wood/metal, SD immune to cold and acid, ML 13, TOP: n/a, Crit BSL: Def AC +8, FF n/a, HoB v6, pg. 98)

Ettin (1-2) (HF 12, EP 1400, Int 5, AL CE, AC 3, MV 12", HD 10, HP 60, SZ L, #AT 2, D 2-16/3-18, SA nil, SD surprised only on a 1, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 6, HoB v3, pg. 24)

Gargoyle (5-8) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, HP 44, SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD +1 or better weapons to damage, ML 11, TOP: 22, Crit BSL: Def AC +3, FF 9, HoB v3, pg. 47)

Hill Giant (2-3) (HF 14, EP 3000, Int 6, AL CE, AC 4 (hides), MV 12", HD 12+1-2, HP 72, SZ H, #AT 1, D 2-12+7, SA hurl rock (2-16), SD nil, ML 14, TOP: 36, Crit BSL: Def AC +1, FF 6, HoB v3, pg. 59)

Ogre, Chub-Foot (1-2) (HF 8, EP 4000, Int 8, AL CE, AC 4, MV 6", HD 13+7, HP 85, SZ L, #AT 1, D 1d10+7 (two-handed sword and +3/+7 Str), SA nil, SD nil, ML 16, TOP: 42, Crit BSL: Def AC +21, FF 4, HoB v6, pg. 22)

Troll (2-3) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 56, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil , SD regeneration (3hp/round), ML 14, TOP: 28, Crit BSL: Def AC +7, FF 11, HoB v8, pg. 24)

302-305. Rooms 30' x 20'

Troll (4) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 56, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil , SD regeneration (3hp/round), ML 14, TOP: 28, Crit BSL: Def AC +7, FF 11, HoB v8, pg. 24)

306. Square Chamber

Ettin (HF 12, EP 1400, Int 5, AL CE, AC 3, MV 12", HD 10, HP 60, SZ L, #AT 2, D 2-16/3-18, SA nil, SD surprised only on a 1, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 6, HoB v3, pg. 24)

307. Grotto

Leucrotta (2) (HF 9, EP 975, Int 8, AL CE, AC 4, MV 18", HD 6+1, HP 51, SZ L, #AT 1 or 2, D 3-18 or 1d6x2, SA bite through metal, imitate voices, SD kick in retreat, ML 14, TOP: 25, Crit BSL: Def AC +4, FF 6, HoB v4, pg. 84)

309a. South Cubicle

Umber Hulk (HF 32, EP 4000, Int 8, AL CE, AC 2, MV 6", 1-6" burrow, HD 8+8, HP 76, SZ L, #AT 3, D 3-12/3-12/1-10, SA confusion, surprise 8 in 10, SD nil, ML 13, TOP: 38, Crit BSL: Def AC +7, FF 13, HoB v8, pg. 40)

310. Sunlit Room

Gargoyle (4) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, HP 44, SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD +1 or better weapons to damage, ML 11, TOP: 22, Crit BSL: Def AC +3, FF 9, HoB v3, pg. 47

Jackalwere (2) (HF 6, EP 420, Int 11, AL CE, AC 4, MV 12", HD 4, HP 40, SZ M, #AT 2 or 1, D 1-8/1d6+1 (longsword and Dagger +2) or 1d6/1d6+1 (Mace and Dagger +2) or 2-8 (bite), SA Gaze, SD Iron or +1 or

better weapons to damage, ML 12, TOP: 20, Crit BSL: Def AC +2, FF 5, HoB v4, pg. 40

Jackal (20) (HF 0, EP 7, Int 5, AL CE, AC 7, MV 12", HD 1/2, HP 12, SZ M, #AT 1, D 1d4-2, SA nil, SD nil, ML 11, TOP: 6, Crit BSL: Def AC -4, FF 2, HoB v4, pg. 38

311. Chamber of Kewl Statues

Will-o-Wisp (4) (HF 59, EP 3000, Int 15, AL CE, AC -8, MV 18" Fly (A), HD 9, HP 65, SZ S, #AT 4, D 2-16, SA electrical discharge, SD immune to most spells, ML 17, TOP: n/a, Crit BSL: Def AC +7, FF n/a, HoB v8, pg. 87)

312. Earth Floored Area

Lamia (HF 14, EP 3000, Int 13, AL CE, AC 3, MV 24", HD 9, HP 74, SZ M, #AT 2, D 1d6+2 (Short sword +1 and Str), SA wisdom drain, Charm, mirror image, suggestion, illusion, SD nil, ML 14, TOP: 37, Crit BSL: Def AC +7, FF 4, HoB v4, pg. 70)

315. Hexagonal Chamber

Flat-footed Bugbear (variant) (6) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (bardiche +bonus), SA surprise, +2 damage, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

316. Hexagonal Leader Chamber

Greater Bugbear (HF 9, EP 2000, Int 8, AL CE, AC 4 (black chain mail), MV 12", HD 8, HP 60, SZ L, #AT 3/2, D 2d4+7 (bardiche +3/+7 Str bonus), SA surprise, SD nil, ML 15, TOP: 30, Crit BSL: Def AC +9, FF 7, HoB v1, pg. 96)

317. Chamber of Ultimate Pleasures

Ogre, Female (3) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 41, SZ L, #AT 1, D 2-8, SA nil, SD complaining, ML 11, TOP: 20, Crit BSL: Def AC +6, FF 6, HoB v6, pg. 24)

Ogre Shaman, Female (HF 2, EP 345, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 37, SZ L, #AT 1, D 1d6+6 (Javelin+2 and +2/+4 Str bonus), SA spells, SD nil, ML 11, TOP: 18, Crit BSL: Def AC +6, FF 6, HoB v6, pg. 24)

Prepared Spells: Detect Magic, Light, Command

318. Scorpp's Chamber

Hill Giant Scorpp (HF 14, EP 3000, Int 5, AL CE, AC 4 (Hide), MV 12", HD 12+1-2, HP 79, SZ L, #AT 1, D 1d6 or rock, SA Hurl rock (2-16), SD nil, ML 14, TOP: 39, Crit BSL: Def AC +13, FF 6, HoB v3, pg. 59)

Wolf, Worg (Splot) (HF 1, EP 175, Int 5, AL NE, AC 6, MV 18", HD 4+4, HP 40, SZ L, #AT 1, D 2-8, SA nil, SD nil, ML 10, TOP: 20, Crit BSL: Def AC +2, FF 9, HoB v6, pg. 24)

319. Another Room 20' x 20'

Gnoll (HF 1, EP 65, Int 5, AL CE, AC 10, MV 9", HD 2, HP 26, SZ L, #AT 1, D 1d2, SA nil, SD nil, ML 11, TOP: 13, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

Goblin, Gibbering (3) (HF 5, EP 420, Int 9, AL CE, AC 5, MV 6", HD 3+3, HP 18 each, SZ S, #AT 2, D 1-6 short sword/1, SA gibbering (save vs. magic at +2 or be confused) and diseased bit (save vs. poison or rabies), SD immune to mental attacks, ML 12, TOP: 9, Crit BSL: Def AC +3, FF 8, HoB v3 pg. 81)

Hobgoblin (HF 1, EP 35, Int 5, AL LE, AC 5 (chain mail), MV 12", HD 1+1, HP 26, SZ M, #AT 1, D 1d8 (longsword) or 1d6 short bow (10 flight arrows each), SA nil, SD nil, ML 12, TOP: 13, Crit BSL: Def AC +2, FF 6, HoB v4 pg. 10)

320. And Another Room, 20' x 30'

Bugbear (HF 2, EP 175, Int 5, AL CE, AC 10, MV 9", HD 3+1, HP 30, SZ L, #AT 1, D 1d2+2, SA surprise, +2 damage, SD nil, ML 12, TOP: 15, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Gnoll (HF 1, EP 65, Int 5, AL CE, AC 10, MV 9", HD 2, HP 26, SZ L, #AT 1, D 1d2, SA nil, SD nil, ML 11, TOP: 13, Crit BSL: Def AC +0, FF 4, HoB v3 pg. 73)

Ogre (2) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 33, SZ L, #AT 1, D 1d10, SA nil, SD nil, ML 11, TOP: 16, Crit BSL: Def AC +6, FF 6, HoB v6, pg. 24)

323. Scarlet Room

Common Shadow (6) (HF 5, EP 420, Int 5, AL CE, AC 7, MV 12", HD 3+3, HP 35, SZ M, #AT 1, D 2-5, SA Strength drain, SD +1 or better weapon to hit, immune to cold, Sleep, Charm and hold, ML see text, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v7 pg. 48)

324. Black Room

Shadow, Common (6) (HF 5, EP 420, Int 5, AL CE, AC 7, MV 12", HD 3+3, HP 35, SZ M, #AT 1, D 2-5, SA Strength drain, SD +1 or better weapon to hit, immune to cold, Sleep, Charm and hold, ML see text, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v7 pg. 48)

326. Opulent Bed Chamber

Banshee (HF 22, EP 4000, Int 15, AL CE, AC 0, MV 15", HD 7, HP 55, SZ M, #AT 1, D 1-8, SA Death wail, SD +1 or better weapon to hit, ML 13, TOP: n/a, Crit BSL: Def AC +5, FF n/a, HoB v1 pg. 45)

330. Laboratory

Common Roper (HF 41, EP 6000, Int 15, AL CE, AC 0, MV 3", HD 10, HP 70, SZ L, #AT 1, D 5-20, SA Strength drain, SD body mutability, immune to electricity, 1/2 from cold, ML 15, TOP: 35, Crit BSL: Def AC +8, FF 5, HoB v7 pg. 18)

332. Museum Room

Lurker Above (HF 12, EP 2000, Int 0, AL N, AC 6, MV 1", 9" Fly (B), HD 10, HP 80, SZ H, #AT 1, D 1-6, SA nil, SD nil, ML 11, TOP: 40, Crit BSL: Def AC +8, FF 4, HoB v4 pg. 101)

336. North Room

Smirgamel Redhand (HF 6, EP 1325, Int 15, AL CE, AC -1 (Leather +1 and Dex), MV 12", HD 7, HP 61, SZ M, #AT 1, D 2-7, SA poison blade (class B), SD invisibility stored in ring, ML 14, TOP: 30, Crit BSL: Def AC +3, FF 5, STR 12/49, INT 15/81, WIS 7/28, DEX 16/44, CON 17/81, CHA 14/24, COM 15/44) Skills: Pick Pocket 45%, Open Lock 50%, Find Traps 45%, Move Silently 40%, Hide in Shadows 30%, Detect Noise 25%, Climb Walls 95%, Read Language 15%

337. South Room

Fal, 8th level Battlemage (HF 8, EP 4024, Int 17, AL CE, AC 3 (Bracers AC 5 and Dex), MV 12", HD 7, HP 47, SZ M, #AT 1, D 1d6-1 (dagger), SA spells, SD see text, ML 14, TOP: 30, Crit BSL: Def AC +3, FF 5, STR 10/94, INT 17/90, WIS 10/02, DEX 15/14, CON 15/87, CHA 12/42, COM 11/14)

Fal's prepared spells are:

First level: Burning Hands, Charm Person, Hold Portal, Jump

Second level: Darkness, 15' Radius, Mirror Image, Aname's Extra-Dimensional Mallet*

Third level: Hold Person, Invisibility 10' Radius, Lightning Bolt

Fourth level: Dimension Door, Minor Globe of Invulnerability

Fifth level: Wall of Force (from level gain due to faPolinar)

Kritche the Quasit (HF 11, EP 2000, Int 7, AL CE, AC 2, MV 15", HD 3, HP 32, SZ T, #AT 3, D 1-2/1-2/1-4, SA see text, SD see text, ML 9, TOP: 15, Crit BSL: Def AC +1, FF n/a, HoB v5, pg. 92)

341. Place of Earth and Golden Chains

Violet Fungi (6) (HF 3, EP 270, Int 0, AL N, AC 7, MV 1", HD 3, HP 32, SZ S, #AT 1-4, D Rots Flesh, SA see text, SD see text, ML 20, TOP: n/a, Crit BSL: Def AC +1, FF n/a, HoB v3, pg. 42)

Hooting Fungi (50) (HF 0, EP 8, Int 0, AL N, AC 10, MV 0", HD 3, HP 8, SZ T, #AT 0, D 0, SA Blindness, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC -7, FF n/a)

345. Hall of Glory

Animated Suits of Field Plate Armor (4) (HF 3, EP 815, Int 0, AL N, AC 2, MV 1", HD 7, HP 44, SZ M, #AT 1, D 1d10 (two-handed sword), SA nil, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +3, FF n/a)

349. Comfy Room of Certain Death

Mold, Yellow (15 patches, each 10' square) (HF 0, EP 65, Int 0, AL N, AC 9, MV 1", HD n/a, HP n/a, SZ M, #AT 1, D n/a, SA cloud 10' cube (saving throw vs. poison or die), SD affected only by fire (destroys) and light (causes dormancy for 2-12 turns);, ML 20, TOP: n/a, Crit BSL: Def AC -, FF n/a, HoB v5, pg. 36)

Fungi, Violet (4) (HF 3, EP 270, Int 0, AL N, AC 7, MV 1", HD 3, HP 32, SZ S, #AT 1-4, D Rots Flesh, SA see text, SD see text, ML 20, TOP: n/a, Crit BSL: Def AC +1, FF n/a, HoB v3, pg. 42)

Ooze, Gray (10) (HF 4, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 35, SZ M, #AT 1, D 2-16, SA metal disintegration, SD heat and cold immunity, weapon breakage, ML 19, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v6, pg. 30)

Slime, Green (5) (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 28, SZ S, #AT 1 (touch), D Transformation, SA Transformation, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC -, FF n/a, HoB v7, pg. 78)

Jelly, Ochre (8) (HF 7, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 38, SZ M, #AT 1, D 2-16, SA corrodes metal, SD lightning divides in half, ML 10, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v4, pg. 45)

Black Pudding (3) (HF 20, EP 1400, Int 0, AL N, AC 3, MV 18", HD 8, HP 60, SZ M, #AT 2, D nil, SA Poison Gas, SD nil, ML 19, TOP: n/a, Crit BSL: Def AC +8, FF n/a, HoB v6, pg. 99)

350. Hall of Sculpture

Shrieker (13) (HF 2, EP 120, Int 0, AL N, AC 7, MV 0", HD 3, HP 29, SZ M, #AT 0, D nil, SA shriek, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +1, FF n/a, HoB v7, pg. 59)

353. Great Hall of Zuggtmoy

Zuggtmoy (bound see description) (HF 240, EP 16960 to 33920, Int 18, AL CE, AC 0 (body) -2 (head), MV 15" (normal form), HD 49, HP 242, SZ M, #AT 2+2 or 2, D 2-8 each or 2-12 each, SA fear 15' radius, improved invisibility, programmed illusion, silence 15' radius, crushing damage or stun (see text), SD regenerate 1 HP per round (2 if in soil), damaged only by +2 or better, 85% magic resistance, ML 18, TOP: 35, Crit BSL: Def AC +8, FF n/a)

Dungeon Level Four

Random Encounters

Black Pudding (HF 20, EP 1400, Int 0, AL N, AC 3, MV 18", HD 8, HP 60, SZ M, #AT 2, D nil, SA Poison Gas, SD nil, ML 19, TOP: n/a, Crit BSL: Def AC +8, FF n/a, HoB v6, pg. 99)

Ettin (HF 12, EP 1400, Int 5, AL CE, AC 3, MV 12", HD 10, HP 60, SZ L, #AT 2, D 2-16/3-18, SA nil, SD surprised only on a 1, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 6, HoB v3, pg. 24)

Smirgamel Redhand: (See area 336)

Fal: (See area 337)

Kritche (quasit faPolinar See area 337)

Gargoyle (3-6) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, HP 40, 42 SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD only hit by +1 or better weapons, ML 11, TOP: 20, 21, Crit BSL: Def AC +3, FF 9, HoB v3 pg. 47)

Hill Giant (1-2) (HF 14, EP 3000, Int 6, AL CE, AC 4 (hides), MV 12", HD 12+1-2, HP 72, SZ H, #AT 1, D 2-12+7, SA hurl rock (2-16), SD nil, ML 14, TOP: 36, Crit BSL: Def AC +1, FF 6, HoB v3, pg. 59)

Ogre (1-4) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 42, SZ L, #AT 1, D 1d6+7 (club and +3/+7 Str), SA nil, SD nil, ML 11, TOP: 21, Crit BSL: Def AC +5, FF 4, HoB v6 pg. 24)

Bugbear (2-5) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 34, SZ L, #AT 1, D 1d6+3 (footman flail +bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Troll (1-2) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

402. East Wing

Troll (4) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

403. Study

Barkinar (7th level human Cleric) (HF 7, EP 1550, Int 16, AL CE, AC -4 (Field Plate +1 and Medium Shield +2), MV 6", HD 7, HP 55, SZ M, #AT 1, D by weapon (Staff of Striking), SA spells, turning/control undead, Boots of Levitation, SD nil, ML 15, Lang: common, ogre, Hon: Ave, TOP: 27, Crit BSL: Def AC +2, FF 5, STR 11/65, INT 16/54, WIS 17/43, DEX 10/32, CON 16/87, CHA 8/76, COM 12/99)

Spells Prepared:

First level: Command, Cure Light Wounds(x2), Remove Fear, Sanctuary

Second level: Rigor Mortis (x2), Resist Fire, Silence 15' Radius, Slow Poison

Third level: Dispel Magic, Prayer, Bestow Curse

Fourth level: Cure Serious Wounds

Deggum (HF 4, EP 540, Int 15, AL CE, AC 3 (chain mail, medium shield, Dex), MV 9", HD 5, HP 40, SZ M , #AT 1, D 1d6-1 (dagger), SA spells, SD Ring of Fire Resistance, ML 12, Lang: common, troll, TOP: 20, Crit BSL: Def AC +0, FF 5, STR 12/11, INT 15/72, WIS 18/33, DEX 7/02, CON 10/81, CHA 11/75, COM 13/31)

Cleric spells Prepared:

First level: Bless, Cure Light Wounds (x2), Detect Magic, Sanctuary

Second level: Augury, Chant, Rigor Mortis, Poison, Spiritual Hammer

Third level: Continual Darkness, Animate Dead

Magic-user spells Prepared:

First level: Magic Missile (x3)

