

In Search of Kelandor's Gold



It is rumored that the vast treasure of Kelandor I still lies scattered about the once mighty castle. The present lord, Kelandor IX, has invited any and all to search for the treasure in return for clearing the castle of the many monsters that have taken up residence there since the demise of Kelandor I. This new adventure is for a dungeon party of 5-8 adventurers of levels 6-10.

Judges Guild

by Greg Geilman



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This Book Belongs To: _____

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The Quest for Kelandor's Gold

Background

In the early days of the kingdom, a great lord, Kelandor I, was given title to build a castle on the edge of the Kingdom of Palos. According to legend, he amassed a great fortune. Due to its location, much of the castle had to be built underground (levels I - IV of the module). The castle was attacked repeatedly and was finally besieged and destroyed by an Orc tribe, the Orcs of the Bloody Head, which still raids the area. Not knowing of the hidden castle underneath, the Orcs burned the above-ground complex, believing Kelandor I to be dead. Kelandor, his family, and his most trusted henchmen took refuge underground.

The site on which Kelandor's Castle was built used to be an old lead mine (levels V - VII) on the southern reaches of the territory. The area was once ruled by an old Gnomish King, Bellack the Bigge. Terranea was never really a rich kingdom, but the profits from the lead mine at Autapa kept trade from the east thriving. All this was well over 1,000 years ago, however, and, when the mine played out some 850 years ago, the kingdom began to deteriorate. The Gnomish miners began to migrate to the northeast upon hearing rumors of gold and silver being found in Bhenhurst Mountains. The deposits there proved to be too small for large scale operations, and the mining camps turned into ghost towns. Most of the miners left for the iron works in Teslor's Mountains, but a few remained, working small claims which provided a meager existence under the constant threat of being raided by the various small Ogre tribes that dwelled there. After a few hundred years, the combined raids of the Orcs from the west, the Ogres from the north, and the Dervishes from the south destroyed what was left of the impoverished kingdom. A few ruins of the ancient cities can still be found on the sea coast.

Due to the high concentration of lead still left in the mine (levels V - VII), teleportation proved highly hazardous if not impossible. (On any attempt at teleportation into, through, or out of levels V - VII, players must roll a 1D20. A 19 or 20 will result in a successful teleport. On a 1 - 18, a 1D8 will be rolled. Players will fail to teleport on a 1 - 6 and will be killed outright on a 7 or 8. Note: This applies only to levels V - VII. All other areas are free of this restriction.) A very old and wise Wizard, Petrarch the Thinker. [*Telcas Antras Petrarch, LVL: 23, CLS: MAG, TRN: Sage - Fields of Knowledge: Metaphysics, Planes (Astral, Elemental, and Ethereal), Divination, and Dweomercraft; Lesser Fields of Knowledge: Architecture, Engineering, and Physics*], developed a rather unusual and special chamber, naming it after his lord, Kelandor I (see Room I-18 for further details). This chamber will allow teleportation (no error) and astral and time travel. However, the areas to where this can be used are presently limited, and the chamber has been pre-set. These destinations were the only ones Petrarch was able to figure out before he died. Full use of the chamber has never been fully developed. Petrarch went insane from the force of the immense powers involved. (More complete information will be detailed later.)

It was through the use of this chamber that Kelandor I was able to escape. However, Kelandor I, his wife, and most of his henchmen were killed in a raid on the party by a Hill Giant tribe in Teslor's Mountains during their journey to Peirreville, the capitol of the Kingdom of Palos. Only his infant son, Delvinus, and Petrarch escaped with their lives. Petrarch took Delvinus to a monastery, where he was raised, educated, and taught the finer points of knighthood. Some 300 years later, Kelandor IX, a distant descendant of Kelandor I, regained title to the land and journeyed from Aldertown to take possession of his legacy. Along the way, he was waylaid by bandits who left him for dead. In his depleted condition, he prayed for help, willing to accept it from any source. Upon hearing this, Hecate, Greek Goddess of the Moon, Magic, and the Underworld, made a deal with Kelandor IX. In return for Kelandor IX becoming Evil and taking up the arcane arts, she would not only save his life, she would tutor him in his pursuits. After accepting this deal, Kelandor IX journeyed with Hecate down to her lair. She trained him in her black arts, and, within 5 years, he had been raised to 10th level in ability. At this time, he traveled back to Palos. When he entered Ludding, he was accepted as a guest in the house of young Lord Hermes, who, at the age of 17, had inherited the title of Baron of Ludding. Kelandor IX did not reveal the events of the previous 5 years and passed himself off only as Kelandor IX, a Neutral Good Knight in need of succor. (Hecate was able to hide his true alignment from detection.) Lord Hermes allowed Kelandor IX to reside with him at Oxford Castle while raising the needed funds to restore the castle of Kelandor I. In return, Kelandor IX was obliged to swear fealty to Lord Hermes. Now, 15 years have passed since Kelandor IX first encountered Lord Hermes, and he has managed, with Hecate's aid, to raise himself up to 20th level in ability. He has hewn out a lair far below the castle and has acquired a group of strong henchmen. (The information about the true nature of Kelandor IX is provided for the use of the Judge and should not be revealed to the players!)

It is rumored that the vast treasure of Kelandor I still lies scattered about the castle. Kelandor IX has invited any and all to search for the treasure in return for clearing the castle of the many monsters that have taken up residence there since the demise of Kelandor I. It is known that, for the last several hundred years, the castle has been a haven for much of the evil that resides in the area. This is only a ruse, however, and all parties that encounter Kelandor IX's guards will be dealt with harshly. These guards are sworn to secrecy, and no one knows that they serve Kelandor IX. They are thought to be part of a bandit force that has made the castle their lair. The real purpose of Kelandor IX's invitation is to dupe as many of the strongest individuals in the area as possible into the castle where they can be disposed of with relative ease. If he is encountered by a strong party, he will appear to be trying to clear the castle of evil. Under no circumstances will he ever join the party. All weak parties will be left to the tender mercies of his guards. The henchmen with which he travels bear the arms of Kelandor I, a black Falcon on a gold field, rather than those of Hecate. It is his aim to take over the area and use it as a base of operations to conquer the Kingdom of Palos for himself in the name of Hecate. She, in turn, plans to use the area as a base of operations in taking over the material plane.

General Information

As the party leaves the city of Ludding, Kelandor's Castle is a 4 or 5 days' ride to the south. Normal encounters should be checked for an inhabited area. However, encounter checks while in Tans Woods (see map) will be made at double normal probability and are 50% likely to be with Ardontis and his troop. Ardontis is a Lord of Rangers who rules over Tans Woods. Ardontis runs the woods in a fashion similar to that of a modern Forest Preserve. Signs will be found throughout the woods proclaiming, NO LITTERING, CAMPFIRES ONLY IN DESIGNATED AREAS, NO HUNTING, etc. Ardontis levies heavy fines on all violators but will refrain from combat unless it is absolutely necessary. He and his troop will surprise 90% of the time, and he will usually be the only one visible because his men will have 90% cover. (Think of Ardontis as being Douglas Fairbanks playing Robin Hood!).

The area around Kelandor's Castle is a clearing in the woods. The road from Ludding was once a built-up Roman type road but has deteriorated badly. It gets worse the further south one travels. This road ends some 500 yards from the castle, where it turns into a minor road. A few hundred yards from the road to the north, the ruins of the old above-ground complex will be visible. A beaten path leads to a set of stairs 10' wide which descend 20'. This will lead to room I-1. If the party is careful about allowing their horses to forage in the woods, they will be fairly safe for about a week. Give a 90% chance of the horses still being there when the party returns; subtract 10% for each day after a week unless they are well guarded (a half-dozen Men-at-Arms should suffice).

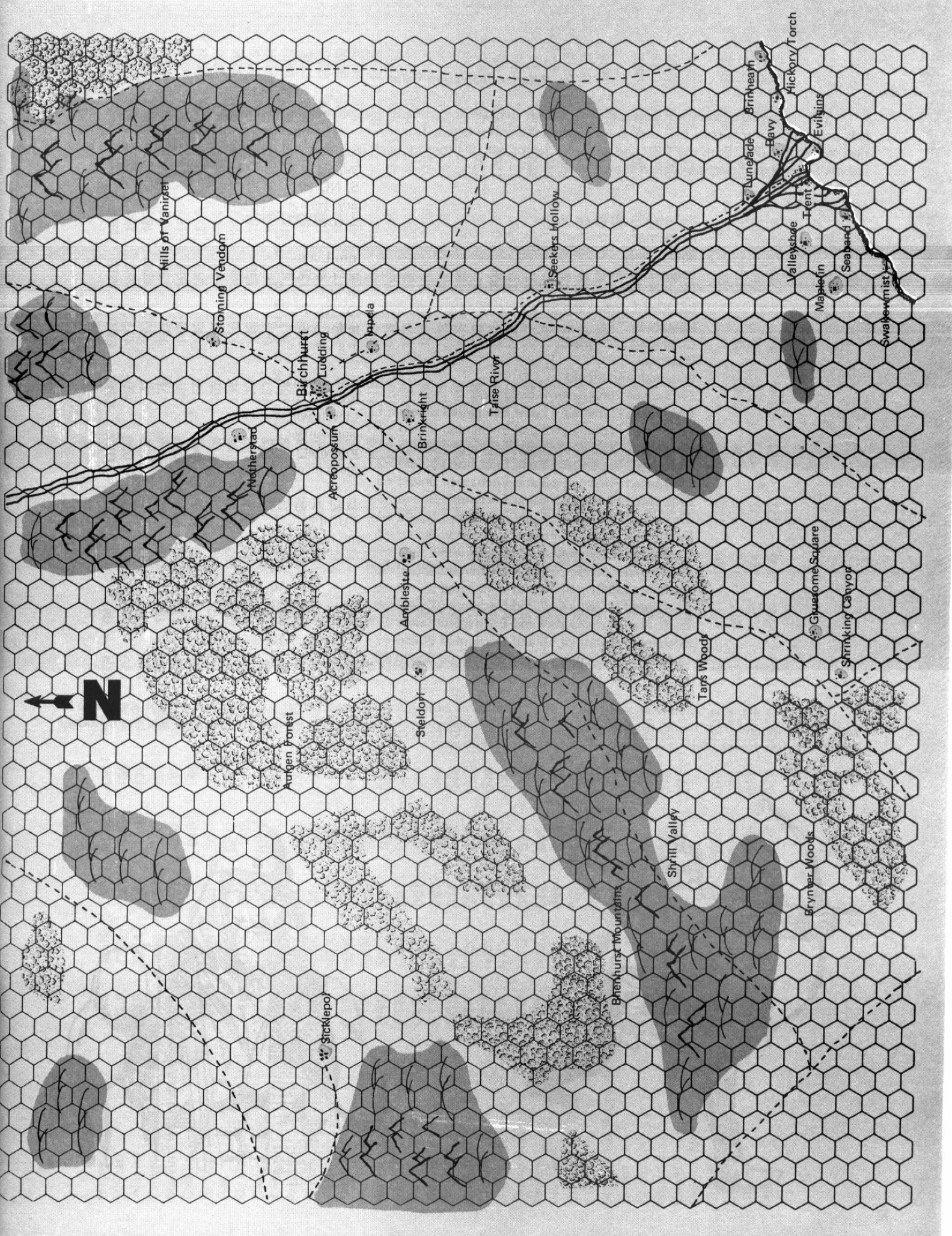
Players may use their own characters if they have them, or they may use Dungeon Party No. 1. This module was designed for developing middle level characters. Parties should be of 6th to 10th level and 5 to 8 in number. Weaker parties will have little chance of survival even on levels I - IV. A party of 10th to 15th levels will be necessary to explore the lowest levels. This module is **not** designed for a single adventure but is, rather, a campaign dungeon. As the parties learn more about the castle, they will be able to explore deeper. Rings to the chamber will be somewhat difficult to obtain and should not be easy as the first uses of the chamber may prove to be highly hazardous. The Judge is given many liberties in changing the destinations of the chamber to suit his or her campaign.

I hope you will enjoy this module, and I would appreciate any comments or suggestions which you might have. They may be sent in care of Judges Guild, 1221 N. Sunnyside Rd., Decatur, Illinois. I shall be working on the side adventures, **The Mountain of Death, The Land of 1,000 Doors, Teslor's Caves**, etc., and they will, hopefully, be appearing in the near future.

GWG

VILLAGE LISTING

NAME	POP	RAC	CIV	ALN	RULER, LVL, ALN, CLS, RAC	RES
Sickelpol	240	HUM	6	N	Uintuer, 071, LNX, CLR, HUM	Market
Shrinking Canyon	200	HUM	11	LE	Vistar the Runt, 081, LEX, CLR, HUM	Trees
Gruesome Square	90	HOR	3	LE	Leunammi Tanki, 101, LEX, FTR, HUM	Trees
Steldorf	180	TRL	2	CE	Xundian, 081, LEX, FTR, HUM	Horses
Amblerite	140	HUM	7	NG	Farnstar, 111, NGX, RGR, HUM	Market
Netherstad	390	HUM	7	N	Carl Sandham, 101, NGX, FTR, HUM	Grain
Birchhurst	250	HUM	6	NG	Cedille, 101, LGX, MAG, HUM, FEM	Grain
Ludding	560	HUM	12	N		Market
Acre-Opposum	110	HUM	1	NG	Paul, 101, LGX, PAL, HUM	Grain
Brinkright	190	HUM	7	N	Randon the Good, 081, LGX, PAL, HUM	Grain
Impala	220	HUM	8	N	Ivan, 081, LGX, PAL, HUM	Grain
Storming Venom	160	OGR	1	CE	Quintos the Knife, 061, LEX, THF, HUM	Horses
Seekers Hollow	140	HUM	9	N	Huin, 060, LNX, MNK, HUM	Grain
Maplelin	240	HUM	8	CN	Derstar the Cruel, 071, CEX, ASN, HUM	Weapons
Swallowmist	390	TRL	1	CE	Yuijis, 091, CEX, MAG, HUM	Fish
Valleyshoe	370	HUM	10	CG	Issman, 031, LGX, PAL, HUM	Grain
Seaband	310	TRL	1	CE	Yku, 051, LEX, MNK, HUM	Fish
Luneland	260	GNM	6	CG	Gremlic, 051, LNX, THF, GNM	Market
Trent						
Drey	470	GNM	6	CG	Kipos, 111, LNX, FTR, HUM	Market
Evilplains	300	HUM	5	N	Byjimu, 041, LNX, ASN, ELF	Fish
Hickory-Torch	170	TRL	2	CE	Duirnid, 071, CEX, FTR, HOR	Pearls
Brinkheath	200	TRL	1	CE	Farnjud, 041, CEX, MAG, HEL	Fish