Second level: Invisibility (x2)

404. Decorated Room 20' x 30'

Common Purple Worm (HF 22, EP 13000, Int 0, AL N, AC 6, MV 9", 9" Burrow, HD 15, HP 110, SZ G, #AT 2, D 2-24/2-20, SA Swallow whole, Poison Tail, SD nil, ML 12, TOP: 55, Crit BSL: Def AC +13, FF 5, HoB v7, pg. 100)

Senshock (9th level Battlemage) (HF 11, EP 2758, Int 19, AL CE, AC 2 (Bracers AC +3, Ring of Protection +2), MV 12", HD 9, HP 47, SZ M, #AT 1, D 1d2, SA spells, SD Ring of Feather Falling, ML 16, Lang: common, elven, dwarven, bugbear, ogre, troll, TOP: 24, Crit BSL: Def AC +5, FF 4, STR 12/71, INT 19/21, WIS 9/88, CON 12/34, DEX 12/21, CHA 13/41, COM 13/82)

Spells Prepared:

Level 1: Detect Magic, Magic Missile (x5), Unseen Servant, Magic Shield

Level 2: Detect Invisibility, Invisibility, Web(x2), Fireball Skipping Betty (x2)

Level 3: Dispel Magic, Haste, Lightning Bolt (x3), Feign Death,

Level 4: Charm Monster, Polymorph Self, Dimension Door, Fire Shield

Level 5: Teleport, Minor Globe of Invulnerability

405. Common Room

Bugbear (4) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (morning star +bonus) or 1d6+2 (spear and bonus), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

406. Sleeping Room, 20' x 10'

Ogre (8) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 41, SZ L, #AT 1, D 1d6+6 (club and +3/+7 Str bonus), SA nil, SD nil, ML 13, TOP: 20, Crit BSL: Def AC +5, FF 4, HoB v6, pg. 24)

Bugbear Chief (HF 2, EP 185, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 42, SZ L, #AT 1, D 2d4+2 (morning star +bonus), SA surprise, SD nil, ML 12, TOP: 21, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

Bugbear Sub-Chief (HF 2, EP 181, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 39, SZ L, #AT 1, D 1d6+2 (spear and bonus), SA surprise, SD nil, ML 12, TOP: 19, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

407. Kitchen Room, 40' x 50'

Ogre Chieftain (HF 5, EP 975, Int 9, AL CE, AC 5, MV 9", HD 6+1, HP 51, SZ L, #AT 1, D 1d10+7 (two-handed sword and +5/+7 Str bonus), SA nil, SD nil, ML 15, TOP: 25, Crit BSL: Def AC +9, FF 6, HoB v6, pg. 24)

Ogre Lord (2) (HF 3, EP 650, Int 9, AL CE, AC 5, MV 9", HD 5+1, HP 46, SZ L, #AT 1, D 1d6+6 (spear and +4/+7 Str bonus), SA nil, SD nil, ML 13, TOP: 23, Crit BSL: Def AC +7, FF 5, HoB v6, pg. 24)

Ogre Shaman (cook) (HF 4, EP 775, Int 9, AL CE, AC 5, MV 9", HD 5+1, HP 46, SZ L, #AT 1, D 1d6+6 (Large Wooden Spoon and +4/+7 Str bonus), SA spells, bad cooking, SD nil, ML 13, TOP: 23, Crit BSL: Def AC +7, FF 4, HoB v6, pg. 24)

Spells Prepared:

Level 1: Cure Light Wounds, Darkness

Level 2: Resist Fire

408. Barracks

Bugbear (12) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (morning star +bonus) or 1d6/1d6 (flight arrows and long bow), SA surprise, SD nil, ML 12, TOP: 17, Crit BSL: Def AC +1, FF 6, HoB v1, pg. 96)

409. West Wing

Troll (4) (HF 13, EP 1400, Int 5, AL CE, AC 4, MV 12", HD 6+6, HP 66, SZ L, #AT 3, D 5-8/5-8/5-12, SA nil, SD regeneration (3hp/round), ML 14, Lang: troll, TOP: 33, Crit BSL: Def AC +7, FF 11, HoB v1, pg. 106)

410. Common Room

Ettin (HF 12, EP 1400, Int 5, AL CE, AC 3, MV 12", HD 10, HP 60, SZ L, #AT 2, D 2-16/3-18, SA nil, SD surprised only on a 1, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 6, HoB v3, pg. 24)

412. Secret Room

Half-Orc (HF 1, EP 193, Int 7, AL CN, AC 10, MV 12", HD 3, HP 32, SZ M, #AT 1, D 1-2, SA nil, SD nil, ML 9, TOP: 16, Crit BSL: Def AC -2, FF 4)

Human (Doppleganger) (HF 5, EP 270, Int 12, AL N, AC 5, MV 12", HD 4, HP 44, SZ M, #AT 1, D 1-12, SA surprise, SD Immune to Sleep and Charm, ML 9, TOP: 22, Crit BSL: Def AC +2, FF 6, HoB v2, pg. 65)

414. Large Room

Kella Dopple (variant) Half-Elf (9th level Druid) (HF 16, EP 3615, Int 11, AL NG, AC 8, MV 12", HD 9, HP 65, SZ H, #AT 1, D by form or weapon, SA spells, SD Dopple ability, ML 14, TOP: 32, Crit BSL: Def AC +5, FF 5, STR 12/38, INT 11/95, WIS 16/71, DEX 16/41, CON 13/78, CHA 15/31, COM 14/27)

Prepared Spells:

First level: Detect Magic (x2), Entangle, Faerie Fire (x2), Shillelagh, Speak with Animals

Second level: Barkskin, Charm Person or Mammal, Cure Light Wounds (x2), Fire Trap, Warp Wood

Third level: Cure Disease, Neutralize Poison, Protection From Fire, Water Breathing

Fourth level: Cure Serious Wounds, Dispel Magic, Protection From Lightning

Fifth level: Wall of Fire

Hill Giant (3) (HF 14, EP 3000, Int 6, AL CE, AC 4 (hides), MV 12", HD 12+1-2, HP 72, SZ H, #AT 1, D 2-12+7, SA hurl rock (2-16), SD nil, ML 14, TOP: 36, Crit BSL: Def AC +1, FF 6, HoB v3, pg. 59)

415. Large Room

Ettin (3) (HF 12, EP 1400, Int 5, AL CE, AC 3, MV 12", HD 10, HP 60, SZ L, #AT 2, D 2-16/3-18, SA hurl rock, SD surprised only on a 1, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 6, HoB v3, pg. 24)

417. Private Room of Hedrack

Commander Hedrack (HF 12, EP 4150, Int 10, AL CE, AC -9 (Field Plate +3, Medium Shield +3,Dex), MV 6", HD 9 (Cleric), HP 56, SZ M, #AT 1, D 1d6+5 (warhammer +2, Str +1/+3), SA spells, SD nil, ML 17, TOP: 28, Crit BSL: Def AC +7, FF 5, STR 15/09, INT 10/37, WIS 18/82, DEX 15/62, COM 12/17, CHA 16/63, COM 15/52)

Spells Prepared:

First level: Command (x3), Cause Light Wounds, Detect Magic, Protection From Good

Second level: Detect Charm (x2), Find Traps, Rigor Mortis (x2), Silence 15' Radius

Third level: Animate Dead, Continual Darkness, Dispel Magic, Bestow Curse

Fourth level: Detect Lie, Poison, Tongues

Fifth level: Dispel Good

Servant, human (2) (HF 0, EP 15, Int 7, AL CE, AC 10, MV 12", HD <1-1, HP 8, SZ M, #AT 1, D 1-2, SA nil, SD nil, ML 12, TOP: 4, Crit BSL: Def AC -5, FF 3)

419. The Greater Temple

Evil Violet Fungus Curtain (HF 8, EP 1510, Int 0, AL NE, AC 10, MV 0" (tentacles reach 10 feet), HD 6, HP 100, SZ L, #AT 24 (max 6 per PC), D 1, SA Disease, SD see text, ML n/a, TOP: n/a, Crit BSL: Def AC +1, FF n/a)

Gargoyle (12) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9", 15" Fly (C), HD 4+4, HP 40, 42 SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA nil, SD only hit by +1 or better weapons, ML 11, TOP: 20, 21, Crit BSL: Def AC +3, FF 9, HoB v3 pg. 47)

420. Brown Corridor

Harpy (HF 9, EP 975, Int 5, AL CE, AC 7, MV 6" or 15" Fly (C), HD 7, HP 36, SZ M, #AT 3, D 1-3/1-3/1-6, SA singing and Charm, SD nil, ML 14, TOP: 18, Crit BSL: Def AC +5, FF 5, HoB v3 pg. 121)

Sedusa (HF 22, EP 1400, Int 12, AL NE, AC 4, MV 12", HD 9, HP 40, SZ M, #AT 1, D 1d6 (short sword), SA Spells, poison bite (save (coma for 1-6 rounds) or die), SD immune to poison, ML 15, TOP: 20, Crit BSL: Def AC +7, FF 5, HoB v7 pg. 40)

Spells Prepared:

First level: Charm Person (x3), Hypnotism, Detect Magic, Protection From Good

Second level: Darkness, Fascinate (x3), Invisibility, Web

Third level: Dispel Magic, Feign Death, Hold Person, Paralyzation

Fourth level: Dimension Door, Enervation, Polymorph Self

Fifth level: Teleport

422. East Immorality Gate

Harpy (HF 9, EP 975, Int 5, AL CE, AC 7, MV 6" or 15" Fly (C), HD 7, HP 36, SZ M, #AT 3, D 1-3/1-3/1-6, SA singing and Charm, SD nil, ML 14, TOP: 18, Crit BSL: Def AC +5, FF 5, HoB v3 pg. 121)

Sedusa (HF 22, EP 1400, Int 12, AL NE, AC 4, MV 12", HD 9, HP 40, SZ M, #AT 1, D 1d6 (short sword), SA Spells, poison bite (save (coma for 1-6 rounds) or die), SD immune to poison, ML 15, TOP: 20, Crit BSL: Def AC +7, FF 5, HoB v7 pg. 40)

Spells Prepared:

First level: Charm Person (x3), Hypnotism, Detect Magic, Protection From Good

Second level: Darkness, Fascinate (x3), Invisibility, Web

Third level: Dispel Magic, Feign Death, Hold Person, Paralyzation

Fourth level: Dimension Door, Enervation, Polymorph Self

Fifth level: Teleport

423. Multicolored Corridor

Goblin, Gibbering (3) (HF 5, EP 420, Int 9, AL CE, AC 5, MV 6", HD 3+3, HP 18 each, SZ S, #AT 2, D 1-6 short sword/1, SA gibbering (save vs. magic at +2 or be confused) and diseased bit (save vs. poison or rabies), SD immune to mental attacks, ML 12, TOP: 9, Crit BSL: Def AC +3, FF 8, HoB v3 pg. 81)

424. East Insanity Gate

Goblin, Gibbering (3) (HF 5, EP 420, Int 9, AL CE, AC 5, MV 6", HD 3+3, HP 18 each, SZ S, #AT 2, D 1-6 short sword/1, SA gibbering (save vs. magic at +2 or be confused) and diseased bit (save vs. poison or rabies), SD immune to mental attacks, ML 12, TOP: 9, Crit BSL: Def AC +3, FF 8, HoB v3 pg. 81)

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

425. West Insanity Gate

Goblin, Gibbering (3) (HF 5, EP 420, Int 9, AL CE, AC 5, MV 6", HD 3+3, HP 18 each, SZ S, #AT 2, D 1-6 short sword/1, SA gibbering (save vs. magic at +2 or be confused) and diseased bit (save vs. poison or rabies), SD immune to mental attacks, ML 12, TOP: 9, Crit BSL: Def AC +3, FF 8, HoB v3 pg. 81))

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

426. Red Corridor

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

427. East Chance Gate

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

Bugbear (2) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (bastard sword and Str), SA surprise, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1 pg. 96)

428. West Chance Gate

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

Bugbear (2) (HF 2, EP 175, Int 5, AL CE, AC 5 (black chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2 (bastard sword and Str), SA surprise, SD nil, ML 12, TOP: 18, Crit BSL: Def AC +1, FF 6, HoB v1 pg. 96)

429. Purple Corridor

Giant, Fomorian (HF 24, EP 6000, Int 14, AL NE, AC 3, MV 9", HD 13+3, HP 72, SZ H, #AT 1, D 1d6-2+8, SA surprise, SD only surprised on 1, ML 14, TOP: 36, Crit BSL: Def AC +18, FF 8, HoB v3, pg. 56)

430. Foyer

Giant, Fomorian (HF 24, EP 6000, Int 14, AL NE, AC 3, MV 9", HD 13+3, HP 81, SZ H, #AT 1, D 1d6-2+8, SA surprise, SD only surprised on 1, ML 14, TOP: 36, Crit BSL: Def AC +18, FF 8, HoB v3, pg. 56)

Cockroach, Cheetah (2) (HF 1, EP 65, Int 4, AL N, AC 4, MV 3" or 18" Fly (C), HD 1+2, HP 28 each, SZ S, #AT 2, D 1d6+1/1d6+1, SA nil, SD nil, ML 17, TOP: 4, Crit BSL: Def AC -2, FF 8, HoB v2 pg. 29)

434. Nexus

Iuz (lesser gawd) (HF n/a, EP n/a, Int 18, AL CE, AC -8, MV 18", HD -, HP 792, SZ M, #AT 1 or 2, D by weapon type or 2-5/2-5 (+9), SA strangulation, aging and withering spittle, shape change, multitask x5, can use all spells up to 6th level at will once per day, SD +1 or better weapon to hit, magic resistance 65%, plane travel at will,,sensing (within 10 miles), ML 21, TOP: 396, Crit BSL: Def AC +11 (unarmed), FF n/a, G&DG)

Nefarian Type I (HF 22, EP 975, Int 6, AL CE, AC 0, MV 12" 18" Fly (D), HD 8, HP 60, SZ L, #AT 5, D 1-4/1-4/1-8/1-8/1-6, SA see text, SD see text, ML 12, TOP: 30, Crit BSL: Def AC +6, FF n/a, HoB v5, pg. 94)

Nefarian Type II (HF 33, EP 2000, Int 6, AL CE, AC -2, MV 6" 12" swim, HD 9, HP 65, SZ L, #AT 3, D 1-3/1-3/4-16, SA see text, SD see text, ML 14, TOP: 32, Crit BSL: Def AC +7, FF n/a, HoB v5, pg. 95)

Nefarian Type III (HF 38, EP 6000, Int 9, AL CE, AC -4, MV 9", HD 10, HP 70, SZ L, #AT 5, D 2-12/2-12/1-3/1-3/1-6, SA see text, SD see text, ML 15, TOP: 35, Crit BSL: Def AC +8, FF n/a, HoB v5, pg. 95)

Nefarian Type IV (HF 43, EP 12000, Int 11, AL CE, AC -1, MV 9" 12" Fly (D), HD 11, HP 75, SZ L, #AT 3, D 1-4/1-4/2-8, SA see text, SD +1 or better to hit, ML 16, TOP: 37, Crit BSL: Def AC +9, FF n/a, HoB v5, pg. 96)

NEXI OF EXISTENTIAL EVIL

Random Encounters

Austen (6th level Cleric) (HF 5, EP 577, Int 10, AL CE, AC 5 (chain mail), MV 9", HD 6, HP 44, SZ M, #AT 1, D 1-2 or weapon, SA spells, SD nil, ML 13, TOP: 22, Crit BSL: Def AC +2, FF 6, STR 13/42, INT 10/61, WIS 17/73, DEX 9/59, CON 15/41, CHA 7/38, COM 9/49)

Bandit (7) (HF 1, EP 39, Int 8, AL NE, AC 8 (leather), MV 12", HD 1, HP 24, SZ M, #AT 1, D 1d6 (short sword or short bow w/10 flight arrows), SA nil, SD nil, ML 13, TOP: 12, Crit BSL: Def AC -4, FF 4)

Crank, bandit king/3rd level leader Cleric (HF 2, EP 249, Int 9, AL NE, AC 4 (chain and buckler), MV 9", HD 3, HP 32, SZ M, #AT 1, D 1d6+1 (mace and Str bonus), SA spells, SD nil, ML 15, TOP: 16, Crit BSL: Def AC -1, FF 5, STR 13/42, INT 10/77, WIS 16/82, DEX 12/09, CON 9/41, CHA 14/66, COM 13/61)

Prepared spells:

Spells: Cure Light Wounds (x4), Rigor Mortis, Resist Element (x2)

Daria (Demon Spawn, Nefarian Power Variant) (HF 8, EP 2552, Int10, AL CE, AC 10, MV 12", HD 6, HP 44, SZ M, #AT 1, D 1d2, SA Suggestion, Immune to Fire, Charm Person, Only hit by Iron (not steel) or magical weapons, SD Magic Resistance 30%, Improved Phantasmal Force, ML 15, TOP: 16, Crit BSL: Def AC +1, FF 5, STR 13/42, INT 10/77, WIS 16/82, DEX 12/09, CON 9/41, CHA 14/66, COM 13/61, HoB v5, Pg. 92)

Junor (HF 1, EP 40, Int14, AL N, AC 6 (padded and buckler), MV 12", HD 1, HP 25, SZ M, #AT 1, D 1d6 (short sword), SA oil, SD nil, ML 15, TOP: 13, Crit BSL: Def AC -4, FF 4, STR 10/12, INT 14/37, WIS 13/28, DEX 12/90, CON 12/14, CHA 11/36, COM 12/16)

Ming (5th level Painted Mage) (HF 5, EP 465, Int 16, AL LE, AC 10, MV 12", HD 5, HP 40, SZ M, #AT 1, D 1d6-1 (dagger), SA Spells, SD nil, ML 13, TOP: 20, Crit BSL: Def AC +0, FF 5, STR 12/42, INT 16/07, WIS 9/21, DEX 10/79, CON 5/12, CHA 8/12, COM 10/65)

Gerk (7th level Half-Ogre Fighter) (HF 10, EP 925, Int 6, AL NG, AC 0 (field plate and Dex), MV 12", HD 7, HP 55, SZ L, #AT 1, D 1d8+7 (longsword +3/+7 Str), SA nil, SD nil, ML 14, TOP: 28, Crit BSL: Def AC +5, FF 5, STR 19/28, INT 6/17, WIS 8/92, DEX 10/92, CON 13/25, CHA 10/15, COM 8/52)

Anarchy Nexus

Residents

Adapter (HF variable, EP as PCs, Int Unknown, AL CE, AC as PCs, MV as PCs, HD special, HP as PCs, SZ M, #AT 3, D as PCs, SA Adapting, SD Adapting, ML as PCs, TOP: as PCs, Crit BSL: as PCs, FF as PCs, HoB v1, pg. 11)

Basilisk, Greater (2) (HF 44, EP 7000, Int 5, AL NE, AC 2, MV 6", HD 10, HP 65, SZ L, #AT 3, D 1-6/1-6/2-16, SA poison claws (save at +4 or suffer 1d12 points of damage), SD surprised only on 1, ML 16, TOP: 27, Crit BSL: Def AC +8, FF 7, HoB v1, pg. 8)

Cockroach, Carnivorous Giant (2) (HF 6, EP 420, Int 2, AL N, AC 3, MV 3", 9" Fly (E), HD 5, HP 42 each, SZ M, #AT 3, D 1-2/1-2/1-2, SA nil, SD nil, ML 15, TOP: n/a, Crit BSL: Def AC +3, FF 6, HoB v2, pg. 29)

Cockroach, Giant Hair-Lipped (14) (HF 3, EP 120, Int 0, AL N, AC 6, MV 6", 6" Fly (D), HD 2, HP 29 each, SZ M, #AT 1, D 1-4, SA cause disease (saving throw vs. poison or contract in 1-4 days), SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF 5, HoB v2, pg. 30)

Cockroach, Winged Hissing (10) (HF 1, EP 15, Int 3, AL N, AC 3, MV 6", 12" Fly (D), HD 1+1, HP 25 each, SZ S, #AT 1, D 1-4, SA nil, SD nil, ML 12, TOP: n/a, Crit BSL: Def AC -1, FF 7, HoB v2, pg. 31)

Doppleganger-kin: Dopplemeister (6) (HF 13, EP 3000, Int 11, AL N, AC 6, MV 3", HD 10, HP 65 each, SZ H, #AT 1, D 2-24, SA surprise 5 in 10, SD imitate ruins with 85% accuracy, ML 16, TOP: 22, Crit BSL: Def AC +11, FF 7, HoB v2, pg. 66)

Giant, Fomorian (HF 24, EP 6000, Int 14, AL NE, AC 3, MV 9", HD 13+3, HP 81, SZ H, #AT 1, D 1d6-2+8, SA surprise, SD only surprised on 1, ML 14, TOP: 36, Crit BSL: Def AC +18, FF 8, HoB v3, pg. 56)

Lurker Within (40) (HF 4, EP 650, Int 13, AL N, AC 6, MV 1", 6" Fly (B), HD 6, HP 47, SZ L, #AT 1, D 1d4, SA nil, SD nil, ML 11, TOP: 23, Crit BSL: Def AC +2, FF 3, HoB v4, pg. 101)

Madger (13) (HF 5, EP 320, Int 8, AL CN, AC 6, MV 9", HD 4, HP 38, SZ M, #AT 3, D 1-6/1-6/1-8, SA goes berserk (+2 to-hit, +4 damage and –4 AC) if injured, creature with 4 HD or fewer must make morale check or flee, SD nil, ML 19, TOP: 19, Crit BSL: Def AC +2, FF 4, HoB v4, pg. 110)

Meenlock (40) (HF 11, EP 270, Int 11, AL LE, AC 7, MV 9", HD 4, HP 38, SZ S, #AT 2, D 1-4/1-4, SA paralyzation touch (save negates), SD Dimension Door (3 or more Meenlocks together, up to 6 ft every other round, opponents receive –4 to-hit, ML 14, TOP: 19, Crit BSL: Def AC +9, FF 4, HoB v5, pg. 8)

Nefarian: Nathraak (2) (HF 17, EP 770, Int 10, AL CE, AC 1, MV 12", HD 5+1, HP 43, SZ M, #AT 2, D 2-7/2-7, SA at will: Darkness 5' Radius, Fear (by touch), Fly, Telekinesis (100 lbs.) nil, SD 1/day: Teleport, ML 12, TOP: 21, Crit BSL: Def AC +14, FF n/a, HoB v5, pg. 90)

Pan-Dimensional Rover (HF 10, EP 975, Int 12, AL NG, AC 7, MV 12", HD 6, HP 47, SZ S, #AT 2, D dagger 1d6-1, SA nil, SD at will: Plane Shift, ML 12, TOP: 23, Crit BSL: Def AC +8, FF 4, HoB v6, pg. 53)

Provocator (10) (HF n/a, EP n/a, Int 1, AL N, AC n/a, MV 12", HD n/a, HP n/a, SZ n/a, #AT nil, D nil, SA nil, SD presence causes +1 to attack/damage rolls within 40 feet, and –10 to monsters reaction roll, and intelligent creatures edgy and agitated, ML 19, TOP: n/a, Crit BSL n/a, FF n/a, HoB v6, pg. 93)

Spirit Fiend (2) (HF 47, EP 3000, Int 13, AL CE, AC 0, MV 9", HD 10, HP 65, SZ M, #AT 1, D 0 (save vs. magic at –4 or possession), SA possession, SD blessed, holy or +3 or better weapons to hit; invisible, ML 19, TOP: n/a Crit BSL: n/a, FF n/a, HoB v7, pg. 101)

Chance Nexus

Residents

Chaos Feeder (HF 11, EP 650, Int 8, AL LE, AC 3, MV 18", HD 5, HP 42, SZ L, #AT 3, D 2-8/2-8/3-18, SA poison bite (save or paralyzation) and skinning teeth (if paralyzed, succeed at system shock roll or permanent loss of 1d4 Con), SD surprised only 1 in 10, ML 12, TOP: 21, Crit BSL: Def AC +3, FF 6, HoB v2, pg. 21)

Flailing Wailer (16) (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

Gibbering Mouther (2) (HF 9, EP 420, Int 2, AL N, AC 1, MV 3" (6"), HD 4+3, HP 41, SZ M, #AT 6+, D 1 (x6) +1 per round, SA if hit by 3 mouths victim must roll 4 or less on 2d6 (Dex Reaction Adj. applies) or be knocked down and bitten by 12 mouths, SD babbling (if within 60 feet save vs. spell or be confused), ML 17, TOP: 20, Crit BSL: Def AC +7, FF 8, HoB v3, pg. 66)

Jaundiced Grappler (HF 10, EP 1400, Int 10, AL NE, AC 4, MV 6" Fly (D), HD 10, HP 65, SZ H, #AT 11, D 1-2x10/2-16, SA nil, SD nil, ML 14, TOP: 32, Crit BSL: Def AC +8, FF 5, HoB v4, pg. 43)

Masticator, Subterranean (6) (HF 17, EP 4000, Int 5, AL CE, AC 5, MV 6", 9" Burrow, HD 12, HP 74, SZ L, #AT 1, D 4-16, SA swallowing, SD nil, ML 16, TOP: 37, Crit BSL: Def AC +15, FF 4, HoB v4, pg. 124)

Modron: Icosahedrone Rogue (6) (HF 36, EP 7000, Int 13, AL CE, AC 3, MV 18", 6" Fly (D), HD 5+5, HP 47, SZ M, #AT 5, D 5-8(x5), SA crumble, paralyzing gas, SD never surprised, +1 or better weapons to hit, levitate, resistance to heat/cold/acid, ML 12, TOP: 23, Crit BSL: Def AC +3, FF 11, HoB v5, pg. 29)

Nefarian: Impling (24) (HF 3, EP 270, Int 8, AL LE, AC 4, MV 6, 12" Fly (D), HD 1+1, HP 25, SZ S, #AT 1, D 1-4, SA poison tail sting (save vs. poison or lose 10%-100% of current hp), SD nil, ML 9, TOP: 12, Crit BSL: Def AC +1, FF n/a, HoB v5, pg. 126)

Pan-Dimensional Rover: see Anarchy Nexus for statistics.

Peryton (4) (HF 9, EP 270, Int 10, AL CE, AC 7, MV 12", 21" Fly (C), HD 4, HP 38, SZ M, #AT 1, D 4-16, SA +2 to-hit, SD +1 or better weapons to hit, ML 16, TOP: 19, Crit BSL: Def AC +7, FF 4, HoB v6, pg. 65)

Rift Vortex (HF n/a, EP n/a, Int 0, AL N, AC 9, MV 9" to 15", HD n/a, HP n/a, SZ S, #AT n/a, D 0, SA bend bars/lift gates within 10 feet or become sucked in (from 11-40 ft open doors roll at +1 per ft above 10), SD grows 10% for every 100 hp absorbed, ML 20, TOP: n/a, Crit BSL: n/a, FF n/a, HoB v7, pg. 8)

Uarvax (3) (HF 7, EP 420, Int 5, AL N, AC 6, MV 18", HD 5+5, HP 47, SZ L, #AT 3, D 2-8/2-8/1-12, SA rear claw rake 2-8/2-8, SD nil, ML 11, TOP: 23, Crit BSL: Def AC +5, FF 10, HoB v8, pg. 39)

Immorality Nexus

Residents

Lamia, Common (2) (HF 14, EP 3000, Int 13, AL CE, AC 3, MV 24", HD 9, HP 60, SZ M, #AT 1, D 1-4, SA touch drains 1 pt of Wis (victim with Wis under 3 becomes willing slave), and 1/day: Charm Person, Mirror Image, Suggestion and Illusion (as wand), SD nil, ML 14, TOP: 30, Crit BSL: Def AC +12, FF 4, HoB v4, pg. 70)

Lamia, Great Horned (2) (HF 21, EP 3500, Int 15, AL CE, AC 3, MV 24", HD 9+5, HP 65, SZ L, #AT 1, D 2-8, SA touch drains 1 pt of Wis (victim with Wis under 3 becomes willing slave), and 1/day: Charm Animal, Charm Monster, Charm Person, Mirror Image, Suggestion and Illusion (as wand), SD nil, ML 16, TOP: 32, Crit BSL: Def AC +18, FF 10, HoB v4, pg. 71)

Leech, Giant Land Variant (6) (HF 2, EP 65, Int 0, AL N, AC 9, MV 9", HD 3, HP 33, SZ M, #AT 1, D 1-4, SA blood drain, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v4, pg. 78)

Leech, Groin (96) (HF 0, EP 15, Int 0, AL N, AC 8, MV 3", 6" Swim, HD 1-1, HP 23, SZ T, #AT 1, D 1-3, SA blood drain, SD nil, ML 20, TOP: n/a, Crit BSL: Def AC -3, FF n/a, HoB v4, pg. 79)

Luck Eater (2) (HF 4, EP 270, Int 5, AL N, AC 7, MV 15", HD 4, HP 38, SZ T, #AT nil, D nil, SA unlucky purr causes –2 on saves, to-hit and damage within 30 feet, SD surprise 8 in 10 and all within 30 feet must save vs. spell or become attracted to the beast (failed saves allow Luck Eater to remain for 2-5 hours regardless of condition), ML 10, TOP: n/a, Crit BSL: Def AC +2, FF n/a, HoB v4, pg. 97)

Mutable Juggernaut (4) (HF 83, EP 15000, Int 5, AL NE, AC 3/4/5/6/7, MV 6"/12"/18"/24"/30", HD 5/10/15/20/25, HP 42/64/86/108/130, SZ M to G, #AT 1, D 1-6/1-6 or 3-18 (plus bonuses), SA 1/hour: size change (for each change, add 7 feet, +5 HD, +1 to AC, +1 to-hit, +2 to damage and +300 lbs., SD nil, ML 19, TOP: 21/32/43/54/65, Crit BSL: Def AC +3/+8/+13/+18/+18, FF 5, HoB v5, pg. 56)

Mynx (2) (HF 5, EP 270, Int 8, AL CN, AC 6 or 4, MV 9" or 12", HD 4, HP 38, SZ S (cat) or M (biped), #AT 2 or 3, D 1d6-4/1 or 1-4/1-4/1-4, SA +4 to initiative as biped, SD jump and tumbling at 90% skill mastery, climb any surface 90%, infravision 40 feet (cat) or 60 feet (biped) see and smell twice as accurately as human, can smell lycanthropes from 50 ft away, ML 10, TOP: 19, Crit BSL: Def AC +3, FF 4, HoB v5, pg. 59)

Nefarian: Dark Enchantress (6) (HF 31, EP 13,000, Int 15, AL CE, AC 3, MV 12", HD 10+2, HP 67, SZ M, #AT 2, D 1-8/1-8 (fingernails), SA 1/day: energy drain, 2/day: Charm Person, Darkness 5' Radius, Detect Magic, Legend Lore, Identify, Know Alignment, Telekinesis (200 lbs.), Teleport and Gate in a Type I-X Demon (45% chance), as an 11th-level magic-user, SD Sensitivity to Psychic Impressions and Probability Travel, ML 9, TOP: 33, Crit BSL: Def AC +8, FF n/a, HoB v5, pg. 86)

Nefarian: Prince Murgan (HF 185, EP 60000, Int 21, AL CE, AC -9, MV 12", HD 27, HP 186, SZ L, #AT 2, D 5-8 (sword, plus save vs. acid on a 20 or be disintegrated), SA at will: Alter Reality (for another), Chaos, Continual Darkness, Disintegrate (1/day), Dispel Magic, Duo-Dimension, Emotion, Magic Missile (5 missiles), Mirror Image, Polymorph Any Object (1/day), Polymorph Other (2/day), Polymorph Self, Read Languages, Read Magic, Telekinesis (1500 lbs.), Teleport, Trap the Soul (1/week), Vanish, Veil (1/day) and Water Breathing as 20th level caster, SD cause Fear (60 ft range) and Gate in 1-2 Type VI Demonesses (60%) or Ebony Deaths (40%) without fail, ML 20, TOP: n/a, Crit BSL: Def AC +18, FF n/a, HoB v5, pg. 83)

Nefarian: Succubus (3) (HF 28, EP 5000, Int 13, AL CE, AC 0, MV 12", 18" Fly (C), HD 6, HP 47, SZ M, #AT 2, D 1-3/1-3, SA Energy Drain, SD +1 or better to hit, ML 16, TOP: n/a, Crit BSL: Def AC +4, FF n/a, HoB v5, pg. 93)

Pan-Dimensional Rover: see Anarchy Nexus for statistics.

Sedusa (HF 22, EP 1400, Int 13, AL NE, AC 4, MV 12", HD 9, HP 60, SZ M, #AT 1, D 1d6 (short sword), SA poison bite (save vs. poison and fall into coma for 1-6 rounds, or die), and 7th level magic-user spells (1st level-Aura of Innocence, Befriend, Charm Person, Chromatic Orb, Color Spray, Magic Missile; 2nd level-Alter Self, Sidewinder Factor 2 Fireball; 3rd level-Dispel Magic, Lightning Bolt; 4th level-Polymorph Self), SD immune to poison, ML 15, TOP: 30, Crit BSL: Def AC +8, FF 5, HoB v7, pg. 40)

Tongue, Giant Slithering (3) (HF 29, EP 5000, Int 1, AL N, AC 10, MV 9", HD 14, HP 83, SZ H, #AT 1, D 1-6 plus saliva, SA dissolving saliva (2-12 hp/round), SD immune to acid, ML 17, TOP: 41, Crit BSL: Def AC +12, FF 5, HoB v8, pg. 14)

INSANITY NEXUS

RESIDENTS

Adarupikus (46) (HF -, EP 35, Int 2, AL NE, AC 4, MV 6" 3" on web, HD -, HP 1, SZ T, #AT 1, D 0 plus direction control, SA Direction Control (succeed at 50% chance on Intelligence check or be controlled), SD armor, ML 16, TOP: n/a, Crit BSL: n/a, FF n/a, HoB v1, pg. 12)

Babbler, Cantankerous (3) (HF 1, EP 65, Int 5, AL CN, AC 9, MV 12", HD -, HP 15, SZ M, #AT 1, D 1-2, SA babbling (negates morale gain, spell failure for magic-users 10% of the time, subtract 3 pts. of Honor from a party each day), SD nil, ML 14, TOP: 7, Crit BSL: Def AC -4, FF 4, HoB v1, pg. 39)

Banshee Lord (6) (HF 39, EP 7000, Int 17, AL LE, AC 0, MV 15", HD 9, HP 60, SZ M, #AT 1, D 1-12/1-20, SA death wail (save vs. magic or die), radiate fear (save or be paralyzed for 3 rounds, plus 75% that failures become mindless slave), SD +2 or better weapon to hit, ML 17, TOP: n/a, Crit BSL: Def AC +8, FF n/a, HoB v1, pg. 46)

Brain Mite, Carnivorous (40) (HF 1, EP 120, Int 0, AL N, AC 8, MV 1", HD -, HP 1, SZ T, #AT 1, D -, SA drain memories (save vs. death magic at –4 or notice nothing wrong, or forget things at 1% hour, then loss of 1 Int/day), SD tiny (20% chance that creature with 16+ Int will notice it, or 60% chance for anyone actively seeking it), ML 17, TOP: n/a, Crit BSL: Def AC -4, FF n/a, HoB v1, pg. 92)

Confusion Beast (5) (HF 12, EP 650, Int 2, AL N, AC 4, MV 15", HD 6, HP 44, SZ L, #AT 1 or 3, D 2-7 or 1-4/1-4/1-6, SA tail strike victims have % chance of falling unconscious equal to damage done, SD immune to Confusion or similar effects, ML 12, TOP: 22, Crit BSL: Def AC +4, FF 7, HoB v2, pg. 33)

Crouching Hopper (16) (HF 2, EP 65, Int 5, AL N, AC 7, MV 15" across, 4" up, 3" back, HD 1+4, HP 28, SZ S, #AT 3, D 1-4/1-4/2-8, SA opponents suffer –2 to surprise rolls, SD nil, ML 12, TOP: 14, Crit BSL: Def AC -1, FF 10, HoB v2, pg. 43)

Flailing Wailer (HF 6, EP 270, Int 5, AL CN, AC 4, MV 12", HD 3, HP 33, SZ M, #AT 4, D 2-7 x4, SA stun, SD missile deflection, ML 17, TOP: 10, Crit BSL: Def AC +4, FF 4, HoB v3 pg. 37)

Goblin, Gibbering (24) (HF 5, EP 420, Int 9, AL CE, AC 5, MV 6", HD 3+3, HP 18 each, SZ S, #AT 2, D 1-6 short sword/1, SA gibbering (save vs. magic at +2 or be confused) and diseased bit (save vs. poison or rabies), SD immune to mental attacks, ML 12, TOP: 9, Crit BSL: Def AC +3, FF 8, HoB v3 pg. 81

Mad Titterling (4) (HF 4, EP 125, Int 1, AL CN, AC 3 (0 if rolled up), MV 9", HD 1+4, HP 28, SZ S, #AT 1, D 1d4-2, SA maddening giggle (save vs. spell or become confused for 1d4 rounds, 2nd failure for 2d8 rounds, 3rd failure as if Feeblemind spell, plus confused for 1 hour), SD defensive posture, ML 14, TOP: 14, Crit BSL: Def AC -1, FF 9, HoB v4, pg. 109)

Nefarian: Bullweiller (8) (HF 8, EP 1400, Int 1, AL NE, AC 3, MV 18", HD 5, HP 42, SZ L, #AT 1, D 3-12, SA Death charge (deals double damage and tears off a limb on a natural 20), SD head is AC 1, Protection From Good, ML 16, TOP: 24, Crit BSL: Def AC +3, FF n/a, HoB v5, pg. 118)

Nefarian: Shadow Demon (4) (HF 24, EP 1075, Int 11, AL CE, AC 9/5/1, MV 12", HD 7+3, HP 54, SZ M, #AT 3, D 1-8/1-6/1-6, SA 1/day: Darkness 10' Radius, Fear 30' Radius, 1/week: Magic Jar (failure stuns demon for 1-3 rounds), SD dark powers: darkness AC 9/gets +2 to-hit, torchlight AC 5/gets +1 to-hit, daylight AC 9/takes double damage, ML 20(darkness)/15(shadowy)/11(medium)/6(bright light), TOP: n/a, Crit BSL: Def AC +5, FF n/a, HoB v5, pg. 126)

Pan-Dimensional Rover: see Anarchy Nexus for statistics.