Hills of Vanraet

Staining Veldom

Metherstad

Aurgen Forest

Stickslepo

Birchhurst

Ludding

Acropossum

Japeia

Arbleste

Seldoy

Brinkeright

Taise River

Seekers Hollow

Brenhurst Mountains

Shell Valley

Tays Woods

Brynar Woods

Guestome Square

Sinking Canyon

Luneade

Brinheath

Bavy

Hickory Torch

Valleysbe

Tent

Evilgins

Maple in

Seaward

Swallowmist

Relative Protection Value

The following system will be used to represent the value of artificial and normal protection against attacks and equivalent protection of monsters as if they were wearing the armor listed. This will hereafter be referred to as their Relative Protection Value, or RPV. Both the RPV and an armor factor will be listed for each character and monster. Players and Judges may use the following conversion table if they desire:

Relative Protection Value	Armor Factor
No Armor	10
Shield Only	9
Leather Armor	8
Leather Armor and Shield	8
Studded Leather and Shield	6
Chainmail	5
Chainmail and Shield	4
Platemail	3
Platemail and Shield	2
Enchanted Platemail +1 and Shield	1
Enchanted Platemail +1 and Enchanted Shield +1	0
Enchanted Platemail +2 and Enchanted Shield +1	-1
Enchanted Platemail +2 and Enchanted Shield +2	-2
Enchanted Platemail +3 and Enchanted Shield +2	-3
Enchanted Platemail +3 and Enchanted Shield +3	-4
Enchanted Platemail +4 and Enchanted Shield +3	-5
Enchanted Platemail +4 and Enchanted Shield +4	-6
Enchanted Platemail +5 and Enchanted Shield +4	-7
Enchanted Platemail +5 and Enchanted Shield +5	-8
Enchanted Platemail +6 and Enchanted Shield +5	-9
Enchanted Platemail +6 and Enchanted Shield +6	-10
Enchanted Platemail +7 and Enchanted Shield +6	-11
Enchanted Platemail +7 and Enchanted Shield +7	-12
Enchanted Platemail +8 and Enchanted Shield +7	-13
Enchanted Platemail +8 and Enchanted Shield +8	-14

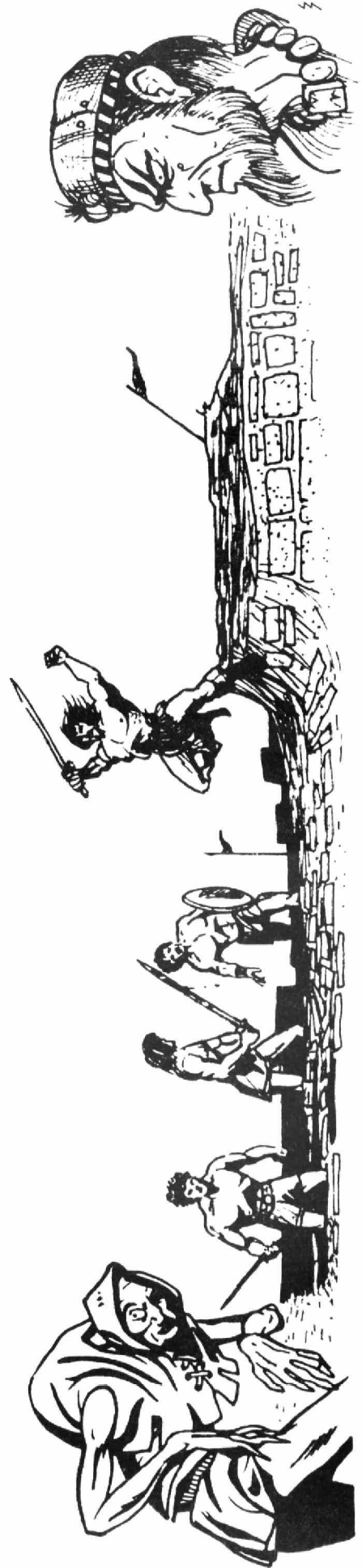
Monsters and characters will be listed with all applicable bonuses already added. If such bonuses are not applicable to your campaign, subtract them. If other bonuses are applicable to your campaign and are not yet included, add them. Judges should feel free to use their own system of armor value if they wish.



Name	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
Voltar	CLR	CGL	131	076	165	127	125	093	188	166	095	157	177	126	158	136	177	VFM
Alexiev	FTR	CGA	141	119	178	148	189	157	157	158	168	179	159	179	189	157	158	VHS
Paul the Protector	PAL	LGX	101	105	157	166	189	157	189	148	156	178	167	157	178	094	148	VHS
Marvin the Magic User	F/M	LGC	092	039	147	095	135	178	168	105	083	137	145	104	157	123	157	VLS
Cedille	MAG	LGX	101	048	145	127	125	179	137	167	146	159	136	157	134	134	189	VDG
Kirbye Yordeste	THF	CGN	031	027	035	062	114	104	094	136	178	105	145	178	104	126	135	ISS
Rae	MNK	LGX	081	036	009	104	158	094	157	115	158	136	116	169	146	126	158	VSP
Sir Danodon	PAL	LGX	141	110	147	154	189	146	158	179	167	179	189	156	189	177	178	VTS
Darius	FTR	LGX	061	053	147	082	189	189	179	189	178	167	189	157	189	189	168	VDH
Ardontis	RGR	CGX	151	135	165	129	186	167	136	188	189	169	157	168	167	135	177	VHS
Priscilla	DRD	NGX	091	032	037	073	112	063	136	094	115	178	136	136	156	146	125	DSS
Parsuis	DRD	NXX	041	035	037	061	112	083	126	094	114	157	177	146	136	147	115	DSC
Xando	FTR	NGX	031	040	048	051	163	157	114	157	094	062	115	114	114	115	125	DBS
Zenta	FTR	NXXG	041	034	048	040	164	083	125	157	146	126	104	167	083	147	092	DLS
Nellia	FTR	NXX	071	042	048	021	154	062	105	146	105	115	145	146	136	157	072	DBS
Etrackla	DRD	NXC	041	028	033	042	123	062	146	145	083	157	146	166	134	136	136	DSC
Rans	FTR	CNG	061	053	048	055	185	187	156	157	189	062	156	136	105	135	167	DLS
Villessa	CLR	CGX	061	045	049	042	081	136	167	156	115	136	157	146	115	072	157	IFM
Aka	FTR	NXXG	051	029	048	021	124	105	062	115	083	105	115	146	178	147	073	DLS
Bentley	RGR	NGC	041	034	048	052	154	135	145	146	095	094	146	095	082	115	146	DLS
Danton	FTR	NXX	031	031	085	053	185	146	167	188	176	094	178	146	178	104	156	DLS
Craion	FTR	NXX	011	030	078	030	164	105	073	157	105	103	167	096	082	126	083	IBS
Datus Longlegs	FTR	NXX	011	029	078	021	154	116	105	146	126	062	116	115	081	157	095	IBA
Fenic Bluebeard	FTR	NXXG	011	034	078	033	173	083	093	177	083	062	177	073	071	062	062	ISS
Xarsin	FTR	NXC	011	035	125	043	174	126	177	188	146	115	167	157	166	136	145	ILS
Parcivius	FTR	LEX	031	035	078	072	177	095	146	166	115	093	115	105	145	125	125	DHS
Dransor	FTR	LEX	081	057	145	083	187	082	104	125	156	156	146	125	136	125	113	DHS
Tivin	FTR	LNX	031	036	078	042	188	135	126	177	146	105	166	115	146	104	125	DBS
Section No. 1 Guards																		
Guard 1	FTR	CGA	041	036	078	051	177	072	114	175	188	157	166	188	146	126	083	DBS
Guard 2	FTR	CGA	041	038	078	051	185	186	116	187	167	146	177	166	157	115	166	DBS
Guard 3	FTR	CGA	041	029	078	051	136	084	084	126	126	115	125	104	127	138	094	DBS
Guard 4	FTR	CGA	041	037	078	051	186	072	145	166	178	116	167	167	104	082	124	DBS
Section No. 2 Guards																		
Guard 1	FTR	CGA	041	035	078	051	166	115	135	166	126	115	177	124	102	124	124	DBS
Guard 2	FTR	CGA	041	033	078	052	153	136	115	166	094	146	157	105	145	156	105	DBS
Guard 3	FTR	CGA	041	032	078	054	143	105	094	146	105	137	147	115	136	167	115	DBS
Guard 4	FTR	CGA	041	038	078	051	176	126	105	177	095	094	167	094	114	126	094	DBS

Name	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
Section No. 3 Guards																		
Guard 1	FTR	CGA	041	036	078	052	185	177	167	188	177	167	189	177	178	178	167	DBS
Guard 2	FTR	CGA	041	032	078	053	164	115	136	166	115	126	167	104	125	104	105	DBS
Guard 3	FTR	CGA	041	026	078	051	113	105	083	125	094	084	126	095	105	093	062	DBS
Guard 4	FTR	CGA	041	035	078	051	144	125	114	177	147	114	167	136	124	106	105	DBS
Gestarva Tacman	CLR	CGX	071	028	153	094	115	115	167	126	136	157	125	137	156	146	157	VFM
Priest 1	CLR	CGX	061	037	148	062	102	073	166	115	146	082	147	115	103	114	124	VFM
Priest 2	CLR	CGX	011	021	078	052	112	146	137	106	187	157	105	157	177	082	136	HOS
Priest 3	CLR	CGX	051	028	148	052	101	136	136	074	114	156	154	105	115	156	147	VFM
Priest 4	CLR	CGX	041	028	078	054	102	094	135	167	188	104	146	157	104	155	145	VFM
Priest 5	CLR	CGX	051	036	158	050	113	164	136	105	126	145	074	166	135	115	146	VFM
Priest 6	CLR	CGX	051	025	136	063	092	116	167	126	115	105	156	156	144	114	136	VOS
Priest 7	CLR	CGX	021	020	157	051	103	134	195	094	189	136	084	189	145	082	165	IFM
Priest 8	CLR	CGX	031	027	078	062	174	136	165	082	146	156	104	084	155	114	114	HOS
Tristan of Tanemar	FTR	CEG	091	056	072	147	146	137	095	126	176	135	165	176	146	114	074	VLS
Bentric the Cruel	FTR	LEX	041	047	145	063	187	063	093	186	176	135	165	187	146	114	074	DBA
Catlan the Stout	FTR	NEL	031	033	146	054	177	094	105	136	178	157	126	187	189	106	084	DTS
Lassar the Blade	FTR	CEA	031	031	077	064	124	126	105	157	147	146	156	136	178	127	095	DLS
Orphius the Blood	FTR	LEX	031	032	078	063	134	085	126	157	136	146	145	104	167	146	073	DDG
Rintuin	FTR	LEX	041	038	078	052	155	105	115	188	115	167	146	187	146	157	104	DLS
Popee	PAL	LGX	051	035	035	072	175	167	188	094	125	187	104	146	165	156	188	VTS
Schisman	FTR	CGA	031	029	030	052	185	177	146	167	156	154	178	178	144	052	146	DLS
Mitraea	ILL	CEA	161	032	135	117	112	178	136	147	167	072	147	137	137	147	179	LDG
Kelsiq	FTR	CEA	041	027	075	074	127	115	115	126	187	136	147	177	094	106	146	DDG
Quin	F/M	CEA	021	025	075	062	106	157	115	147	188	157	095	188	095	144	156	DDG
Santis	F/M	CEN	021	026	078	063	126	188	116	176	187	126	115	178	116	092	177	DDG
Bartain	FTR	CEX	021	019	075	062	086	115	094	095	187	126	126	177	105	114	126	DSS
Cuislain	F/M	CEL	021	018	078	062	085	146	105	063	188	095	074	188	063	154	155	DDG
Lord Rhodan	FTR	NEX	111	081	177	122	187	157	137	167	187	157	154	168	168	147	137	VTS
Leunammi Tanki	FTR	LEX	101	061	155	107	187	094	159	156	157	157	115	147	158	136	089	VMS
Dax	T/F	NEX	052	034	135	062	086	104	125	188	188	105	146	157	156	178	136	VLS
Troy	A/F	NEG	092	090	175	115	167	156	156	167	188	188	156	157	157	157	125	VTS
Celvin	A/F	NEG	112	076	135	051	177	167	083	177	146	064	177	135	082	136	157	VLS
Glyndia	FTR	NEX	061	032	135	062	156	077	115	126	137	125	105	104	115	094	146	VBS
Trish	FTR	NEX	071	038	135	094	146	105	147	127	084	187	115	126	137	147	114	VLS
Sarah	FTR	CEN	061	041	139	082	187	053	082	126	126	135	104	146	104	126	145	VLS
Lizzie	FTR	NEX	051	031	047	061	105	136	178	114	082	156	126	167	115	095	146	VLH
Bennie	MAG	LEN	031	036	009	072	175	187	167	169	187	167	156	157	146	105	146	DDG
Verstang	MAG	NGC	111	031	009	117	125	189	115	115	126	094	104	126	136	146	178	---
Ernos the Hopeful	MAG	NGX	091	029	009	117	115	177	115	115	188	146	095	187	147	126	157	---

Name	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
Alcasus	MAG	CGN	071	031	009	106	125	188	085	126	178	126	156	188	167	136	157	---
Titatius	MAG	CGC	081	032	009	095	126	177	115	126	157	127	127	147	157	177	168	---
Lord Kelandor IX	M/F	LEC	202	102	199	145	177	189	167	146	189	168	167	148	179	179	189	VLS
Kessler Creton	FTR	LEX	121	074	149	072	147	114	073	157	065	137	147	064	114	135	137	VLS
Viridentes Des Pasuis	MNK	LEA	081	039	078	104	158	156	115	126	157	167	126	178	147	084	158	VDG
Pitrid Blue-eye	F/T	CEX	102	049	030	062	096	115	084	136	125	063	115	074	094	084	095	VLS
Mondor the Terrible	FTR	LEA	121	112	165	083	188	094	105	177	166	104	187	136	136	115	188	VHA
Lyncron Beartree	FTR	NEX	141	098	186	094	189	062	095	167	188	114	136	167	116	093	126	VTS
Ernac "The Wise"	MAG	LEN	131	036	078	115	084	167	126	085	085	136	147	126	157	154	157	VDG
Quantuis Martuis	CLR	LEX	151	069	155	136	116	137	189	074	074	146	095	064	157	094	167	VFM
Bardella the Vain	CLR	LEA	071	031	078	094	157	147	156	115	136	115	178	136	146	166	136	VFM
Taltezian Hessler	CLR	LEC	081	039	135	093	086	116	146	157	136	062	157	157	167	084	115	HFM
Rolloun the Ugly	FTR	LEA	081	038	148	062	147	116	105	136	126	062	126	147	105	104	136	DHL
Fharmla Chatlan	FTR	LEA	061	041	155	072	126	094	105	106	177	167	126	126	114	115	114	DHS
Chantra Chatlan	FTR	LEC	081	047	135	083	178	105	126	167	146	189	167	137	092	146	074	VLS
Ramar Randeau	F/A	CEA	072	046	075	052	177	115	127	136	188	082	115	115	167	116	147	VLS
Diermont	FTR	LGX	061	036	037	083	131	163	084	147	113	152	183	113	153	084	053	VLS
Damien	FTR	NXX	081	050	021	053	181	151	183	123	185	124	153	153	135	135	114	---
Darius	FTR	NXC	041	036	020	041	142	131	172	154	153	174	083	152	161	132	152	---
John of Astor	PAL	LGX	071	049	019	085	144	163	162	162	153	184	177	153	182	083	132	---
Protus	RGR	LGX	011	030	019	052	163	132	164	143	111	113	116	132	122	163	072	---
Madame Borgia	CLR	CGL	101	053	017	093	085	123	145	121	133	165	123	111	178	164	111	---



Dungeon Party No. 1

Voltar, High Priest of Apollo, Defender of Olympus

WPN: Enchanted +5 to damage VFM, +2 to damage VFM, SEX: MAL, AGE: 33, RAC: HUM, HGT: 6', WGT: 176 lbs., EYE: blue, HRC: brown, HRL: 4½", CPX: fair, HAN: right, WEL: 6025 GP in gems. Voltar wears rings of +30 to ARM and Fire Resistance, carries potions of Double Healing (4), Flying, and Shrinking, and has a Sack of Infinite Capacity*. Voltar is the leader of the group, although he lets Alexiev lead most of the time. Although a powerful Cleric, he will fight hand-to-hand more often than not. His mediocre Intelligence gets him into trouble. He will rarely avoid a fight, depending on Alexiev and Paul to back him up, but will withdraw if either one is in danger of getting killed. He has been with Alexiev and Paul since his father adopted them as infants and considers them his brothers in blood. He was quick to accept Kelandor IX's challenge and set out in search of Kelandor's Gold.

Lord Alexiev, Giant Among Men, Slayer of the Gods

WPN: Enchanted +3 to damage VHS, +1 to damage VDG, HCB, 12 Arrows, 7 enchanted +2 to damage Arrows, SEX: MAL, AGE: 32, RAC: HUM/GNT, HGT: 6' 11", WGT: 260 lbs, EYE: hazel, HRC: brown, HRL: 3½" curls, FHR: 2", CPX: bronze, HAN: right. Alexiev wears rings of Protection (+30 to ARM*) and of Cold Immunity* and carries potions of Flying, Double Healing (3), and Gaseous Form. Alexiev is literally a Giant among men. He is Paul's younger half-brother, the offspring of a forced alliance between Paul's mother and a member of a Hill Giant tribe that raided the Keep belonging to Paul's father when Paul was only 6 months old. Paul's father was killed in the raid, but Paul and his mother were saved alive by one of the Hill Giants who took a fancy to Paul's mother. Shortly after that, a force led by Voltar's father drove the Hill Giants from the Keep and rescued Paul and his mother. Eight months later, Alexiev, half Human and half Hill Giant, was born. The mother died in childbirth, but the child was named Alexiev according to her wishes. Voltar's father adopted the two and raised them as his own, giving them full rights to his name and title. Alexiev inherited the strength of his Hill Giant father and the intelligence and beauty of his gentle mother. Unlike Paul, Alexiev was too free-willed to spend his time avenging the death of his father. Instead, he pursued the ways of his step-father. He and Voltar have never been separated for long and are fast friends.

Paul the Protector, Avenger of Thor

WPN: Enchanted +5 to damage VHS, +2 to damage VLS, +2 to damage VDG, SEX: MAL, AGE: 33, RAC: HUM, HGT: 6' 4", WGT: 240 lbs, EYE: blue, HRC: blonde, HRL: 6", CPX: fair, HAN: right, WEL: nil. Paul is a dedicated warrior of Thor. He wears a ring of +30 to ARM and carries 2 potions of Minor Healing. He is the half-brother of Alexiev and has joined the party in search of the evil that dwells within the Castle Kelandor, intending to destroy it if at all possible. He bears no ill-will toward Alexiev for being a half-Hill Giant, but would like to avenge his parent's deaths and would attack any Hill Giant if he felt there was even the remote possibility that the Giant could be connected with the group that raided his father's Keep so many years ago.

Marvin the Magic User

WPN: Enchanted +1 to damage VLS, +1 to damage VDG, SEX: MAL, AGE: 190, RAC: ELF, HGT: 5', WGT: 80 lbs., EYE: green, HRC: brown; HRL: 6", CPX: green, HAN: right. He wears a ring of +40 to ARM and carries potions of Polymorph Self, Growth, and Minor Healing (2). Marvin is a long-time friend of Paul's and has joined the party in search of Kelandor's Gold. He has a weakness for fine wine and rich food, which gives him a slight paunch, but is in otherwise good condition. The index finger of his left hand is missing; it was devoured by a hungry Piranha when Marvin was a lad absent-mindedly trailing his hand in the water as he sat in his father's fishing boat. Marvin has had a fear of large bodies of water since that day and will only swim or wade under direst straits.

Cedille

WPN: Enchanted +1 to damage VDG, SEX: FEM, AGE: 32, RAC: HUM, HGT: 5' 7", WGT: 115 lbs, EYE: green, HRC: brown, HRL: 12" curls, CPX: fair, HAN: right, WEL: 96 GP. Among her various magic items are a Sack of Infinite Capacity* a ring of +3 to ARM, a ring of Telekinesis*, a Cloak of +20 to ARM*, a scroll of *Protection from Demons*, and potions of Double Healing, Minor Healing (2), and Climbing. Cedille is the daughter of Madame Borgia. She could not bear her mother's fanatical worship of Apollo and ran away at the age of 15. Some years ago, she was converted to Mycretian by Sir Danodon and has been on various quests with him.

Kirbye Yordeste

WPN: Enchanted +1 to damage VDG, SEX: MAL, AGE: 24, RAC: HUM, HGT: 5' 5", WGT: 143 lbs., EYE: blue, HRC: blonde, HRL: 4" CPX: fair, HAN: right, WEL: 20 GP. HEX: "No way! I ain't gonna do it!" VOT: gravelly, WIT: high. He serves Alexiev as henchman. He is a comic and a coward and shares Marvin's love of fine food and wine "tasting." He has a ring of +20 to ARM*, a deerskin cloak, and 2 potions of Minor Healing as well as his set of Thieves' tools. He is as fond of practical jokes and puns as he is of buxom bar-maids. He is currently on the lam from one of the irate mothers of the aforementioned bar-maids and making a concerted effort to avoid marriage.

Rae

WPN: Enchanted +3 to damage VSP, 2 DDG, SPA: +3 to damage when employing a weapon, SEX: FEM, AGE: 29, RAC: HUM, HGT: 5' 5", WGT: 125 lbs., EYE: brown, HRC: brown, HRL: 26", CPX: olive, HAN: ambidextrous, WEL: nil. Rae is a Monk from a far-off monastery. She wears the white robes of Zeus and follows his calling. She carries 2 potions of Double Healing and 2 potions of Minor Healing. She is a long-time friend of Cedille's and has joined the party at her behest. She has a talent for art and is a student of the history of the arts; thus, she is a relative expert on ancient artifacts and can estimate the worth of any artifact found with reasonable accuracy. She is especially knowledgeable on the subject of statuary.

Sir Danodon

WPN: Enchanted +2 to damage VTS, +1 to damage VHS, +2 to damage VMS, +1 to damage VDG, SEX: MAL, AGE: 53, RAC: HUM, HGT: 6' 4", WGT: 220 lbs., EYE: hazel, HRC: greyish-brown, HRL: 3½", CPX: moderate, HAN: right, WEL: 800 GP. He and Darius are on a quest to find their true king and have reason to believe that there may be some clue as to his whereabouts within the castle. He has not seen Cedille in several years but has already succumbed to the infatuation he always feels for her when in her presence. She has no idea of his feelings, however, and thinks of him as a father figure. He would do nearly anything to protect her or to advance her interests.

Darius

WPN: Enchanted +2 to damage VDH, IMA, DDG, SEX: MAL, AGE: 23, RAC: HUM, HGT: 6' 4", WGT: 245 lbs., EYE: blue, HRC: brown, HRL: 4" CPX: moderate, HAN: right, WEL: 100 GP. Darius serves Sir Danodon as squire and hopes to be knighted once their true king is found. He carries the scarf of his true love thrust into the bosom of his armor and plans to marry her once they return to their own land.

Possible Terrain Encounters

Ardontis, Lord of Tans Woods, Defender of the Realm

WPN: Enchanted +3 to damage VHS, 2 DDG, HCB, SEX: MAL, AGE: 36, RAC: HUM, HGT: 6' 2", WGT: 190 lbs., EYE: blue, HRC: brown, HRL: 5", CPX: fair, HAN: left, WEL: nil. Ardontis is the lord of Tans Woods (encounters with him will be dealt with elsewhere). His symbol is a black, broken Arrow upon a green field. Along with his Armlets of Defense, he wears a cloak magicked to add 50 to ARM, a green hat with a single black feather in it, black leggings, a black shirt, and a green vest. In his belt are 4 potions, 2 of Double Healing and 2 of Invulnerability (halves all damage for 3D6 rounds).

Priscilla, Wife of Ardontis

WPN: DSS, 2 DDG, LSL, 20 Stones, SEX: FEM, AGE: 28, RAC: HUM, HGT: 5' 6", WGT: 125 lbs., EYE: green, HRC: brown, HRL: 19", CPX: moderate, HAN: right, WEL: 25 GP. Priscilla helps Ardontis in his work by keeping an eye on the wildlife and plantlife within the woods. She aids injured animals and helps in the propagation of rare plants. She is well-versed in the art of herbal healing.

Parsuis

WPN: DSC, LSL, 20 Stones, SEX: MAL, AGE: 32, RAC: HUM, HGT: 5' 11", WGT: 180 lbs., WEL: 70 GP. Parsuis aids Priscilla in her work. Although older than she, Parsuis was converted to Druidism after he had already begun a career as a carpenter and so is not as advanced in levels. His special interest, naturally, is trees, and he now cares for the trees within the forest with a loving touch. He is very knowledgeable about the nurture of trees, and can recognize even the rarest wood at a glance.

Xando

WPN: DBS, HSB, 20 Arrows, SEX: FEM, AGE: 49, RAC: DWF, HGT: 3' 6", WGT: 111 lbs., WEL: 80 GP. Xando is a member of the troop of Ardontis and helps him to patrol the woods. Because she grew up in these woods, she has a special fondness for them and will enforce the rules with the utmost strictness.

Zenta

WPN: DLS, DDG, HLB, 20 Arrows, SEX: MAL, AGE: 49, RAC: ELF, HGT: 5', WGT: 100 lbs., WEL: 70 GP. Zenta is the other of Ardontis' close associates. He holds Xando somewhat in disdain because she is both a Dwarf and a female, but he will cooperate with her in all ways when it comes to defending the Tans Woods.

Nellia

WPN: DBS, 2 DDG, HSB, 20 Arrows, SEX: FEM, AGE: 59, RAC: DWF, HGT: 3' 10", WGT: 131 lbs., WEL: 40 GP. Nellia is a member of Ardontis' troop and a close friend of Xando.

Etrackla

WPN: DSC, LSL, SEX: MAL, AGE: 48, RAC: HEL, HGT: 5' 6", WGT: 131 lbs., WEL: 45 GP. Etrackla is a close friend of Rans, and the two act in tandem as an ambush team in case of trouble in the Tans Woods.

Rans

WPN: DLS, DDG, HLB, 20 Arrows, SEX: MAL, AGE: 44, RAC: HEL, HGT: 5' 6", WGT: 158 lbs., WEL: 80 GP. The green and brown garb that Rans always wears blends well with the colors of the forest and helps to prevent him from being seen by an adversary. While Etrackla creates a diversion, Rans approaches an enemy from the rear to gain surprise. The two make a very effective combat team.

Villessa

WPN: IFM, HMF, SEX: MAL, AGE: 28, RAC: HUM, HGT: 5' 6", WGT: 145 lbs., WEL: 45 GP. Villessa also carries a potion of Double Healing. As a Cleric, Villessa does not often fight, but the rest of the Druids and the Fighters find his presence useful, and he can be counted on to remain with the wounded to aid them in binding wounds and finding a safe place to rest.

Aka

WPN: DLS, 2DDG, HLB, 20 Arrows, SEX: FEM, AGE: 22, RAC: HUM, HGT: 5' 5", WGT: 125 lbs., WEL: 40 GP. Aka is the wife of Bentley, a Ranger and companion to Ardontis. Aka and Priscilla are not fond of one another; neither understands the other's point of view, but they are polite enough when in the company of Ardontis or Bentley.

Bentley

WPN: DLS, DDG, HLB, 20 Arrows, SEX: MAL, AGE: 28, RAC: HUM, HGT: 6', WGT: 180 lbs., WEL: 50 GP. With Zenta, Bentley is the closest of Ardontis' henchmen. He is the only one of Ardontis' troops who aspires to follow in his footsteps, although the others are no less loyal.

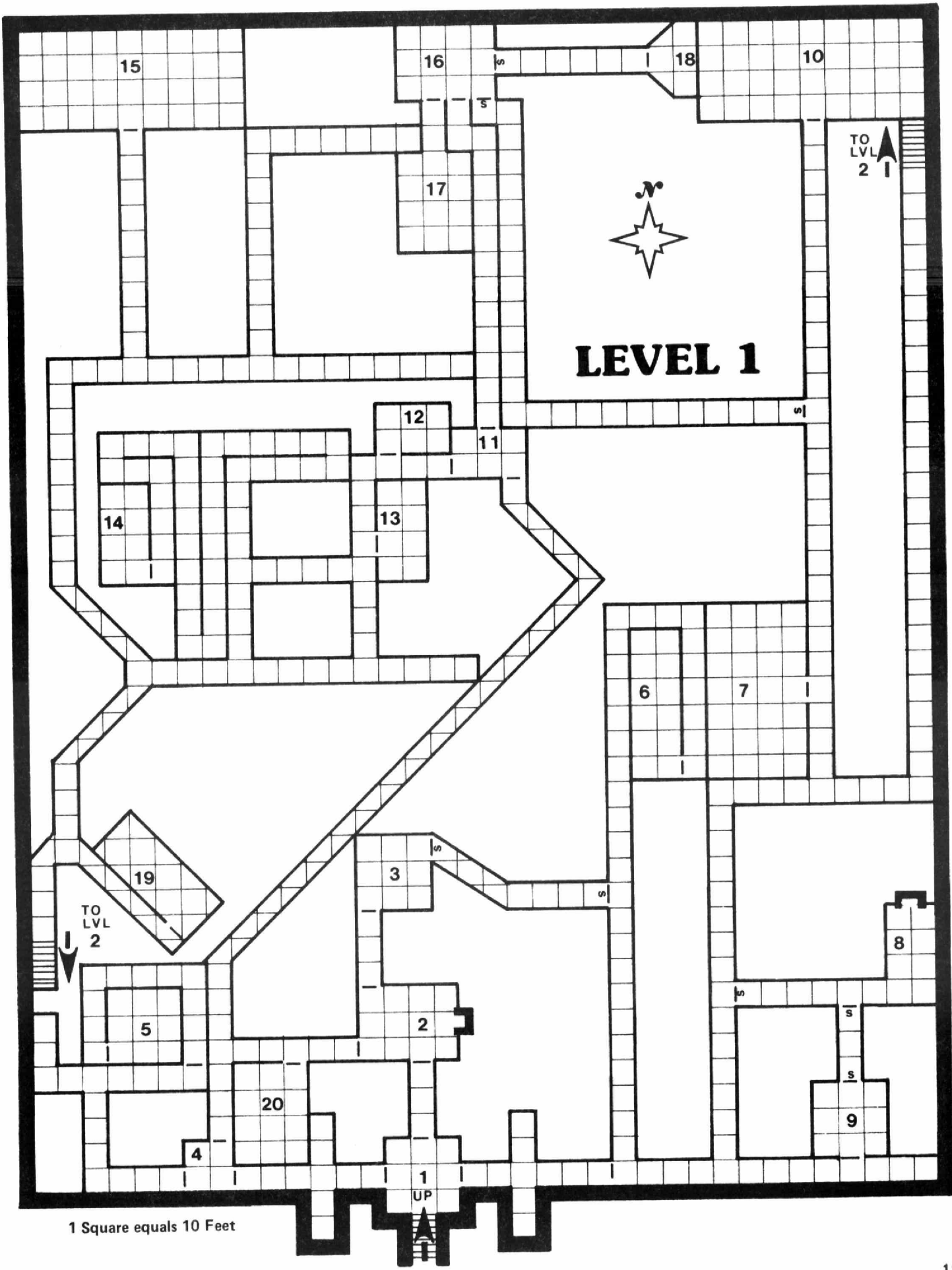
Hecate

CLS:.....	Special	LVL:	Special
ALN:	LEA	ARM:	Enchanted +4 Platemail and +4 Shield (-6)
HTK:	393		Armlets of Defense
STR:.....	259	DEX:	259
INT:.....	309	AGL:	259
POW:.....	309	SPD:.....	219
WIS:.....	259	CHA:	259
CON:.....	259	LED:	259
END:.....	239	LCK:	248
STA:.....	249	PSL:.....	259
PSY:.....	Full abilities	NOA:4
WPN:	Enchanted +6 ATK/DG, VWH	MRT:95%