Spirit, Demented (2) (HF 2, EP 120, Int 8, AL CN, AC 3, MV 12", HD 2, HP 9, SZ M, #AT 1, D 0, SA latch on to PC (80% chance), SD ethereal, ML 17, TOP: n/a, Crit BSL: Def AC +0, FF n/a, HoB v7, pg. 100)

Appendix B: Monsters

HOOTING FUNGI

AKA: Fungus-Cheeronus
HACKFACTOR: 0
EP VALUE: 8
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Colonies
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: 0
ALIGNMENT: neutral
NO. APPEARING: 25-200
SIZE: T
MOVEMENT: 0"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
Morale: Fanatic (20)
ARMOR CLASS: 10
NO. OF ATTACKS: 0
DAMAGE/ATTACKS: Nil
SPECIAL ATTACK: Blindness
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 1 hp

Hooting Fungi is a new form of Fungi recently discovered to be found growing in dark and moist places. Scholars debate the origin of the Hooting Fungi but in every instance it has been found along with Violet Fungi. It is theorized that it could just as easily grow anywhere, but they form a symbiotic relationship with the Violet Fungi. The Hooting Fungi grows off the remains of the Violet Fungi's victims while the Hooting Fungi blinds and distracts the victims. These shrooms can be identified by their mocking faces and eyes on their caps. Whenever a nearby fungus strikes a successful blow, the hooting patch makes a happy hooting sound similar to a cheer. If the violet fungi are all slain around the patch of hooting fungi, the fungi will puff forth small spore clouds to a 6 foot range, attacking as 3 Hit Die monsters; all victims hit are blinded for 1-4 rounds (no saving throw). Hooting Fungi is very vulnerable to bright light and instantly shrivels up if exposed to it.

Yield:
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Hooting Fungi make excellent food toppings. If burned, the smoke causes confusion for 1 round to everyone who inhales it (save vs. poison for no effect).

ZUGGTMOY

AKA: Demoness Lady of Fungi
HACKFACTOR: 240
EP VALUE: 33,920
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Unique
ACTIVITY CYCLE: Any
DIET: Carnivore (anything decaying)
INTELLIGENCE: Genius
ALIGNMENT: chaotic evil
NO. APPEARING: 1
SIZE: L (M in human form)
MOVE: 15" (6" on walls or ceilings) or 12" in human form
PSIONIC ABILITY: 222
Attack/Defense Modes: All/all
ARMOR CLASS: 0 (body) or -2 (head)
NO. OF ATTACKS: 2 + 2 or 2
DAMAGE/ATTACK: 2d4+7 each (x4) or 2d6+7/2d6+7
SPECIAL ATTACKS: Crushing, trample
SPECIAL DEFENSES: + 2 or better weapon to hit, regeneration
MAGIC RESISTANCE: 85%
HIT DICE: 49 (242 hp)
FF: n/a
TOP: 121 hp

DESCRIPTION: Zuggtmoy's natural form is bulbous. She resembles a puffball mushroom with a toadstool growing on top. Four elephantine legs with suckered bottoms support the spherical body. The globular torso is flattened at the bottom and bulges at its equator, so that the legs reach to a bit over 3-foot height, the body another 30 inches higher, but with a horizontal diameter of nearly five feet.

The mushroom-stem neck is 2 feet long, capped by a head which appears to have squashed humanoid features. The eyes are round, black, and blank-looking. Zuggtmoy can extrude a pair of 3-foot-long tentacles from either hemisphere of her body, at will. These growths can extend opposing digits if desired. The body coloration is variable, as Zuggtmoy is able to change it to suit her surroundings, though she is typically of a pale grayish-white or brownish-white color, the head slightly darker. Color can be moss green, dull brown, red-orange, mottled purple, etc., ranging the whole spectrum of colors possible to fungi growths. Body texture and odor are likewise obviously fungoid. In all, Zuggtmoy is revolting to behold and disgusting to smell; blotchy patches of mold, smut, and blight cover her body. Her Strength is great (19), and her gross weight is quite high, despite her fungoid nature, over 2,000 pounds.

Zuggtmoy, Demoness Lady of Fungi, dread and fell ruler of the 222nd Ghastly plane of the Abyss, aspired to establish her rule over a portion of the world. With the aid of Iuz, she formed the Temple of Existential Evil and for a time wrought death, destruction, and great suffering. Then the forces of good fought a campaign against her, and she was surprised and bound during the taking of the temple. The opposing clerics and magic-users confined her somewhere beneath the ground, reputedly with the aid of one or more deities.

Though Zuggtmoy has a relatively light armor class for a major demon, she has a great number of hit points. Further, she regenerates 1 hit point per round, or double that if standing upon or in loose soil.

In her natural form, Zuggtmoy is able to move rapidly despite her bulk, and can walk on walls or even inverted (such as on ceilings), though such modes reduce the maximum rate. She can use her 4 pseudopods to strike opponents, each inflicting 2-8 points of damage (plus Strength). Up to two hits can be made on a single opponent; if both hit, an additional 5-8 points of crushing damage also applies.

Zuggtmoy may choose to trample, instead of striking with blows. Trampling, effective only against prone or small (typically under 4' tall) creatures, consists of two attacks against one opponent, each inflicting 2d6 points of damage (plus Strength); if both hit, the victim is also stunned for 1-4 rounds. In her human form, appearing as an old and feeble crone, Zuggtmoy can only attack with a weapon or spell-like power (at 22nd level of magic use).

Zuggtmoy has the following spell-like powers, each usable at will: Anti-Plant Shell, Astral Spell, Charm Plants, Continual Darkness, Detect Good, Detect Magic, Entangle, Fear 15' Radius, Improved Invisibility, Hold Plant, Levitate, Locate Plants, Plant Door, Plant Growth, Pass Plant, Pollute Food and Drink, Programmed Illusion, Read Languages, Read, Silence 15' Radius, Snare, Speak with Plants, Telekinesis (1000 lb), Tongues, Transport Via Plants, and Trip. She can become ethereal twice per day, and can use each of the following once per day: Limited Wish, Gate, Summon Fungi (see below). Her Gate (70% successful) may be attempted up to once per round, but will succeed only once daily; it summons (01-50) 1-4 Type I Demons, (51-75) 1-3 Type II Demons, (76-90) 1-2 Type III Demons, or (91-00) 1 Type IV Demon.

When Zuggtmoy uses her Summon Fungi ability, refer to that table and roll 1d6 to find the monsters responding. The monsters arrive within 1 round, oozing forth from her bloated body. All fungi are described below, in addition to the standard listings. Whenever Zuggtmoy is in her lair, she is accompanied by all of the creatures on the summoning table (in the maximum numbers given), as well as poisonous toadstools, molds (brown, russet, and yellow), and a host of other dangerous and disgusting growths.

As she is currently bound in a portion of the dungeons of her own creation, the XP award for Zuggtmoy's conquerors is much less than normal: (See area 353 for details on her limits, and for revised XP values if she is partially freed.)

Summon Fungi Table

Die Roll	Fungi summoned
1	1-2 Puddings
2	5-8 Molds or Oozes
3	4-6 Zygoms or Oozes
4	3-6 Jellies
5	2-4 Slimes
6	5-8 Violet Fungi

ZUGGTMOY'S BELOVED

Here are summarized the details of the various molds and growths typically found with Zuggtmoy. Most can be easily added to adventures, but do not supplement Zuggtmoy's current companions (see Dungeon Level Three) until or unless she gains more freedom, especially the ability to summon fungi type creatures (max 12 HD per hour, count mold as 1 HD per 5 foot patch).

Mold, Brown (HF 0, EP 15, Int 0, AL N, AC 9, MV 1", HD n/a, HP n/a, SZ S-L, #AT 0, D n/a, SA: absorb heat (cold damage) 4-32, SD: only killed by cold damage, doubles in size w/fire damage, ML n/a, TOP n/a, Crit BSL: Def AC -, FF n/a, HoB 5, pg. 36)

Mold, Cling (HF 0, EP 15, Int 0, AL N, AC 9, MV 0", HD n/a, HP n/a, SZ S-L, #AT 0, D n/a, SA: Sticking, SD: nil, ML /a, TOP n/a, Crit BSL: Def AC -, FF n/a, HoB 5, pg. 36)

Mold, Russet (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD n/a, HP n/a, SZ S-L, #AT 0, D n/a, SA: Spores, SD: Spore Cloud 5-20(save vs. poison or die in 1/2 hour), ML n/a, TOP n/a, Crit BSL: Def AC -, FF n/a, HoB 5, pg. 36)

Mold, Yellow (HF 0, EP 65, Int 0, AL N, AC 9, MV 1", HD n/a, HP n/a, SZ S-L, #AT 1, D n/a, SA: poison spores (save vs poison or die), SD: suggestion, ML n/a, TOP n/a, Crit BSL: Def AC -, FF n/a, HoB 5, pg. 36)

Jelly, Grease (HF 7, EP 650, Int 0, AL N, AC 9, MV 3", HD 6, HP 50, SZ S, #AT 1, D 2-8, SA: special crit, SD: slippery, ML n/a, TOP n/a, Crit BSL: Def AC +4, FF n/a, HoB 4, pg. 44)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Jelly, Mustard (HF 18, EP 2200, Int 8, AL N, AC 4, MV 9" see text, HD 7+14, HP 69, SZ L, #AT 1 or 2, D 5-20 or 2-8/2-8, SA: save vs poison or slowed, SD: half from cold, gain hp from magic missle and electric attacks, ML 15, TOP n/a, Crit BSL: Def AC +6, FF n/a, HoB 4, pg. 44)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

Jelly, Ochre (HF 7, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 35, SZ M-L, #AT 1, D 2-15, SA: Corrodes metal, SD: no damage from lightning, ML 10, TOP n/a, Crit BSL: Def AC +2, FF n/a, HoB 4, pg. 45)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Ooze, Crystal (HF 11, EP 420, Int 1, AL N, AC 8, MV 1", 3" swim, HD 4, HP 36, SZ M-L, #AT 1, D 4-16, SA: paralyzing poison, wood disintegration, SD: Acid,cold,heat and fire immunity; weapon resistance, ML 18, TOP n/a, Crit BSL: Def AC +2, FF n/a, HoB 6, pg. 29)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐

Ooze, Gray (HF 4, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 35, SZ M-L, #AT 1, D 2-16, SA: Metal disintegration, SD: heat and cold immunity, weapon breakage, ML 19, TOP n/a, Crit BSL: Def AC +2, FF n/a, HoB 6, pg. 30)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Ooze, Scathing (HF 11, EP 420, Int 11, AL NE, AC 9, MV 6", HD 5, HP 40, SZ M, #AT 1, D 1-10, SA: Severe taunting, acidic consumption, SD: Camouflage; immune to crushing, 1/2 from hacking, ML 11, TOP n/a, Crit BSL: Def AC +3, FF n/a, HoB 6, pg. 30)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Pudding, Black (White and Pistachilo Variants) (HF 24, EP 5000, Int 0, AL N, AC 6, MV 6", HD 10, HP 70, SZ S-L, #AT 1, D 3-24, SA: Dissolve wood/metal, SD: Immune to cold and acid, ML 13, TOP n/a, Crit BSL: Def AC +8, FF n/a, HoB 6, pg. 98)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Pudding, Deadly (HF 20, EP 1400, Int 0, AL N, AC 3, MV 18", HD 8, HP 52, SZ M, #AT 2, D nil, SA: Metal struck saves vs acid or becomes poison gas (save vs. poison or 3-18 and pass out 1d6 rounds), SD: nil, ML n/a, TOP n/a, Crit BSL: Def AC +6, FF n/a, HoB 6, pg. 99)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Slime, Green (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 26, SZ S, #AT 0, D 0, SA: transform, SD: Only damaged by fire and cold, ML n/a, TOP n/a, Crit BSL: Def AC -, FF n/a, HoB 7, pg. 78)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐

Slime, Olive (HF 5, EP 450, Int 0, AL N, AC 9, MV 0", HD 2+2, HP 30, SZ S, #AT 0, D , SA: metamorphosis, SD: only harmed by acid, cold, or fire, ML 17, TOP n/a, Crit BSL: Def AC -, FF n/a, HoB 7, pg. 79)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Violet Fungi (HF 3, EP 270, Int 0, AL N, AC 7, MV 1", HD 3, HP 32, SZ S, #AT 1-4, D Rots Flesh, SA: see text, SD: see text, ML 20, TOP n/a, Crit BSL: Def AC +1, FF n/a, HoB 3, pg. 42)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Zygom (HF 3, EP 120, Int 0, AL N, AC variable (on stuff), MV variab

Appendix C: Magic Items

GARGOYLE CLOAK

EP Value: 1,800 GP Value: 18,000

When donned, this garment polymorphs the user into a Gargoyle, with the same effect as the Polymorph Self spell. No command word is used. Items carried are absorbed within the Gargoyle form, unusable. Immunities, flying ability, and all other Gargoyle characteristics are bestowed. Armor Class is likewise altered, but is modified by the user's true Dexterity, magical effects, and protective devices worn or carried (but excluding modifications from armor and shield).

The cloak's effects may be produced up to a maximum of three times per day. The polymorph occurs within 1 segment after the cloak is donned. After the first full turn of use, there is a 10% chance per turn (cumulative) of the wearer being mentally changed into a Gargoyle as well. If this occurs, the user either attacks or flies off (just as would a real Gargoyle). Only a Wish or death can then return the victim to normal form.

The cloak is easily damaged by any edged weapon, fire, and other hazards. If the wearer takes 20 or more points of damage from such attacks, consider the cloak destroyed. The cloak may be repaired magically (via Limited Wish or similar enchantment) but not by normal means. As a final note, other cloaks of polymorphing may be found. Each is designed to change the user into one specific creature. Each confers benefits and hazards in the manner given above-a full Polymorph Self (lacking only the spell's curative effects), with the given chance of permanent mental change as well.

ICHOR OF INTOXICATION

EP Value: 100 GP Value: 1,000

This substance is a colorless syrup found in half- ounce vials. It can be mixed with a liquid, applied to food, or simply ingested straight. The ichor dries when exposed to air, hardening in 1 turn. When a vial of the fluid is consumed, the user becomes greatly intoxicated (sloshed) within 1 round. If any more alcohol or Ichor is then consumed, the user becomes wasted from the excess. Drinks beyond that cause the imbiber to pass out. A half-vial produces mild intoxication (sloshed), but lesser doses have little or no effect.

One vial of ichor can be used to treat one apple-sized foodstuff (about 10 square inches of area) or any beverage. Effects of intoxication are summarized on page 170 of the GMG. Recovery from intoxication simply requires time, and (if a Comatose condition results) sleep. The times needed are 2-4 hours for Sloshed, 4-6 hours for Wasted, and 7-10 hours for Comatose.

DRAYTON'S DANDY DRESSER

EP Value: 7,000 GP Value: 70,000

This copper-bound box is two feet wide and tall, and three feet long. Invisible runes are scribed upon its front; these reveal four command words. The first shrinks the box to a twelfth of normal size, with all contents likewise becoming minute. The weight of the shrunken chest, either empty or filled, is 30 pounds. The second word causes the chest (if of normal size) to function as one upon which a Drayton's Hidden Stash spell has been placed (but with no smaller replica necessary!). The third word causes the box to return to full size or normal place, as applicable. The fourth word causes growth to quadruple dimensions, with sides, top, and bottom of one foot thickness, huge copper bands, and a weight of 1,200 pounds.

FRAGHACKER (BROADSWORD)

EP Value: 4,000 GP Value: 140,000

This hefty steel broadsword, sometimes also called "The Answerer", bears a mighty enchantment. It was originally fashioned for a demi-gawd of Faerûn, and eventually passed into the WORLD OF OERTH™ Setting. It served well for a short time, all too soon falling into the hands of the minions of chaotic evil. It has been in their grasp for a decade or more, resting in hiding in the Temple of Existential Evil, guarded by the worst of existential forces. The sword is of chaotic good alignment. Any lawful creature trying to grasp it takes 1-6 points of damage and falls senseless for 1-10 rounds. A neutral creature holding it takes only 1-3 points and swoons for 1-4 rounds. In evil hands, FragHacker has no "to hit" bonus whatsoever; in chaotic neutral hands, it will strike but one opponent per round. The sword functions perfectly only for a chaotic good user. In such hands, its + 4 bonus always operates, and it will strike as many opponents unerringly as have struck at its possessor the previous round (still needing to roll to hit as normal). Note, however, that The Answerer always strikes last in a melee round. An additional d8 is rolled for determining severity level whenever a critical hit is rolled against evil aligned opponents. The sword has a hilt of silver and gold wire, most cunningly wrought. Its guard and pommel are set with perfect emeralds (corundum)-7 gems, total value 65,000 gp. Its scabbard is likewise trimmed with precious metal and decorated with many gems of green and golden hue, worth another 35,000 gp. The Answer must be sheathed in its scabbard within 4 rounds after each combat or it becomes cranky and damages its wielder (1d8+4).