SPA: Hecate can cast any MAG or ILL spell at will on a single command word up to 100 spell levels during the day and up to 200 spell levels at night. During the day, she can summon 1 Titan per day; at night, she has an 80% chance of gating in an Archdevil 3 times per night. Also at night, she can summon the following: (roll 1D6)

- | | |
|-------------------|--------------------|
| 1. 1 - 4 Vampires | 4. 6 - 24 Spirits |
| 2. 2 - 20 Giants | 5. 4 - 32 Wererats |
| 3. 1 - 4 Banshees | 6. 2 - 20 Wights |

Hecate is the Greek Goddess of the Underworld, the Moon, and the Arcane Arts. As such, she will, in addition to her magical abilities, act as a 30th level Cleric, a 14th level Druid, an 11th level Fighter, and a 15th level Assassin. In addition, she commands the armies of Hell and controls the tides. During the day, she can cast 5 spells per round, and, at night, she can cast 10 spells per round (MAG or ILL). Her 20' long whip does 4 - 24 hits of damage and never misses within 20'. Due to her position within the Greek Pantheon, her influence upon the material plane is severely limited, since Zeus frowns upon excessive interference in the lives of mortals. Her mortal enemies within the pantheon are Athena and Apollo.



1 Square equals 10 Feet

Level One

1. Entry Chamber (30' x 30' x 20')

A gold carpet extends from wall to wall. It is well worn, and there are two large tears near the stairs that enter the chamber. A chandelier hangs from the middle of the ceiling, but it contains no candles. The ceiling is domed, and the doors are highly ornate and of Gnomish manufacture. Three of them provide access to the chamber, one each in the middle of the north, east, and west walls. The dimensions of the doors are 7' high by 4' wide by 3" thick. They open outward and are hinged on the left. (This will be standard throughout the module unless otherwise noted.) Written in the common tongue above the door opposite the entrance are the words:

"HOW DARE YE ENTER MY CASTLE!
GREAT HARDSHIPS WILL FOLLOW THOSE WHO PASS BEYOND THESE DOORS!"

2. Waiting Room (40' x 30' x 8')

This room served as the waiting room for Kelandor I's office in the early days (Room I-3). A 5' long sofa and a small square wooden table (2' x 2') are set in the northeast corner of the room. In the center of the east wall is a fireplace with wood piled near it in the southeast corner. In the center of the room is a small, round, wooden table (2' in diameter) with a lit candelabra set upon it to provide light for the room. There is a 60% chance that 2 - 6 Men-at-Arms will be here from Room I-20. Men-at-Arms: LVL: 011, CLS: FTR, ALN: LEX, ARM: 035, HTK: 017, 017, 017, 026, 025, 024, AGL: 125, WPN: ISS, IDG, WEL: 2 - 5 GP each. (Note to the Judge: These Men-at-Arms, along with the others which will be found throughout the castle, will appear to be bandits. They are actually in service to Kelandor IX. A *Charm* spell will reveal this, but they will not reveal it willingly.) They will not attack but will defend themselves if attacked. Instead, they will attempt to gain as much information about the party as possible and report to Danton (see Room II-17).

3. Kelandor's Office (30' x 30' x 8')

This room was Kelandor I's office in the early days. Along the west wall is a desk with a padded chair behind it. Three additional chairs sit about the room. In the northeast corner, on the east wall, is a full-length portrait of Kelandor I. He is pictured wearing the crown and holding the seal which can be found in Room I-22. In the scabbard at his side is Kelandor's Sword (see Room IX-29). All that can be viewed of it is the hilt, which is set with a large Ruby and several lesser stones. Behind the portrait is a secret door which can be found by rolling 1 on 1D6. The door leads to the passageway beyond.

4. A Trapped Chest (20' x 20' x 10')

This room was an old ante-chamber. It is bare except for a chest in the northwest corner. The chest is guarded by a Minor Rune of Warding (Touch Sensitive - 1D6 + 2 points of damage). In the chest are 500 SP.

5. A Gift (30' x 30' x 8')

This appears to have been an old waiting chamber. The door and the furniture are long gone, but there is a leather pouch on the floor containing 2 potions of Minor Healing. It is guarded by contact poison that does 1D6 points of damage within 4 minutes.

6. Chapel (20' x 60' x 10')

The ceiling of this room is vaulted to be 15' high in the center. This room has been converted to a temple to Hecate. An altar is set at the center of the north wall with a kneeling bench before it. There is an incense burner at the center of the altar, and two candlesticks sit at each end. The candles are not lit. If a Cleric of 9th level or higher lights the candles and three times recites the words which are embroidered in white on the blue velvet covering of the altar, there is a 25% chance of summoning Hecate from the Nine Hells. The words are written in Greek and are pronounced "Aniest Pralack," meaning, "Come hither, Hecate." This can be deciphered by a knowledgeable individual or an *Understand Languages* spell.

The east and west walls are covered with blue tapestries. In the center of the walls at 30' from the altar are 2 torch holders. The torches in them are lit but not by normal means. A *Permanent Sphere of Light* has been cast upon them.

7. An Empty Room (40' x 70' x 10')

This room was the old armory. There are piles of decayed wood about, and thick curtains of cobwebs hinder sight.

8. The Guardians of Garland Goldgnome (20' x 40' x 10')

Among the few good creatures which inhabit the castle are a group of Chaotic Good Gnomes. They worship their god, Garland Goldgnome, who has been known to visit the castle upon occasion (there is a 1% chance that he will be in the castle at any given time). They serve in a housekeeping function to the castle, keeping the place clean and making all needed minor repairs on the First through Fourth Levels. They are descendants of the housekeeping Gnomes of Kelandor I, and do not know of Kelandor IX's true alignment. He has duped them as well as the surrounding villagers into believing him to be a humble lord, descended from the great Kelandor I, who has inherited the castle in this deplorable condition. They know nothing of the lower levels and the existence of his lair, and they refuse to believe the few rumors that they have heard.

This is one of their bunkrooms. It contains 9 bunks, a fireplace, 2 tables, and 9 chairs. Of course, they are all Gnome-sized. Nine Gnomes live here, and there is a 35% chance that 1D6 + 2 of them will be here at any given time. Gnomes: LVL: 011, CLS: FTR, ALN: CGL, ARM: 072, HTK: 020, 020, 020, 019, 019, 019, 017, 016, 024. AGL: 115, WPN: ISS, IDG, WEL: 5 - 15 GP each. These Gnomes are quite snobbish. It is their belief that they are the guardians of the first level. Therefore, they will escort any parties they encounter directly to the front door. Most of the rest of the Gnomes about the castle are quite friendly and can be somewhat helpful to Good parties.

9. Kennel (30' x 30' x 8')

This room houses the Gnomes' (from Room 1-8) 4 Giant Badgers. There is a 35% chance of 1D4 of them being here at any given time. They will be chained to the back wall on 10' long, heavy link chains. The floor of the chamber is covered with straw. A secret door leads to a passageway to the Gnomes' lair. There is a 40% chance of the Gnomes hearing them if they begin to growl; there is a 30% chance of them growling even if they are not attacked. Otherwise, they will merely sniff at the intruders. A check for this should be made on the first and every other melee round (3rd, 5th, etc.). Giant Badgers: ALN: NXX, HIT: 004, ARM: 075, HTK: 015, 013, 019, 014, AGL: 175, DPA 4/4/8.

10. Not Your Ordinary Skeletonman? (90' x 40' x 12')

This is one of two bunk rooms which housed Lord Kelandor I's soldiers. There are three rows of double bunks in the room; one is in the center, and there is one each along the north and south walls. Along the east wall are tables with wash basins upon them. Everything is covered with a thick layer of dust, but it is obvious that the room has been used recently by something or someone. It serves as the base of operations for 19 Spectral Soldiers. There is a 45% chance of 3D6 + 1 of them being here at any given time. Spectral Soldiers: ALN CEA, HIT: 004, ARM: 081, HTK: 020, 021, 016, 012, 018, 020, 010, 020, 016, 018, 019, 018, 018, 015, 015, 018, 019, 016, 015, AGL: 125, WPN: variable: 20% of them are enchanted.

Die Roll D%	WPN	Die Roll	Enchantment
01 - 70	DLS	01 - 50	+1 to Damage
71 - 90	DBS	51 - 75	+2 to Damage
91 - 99	DHS	76 - 90	+3 to Damage
00	DTS	91 - 99	+4 to Damage
		00	

These were soldiers who were murdered by the Orcs. They were left behind in the confusion of the raid by the Orcs and the hurried escape by the forces of Kelandor. They have come back to life to take revenge on all intelligent life. Besides their weaponry, their only treasure consists of two 100 GP gemstones carried by the first Spectral Soldier listed.

11. A Pedestal of Stone (30' x 20' x 8')

This room is vaulted so that the ceiling is 20' high at the apex. In the center of the room is a 3' tall by 6' in diameter pedestal of solid white granite weighing some 2,500 lbs. It appears to have been the base for some sort of statue. The top of the pedestal has a recess 2" deep and 3' in diameter. If it is touched, one of the following things will occur. A 1D6 should be rolled to determine which occurs, and a Saving Throw of CON or END or less must be rolled on 4D6 to negate the effects.

- | | | | |
|----|---|----|-----------------------------|
| 1. | Lose 500 Experience Points | 4. | Gain 1 - 6 HTK, permanently |
| 2. | Inflicts 2D6 points of permanent Damage | 5. | Add 1 point to CHA and LED |
| 3. | Gain 1 Level with appropriate HTK | 6. | Blindness for 2D6 turns |

In addition, a Magic Message will appear in the center of the pedestal and will be heard to speak:

"I AM THE VOICE OF ATHENA. IT IS I WHO HAVE CURSED YOU.
DEMETER WEEPS FOR HER CHILDREN.
HE WHO WOULD RESTORE HER TO HER RIGHTFUL PLACE
WILL SURELY BE BLESSED FOR ALL TIMES."

It is said that, when Kelandor I built the castle, he had a great statue of Demeter enshrined here in her honor. The statue is said to have stood some 15' tall and was fashioned from a single stone of solid white marble. After the castle was burned, looters stole the statue, and no one knows where it is now. Only rumors remain to provide clues to its whereabouts. Demeter, Greek Goddess of Agriculture, Marriage, and Fertility, bade Athena, Goddess of Wisdom, Law, and Combat, to place a curse upon the pedestal until the statue was returned. Athena did not wish such an evil upon the world but finally acquiesced. She did, however, balance the curse with a blessing. Once a person touches the pedestal and moves away, a force field will prevent that person from touching it again unless the statue is upon the pedestal. If the statue is ever found (further clues will be given in later modules), the person responsible for its return will be granted permanent longevity and immunity from disease (the first step towards becoming a demi-god). He or she will never age from that point and will never again be susceptible to any form of disease.

12. Guard Room (30' x 20' x 10')

There are 6 bunks in this room. On a table in the middle of the room is enough food and water to last six persons one week. It is contaminated, however. A *Refine Food and Drink* spell is needed for it to become palatable.

13. The Gremlins (20' x 40' x 10')

This is the lair for 14 Gremlins. There are 14 mats and various sacks containing miscellaneous items scattered about the room. There will be 2D6 + 2 Gremlins here at any one time. The rest will be searching for food and treasure. Gremlins: ALN: LEX, HIT: 001, HTK: 003, 001, 001, 002, 003, 003, 004, 002, 002, 002, 003, 001, 001, 002, ARM: 048, AGL: 185, DPA: 4 Normal, 9 Fiery. Although they are Lawful Evil aligned, they will not attack unless the odds of success are good. Instead, they will attempt to make some sort of deal with parties with malevolent intentions against them. If at all possible, they will flee if badly outnumbered to return with more of their group. They each carry 4 - 7 GP in their personal sacks.

14. The Kitchen (20' x 40' x 10')

This was the kitchen for the soldiers. There are various pots, tables, and assorted cooking utensils about the place. Most of the room is covered with cobwebs and a thick layer of dust. None of the food remains, and most of the utensils are too badly rusted to be of any use.

15. Bunk Room (90' x 40' x 12')

This was the other bunkroom for the soldiers of Kelandor I. It contains three rows of double bunks and several tables with wash basins on them. Three rotting chairs are piled behind the door, and there is a thick layer of dust on everything. There are no inhabitants of this room (except for a possible Wanderer).

16. Dining Hall (40' x 30' x 12')

This was the dining hall in the early days. There are various long tables and chairs. It was used for entertaining nobles of Kelandor I's acquaintance; the soldiers did not dine here. Its location is placed so that visitors were escorted through the Shrine to Demeter and paid homage to her on their way to the feast. In this way, Kelandor assured himself of a place in the affections of his patroness. Shields and Spears decorate most of the walls. There is a 15' x 10' tapestry with the Kelandor family crest sewn upon it, hanging on the east wall. Behind it is a secret door (discovered on a 1 on a 1D6). The passage leads to a door of strange appearance. It has no handles or hinges and is made of some strange metallic alloy. It appears to slide into the wall by means of some sort of mechanism. On the door is a panel with 2 small holes set ½" apart. This is the door to Kelandor's Chamber. (See I-18 for additional information.)

17. Kitchen (30' x 40' x 10')

This room served as the old kitchen for the lord. It is better stocked than the one for the soldiers (in Room I-14). In the room are 1D6 + 1 Boring Beetles ALN: NXX, HIT: 006, AGL: 055, HTK: 026, 039, 024, 014, 021, 036, 028, ARM: 135, DPA: 24/6/6 (bite/claw/claw). Hidden in a stone crock beneath the preparation table is a bag. Touching the bag activates the Death Emblem placed upon it. In the bag are 14 gems worth 10 GP each, a potion of Minor Healing, a potion of Heroism, and 11 pieces of jewelry. The jewelry consists of a wrought silver chain worth 50 GP, a wrought gold necklace worth 120 GP, a silver pin in the shape of a bird with Ruby eyes and worth 3,000 GP, a wrought silver and gold comb worth 90 GP, a pair of gold earrings worth 160 GP, a wrought silver anklet worth 30 GP, a wrought gold chain worth 24 GP, a wrought silver choker worth 30 GP, and Kelandor I's crown and seal fashioned from platinum and studded with various precious gems worth 76,800 GP and 8,000 GP, respectively. The jewelry belonged to Lady Kelandor. This was part of the original treasure of Kelandor I. She hid it here as they prepared to take flight to save themselves from the Orcs who were besieging the castle, expecting to return for it when the larger army which her husband planned to raise defeated the Orcs and drove them from her home. Of course, she never returned, and this portion of the treasure was never found by the minions of Kelandor IX, although they searched for it. The bag is a Sack of Infinite Capacity.*

18. Kelandor's Chamber (see diagram)

Beyond the door from Room I-16 is Kelandor's Chamber, built for Kelandor I by Petrarch. It can only be opened with a special ring that is fashioned with two prongs set ½" apart. Although the ring may be reproduced, the effect cannot be counterfeited due to the special spell cast by Petrarch upon the metal used to fashion the rings, a spell that was lost when he died. Kelandor IX and his henchmen each have such a ring. They found a supply of them in Petrarch's chamber. There are also a few of these rings scattered throughout the castle. Kelandor's Chamber is a room of very special design. Set into the center of the floor is a black marble "K" 3' in length. Beyond this are 4 orbs, red, green, yellow, and blue from left to right, set upon pedestals of rather unusual manufacture. The orbs are 10" in diameter, and the pedestals are 3' high, 8" in diameter and appear to be hollow. Their composition is of a nature that has never been seen before in this world. The surface is harder than steel but appears more like glass. If a person steps upon the K in the floor, the door will slide shut and a Magic Message will appear on the wall behind the orbs. It will say:

"THIS IS THE DOOR TO MANY LANDS. TRY, IF YOU DARE.
SCARE, AND YOU FARE NOT."

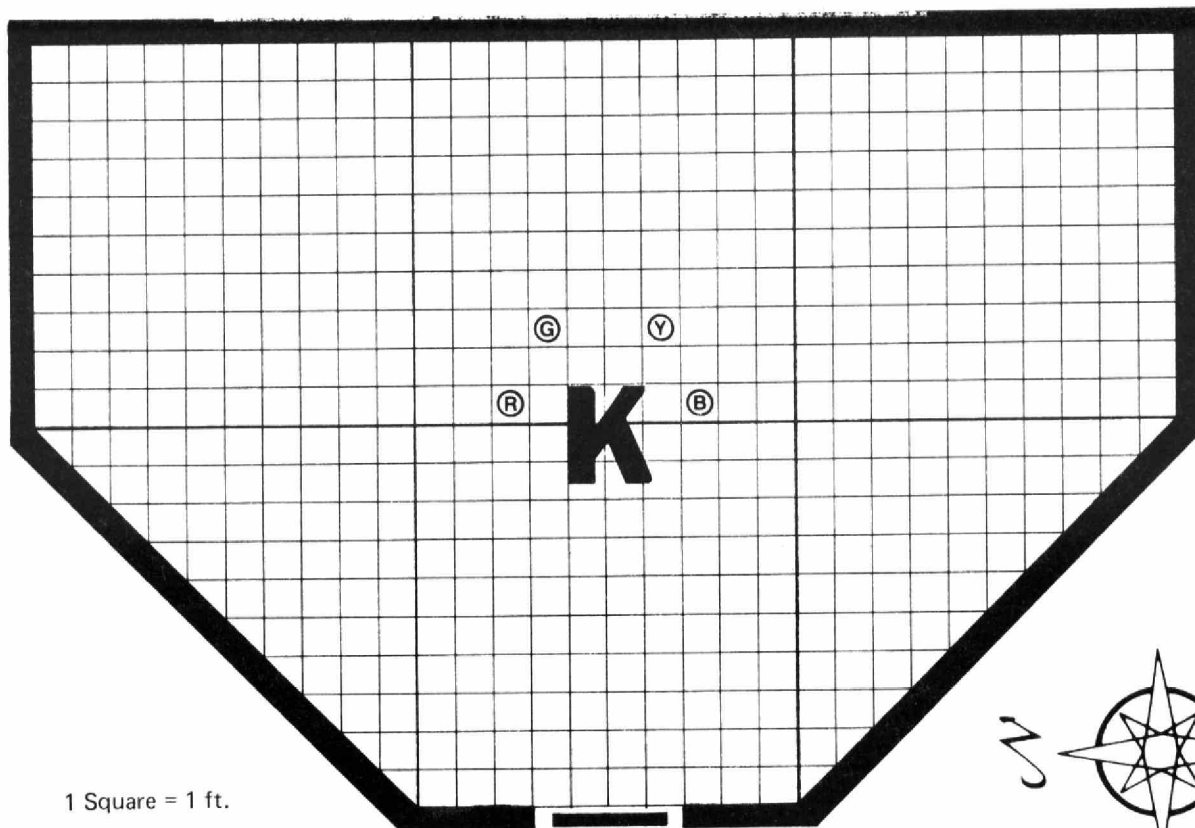
The orbs will begin to glow softly. If the person steps from the K, the orbs will dim again.

The chamber is a combined teleport, time travel, and astral travel device. It is operated by pressing three of the orbs in sequence while standing upon the K. Note that only a creature of 6' in height or taller is tall enough to touch the red and the blue in one sequence. Upon being touched, the orb will light up, and a soft humming noise will be heard. Once three of the orbs are touched either a trap designed into the machine will activate (save applicable) or the chamber will transport itself to a new location. In this case, the door will slide open and the orbs will shut down for 6 turns to regenerate themselves. There is a 20% chance that it will fail to operate at all for 1 - 6 turns due to previous use. In addition, there is a 2% chance per turn that the chamber will activate while the party is within due to someone calling for the chamber (It will be one of Kelandor's henchmen or someone else with a key-ring. Choose at random, Judge's discretion.). Below are the destinations pre-set into the machine. Remember that Petrarch did not complete this machine, so some of the combinations have no result. The ones that are trapped were included to foil intruders who might accidentally come into possession of one of the key-rings without really knowing how to work the machine.

R-Y-B	No Result	Y-G-B	Energy Drain (1 Level)
R-Y-G	Kelandor's Castle - Level I	Y-G-R	No Result
R-B-Y	No Result	Y-R-B	Kelandor's Castle - Level III
R-B-G	Caves of Teslor*	Y-R-G	Lindoran*
R-G-B	Kelandor's Castle - Level IX	Y-B-R	Ethereal Plane
R-G-B	Poisoned Gas Released	Y-B-G	Kelandor's Castle - Level V
B-Y-R	Mercia*	G-R-Y	City State of the World Emperor*
B-Y-G	Astral Plane	G-R-B	Kelandor's Castle - Level VI
B-G-Y	Land of 1,000 Doors*	G-Y-B	No Result
B-G-R	No Result	G-Y-R	Road to Inferno (one way)*
B-R-Y	Kelandor's Castle - Level IV	G-B-Y	Kelandor's Castle - Level VII
B-R-G	Tans Wood*	G-B-R	The Mountains of the Moon*

*Note that many of these combinations lead to other locations that I use in my own world. The Judge may freely substitute other traps or use this as a doorway to other areas within his own world. This should be pre-set beforehand!

KELANDOR'S CHAMBER



1 Square = 1 ft.

For each use of the chamber, there is a 1% non-cumulative chance that it will go haywire and teleport itself randomly anywhere throughout the universe at any moment in time due to the powerful forces at work.

19. Storage Room (22' x 50' x 10')

This was an old storage room. Its present contents include Spiders (normal), flies, and other common insects feeding on the remains of the goods formerly stored here. Although it contains worm-ridden wooden casks and boxes, all of the contents of those boxes are in such putrid and decrepit shape that it is impossible to tell what the boxes and casks previously held. The stench is strong; apparently the Gnomes have not felt the need to clean out this room yet.

20. Guard Room (30' x 40' x 10')

There are 12 bunks, various warchests, 2 tables, and assorted chairs in the room. This is the guard room for the guards of Kelandor IX who are stationed on this level. There will be 7 - 12 of them either here or in Room I-2 at all times. Men-at-Arms: LVL: 011, CLS: FTR, ALN: LEX, HTK: 017, 026, 017, 024, 025, 027, 018, 018, 019, 018, 026, 034, AGL: 115, WPN: ISS, IDG, WEL: 2 - 5 GP each.

Wandering Monsters for Level One (Roll 1D8)

- 1 - 8 Gnomes from Room I-8 and 0 - 4 Giant Badgers from Room I-9
- 1 - 8 Spectral Soldiers from Room I-10
- 1 - 8 Gremlins from Room I-13
- 1 - 4 Mining Beetles from Room I-17
- 1 - 8 Men-at-Arms from Room I-20
- Wanderer from Level Two
- Wanderer from Level Three
- Wanderer from outside (random) or the Dungeon Party I if not used by the players (20%).

Level Two

After the party descends the stairs, if they do not find the secret door ahead, they will proceed around the stairs to the right, where they will find 2 doors, one straight ahead and one to the left.

1. Danny's Dwarves (40' x 30' x 8')

This is the lair for 5 Dwarves. There are 5 bunks in the room, each with its own personal war chest. In the southeast corner are stacked various picks and shovels when the Dwarves are not working. In the northeast corner is a chest with provisions and water for five to last 2 - 3 weeks. In the center of the room is a Dwarven-sized table surrounded by 5 Dwarven-sized chairs. On the table is an odd-looking deck of cards. The Dwarves are led by Danton Tiomburtz. There will be 2 - 5 of them here 30% of the time. These Dwarves were hired by Kelandor IX as miners to undertake new construction and make major repairs on the castle. Although they appear to be quite friendly, they are not inclined to lend any information about the castle. They know that the so-called "bandits" are really the troops of Kelandor IX, but they do not know his plans and have been sworn to secrecy regarding the identities of the bandits. They do not care about the odd behavior of Humans, anyway, and are content as long as Kelandor pays them well.

Danton Tiomburtz: WPN: DLS, IDH, SEX: MAL, AGE: 82, RAC: DWF, HGT: 4' 2", WGT: 190 lbs., EYE: brown, HRC: brown, HRL: 3", FHR: 9" long greyish beard, WEL: 38 GP. His companions are:

Craion the Goblinslayer: WPN: IBS, IDG, RAC: DWF, WEL: 13 GP.

Datius Longlegs: WPN: IBA, IDG, RAC: DWF, WEL: 5 GP.

Fenic Bluebeard: WPN: ISS, IDG, RAC: DWF, WEL: 7 GP.

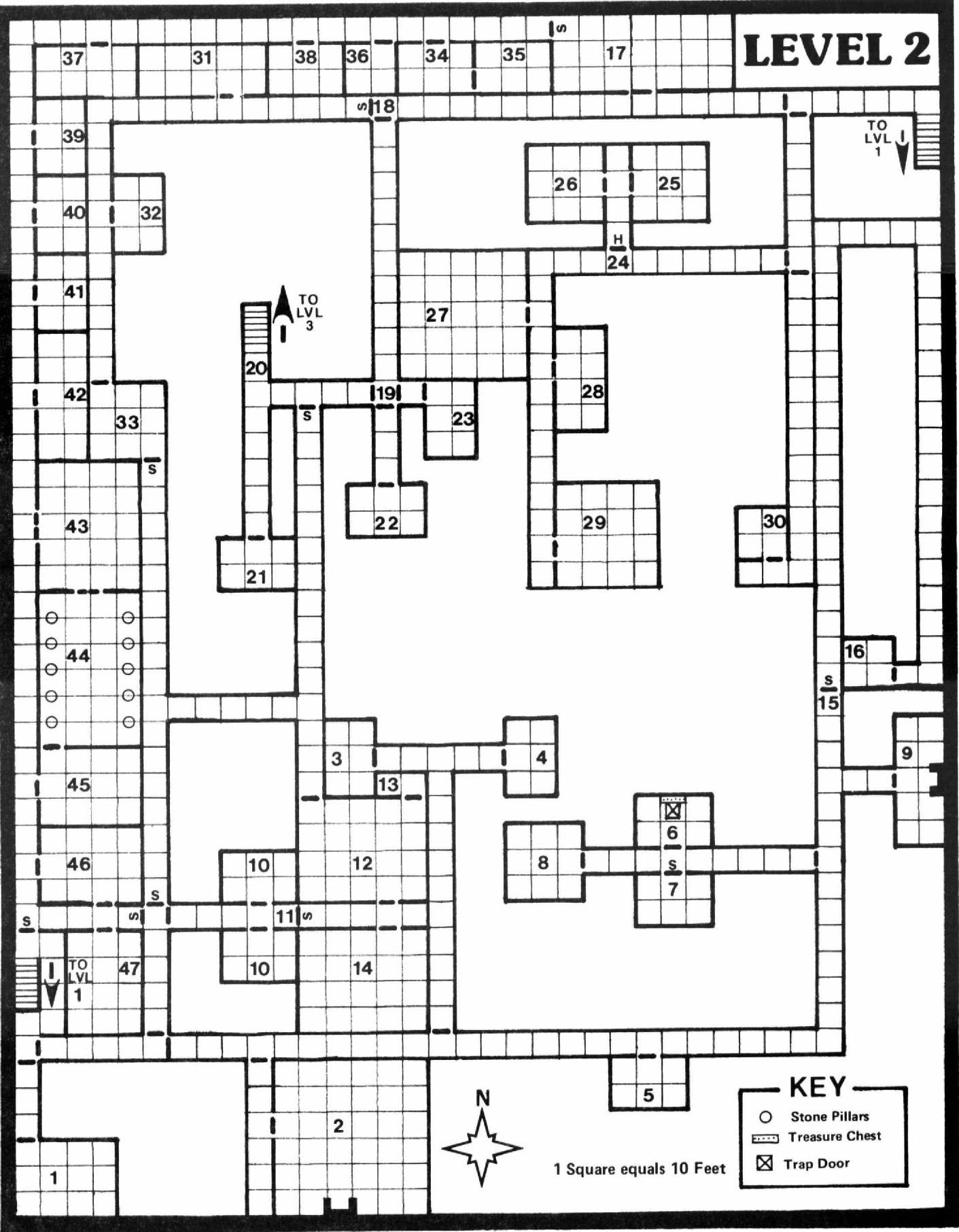
Xarsin Tiomburtz: WPN: ILS, IDG, RAC: DWF, WEL: 13 GP. He is the younger brother of Danton Tiomburtz.