WAND OF A WONDER

EP Value: 40 per charge GP Value: 400 per charge

Quite similar to its cousin, the ever- popular Wand of Wonder, this item produces strange and unpredictable results for users of any class or type. The exact effect produced in any single use is determined by a random 1d100 roll, with reference to the following chart. The wand uses 1 charge per function. It may not be recharged and allow saving throws wherever applicable, vs. wands unless the effect suggests another category. The wand performs at 6th level of experience, as is normal for such devices, and all physical changes produced (growths, polymorphs, etc.) are dispellable at normal chances.

01-02	Target loses all hair, fur, or feathers.
03-07	Pit 10' deep (any necessary width) opens under target's feet.
08-09	Target gains +1 bonus "to hit" for the next 3 rounds.
10-11	100 small bats appear, swarm around the wielder's head for one round, then flit away.
12-13	Target grows wings, arms, or tentacles.
14-15	Cage of heavy iron bars (10' x 10' x 10') surrounds the wielder.
16-17	Each piece of headgear within 20 feet (including helmets) changes to a skullcap topped by a bladed device, the blades turning in any breeze.
18-22	Target's color turns to hot pink.
23-25	All gold within 10 feet of the wielder turns to lead.
26-29	Target is covered with a thick layer of honey.
30-32	In each of the next 5 rounds, 2-8 sp shoot forth from each of the wielder's ears.
33-34	Target is garbed in a beautiful, well-tailored, embroidered silk coat (2,000 gp value, but magical and dispellable).
35-39	Target is polymorphed into a giant rabbit (as the Polymorph Other spell; check for mental change).
40-41	Target grows a large moustache in 1 round (possibly with goatee).
42-43	Thousands of horseflies fill the area within 30 feet of the wielder, interfering with concentration and preventing spell casting and combat. They remain for 5-20 turns but will not leave the area except to follow honey.

44-48	Target is affected by Munari's Irresistible Jig for 3 rounds (no saving throw).
49-52	Stream of acid shoots out to 10' range, inflicting 3-24 points of damage (as if dragon breath; save for half damage).
53-55	Band instruments appear between the wielder and the target. They play loudly and march back and forth for 3-6 rounds, as if used by invisible musicians, then vanish. Anyone trying to interfere takes 2-12 points of damage and is hurled back 10 feet.
56-57	Tree grows under the wielder, lifting to the ceiling or 50' height, whichever is less.
58-62	One hundred dead and putrid fish rain down within 30' of the wielder.
63-68	Target glows for 5 rounds (as if double-intensity faerie fire), but thereafter the wielder vanishes (invisible, not dispellable) for 2-5 rounds.
69-70	The sound of bells rings forth from the wand, drowning out all noise and speech for 2-5 rounds.
71-75	Dispel Magic effect on everything within 20 feet of the wand, as if an 11th level caster.
76-77	Wielder is polymorphed into a mule-centaur.
78-84	Monster Summoning IV spell effect, as if cast by the wand wielder.
85-86	Target gains 3-12 (3d4) hit points, which remain for 6 turns (not dispellable; damage taken is first removed from added hit points).
87-90	Wielder floats 10 feet up (as if under the effect of Feather Fall in reverse gravity), hovers for 3-6 rounds, then drops suddenly.
91-95	Eight fiery spheres of different hues shoot forth at 1-segment intervals, striking the target and seemingly causing great amounts of damage (actually only 1 point from each}.
96-99	All weapons held in hand within 30 feet turn into bunches of flowers.
00	Death ray at target (6" maximum range).

OTHER SWORDS OF ANSWERING (SCATHER, ETC.)

EP Value: 1,200 GP Value: 52,000

When FragHacker first came to this world, it received immediate attention and quick renown; so much so, in fact, that six other swords like it were forged and enchanted. These are lesser weapons, of course, and their alignments vary. Each has a + 2 bonus (and cannot hit opponents struck only by + 3 or better weapons). On a natural "to hit" roll of 1, no bonus applies; on a natural 20, the bonus is doubled (to + 4). These lesser swords are identified by the differing gems set in guard and pommel. They are reported to be amethyst, aquamarine, garnet, peridot, topaz, and tourmaline stones, with combined value of about 24,000 gp per weapon, 16,000 gp per scabbard. These weapons are named Rebutter, Scather, Replier, Retorter, Squelcher, and Back-Talker, in honor of FragHacker.

LENS OF TRANSFORMATION (ARTIFACT)

EP Value: 7,000 GP Value: 98,000

This device is a sheet of cloudy crystal, 7 feet broad and tall and 3 inches thick. It was created by Iuz, who placed it in the dungeon for his own evil purposes. The crystal sheet appears cloudy from one side, but clear from the other. No detect spell works within 20 feet of it, except for detect magic, which reveals that a powerful dweomer is upon the crystal sheet, and (if the lens is activated) that a lesser magic affects the area within 20 feet of it. The lens is activated whenever any life force (living or undead) approaches within 3 feet of the clear side. The cloudy side of the lens then begins to brighten, its radiance producing a Continual Light effect within one round.

Viewed from the cloudy side, the users (those on the clear side) appear as the purest opposites of their actual forms. A paladin would appear demonic or diabolic; a chaotic evil monster might appear as a paladin, or as a deva, planetar, or solar. Additional visual effects (flames and smoke, sky and fluffy clouds, etc.) are automatically produced as a background setting appropriate to the visual (false) form. Subtle feelings (fear, peace, etc.) are likewise projected to the viewers of the illusion, allowing no saving throw (though innate total immunity to ESP negates the emotional effects).

The cloudy side of the lens quickly darkens when the user(s) back away from the clear side. The lens functions as often as desired. It is protected by a powerful and permanent force field, and is impervious to harm by anything less than a gawdling. Even Wall Passage and Glassee are useless against its mighty dweomer. Once mounted, as it is herein, it cannot be removed by a power lesser than Iuz', except for a Wish-and even that may cause the lens to shatter in the attempt (a 25% chance). A final dweomer lets Iuz know if the lens is destroyed, and who did it.

THE ORB OF ABYSSAL DEATH (ARTIFACT)

EP Value: 12,100 GP Value: 169,400

This item (a.k.a. Yellowskull, Goldenskull, or the Death Orb) is a powerful magic item created by Zuggtmoy and Iuz. Because of its nature and aura, no paladin will touch it willingly, nor will any good cleric; they feel its immense innate evil. The Death Orb is a gold sphere three inches in diameter, shaped to resemble a human skull sans lower jaw. Atop the crown is a raised diadem with depressions, the latter designed to accept four large gems, one representing each existential aspect. The Orb has only limited powers without these gems.

Its possessor can, at will, Detect Lie, Know Alignment, and Poison (as the reverse of a Neutralize Poison spell). The possessor learns directly from The Orb full details of usable powers, but no information about Charisma effects (explained below), potential powers (such as those gained by addition of gems), unfavorable effects, nor the Orb's following protection ability.

Neither Zuggtmoy nor Iuz can harm the possessor of Goldenskull, nor can either be the agent employing another to cause the user harm. If the possessor gazes upon the great throne in the Temple of Existential Evil (upper level, area 3), he or she immediately knows how to operate it. The Throne can be caused to raise and lower itself, with the user, between the upper Temple works and dungeon level three (area 340). The user's Charisma with respect to chaotic evil creatures is raised to 20, or to 30 when angry.

It is rumored that Zuggtmoy had a second Orb of Abyssal Death, but lost it on a fishing trip. The other clerics of the temple never talk about it.

Ill Effects:

No Good ever results from the employment of the Death Orb's powers, except on a very short-term or temporary basis. Thus, if evil can result from any use of the Orb, that occurs along with whatever was actually done. For example, an elemental conjured to fight against some evil creatures will do so, but in such a way as to allow them to harm the conjurer's associates to a maximum extent. Also, each time the bearer becomes angy, the user actually loses 1 point of Charisma (but only with respect to those not chaotic evil).

Both Zuggtmoy and Iuz know the identity and exact location of any person in possession of Yellowskull (their detection ability overpowering any and all protections magical or mundane). The protection of the Death Orb notwithstanding, Zuggtmoy and/or Iuz can attempt to persuade or coerce the possessor to hand over the Orb (though they cannot take it by force).

However, the possessor is forced to react to these evil beings in a somewhat cooperative manner, the degree corresponding to Charisma loss (from the use of the Awe Power)-a 10% chance of persuasion existing for each point so lost. In play, if the character does not naturally cooperate, roll d% to check the correct current chance, and privately inform the player if persuasion has

The Existential Power Gems

Evil	Gem	Spell	Demon	Elemental`	EP Value	GP Value
Anarchy	Aquamarine	Wall of ice	Type III	Water	14,700	147,000
Chance	Garnet	Flame strike	Type II	Fire	15,200	152,000
Immorality	Carnelian	Earthquake	Type I	Earth	16,200	162,000
Insanity	Smoky quartz	Wind walk	Type IV	Air	16,200	162,000

occurred. Any character who actually gives the Death Orb to either Zuggtmoy or Iuz becomes the hopeless thrall of the appropriate evil being ever afterwards. (This permanently removes the character from PC play.)

The Existential Power Gems

The gems of the Orb, and additional powers they bestow, are as shown on the table. The four gems of the correct size and shape to fit the diadem of the Orb are hidden in the existential nexuses connected to the Temple of Existential Evil.

Each gem radiates a strong enchantment. When touched, a loose gem immediately transports all creatures within 50 feet to the corresponding existential nexus. No saving throw applies, and the victims arrive in the center of the appropriate nexus map. The gem travels with the victims. No other effect occurs, and no powers are bestowed. No effect occurs if a gem is touched while in its corresponding nexus, but remember that the transport effect occurs elsewhere whenever the loose gem is touched. Repeat trips may thus occur before the possessor realizes that a container (ideally the Orb) must be used to prevent involuntary travel. When one of these gems is placed within its diadem mounting, the possessor gains the following abilities, and immediately realizes (and magically understands the process of) each of the effects.

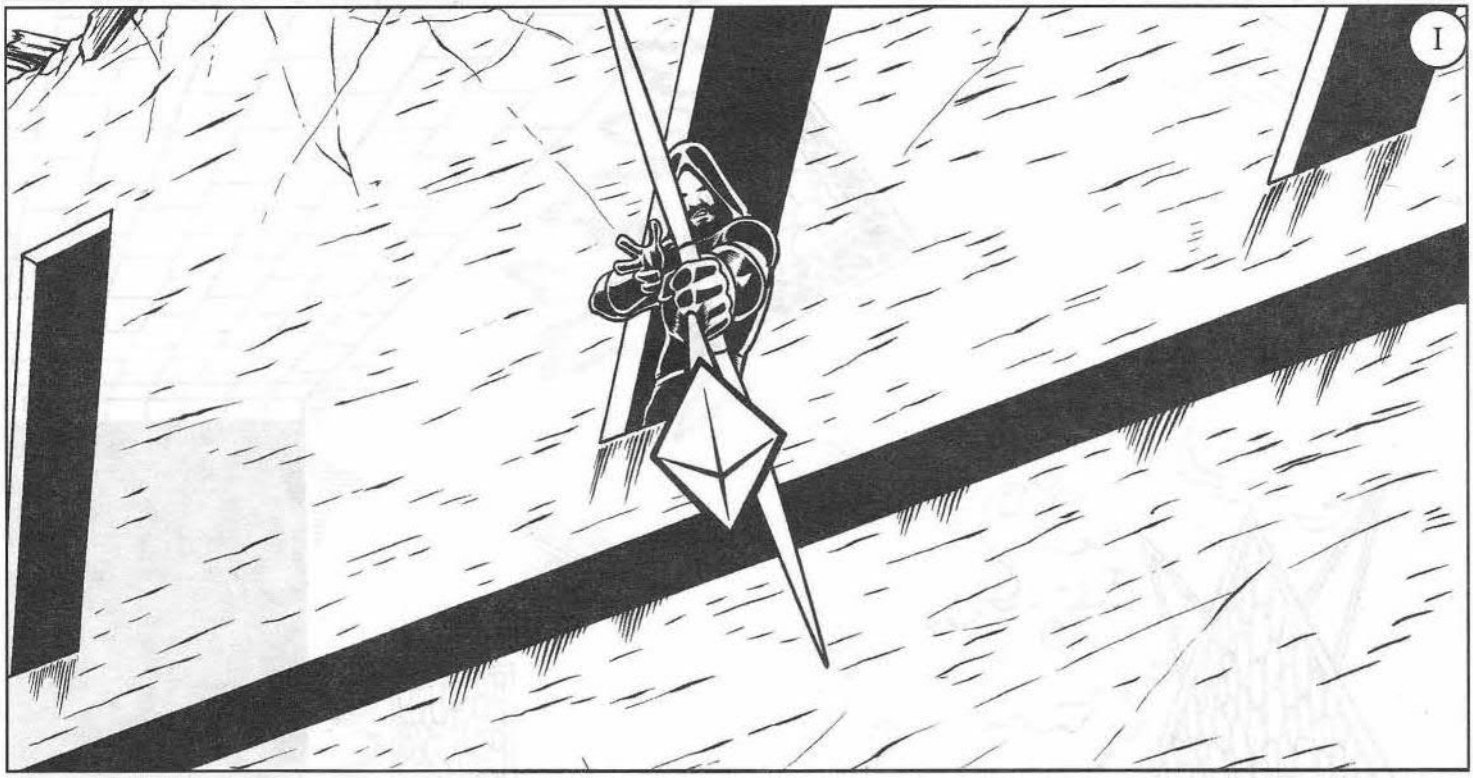
1. The noted spell power, usable once per week.
2. Travel to and from the corresponding Existential Abyssal Plane or nexus at will (as if by using the Teleport Without Error spell).
3. Comfortable existence in the corresponding Existential Abyssal Plane or nexus, taking no environmental damage.
4. Conjure elemental once per week, summoning from the appropriate Plane; however, no mental control is needed as long as the Orb is held (producing an effect much like the druid spells). The elemental is of small size (8 HD) but maximum hit points (84). (Note that such summoning is NOT possible while on the same Elemental Plane.)
5. Summon and control a demon of the type noted up to 3 times per day, but never more frequently than once per hour (6 turns).

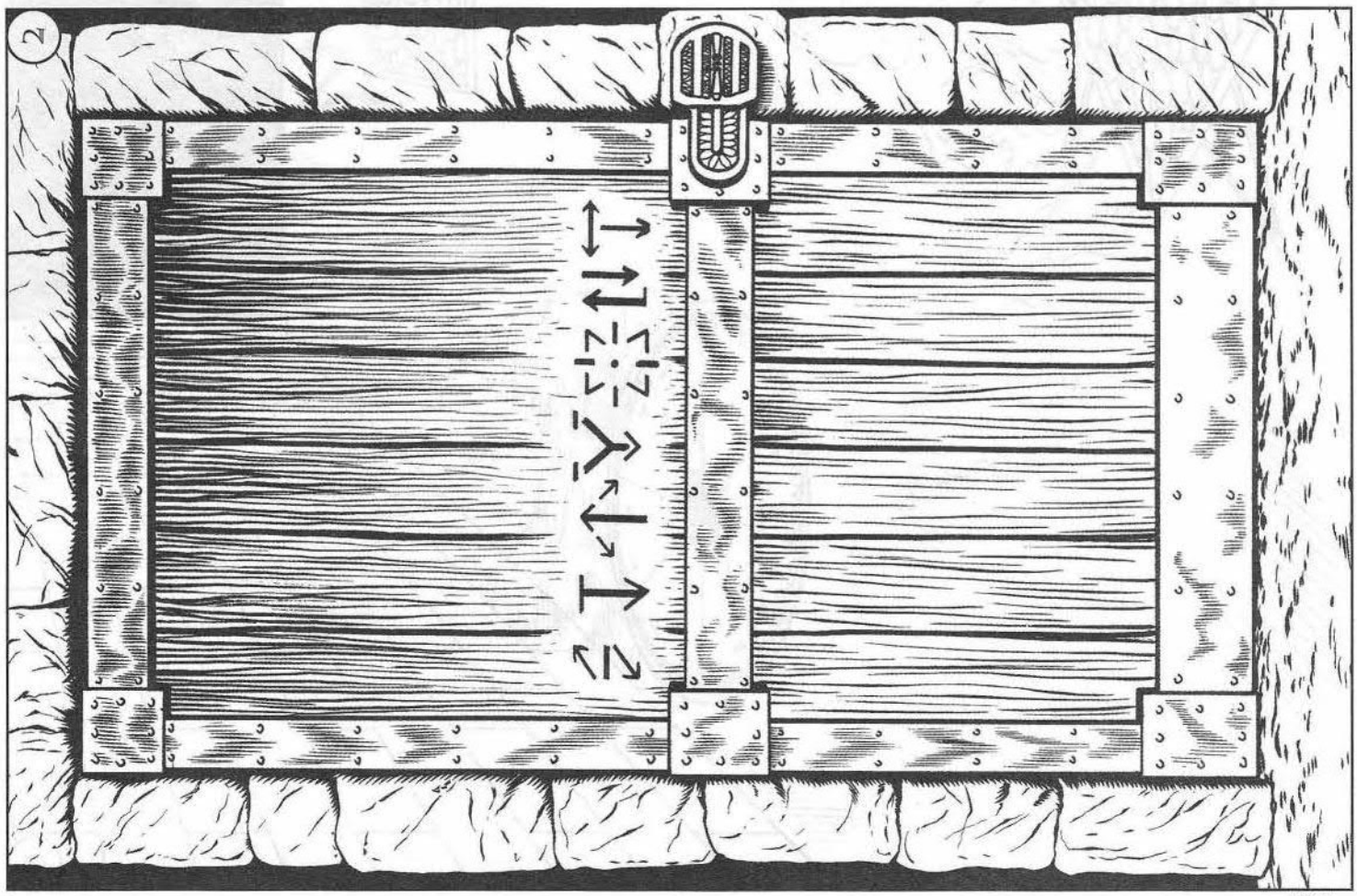
Before the final assault on the temple by the forces of goodness, Zuggtmoy carefully hid the gems in their corresponding existential nexuses. She then entrusted the gemless Yellowskull to her priesthood, while she faced the onslaught of those whose magic then trapped her in her own stronghold.