These Dwarves have just arrived at the castle and set up their room. They have little information about the castle to give, even if one were to attempt to torture it out of them.

2. But Are They Really Bandits? (60' x 60' x 8')

This is one of the guard rooms on Level II. There are 18 bunks in the room as well as various tables and chairs. A fireplace is in the south wall, and a shelf above it contains an assortment of cooking pots and utensils. There are chests of food and barrels of water stacked on either side of the fireplace along the south wall. There is enough food and water to last 15 people 2 to 3 months. Parcivius and 13 Men-at-Arms are stationed here.

LEVEL 2



1 Square equals 10 Feet

KEY

- Stone Pillars
- Treasure Chest
- ⊗ Trap Door

There are 3 double bunks, a single bunk, 7 war chests, and various other personal items in the room. In the northeast corner is a desk with a padded chair behind it. In its drawers are various journals and records dealing with procedural matters. Dransor is the commander of Kelandor IX's guards on the First and Second levels. Therefore, if Dransor is here, there is a 20% chance that Parcivius (see Room II-2) will also be here, receiving instructions. Dransor and his guards will be here 35% of the time, out patrolling 40% of the time, and on Level Four 25% of the time. Dransor and his men bear Kelandor I's arms (a black Falcon on a gold field), so, if they are encountered by a group of adventurers, he will challenge the parties to identify their purpose for being in the castle and only admit to being part of an advanced guard of Kelandor IX. Their stated purpose will be to reconnoiter the castle for further exploration at a later date. After an encounter with the party, Dransor will report to Lyncron Beartree (see Room IX-17) for instructions.

8. The Helm of Petrarch the Thinker (30' x 30' x 12')

Through the door at the end of the passageway is a room 30' x 30'. A pedestal sits in the middle of the room. Upon it is a Helm of Understanding Languages and Reading Magic. While the Helm appears as normal, it will radiate magic if a *Detect Magik* is cast upon it. It will allow the wearer to understand 95% of all strange tongues and writings and 90% of all magical writings. The Helm and the pedestal are protected by a *Chromatic Sphere* cast at 23rd level of ability. Petrarch cast the *Sphere* around it before the castle was abandoned to the Orcs. As his last act to protect the Helm, he cast a *Make Permanent* spell upon it.

9. A Resting Place (20' x 50' x 10')

As the party passes down the corridor, they will come to a side passage to the right. Twenty feet from the intersection, they will come to a door which opens easily (open at +2). In this room are 6 bunks, a table, and several chairs. There is a fireplace in the east wall with a good supply of wood stacked next to it. The room is intended to provide a resting place for the patrols guarding the castle. It is empty, now, and will provide a resting place for weary parties. However, wandering monsters will be rolled 6 times during the night on a 1D8. The wanderer will be one of Kelandor IX's patrols: 2 - 8 Men-at-Arms: LVL: 021, CLS: FTR, ALN: LGX, ARM: 078, AGL: 115, HTK: 021, 025, 024, 026, 025, 029, 019, 018, WPN: IMS, IHA, WEL: 2 - 9 GP each. There will also be a leader: LVL: 021 - 051, CLS: FTR, ALN: LEX, ARM: 078, HTK: 032, WPN: IBS, IDG. There is a 5% chance per level that either a weapon or armor will be magical.

10. More Gnomes (30' x 20' x 10')

This is the lair for the Gnomes in this part of the castle. There are 6 Gnomish-sized double bunks, 2 tables, 6 chairs, and provisions for 12 Gnomes for 2 months in this room. There will be 2 - 12 Gnomes here and/or across the hall (an identical room) at any one time. The Gnomes: LVL: 011, CLS: FTR, ALN: CGX, HTK: 020, 020, 019, 019, 018, 018, 018, 017, 016, 014, 014, 015, ARM: 072, AGL: 115, WPN: ISS, IDG, WEL: 2 - 5 GP. If they are treated in a friendly manner, there is a 75% chance that they will tell the party about the secret passage behind the fountain (see II-15). There is an additional 25% chance that they will reveal how to operate it.

11. A Secret Door

At the end of the passageway beyond the Gnomes is a secret door. If the party checks carefully, it can be found at +1. Beyond the secret door is a passageway 50' in length.

12. Rubble, Ruin, and Working Dwarves (50' x 40' x 12')

The ceiling of this room has collapsed over the years, and the Dwarves (from Rooms II - 1 and II - 33 are attempting to shore it up. Thus far, they have been able to repair the ceiling, but much of the room is still filled with rubble, and the door to the closet (II-13) is still blocked. The door itself is **not** visible. It will take 4 men digging for a week to clear the door. There is a 50% chance that the Dwarves will be here at any given time (check for each team).

13. Hidden Treasure (20' x 10' x 6½')

If the party manages to clear the rubble from the door, they will find a closet. In the closet is a chest containing 500 PP, 10 gems worth 100 GP each, and a Crystal of Seeing*. This Crystal will be highly valuable in locating the many secret doors throughout the castle. This is part of the lost treasure of Kelandor I. On the lock of the chest is his seal.

14. Building Storage Room (50' x 40' x 12')

This room is being used by the Dwarves to store their building supplies. There are various wheelbarrels, shovels, picks, and other tools stored here, along with wood, bricks, and mortar. The door to the room will be locked 95% of the time. If it is unlocked, some of the Dwarves will be in here. The only keys are in the hands of the Dwarven leaders.

15. A Passage Guarded By a Beauty

At the end of the passageway is a fountain. In it is a statue of a nude Nymph: LVL: 074, CLS: DRD, ALN: CNA, ARM: 044, HTK: 042, NOA: 1, DPA: by weapon type, WPN: DDG, AGL: 155, SPA: Spell use if she comes to life. If the party stops to check, they will find that the fountain is filled with silver coins, and in her left hand is a magical Trident which will allow the wielder control over small aquatic creatures. If the party throws a Silver Piece into the fountain, the wall behind the fountain will swing out, revealing a passageway behind. There will be 20D12 SP in the water at any given time. If any of the SP are removed, the wall will not move until a like number of the SP removed are replaced plus an additional one SP. If the party attempts to remove the Trident, the statue will come to life and attempt to destroy the defilers. Viewers must roll their WIS and AGL or less on 3D8 or die (roll separately for each). Chipping at the statue will do no damage to it, but a *Rock to Mud* spell will kill her. A *Rock to Flesh* spell will also bring her to life, but she will not necessarily attack the party. The secret door is easily operated on the other side by pulling downward on a lever in the door.

16. WC (20' x 20' x 10')

This room is used by the various Dwarves, Gnomes, and Guards on this level. There are 6 wooden boxes with holes cut in the top spaced around the room. In each of the corners of the room is an incense burner. All the incense burners will be lit at all times, and the atmosphere is curiously heady. There is a 15% chance that the room will be occupied at any given time (determine occupant or occupants at random).

17. More Rats (70' x 30' x 10')

This was an old bunk room for this level. It is not occupied now except by 4 - 14 Giant Rats: HIT: 001, HTK: 004, 003, 006, 005, 005, 006, 005, 005, 003, 001, 003, 005, 004, 002, NOA: 3, DPA: 1/1/4 (claw/claw/bite), ARM: 048, AGL: 185. There is a closed chest in the center of the room, but it is empty. Also in the room is a secret door which leads to the Gnome lair.

18. Another Secret Door

At the end of the hall is a secret door. To the left is a normal door.

19. Which Door?

At this intersection are three doors leading left, right, and straight ahead.

20. The Stairway to Heaven?

The door to the west leads to a T-intersection. To the north of the intersection is the stairway down to Level III.

21. Wanderer? (30' x 20' x 10')

There is a 35% chance that this room will be occupied by one of the various wandering monsters (see Tables). It is otherwise empty except for cobwebs and dust.

22. Empty Room? (30' x 20' x 10')

There is a 35% chance that this room will be occupied by one of the various wandering monsters (see Tables). It is otherwise empty except for cobwebs and dust.

23. Another Empty Room? (30' x 20' x 10')

Unless this room is occupied by one of the various wandering monsters (35% chance - see Tables), this room contains only cobwebs and dust, but there is plenty of that!

24. Oh, Herman! This Would Go Great in the Living Room!

On the wall in the passageway is a full-length tapestry worth 75 GP. It conceals a door to the passageway behind.

25. Hecate's Howlers (30' x 30' x 8')

Inside this all but barren room are 2 Hell Hounds sent here by Hecate herself. They guard a chest containing 3,000 EP, 3 gems (500 GP, 100 GP, and 500 GP value), a wrought gold medallion set with gems worth 4,120 GP, and a wrought silver and gold goblet worth 1,442 GP. Devil Dogs: ALN: LEX, HIT: 015 - body: 006, heads: 3 each, HTK: 1st: 022 (body), 019, 014, 016 (heads); 2nd: 027 (body), 014, 014, 022 (heads), ARM: 135, AGL: 175, NOA: 003, DPA: 10 (bite), SPA: each head can breathe fire for 24 hits of damage; regeneration: 2 points per melee round for each head, 3 points per melee round for the body; immune to fire, SPD: 240'.

26. An Old Guest Chamber (30' x 30' x 8')

On the wall opposite the door is a portrait (3' wide by 4' high) of a man in Chainmail attacking an Orc with a Battleaxe. There is an old, rusty bedframe below it and the tattered remnants of a chest just south of it. The room is filled with cobwebs (the Spiders are of the normal variety), and a layer of dust ½" deep has covered everything. It appears to have been undisturbed for centuries.

27. Kelendor's Justice (50' x 50' x 12')

In this room are the badly decomposed bodies of 12 dead Orcs. Players must roll CON or less on 3D6 or be affected by revulsion: lose stomach contents and half of STR, DEX, and AGL for 1D6 rounds. There are 12 Polearms here, 9 of which are broken, as well as various broken wooden Shields. A thorough search of the bodies will reveal that one of them has a ring on the index finger of his left hand. It is made of wrought iron and has 2 prongs set ½" apart. It is used to activate the door to Kelendor's Chamber, although the Orc was unaware of this. Among them, the Orcs also possessed 10 EP, 16 SP, and 49 CP. They appear to have been slain by edged weapons not less than 3 months previous.

28. They Don't Want to Hold Your Hand (20' x 40' x 10')

Among the trash and refuse in this room are 2 Fire Beetles (HIT: 001, HTK: 005, 008, ARM: 084, AGL: 142, NOA: 1, DPA: 8 (bite), feeding on the garbage. They will not attack unless disturbed.

29. A Chest (40' x 40' x 6')

The ceiling of this room is vaulted to 12' high in the center. In the center of the room is a chest containing 900 CP. It is guarded by poisoned needles in the lock which will require a roll of CON or less on 3D6 to avoid taking 4D10 hits of damage. Lying on top of the chest is the skeleton of a Halfling in Leather armor. His Short Sword lies next to him on the ground.

30. WC (20' x 20' x 10')

This room is used by the various Dwarves and Gnomes on this level. There are 3 wooden boxes with holes cut in the top spaced evenly along the west wall of the room. In each of the corners of the room is an incense burner. All the incense burners will be lit at all times, and the atmosphere is heavy with perfume. There is a 25% chance that the room will be occupied at any given time (determine occupant or occupants at random).

31. Some Mold (50' x 20' x 10')

Covering this room are patches of common mold in hues of yellow, green, and brown.

32. Work Room (20' x 30' x 12')

This is the Dwarven work room. Inside the room are benches, tables, saws, hammers, and various other carpentry implements and supplies. Two to four of the Dwarves from II-33 will be here working 20% of the time.

33. More of Danny's Dwarves (30' x 30' x 8')

The contents of this room are similar to those in Room I-1. There are 5 bunks in the room, each with its own personal war-chest. Various tools are stacked in the corner when the Dwarves are not working. In the southwest corner is a chest with provisions and water for six Dwarves to last 2 - 3 weeks. In the center of the room is a Dwarven-sized table surrounded by 6 Dwarven-sized chairs. Six Dwarves make this their lair. Five of them are LVL: 011, CLS: FTR, ALN: LNX, ARM: 078, HTK: 028, 028, 027, 026, 024, WPN: IBS, IDG, WEL: 12 - 15 GP each. Their leader is Tivan: WPN: DBS, DDG, WEL: 20 GP. He carries 4 potions, one of Fire Giant Control, one of Plant Control, one of Invulnerability, and one that appears to be a Potion of Healing but is actually only colored water. 1D6 of the Dwarves will be here 35% of the time.

Rooms II-34 through II-47 make up the Gnomes' lair. It is here that the leaders and their Priests live. Some 60 - 200 Gnomes will be in the castle at any one time. They will be found throughout the 1st through 4th levels.

34. Kitchen (30' x 20' x 10')

This is the kitchen for the Gnomes' lair. There are 4 ovens along the south wall. In the center of the room and along the west wall are various preparation tables. Knives, ladles, spoons, and other cooking utensils hang from racks above them. There are cupboards along the north and east walls for pots, pans, and serving dishes. There will be 2D6 Gnomish cooks, LVL: 011, CLS: FTR, ALN: CGX, HTK: 018, 017, 016, 016, 016, 015, 015, 014, 014, 014, 013, 012, ARM: 072, AGL: 115, WPN: Knives (treat as ISS and IDG), WEL: 2 - 5 GP each, will be here during the early morning and early evening.

35. Kitchen Storage (30' x 20' x 10')

Stored in crates, boxes, and barrels is enough food provisions and water for 200 Gnomes for 3 to 6 months. At night, the door will be locked; the cooks have the keys. The door is iron-reinforced and has 2 locks (-15% chance of picking).

36. Cook's Bunk Room (20' x 20' x 10')

There are 6 double bunks in this room. Twelve chests containing personal belongings, little of it of any great value, are set at the ends of the bunks. During the day, there is a 45% chance of 1D10 cooks (from Room II-35) being in here. At night, 12 cooks will be sleeping here.

37. Recreation Hall (40' x 20' x 12')

Various tables and chairs set about the room contain decks of cards, poker chips, dice, and other gambling equipment. Primitive slot machines can also be found along one wall. Shields and Spears decorate the walls along with cheap paintings (none of which is worth more than 20 GP). There is an 80% chance of 2 - 40 Gnomes being in here: VLS: 011 (90% chance), 021 - 051 (10% chance) - roll per individual, CLS: FTR (80% chance), CLR (20% chance), ALN: CGA, ARM: 072, AGL: 995, HTK: roll as necessary, WPN: appropriate for class and level, WEL: appropriate for class and level.

38. Storage Room (30' x 20' x 10')

This room is a storage room and armory for the Gnome lair. Equipment, armor, and weaponry are stored here for 200 Gnomes. The door is made of wrought iron and locked at all times. The Gnome leader and his lieutenants have the keys.