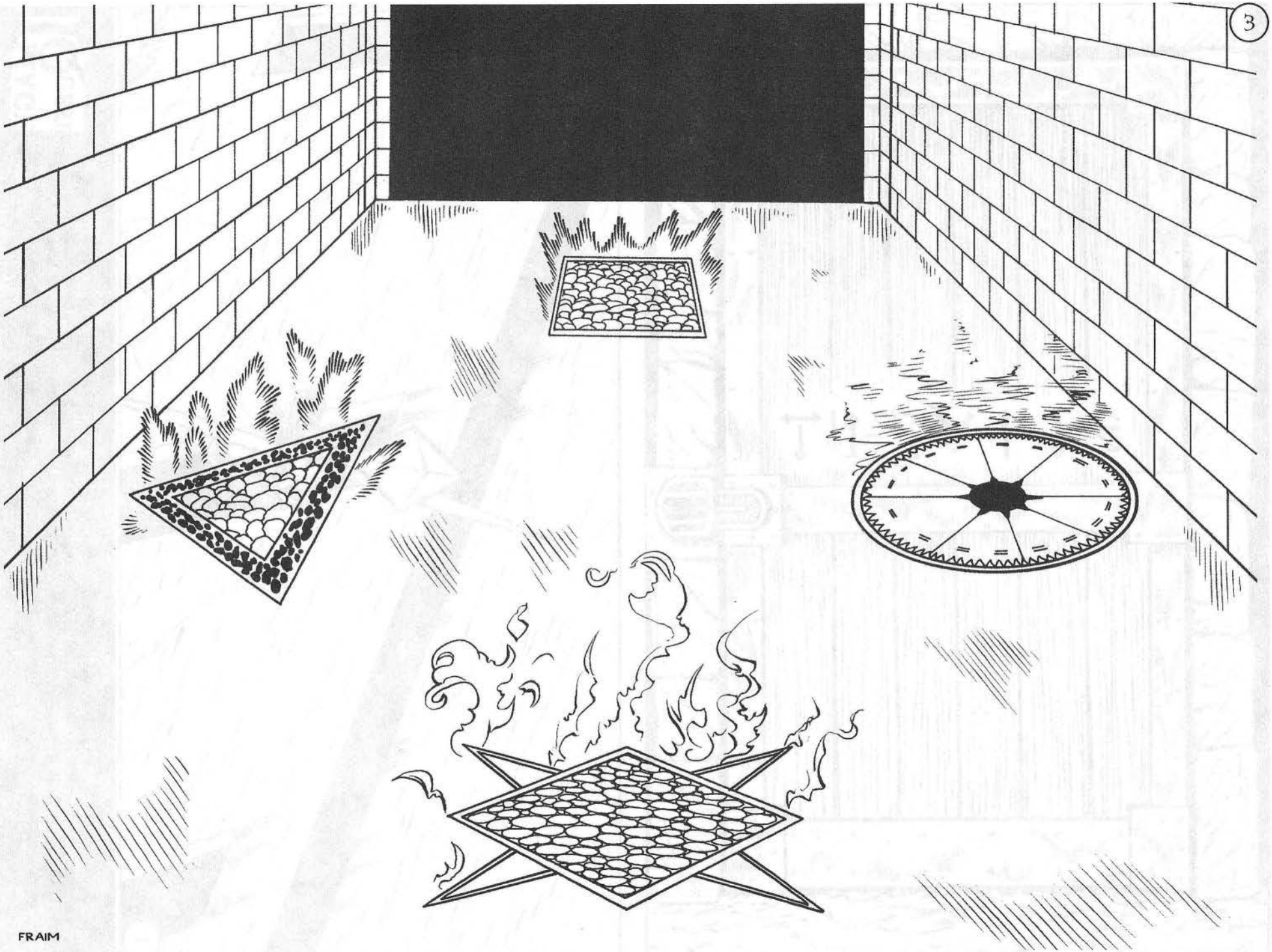
Destroying the Orb: The Death Orb can only be destroyed if all of its gems are properly inset. It must then be subjected to the following effects, in quick succession and in the proper order: a wind of 50 or more mph force; the strike of a maul made from a solid piece of granite; a very hot flame (1,000 degrees); and immersion in very cold water (near freezing). The procedure causes the Orb to shatter, which causes the existential nexuses and the Greater Temple (Dungeon Level Four, area 417) to collapse, and the dungeon levels above as well.

Zuggtmoy takes 111 points of physical damage, is unable to use any powers for four days, and cannot leave her own Abyssal Plane for 40 years if she is sent back there. Iuz, having less invested in the Death Orb, merely loses the services of his evil creatures for four years.

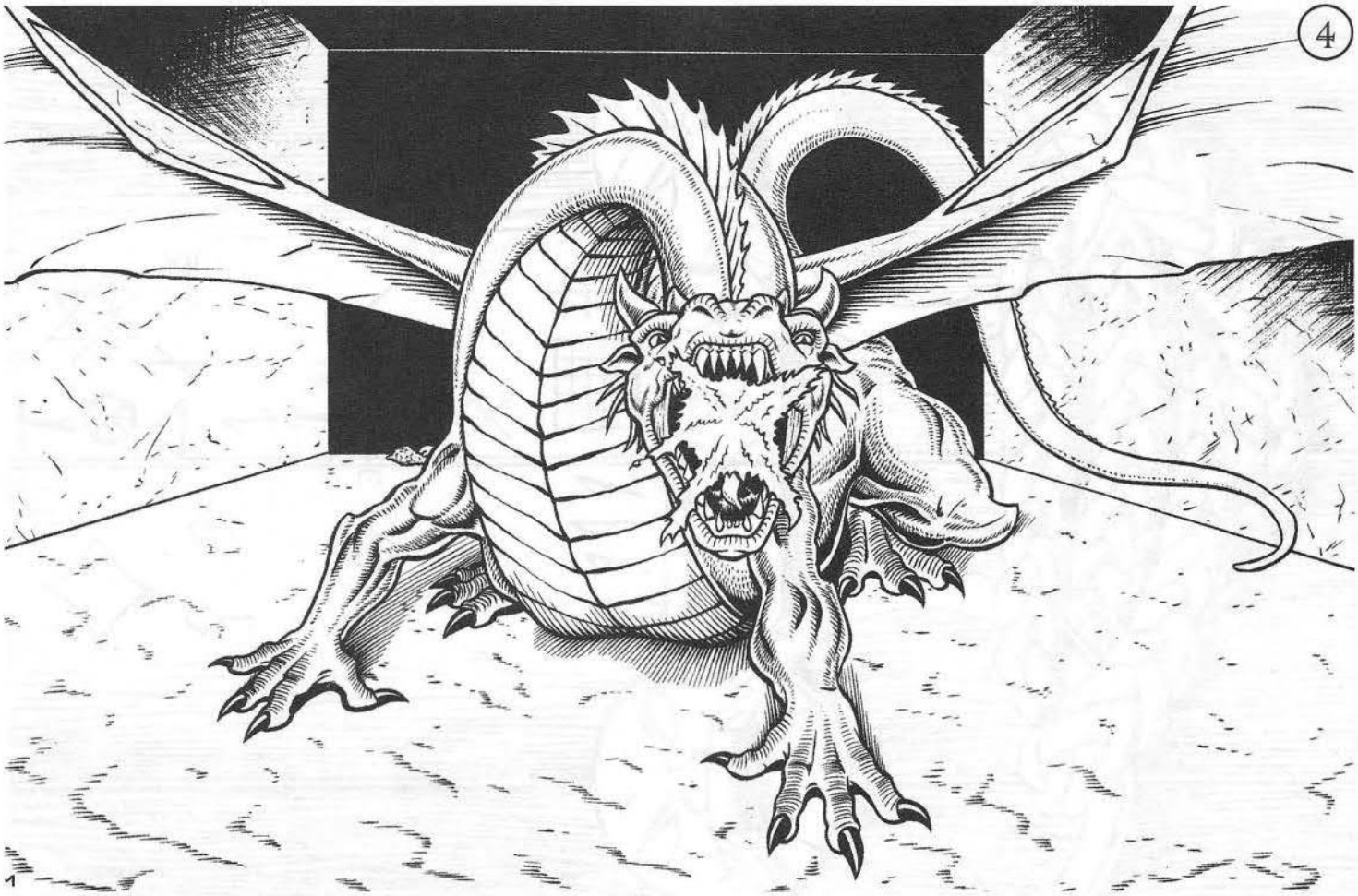
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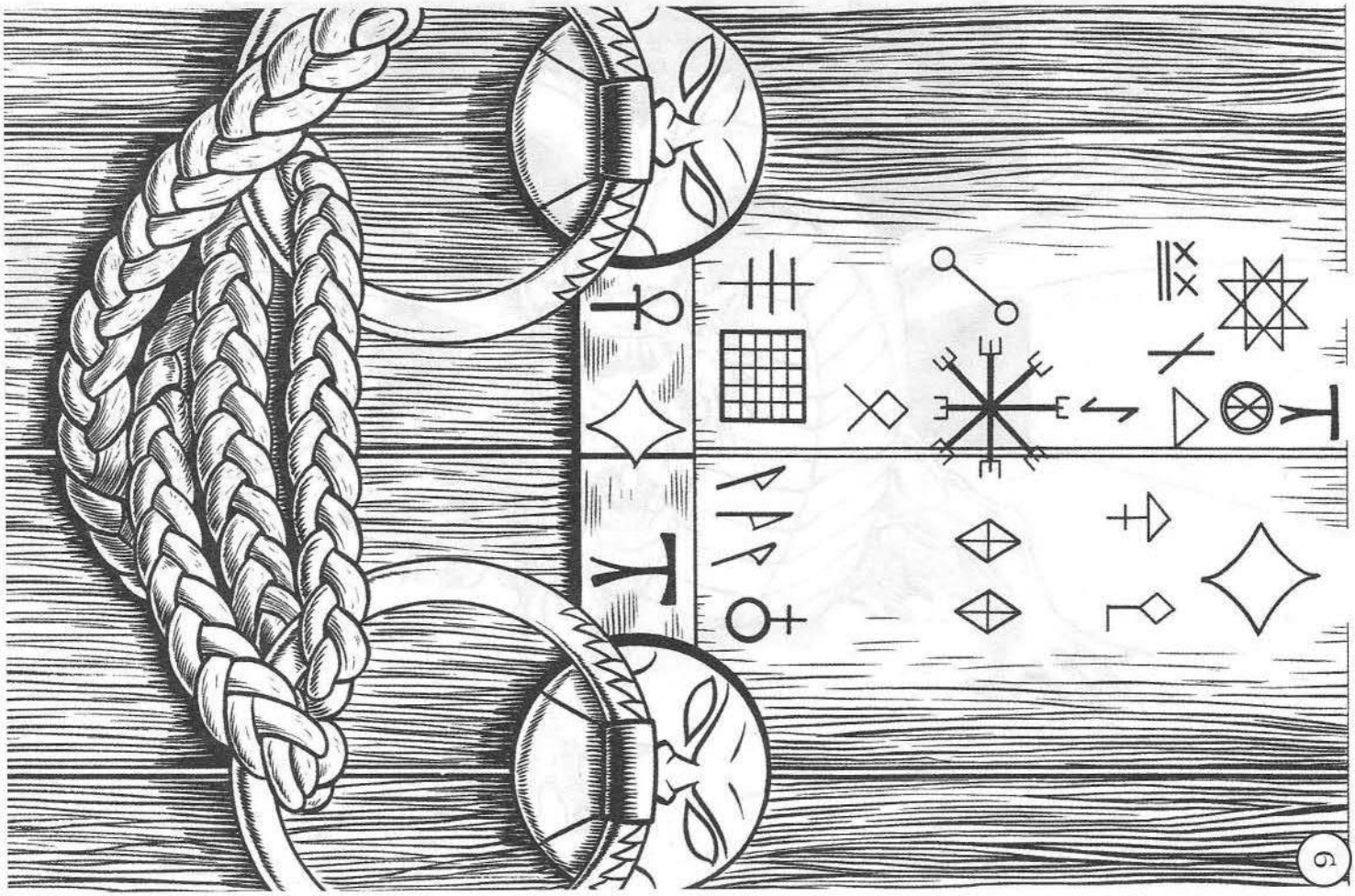




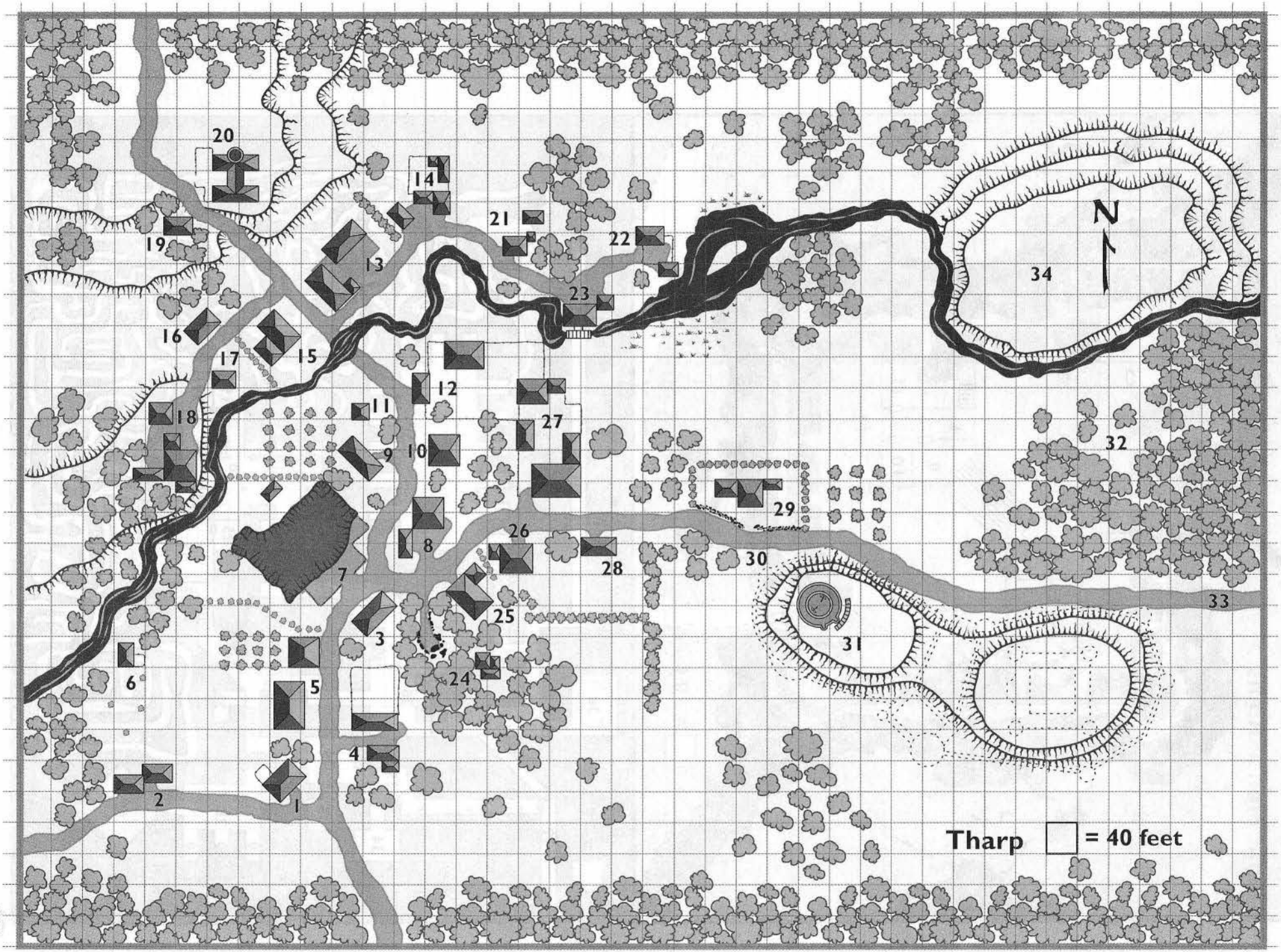
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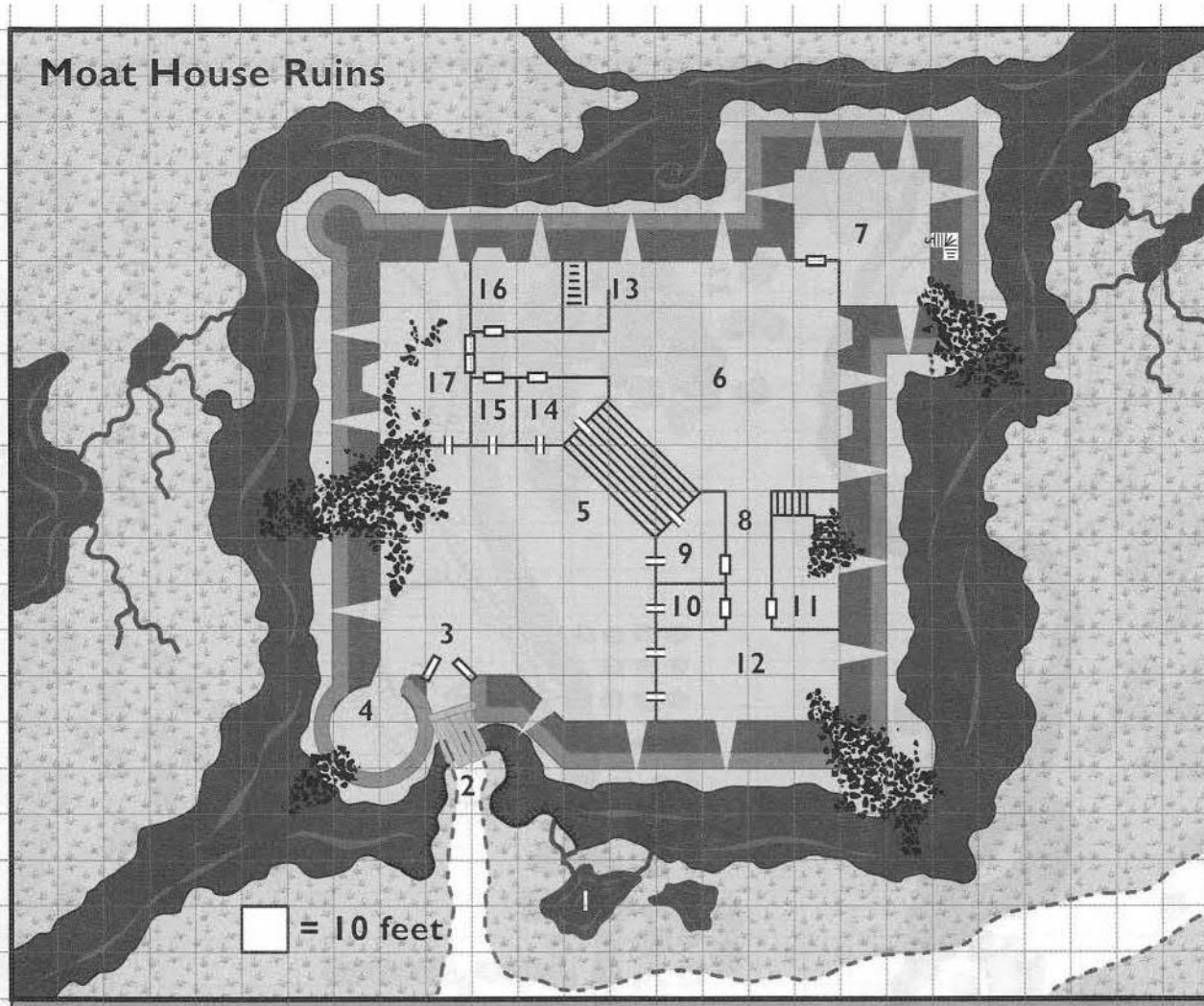