39. Guard Room No. 1 (20' x 30' x 10')

There are 4 bunks in this room along with 4 chests of drawers, a table, and 4 chairs. The room appears to be better furnished than most, and the floor is carpeted. The Temple Guards live here. Temple Guards: WPN: DBS, DDG, WEL: 4 - 12 GP each. These will be referred to as Guard Section No. 1. While not on duty, they will be either here, in the recreation hall, in the dining hall, or somewhere in between.

40. Guard Room No. 2 (20' x 30' x 10')

Guard Section No. 2 lives in this room. It contains 4 bunks, 4 chests of drawers, a table, and 4 chairs, and the floor is carpeted. While not on duty, Guard Section No. 2 will be either here, in the recreation hall, in the dining hall, or somewhere in between. Each guard carries 4 - 12 GP.

41. Guard Room No. 3 (20' x 30' x 10')

Guard Section No. 3 lives in this room. It contains 4 bunks, 4 chests of drawers, a table, and 4 chairs, and the floor is carpeted. While not on duty, Guard Section No. 3 will be either here, in the recreation hall, in the dining hall, or somewhere in between. Each guard carries 4 - 12 GP.

42. Dining Hall (20' x 50' x 10')

This is the dining hall for the Gnomish guards and Priests. A 40' x 12' wide table is set in the middle of the room, surrounded by chairs. Cupboards along the walls store linens, dishes, glassware, and eating utensils. During mealtimes, the Priests and off-duty guards will be here, along with 4 - 8 of the cooks (acting as stewards) from Room II-35. In addition, there will be 5 - 20 1st level Gnome Fighters eating here.

43. Hall of the Ancients (40' x 50' x 12')

This is the entrance hall to the Temple to the Gnomish God, Garland Goldgnome. Two 5' wide by 10' high by 3" thick doors give access to the chamber from the west, and identically-sized doors give access from the south. The doors to the west are made of solid oak and have been ornately carved by the finest Gnomish craftsmen in the area. The doors to the south are fashioned of solid bronze inlaid with gold leaf. Frescos are painted on the walls and ceiling and depict the triumphs of Garland Goldgnome long before Humans walked the face of the material plane. They tell the story of a great Gnomish civilization of some 50,000 years ago and of a great city of gold in the Gnomish heaven, Garland's home. One of the 3 guard sections will be here at all times (see Rooms 11-40 through 11-42). They stand guard in 4-hour shifts.

12 midnight - 4 AM	Guard Section No. 1
4 AM - 8 AM	Guard Section No. 2
8 AM - 12 noon	Guard Section No. 3
12 noon - 4 PM	Guard Section No. 1
4 PM - 8 PM	Guard Section No. 2
8 PM - 12 midnight	Guard Section No. 3

They will challenge all who enter and prevent entry to all who might desecrate the Temple (non-Gnomes). A large gong sits near the south doors which, if sounded, will summon the other 2 sections in 2D10 melee rounds (roll per section). This will also summon the Gnomish Priests from the south in 4 - 20 melee rounds and 20 - 60 Gnomish warriors in as much time from the north and other parts of the castle.

44. Garland's Temple (40' x 60' x 12')

The Gnomes have erected here a great Temple to their god, Garland Goldgnome (Greater God: ALN: LVL: 205, CLS: FTR, ALN: CGL, HTK: 240, ARM: 185, AGL: 208, STR: 239, INT: 249, PSY: 249, WIS: 259, CON: 259, END: 228, DEX: 248, CHA: 259, LED: 259, LCK: 249, WPN: +15 to damage VTS. Large stone pillars, overlaid with beaten gold, are set every 10 feet in two rows at either side of the Temple. Frescos and mosaics depict the glory of Garland Goldgnome. Near the south end of the chamber is a 6' diameter crater forged of bronze into which offerings of gold are thrown. There is a 20% chance that some of the offerings will have already been collected. The offering will consist of 4D10 x 100 GP. Ceremonies are held monthly. Check for a ceremony in progress on 1D6 and 1D10. A 5 or 6 and a 10 indicates that a ceremony will be held that day, in which case the offering will not have been collected. All the Gnomes will be present during the ceremony; this includes 60 - 200 Gnomish warriors, the High Priest, and 2D6 Priests of 1D6 level. 30% of the time, 1D4 Clerics will be in attendance (roll 1D6 for level), and the High Priest will be there 20% of the time. A door in the southwest corner leads to the High Priest's quarters.

45. High Priest's Quarters (40' x 30' x 8')

These lavish apartments belong to the Gnomish High Priest, Gestarva Tacman, leader of all the Gnomes in the castle. In the center of the south wall is a Gnomish-sized 4-poster bed with sheets of white embroidered in gold thread. On a night stand just to the west of the bed is a book on Gnomish theology. In the southwest corner is an overstuffed armchair sitting next to a lamp table holding an oil lamp. In the center of the room is a large throw rug fashioned from Orc hides. Across from the bed, along the north wall, is a dressing table and chair. A desk sits 5' to the east of the dressing table. In the northeast corner is a rack for his enchanted Chainmail (+2 ARM above ordinary) and enchanted Shield (+1 ARM). Along the east wall is his personal altar to Garland Goldgnome, at which Gestarva meditates and prays. Location of High Priest Tacman (roll 1D10):

- | | |
|-------|--|
| 1 - 2 | In his lair |
| 3 | In the Temple |
| 4 | Instructing the Lower Priests (Room II-46) |
| 5 | In the dining hall (Room II-42) |
| 6 | In the recreation hall (Room II-38) |
| 7 - 8 | Elsewhere about the castle |
| 9 | In Luddville |
| 10 | Elsewhere outside the castle |

Gestarva Tacman: WPN: enchanted +2 to damage VFM, WEL: 320 GP.

46. Lower Priests' Quarters (30' x 40' x 8')

This room is subdivided into 12 sections by curtains hung from rods suspended 1' from the ceiling. Each sub-room has a cot, a table, a lamp, and simple holy symbols upon the wall. A chest at the front of each bed contains the inhabitant's personal belongings. These are the living quarters for the Lower Priests of Garland Goldgnome. There will be 2 - 12 Priests in the castle at any given time. (Eight Priests are given in the character section for the Judge's convenience.) Those in the castle will be found here 25% of the time, either sleeping or receiving instruction from Gestarva Tacman (roll his location first). No caches will be found here or anywhere else throughout the Gnome lair. These Gnomes are very poor and are working for pay in service to Kelandor IX.

47. Library (30' x 40' x 10')

This room has been converted into a library for the Gnomish Priests. There are various tables and chairs about the room. Wall sconces provide only poor light for reading. Along the walls are bookshelves which hold various books on the history of the area and Gnomish theology. The stock is sparse, but it serves the purpose. There is a 20% chance that 1 - 4 Priests (from Room II-46) will be here at any given time. Gnomish Priests: Priest No. 1: WPN: enchanted +2 to damage VMF, WEL: 45 GP; Priest No. 2: WPN: HQS, WEL: 12 GP; Priest No. 3: WPN: enchanted +1 to damage VFM; Priest No. 4: WPN: enchanted +1 to damage VMF, WEL: 20 GP; Priest No. 5: WPN: enchanted +2 to damage VFM, WEL: 32 GP; Priest No. 6: WPN: enchanted +1 to damage VQS, WEL: 17 GP; Priest No. 7: WPN: IFM, WEL: 19 GP; Priest No. 8: WPN: HQS, WEL: 22 GP.

Wanderers Within the Gnome Lair

(Roll on 1D4 for Frequency of Appearance)

1. 2 - 12 Gnomes, see Room II-38
2. Off duty Guard Section; select an appropriate Section from Rooms II-39 through II-41
3. 1 - 4 Cooks, see Room II-34
4. 1 - 4 Priests, see Room II-47
5. Gestarva Tacman, see Room II-46
6. 85% chance of nothing; 15% chance of Wanderer from outside the lair

Wanderers Outside the Gnome Lair
(Roll 1D12)

1. Danny's Dwarves (from Room II-1), 2 - 5 individuals, see Room II-1.
2. Parcivius and 2 - 13 Men-at-Arms: LVL: 011, CLS: FTR, ARM: 035, AGL: 115, HTK: 020, 020, 029, 029, 019, 028, 018, 017, 017, 016, 015, 015, 024, WPN: ISS, WEL: 2 - 9 GP each, see Room II-2.
3. 1 - 8 Orcs: HIT: 2, HTK: 015, 012, 012, 010, 018, 018, 008, 007, see Room II-3.
4. 2 - 16 Giant Rats: HIT: 001, ARM: 048, AGL: 185, HTK: roll as necessary, see Room II-4.
5. Dransor and 2 - 6 Men-at-Arms, LVL: 011, CLS: FTR, ARM: 078, AGL: 115, HTK: 010, 020, 019, 029, 019, 018, WPN: IMA, see Room II-7.
6. 3 - 9 Gnomes: LVL: 011, CLS: FTR, ALN: CGN, ARM: 078, AGL: 115, HTK: roll as necessary, WPN: ISS.
7. Danny's Dwarves (from Room II-33), 2 - 6 individuals, see Room II-33).
8. 1 - 2 Flame Beetles: HIT: 001, ARM: 084, AGL: 143, HTK: 005, 006, see Room II-28.
9. Roll from inside the Gnome Lair.
10. Wanderer from Level I.
11. Wanderer from Level II.
12. Wanderer. Roll at random from outside the castle.

Level Three

1. Pit Trap (10' x 10' x 8')

In the center of the room is a pit trap (8' x 8' x 10' deep) set with spikes. Individuals must roll their AGL - 5 on 3D6 or less or fall into the pit if they cross into the room. There is a 75% survival rate, but anyone falling in will take 5D6 hits of damage in any case. If the trap is found, the party can walk around the 2' section next to the wall. Those attempting it must roll AGL + 4 on 3D6 or fall in anyway. The door to the west will be locked at all times.

2. Golem Guards (20' x 20' x 10')

Across the door has been cast a *Permanent Web* spell with a *Permanent Invisibility* cast upon that. Anyone entering the room will be caught up in the *Web* unless he or she can roll AGL - 4 on 3D8. If caught in the *Web*, a roll of STR - 5 on 3D6 must be made to break free. For every two failures to break free, subtract an additional point for STR for further entanglement.

A. (10' x 10' x 10')

Anyone touching the *Web* will release 2 Flesh Golems: HIT: 008, ARM: 048, AGL: 102, HTK: 048, 050, NOA: 2, DPA: 12/12 (fists), SPA: enchanted weapons are needed to hit, others pass through, inflicting no damage upon the Golems. They will break through the *Web* in 1D4 melee rounds.

Tristan of Tanymar's Lair

Rooms III-3 through II-7 are the apartments of Tristan of Tanymar and her henchmen. The Golems in Room III-2 guard the entrance to her lair.

3. Tristan's Henchmen (40' x 50' x 12')

There are 4 beds in this room, 2 on the west wall and 2 on the east wall. At the foot of each bed is a war chest containing male clothing and other personal belongings. Lighting is provided by wall sconces between the beds on each side. Along the south wall are 2 wardrobes containing hanging clothes. In the center of the room is a large, round table 6' in diameter; 5 chairs sit around it. The table and chairs are carved from fine maple (total value of 390 GP). On the table is a jug of ale with 4 glasses and charts of Levels I, II, and III. (These charts do not include areas accessed by secret passageways only.) There is a 40% chance that 1D4 of Tristan's henchmen will be here at any given time:

Bentric the Cruel: WPN: DBA, DDG, WEL: 20 GP worth of various coins.

Catlan the Stout: WPN: DTS, DDG, WEL: 28 GP worth of various coins.

Lassar the Blade: WPN: enchanted +2 to damage VLS, DDG, WEL: 22 GP worth of various coins.

Orphius the Blood: WPN: DHS, enchanted +1 to damage VDG, WEL: 27 GP worth of various coins.

In the northeast and northwest corners are secret doors leading to a secret passageway installed by Kelandor I. This was his conference room in the early days.

4. WC (20' x 20' x 10')

From the center of the west wall to 3' from the center of the east wall is a wooden partition dividing this room in half. It is 8' tall, and behind it to the north is a box, 2' x 2' x 2' with a hole in the center. There is a wall sconce in the center of the south wall, 6' up. In it is a ½-pint of fine oil. A lit incense burner sits in the southeast corner.

5. Tristan's Boudoir (30' x 30' x 8')

At the center of the east wall is a double bed, 6' wide. On the bed are white linen sheets and 2 feather pillows. To the left of the bed is a chest of drawers 3' high by 3' wide by 2½' deep and containing 3 drawers. In the drawers are women's clothing; the items are predominantly black and blue. Placed at the center of the north wall is a dressing table (3' x 2' x 2½'). On the table is an ivory comb, 4 bottles of perfume (various scents), and a jar of bear fat. Above the table is a highly-polished steel mirror 3' high by 2' wide. A chair sitting before the dressing table has a midnight blue blouse draped over the back rest. Along the south wall is a 9' long sofa made of oak and covered in crushed blue velvet. On the west wall, north of the door, is a wardrobe filled with blouses, pants, and a single gown (a white wedding gown). The rest of the clothes are mostly black and blue. In the southwest corner is a fireplace with wood piled just south of the door. Above the mantelpiece is a portrait of a rather distinguished-looking gentleman in his late 50s. This is the apartment of Tristan of Tanymar: WPN: enchanted +3 to damage VLS, DDG, SEX: FEM, AGE: 27, RAC: HUM, HGT: 4' 6", WGT: 75 lbs., VS: 33 - 21 - 34, EYE: blue, HRC: blonde, HRL: 18", CPX: bronze, HAN: right, WEL: 18 GP. In addition, she has a Net of Trapping* and wears a Belt of Herculean Strength* (STR: 219). At the foot of the bed is a secret trap door which opens to a hole 5' deep by 2½' long by 2' wide. In it are 75 GP, 100 EP, 300 SP, and 2 gems, a 100 GP Amber and a 500 GP Topaz. The door is covered by a deep blue throw rug 5' long by 4' wide.

Location of Tristan of Tanymar (roll 1D20):

1 - 7	In her lair (Room III-5)
8 - 9	Conversing with her henchmen in Room III-3
10 - 11	In the Dining Hall (Room III-6)
12	In the Temple (Room III-26)
13	In conference with Kelandor IX (Room IX-3)
14	In the WC (Room III-4)
15	In conference with Rintuin (Room III-25)
16	In the Gnome Lair (Room II-42)
17	In the Dwarven Lair (Room II-1)
18 - 19	Elsewhere about the castle
20	Outside the castle

Tristan is in charge of the Gnomes and Dwarves working on repairing the castle. She supervises construction and repairs for Kelandor IX. Two of her henchmen will be with her whenever she is outside her own level. The other two will be guarding her bedroom (Room III-5). While she sleeps, one of the henchmen will be on guard outside her door at all times. She also supervises Rintuin and his guards. X marks the spot of a Man-at-Arms, one of which is on guard at all times, 24 hours a day. Each guard stands two 4-hour shifts each day, and the changing of the guard is at 12, 4, 8, 12, 4, and 8 o'clock. There are 60 guards: LVL: 011, CLS: FTR, ALN: CEX, ARM: 035, HTK: roll as necessary, WPN: IPT, ISS, IDG. There is a 3% chance per individual of illness (meaning some guards pull double-duty). If the party reaches this area, it should be clear to them for the first time that the castle is manned. If the party has figured out that Kelandor IX is the commander of the guards, the guards will attempt to kill or capture the party. If they fail, they will warn Kelandor IX that the party has escaped them. This will mean almost certain death for weak parties. Double the chance of an encounter with him. In any event, the guards will challenge the party and not allow entrance to this area. If the party heads east from room III-1, they should have no encounters with the guards except for the one stationed at X and random encounters.