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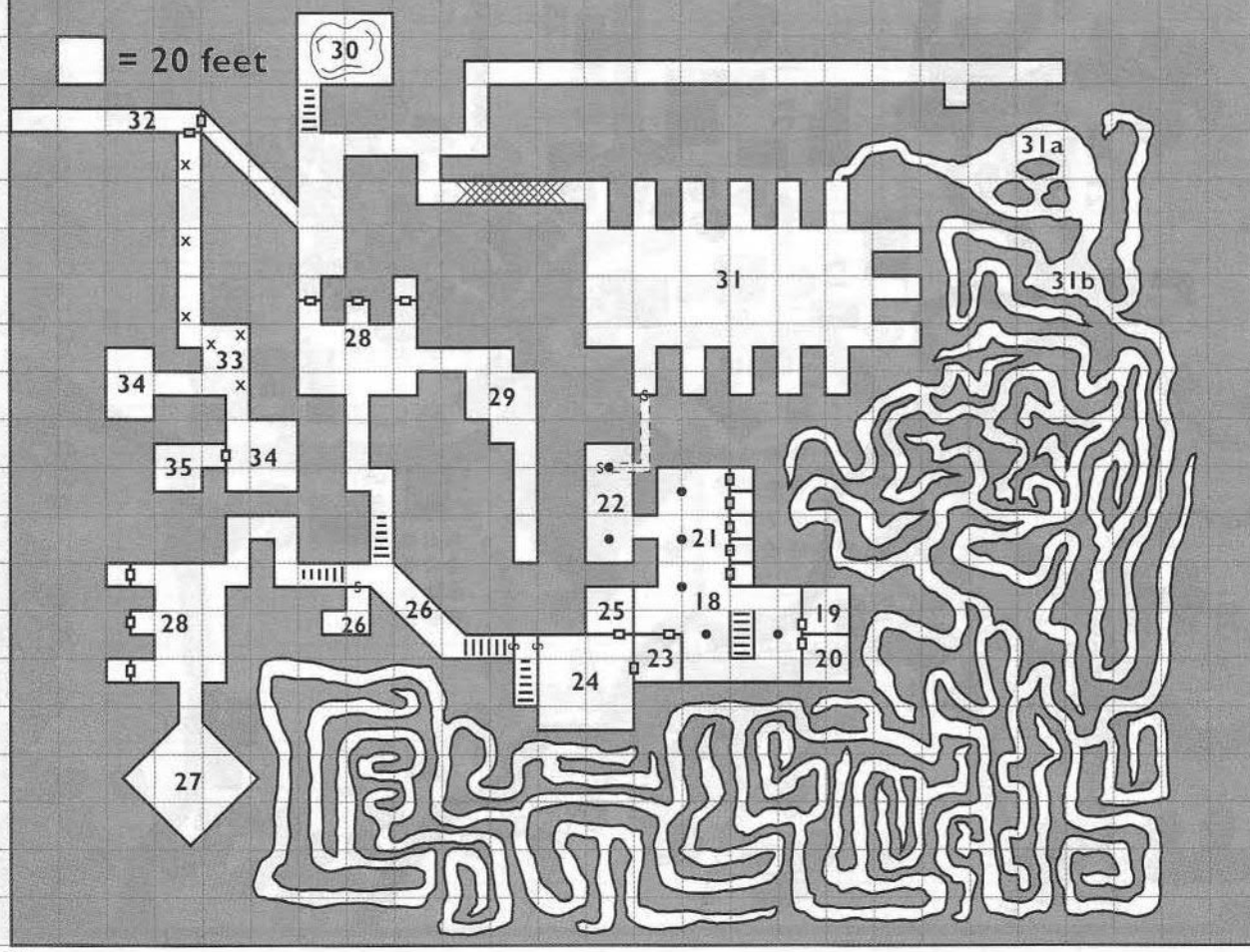

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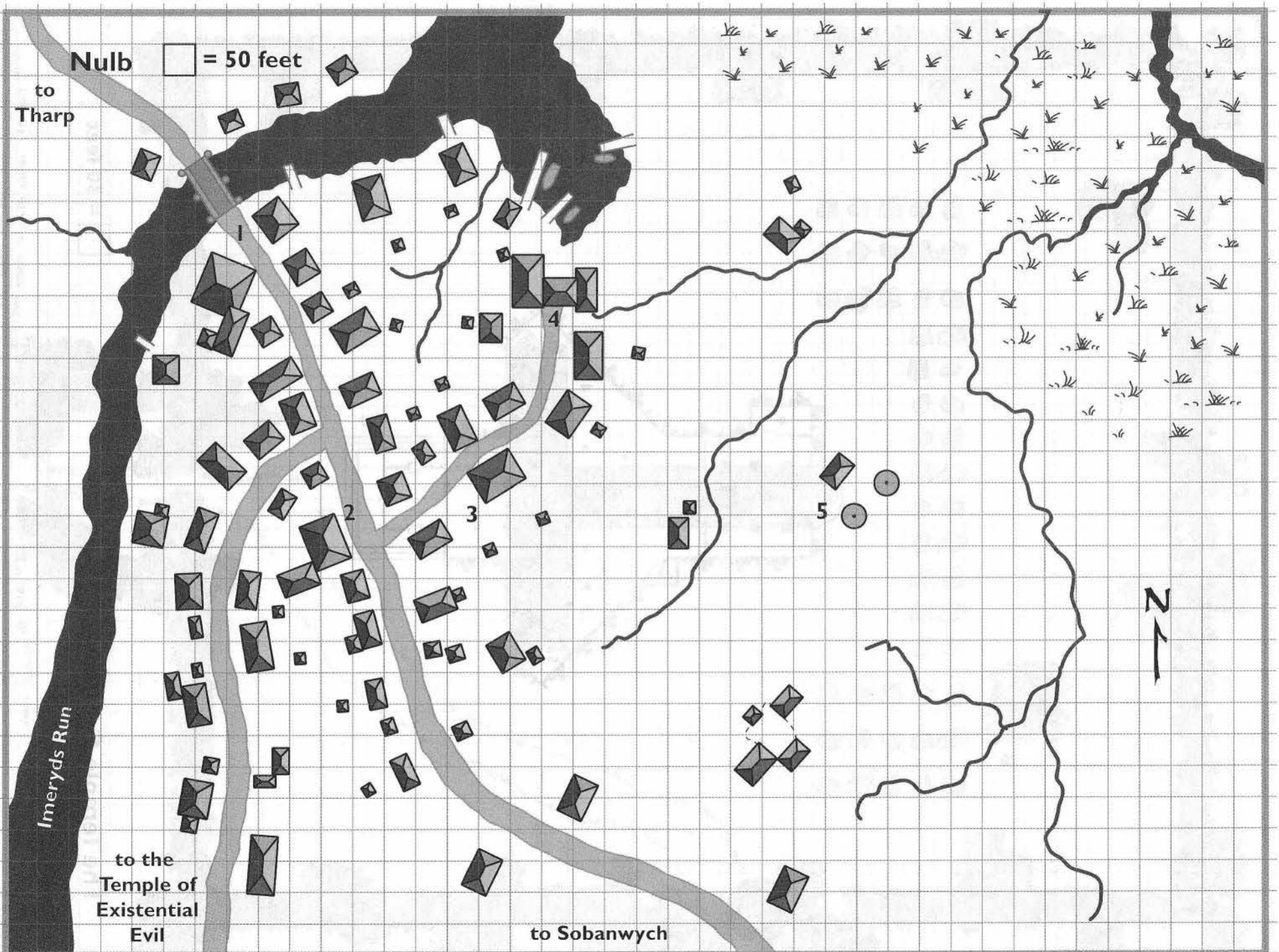

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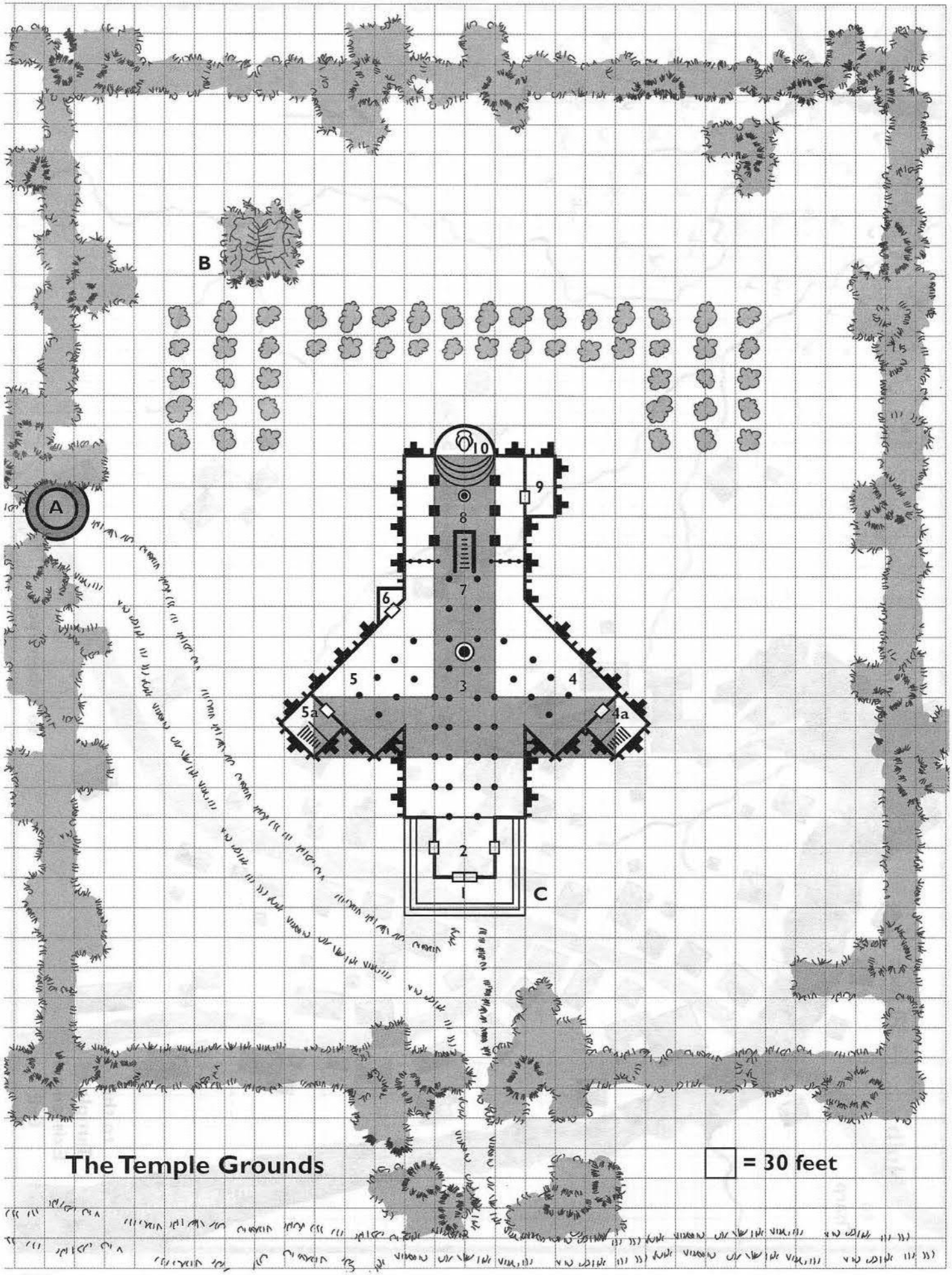

7
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20
14
21
22
19
13
34
N
23
16
17
15
12
11
27
18
9
10
32
29
26
8
28
30
7
25
33
3
31
6
24
5
4
2
1
Tharp
= 40 feet


Moat House Ruins
7
16
13
6
17
15
14
5
8
9
10
11
12
3
4
2
1
= 10 feet

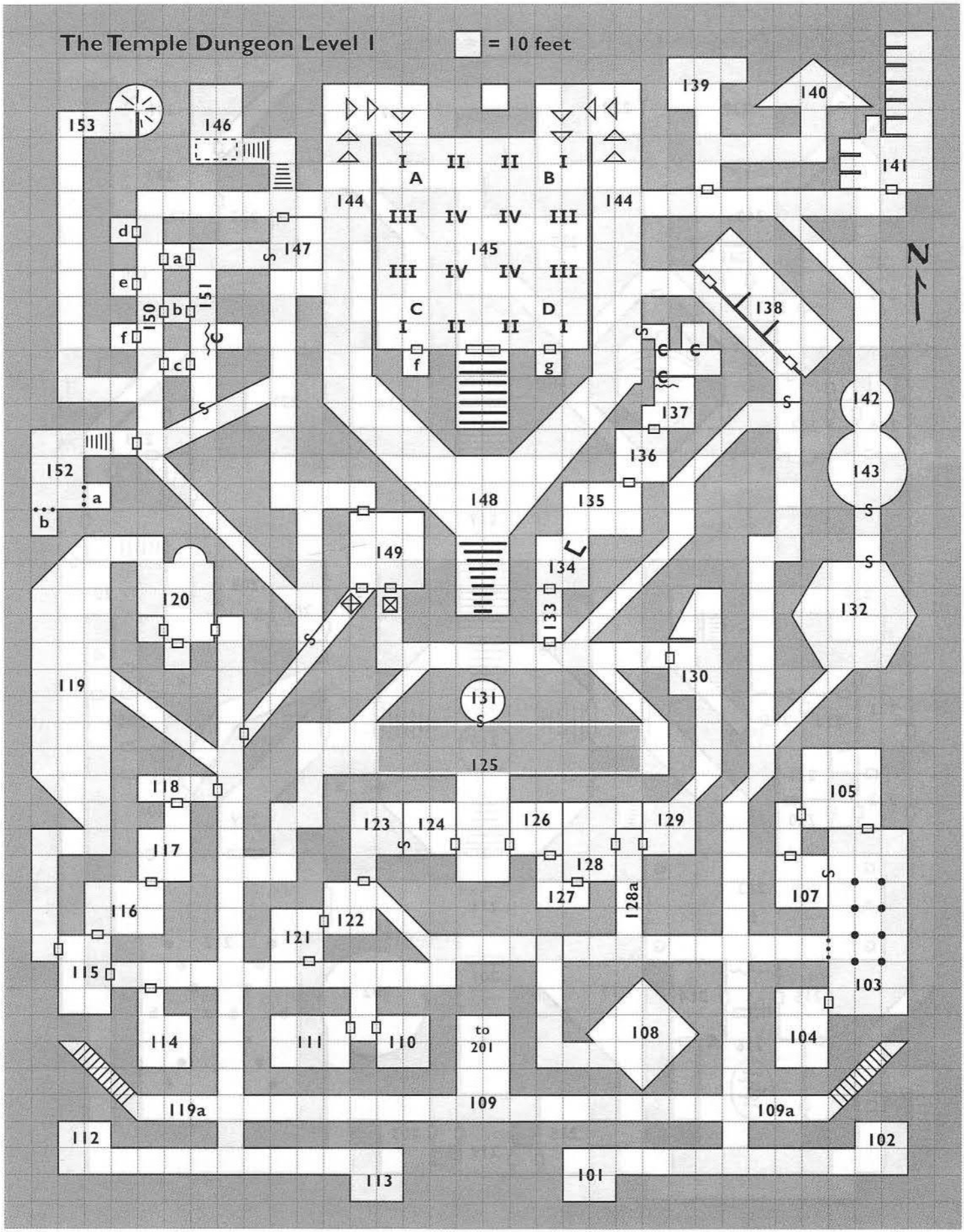

= 20 feet
30
32
31a
31
31b
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34
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18
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25
20
23
24
27

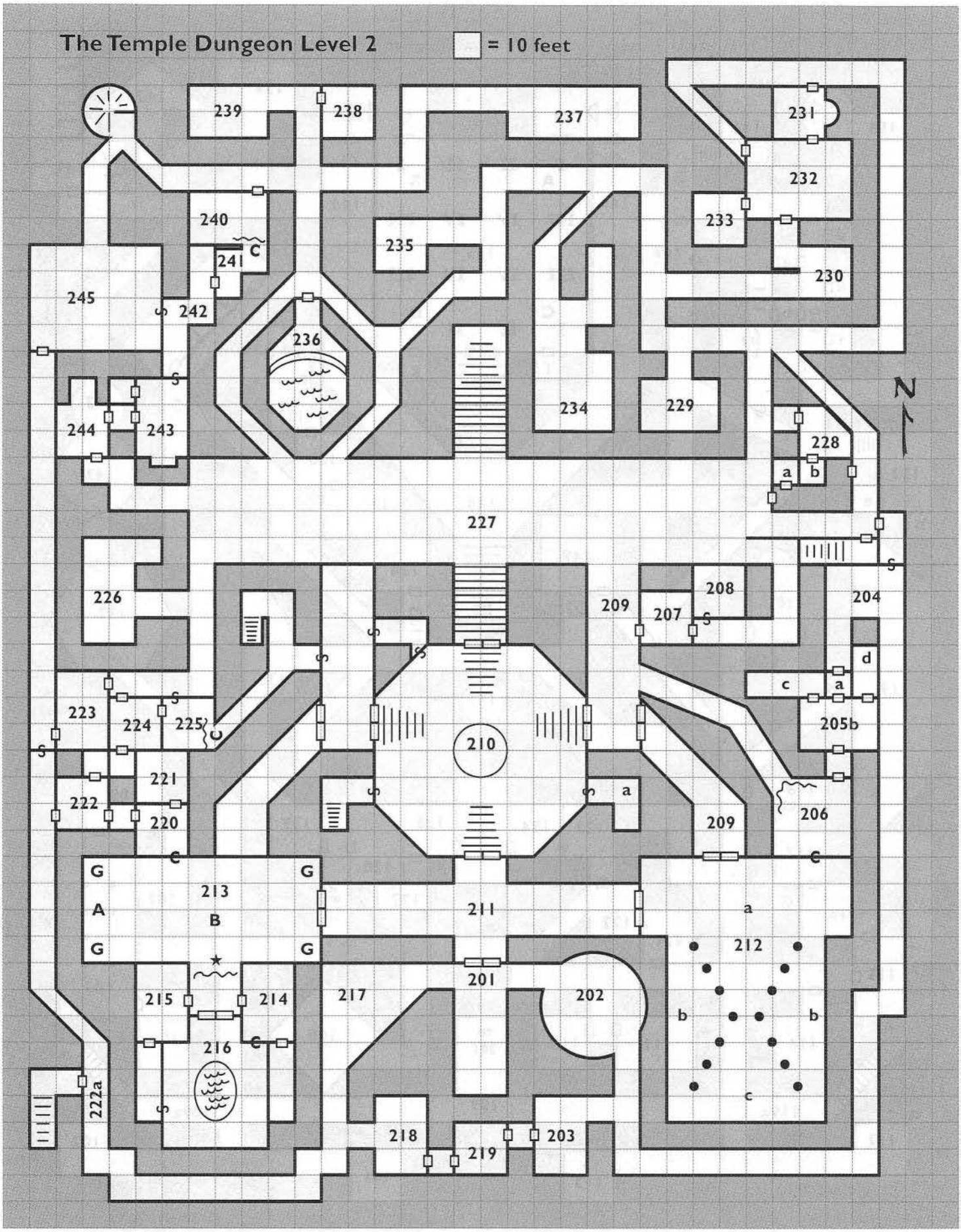

Nulb
= 50 feet
to
Tharp
1
2
3
4
5
Imeryds Run
to the
Temple of
Existential
Evil
to Sobanwych
N

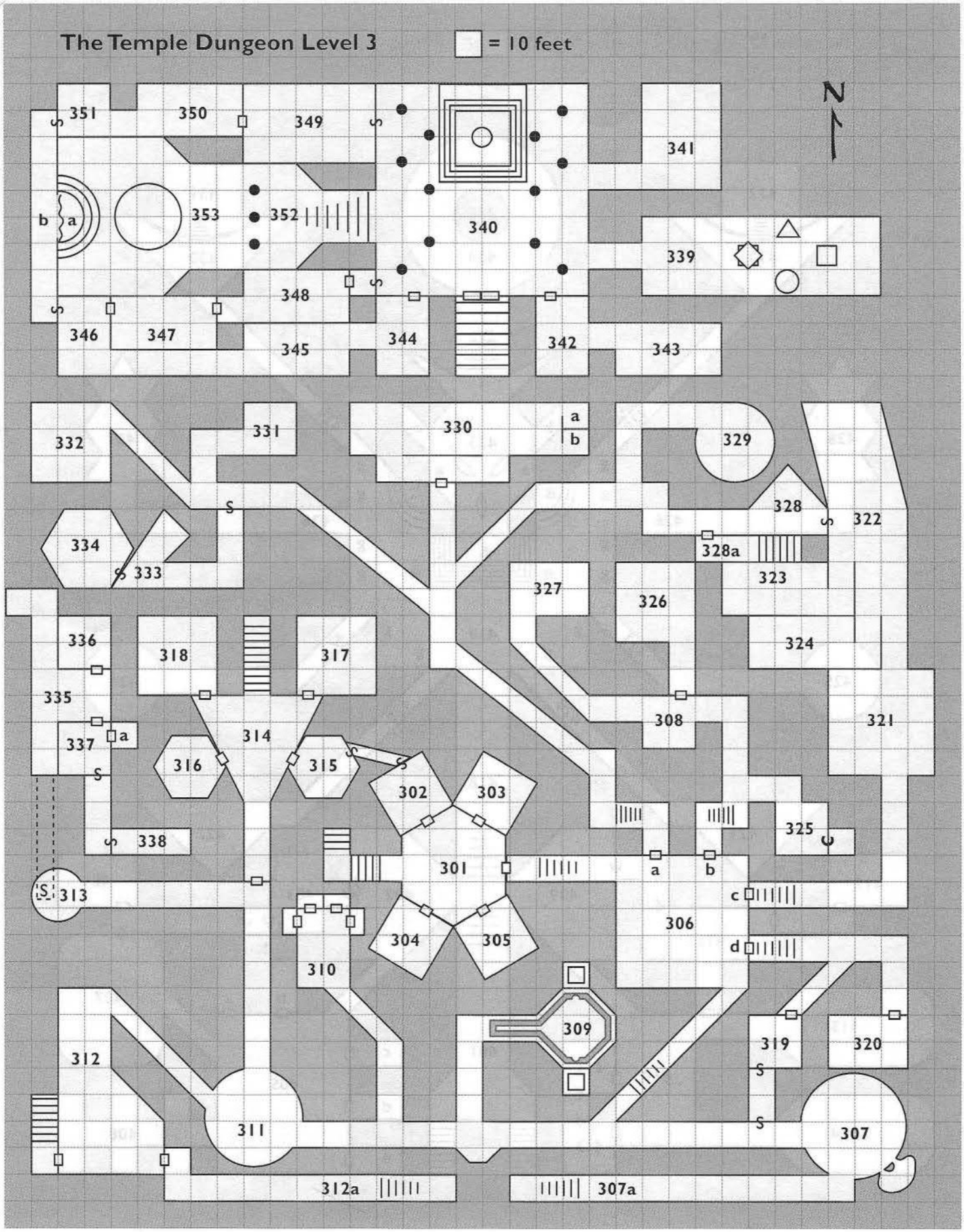


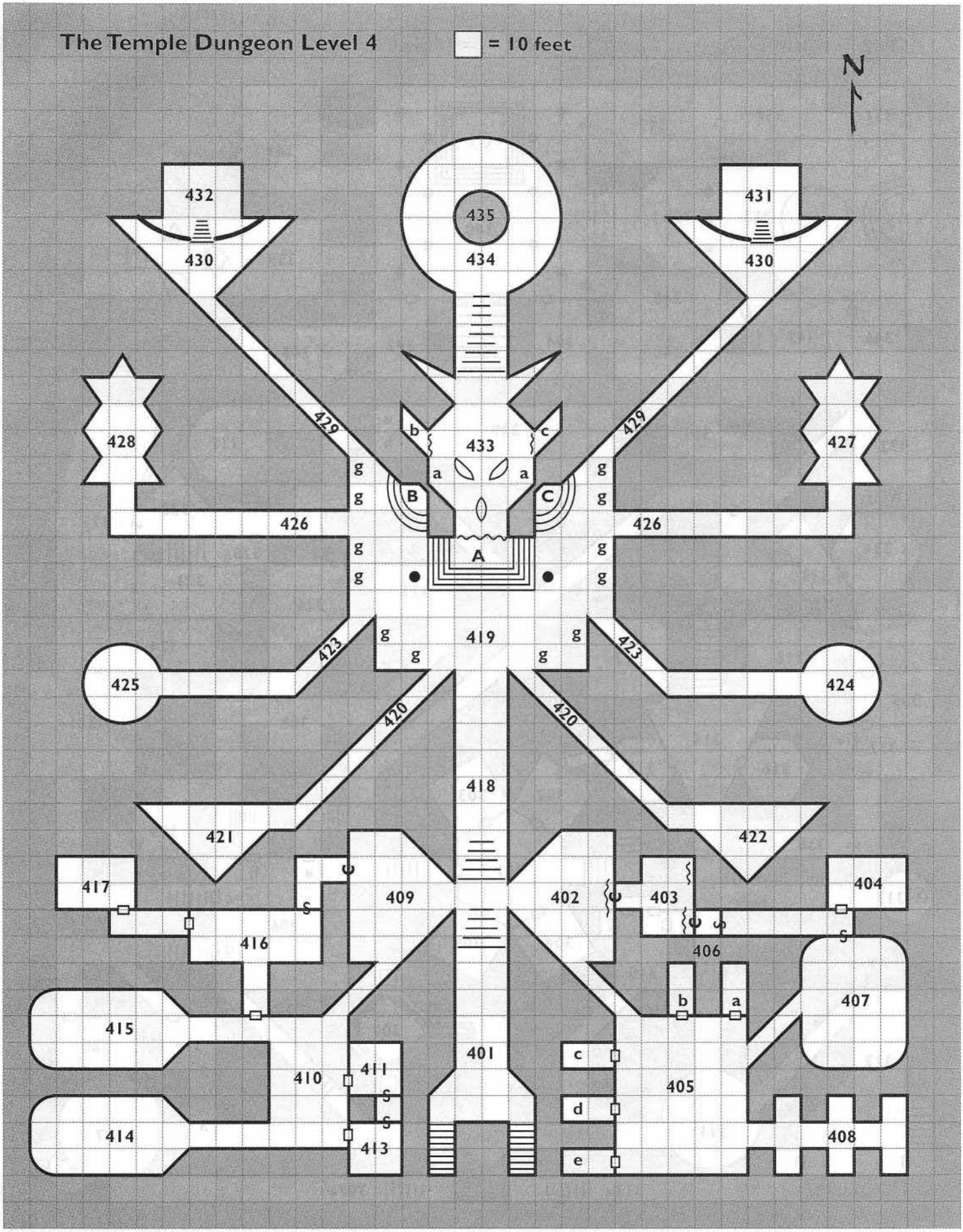
The Temple Grounds

= 30 feet


The Temple Dungeon Level 1
= 10 feet
N
153
146
147
144
I II II I
A B
III IV IV III
145
C D
I II II I
139
140
141
138
142
143
137
136
135
134
133
132
130
131
125
148
149
120
119
118
117
116
115
114
111
110
to 201
108
104
103
107
105
129
128
128a
127
126
124
123
122
121
109
109a
119a
112
113
101
102
152
151
150
a
b
c
d
e
f
g


The Temple Dungeon Level 2
= 10 feet
239
238
237
231
232
233
240
241
C
235
230
245
242
236
234
229
244
243
228
a
b
227
226
208
209
207
204
d
c
a
223
224
225
205b
210
221
222
220
206
209
G
G
213
A
B
211
a
G
G
212
201
215
214
217
202
b
b
216
c
222a
218
219
203


The Temple Dungeon Level 3
= 10 feet
N
351
350
349
341
353
352
340
339
348
346
347
345
344
342
343
332
331
330
a
b
329
328
322
334
333
328a
323
327
326
336
318
317
324
335
337
a
314
308
321
316
315
302
303
338
325
301
313
304
305
306
310
309
319
320
312
311
307
312a
307a


The Temple Dungeon Level 4
= 10 feet
N
432
430
435
434
431
430
428
429
b
433
c
429
427
a
a
g
g
B
C
426
426
A
419
423
423
425
424
420
420
418
421
422
417
409
402
403
404
416
406
415
b
a
407
401
c
410
411
405
d
414
413
408
e

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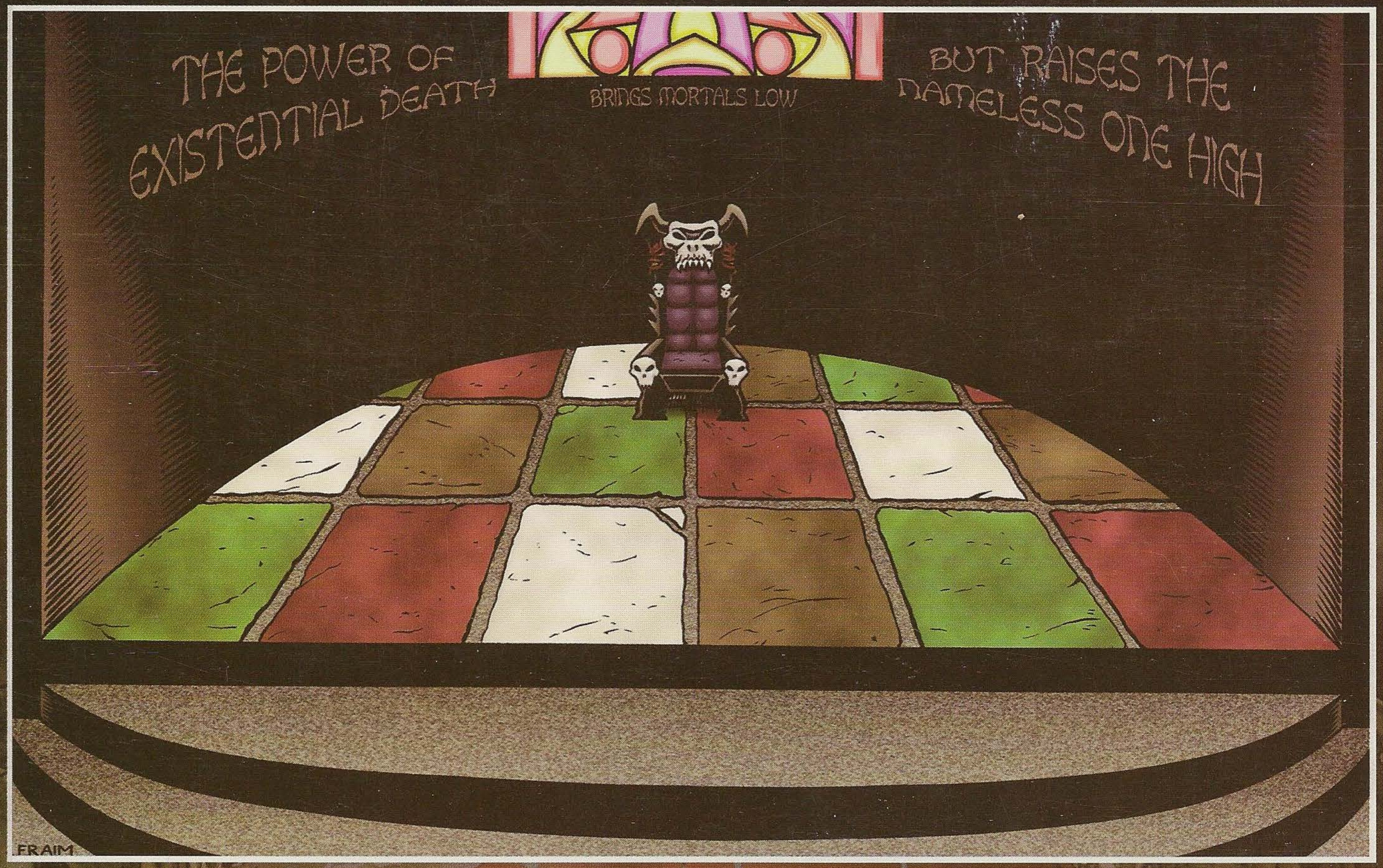
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The Temple of Existential Evil

The Hamlet of Tharp grew from a farm or two, a rest house, and a smithy. The roads brought a sufficient number of travelers and merchant wagons to attract tradesmen and artisans to serve those passing through. Prosperity was great, for the lord of the district was mild and taxed but little. Trade was good, and the land was untroubled by war, outlaws, or ravaging beasts. The area was free, beautiful, and bountiful - too much so, in the eyes of some.

Whether the evil came west from Dyvers (as is claimed by one faction) or crept up out of the forestlands bordering the Wild Coast (as others assert), come it did. A collection of hovels and their slovenly inhabitants formed the nucleus for the troubles that were to increase. A wicked cleric established a small chapel at this point. The folk of Tharp tended to ignore this place, Nulb, even though it was not very distant. But its out-of-the-way position was ideal for the fell purposes planned for this settlement. The thickets and marshes around Nulb became the lair and hiding place for bandits, brigands, and all sorts of evil men and monsters alike. The chapel grew into a stone temple as its faithful brought in their ill-gotten tithes. In but three years, a grim and forbidding fortress surrounded the evil place, and swarms of creatures worshipped and worked their wickedness therein.

The servants of the Temple of Existential Evil made Tharp and the lands for leagues around a mockery of freedom and beauty. But the leaders of these bizarre ideas were full of hubris and, in their overweening pride, sought to overthrow the good realms to the north, who were coming to the rescue of the land being crushed under the tyranny wrought by the evil temple. A great battle was fought. So great was the slaughter, so complete the victory of good that the walled stronghold of the Temple of Existential Evil fell within a fortnight, despite the aid of a terrible demon. The place was ruined and sealed against a further return of such abominations by powerful blessings and magic.

But then, a year ago, the bandits began to ride the roads again - not frequently, but to some effect. To the good folk of Tharp, this seemed all too familiar, so they sent word to the Viscount that wicked forces might still lurk thereabouts. This information has been spread throughout the countryside, and the news has attracted outsiders to the village once again. Who and what these men are, no one can be quite sure. All claim to be bent on slaying monsters and bringing peace and security to Tharp; but deeds speak more loudly than words, and lies cloak the true purposes of the malevolent.

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