6. Dining Hall (30' x 30' x 8')

In the center of this room is a dining table 12' long and 4' wide. Around it are set 10 chairs, one on each end and 4 on each side. On the west wall is a cupboard filled with glasses, dishes, and cups and saucers, a complete table service for 12. In the drawers below are table linens and napkins. There are various paintings of landscapes upon the walls, none of which are very valuable (less than 25 GP each). This is Tristan of Tanymar's Dining Hall. She and her henchmen take their meals here while inside the castle.

7. Kitchen (30' x 40' x 10')

This room serves as the kitchen for Tristan of Tanymar and her guards. Four ovens are set into the north wall, and various tables are set along the other walls and in the center of the room for preparation of meals. Off-duty guards (Men-at-Arms) take turns doing KP. There is a 30% chance that 2D6 of them will be here.

8. Kitchen Storage (30' x 20' x 10')

This is the kitchen storage room. Sealed in crates and barrels here is enough food to last 75 men 1D4 months at any given time. The fare includes flour, salt, honey, fruits, vegetables, mushrooms, salted fish, cured meats, pickled pig's feet, head cheese, water, beer, and wine.

9. Storage Room (30' x 30' x 8')

Stored here are various dry goods and non-food supplies for Tristan and her guards. The room also doubles as an armory, but stock is limited: give a 20% chance for 2 - 20 common items and a 2% chance for infrequent items (Guisarms, etc.). The other items include white linen cloth, candles, barrels of oil, nails, several oil lamps, charcoal, soap, tinderboxes and flints, brooms, rags, and buckets.

10. Guard Room (20' x 30' x 10')

Each of these three rooms is identical to the others except for individual personal belongings of the guards. Each contains 10 bunks and 10 warchests. They house 10 Men-at-Arms each. Men-at-Arms: LVL: 011, CLS: FTR, ARM: 048, AGL: 115, HTK: roll as necessary, WPN: DPK, DSS. There is a 40% chance of 1D10 of the Men-at-Arms being present at any given time (roll for each room).

11. Secret Passage

Between 60' and 70' east from the door to Room III-1 is a secret door, which can be found by normal means. The passageway beyond leads to the main entrance to Kelandor's Chamber (see Room I-18).

12. The Point of No Return (Irregular, 8' high)

The doors on the east and west walls are one-way doors. The party can enter through them but not return. If the party passes through a door, there is a 95% chance that the door will close behind them if not propped open in some manner. Nothing less than an earthquake will open them from the other side (This will, of course, bring down the ceiling, killing all inside the room).

13. Symbol of Dispair (Irregular, 8' high)

(The Judge will have to map these rooms for most players.) The door opposite is exactly the same as the one used to enter the chamber (one-way). A *Symbol of Dispair* has been cast upon the entrance to the chamber. All entering the room must roll INT - 3 on 3D6 or turn back in dispair. This dispair will last for 2D8 turns. Anyone wearing the special 2-pronged ring of Kelandor's Chamber will not be affected by the spell. Anyone affected by the spell must move toward the entrance of the castle as best they can during this period. Any encounters will cause them to have to roll INT - 3 or less on 3D6 or be affected by a *Fear* spell and flee in panic from the creature or creatures encountered.

14. One-way Door

15. One-way Door

16. One-way Door

17. Symbol of Upheaval (Irregular, 8' high)

A *Symbol of Upheaval* has been placed upon the entrance to this chamber. Those who fail to roll INT - 3 on 3D6 will begin to argue vehemently with any suggestions or statements made by anyone. This effect will last 3D4 rounds. Anyone wearing a two-pronged ring to Kelandor's Chamber will not be affected in any way by the spell. Those of differing alignments must roll INT - 3 on 3D6 again or begin attacking anyone not of their own alignment. This effect will last 1D10 rounds. The door exiting this chamber is one-way, like the rest.

18. One-way Door

19. Kelandor's Chamber (Irregular)

Y-R-B. See Room I-18 for complete description.

20. Petrarch's Lair (30' x 40' x 8')

This room was Petrarch the Thinker's bedroom in the early days (see **Background** information). There is little left here except for some of the furniture. The decayed remains of a once-majestic bed sit in the center of the north wall. Behind the headboard is a secret door leading to a secret passageway beyond. In the northeast corner is a fireplace topped by a marble mantel. In the center of the room is a pit 3' deep by 2' square. The trap door covering it has been opened, and anything which might have been within has been removed; the pit is empty. In a corner of the room, lying under the remains of a chest of drawers, is one of the two-pronged rings which activates Kelandor's Chamber.

21. Gnome Bunk Room (20' x 30' x 10')

There are 6 bunks in this room, as well as war chests, a table, and 6 chairs (Gnomish-sized). This is the lair for 6 Gnome guards: LVL: 011, CLS: FTR, ALN: CGX, HTK: 029, 018, 016, 026, 025, 014, ARM: 078, AGL: 115, WPN: ISS, IDG, AGL: 115, WEL: 3 - 9 GP each. They patrol Level III outside Tristan's lair. There is a 40% chance that 1D6 of them will be here at any given time. A secret door along the east wall leads to the passageway beyond.

22. Guardpost

This is the guardpost for the round-the-clock guard. One of the Men-at-Arms can be found here at all times: LVL: 011, CLS: FTR, ALN: CEX, ARM: 035, HTK: 025, WPN: ISS, IDG, WEL: 4 GP.

23. A Message (30' x 30' x 12')

Above the door on the south wall are written these words in the Common tongue:

"SO, YOU'VE MADE IT THIS FAR!
DON'T THINK YOURSELF BRAVE AND BOLD!
YOU'LL NEVER FIND MY TREASURE!"

These words were written by Kelandor IX to try to goad any strong parties that had survived to this point into entering Level IV, where he felt he had the best chance to overcome them. It will take a Sage or a Bard to discern that they are not 300 years old. The room is otherwise empty except for wall sconces in the center of the east and west wall. The torches in the sconces are not lit.

24. Three Unfortunates (30' x 30' x 8')

The door to this room is spiked shut from the inside. Inside are 3 skeletons. Two of them appear to have been Halflings, and the third seems to have been a Human. On one Halfling is a set of moldy Leather armor, and on the other two is old, rusted Platemail. There is an old, rusted Mace and a Long Sword lying on the floor. Both are -1 to damage. In a leather backpack is an old spell book containing the following Magic User spells: *Magic Bolt*, *Read Magik*, *Magikshield*, and *Magic Scribe*. There is a 15% chance that any one of the pages has been destroyed by mold. The book is written in Halfling and will require *Read Magik* and *Comprehend Languages* spells to translate.

25. Dining Hall (40' x 30' x 8')

This room was once the antechamber to the chapel in Room III-26. It has been converted into a dining hall for the guards on this level. Long tables are placed about the room, and there are long benches set on either side of each table. Cheap tapestries decorate the walls. Most of them tell about the life of Demeter (see Room I-11) and are in a pitiful state of disrepair. At meal-times, there will be 20 - 48 Men-at-Arms and Rintuvin (see Room III-28) here. At other times, there will be a 60% chance of 4D6 off-duty guards here, relaxing, playing cards, and talking. If so, give a 50% chance that Rintuvin will be here also.

26. Altar to Hecate (50' x 40' x 10')

The ceiling in this room is vaulted to 12' high at the center. In the center of the south wall is a sacrificial altar 6' long by 3' wide. It is stained with oxen blood. On the wall is a mosaic of Hecate. She appears as a beautiful woman with three faces, one facing left, one facing center, and one facing right. There is a 5% chance that a ceremony will be in progress. If so, Quantuis Martuis (see Level IX) will be here with his henchmen. Tristan of Tanymar, Tristan's henchmen, Kelandor IX, Ernac "the Wise" (50% chance), Mitraea and 4 of her Minotaurs (35% chance), Kessler Creton, Virdante des Pasuis, Lyncron Beartree, Pitrid Blue-eye with 2D4 of his Orcs and 18 - 24 Men-at-Arms will also be here if there is a ceremony in progress. If not, there will be 2 - 4 Men-at-Arms on guard here at all times. There is a 30% chance of Rintuvin being here at any time, but he will always be here if there is a ceremony in progress.

On either side of the stone altar are gold braziers worth 2,500 GP each. The braziers and the altar may not be touched unless the person touching them has uttered the ceremonial words known only to the Priests of Hecate. They are: "Oh Hecate, most wondrous Princess of Evil, grant us your favors. Most divine one, let us show our worthiness to die for you." If a person touches the braziers or the altar without uttering these words, one of the following will happen (roll 1D20 to determine):

- | | |
|---------|---|
| 1 - 2 | Character will be turned to stone. |
| 3 - 4 | Character takes electrical shock for 5D10 hits of damage. |
| 5 - 10 | Character ages 10 years (permanently). |
| 11 - 12 | Character's weapon is animated against him for 2D4 melee rounds. |
| 13 - 15 | Character's best magical item loses all power permanently. |
| 16 | Character experiences Panic (as per <i>Panic</i> spell). |
| 17 | Character is poisoned; death results in 1D4 melee rounds. |
| 18 - 20 | Character becomes catatonic and will appear to be dead for 5 - 20 rounds. |

If the ritual words are spoken, Lawful Evil characters have a 15% chance of being granted a *Desire* (1 *Desire* per character, ever). Other alignments will have a *Limited Quest* placed upon them. They must return within 30 days with 10 teeth from an ancient Red Dragon (fresh, not older than 30 days) or die. If they do, there is a 25% chance that they will be granted a *Desire*. Chaotic and Neutral Evils add 10% to this chance; all Good subtract 10%. Paladins subtract 15% from this chance, and Druids add 15%.

27. Guard Room (20' x 30' x 10')

This room is similar to Rooms III-10. It is a bunkroom for 10 of Tristan's guards and contains 10 bunks, 10 warchests, a table, and ten chairs.

28. Rintuin's Lair (20' x 30' x 10')

This is the lair for Rintuin: WPN: DLS, enchanted +2 to damage VDG, WEL: 50 GP. He is the commander of Tristan's guards. Their main duty is to guard the altar in Room III-26. He will be there 30% of the time. His apartment is sparsely furnished. A cot is set against the west wall with a chest containing his personal belongings acting as a headboard. A wall sconce hangs in the center of the west wall above the cot. A chair and a small desk are in the southwest corner of the room. The desk contains only a few quills, a bottle of ink, and some foolscap. Rintuin will be found here 30% of the time. 20% of the time, he will be sleeping.

29. Guard Room (20' x 30' x 10')

This is another guard room for 10 of Tristan's guards. It is furnished with 10 bunks, 10 warchests, a table, and 10 chairs.

30. Treasure Room (Irregular 40' x 40' x 10')

This room serves to store what treasure Tristan and her workers find. It is out of these finds that Tristan pays her guards. In the northwest corner is a large chest trapped with poisoned needles in the latches. Anyone attempting to open the chest must roll CON or less on 3D6 or take 3D8 hits of damage. In the chest are 4,000 SP and 700 GP.

31. Empty Room (20' x 30' x 10')

This room is currently unoccupied and bare of contents.

32. Elevator (10' x 10' x 8')

This is a rectangular room which serves as an elevator to Level IV. The east and west walls of this room are not connected to the room itself; they are part of the castle walls. The doors which make up the north and south walls are part of the elevator. In the room are 2 ropes near the west wall which go through holes in the floor and ceiling. Pulling down on the left rope raises the room to this level. Pulling down on the right rope lowers the room to Level IV. There is a 50% chance that it will be down on the Fourth Level, leaving a hole in the passageway on the Third Level 10' x 10' in size.

33. Guard Bunk Room (30' x 20' x 10')

This room is another bunk room for the guards of Tristan Tanymar. It contains 5 double bunks, 10 war chests, a table, and 10 chairs as well as the assorted personal belongings of the 10 guards who occupy this room. None of the belongings are of any great value.

34. Petrarch's Laboratory (50' x 30' x 10')

This was once the laboratory of Petrarch the Thinker. Here, he conducted experiments, prepared spells and scrolls, etc. There is a 5% chance per party member for finding a magical item (roll for each member and select items at random). The room is covered with cobwebs and dust. As yet, it has not been discovered by anyone due to the secret entrances which are at -2 to discover. It will **not** appear on any maps or charts.

35. WC (20' x 20' x 8')

This room serves as WC for the guards. Along the east wall are three boxes with holes cut in the center. In the northeast and southeast corners are two incense burners which are lit at all times, giving the atmosphere in the room a smoky, heavy scent.

36. Guard Room (30' x 20' x 10')

This room serves as another bunk room for the guards of Tristan Tanymar. It contains 5 double bunks, 10 war chests, a table, and 10 chairs as well as the personal belongings of the 10 guards who occupy this room. None of the belongings are of any great value.

37. Trap

At the end of the hallway is a door. Touching the door handle will activate a trap door 10' wide and extending out 10' from the door. The door is actually false. Thieves have a normal chance to detect a trap if they examine the door carefully without touching the door handle. The trap door leads to the Fifth Level. Creatures falling through will take 4D6 hits of damage from the fall.

38. Gnome Bunk Room (20' x 30' x 10')

There are 6 Gnomish-sized bunks in the room, as well as a table and 6 chairs. This is the lair for 6 Gnomes who serve as guards for the Level. Gnomes: LVL: 011, CLS: FTR, ALN: CGX, HTK: 018, 018, 027, 016, 014, 024, ARM: 078, AGL: 115, WPN: ISS, IDG, WEL: 3 - 9 GP. There will be 2 - 6 of them here 60% of the time.

Wandering Monsters for Level III

Outside of Tristan's Lair

(Roll 1D8)

1. 1D6 Gnomes: LVL: 011, CLS: FTR, HTK: roll as necessary, ARM: 078, AGL: 115.
2. Tristan of Tanemar and 2 of her henchmen. See Room III-5.
3. Rintuin and 1D6 + 1 Men-at-Arms, see Room III-28.
4. Quantuis Martuis and 1D4 of his henchmen, see Room IX-6.
5. Mitraea and 1D4 + 1 of her Minotaurs, see Room IV-3,
6. Kelandor IX (25% chance) or Ernac "the Wise" (75% chance) and 2 - 4 of Kelandor's henchmen, see Level IX.
7. Wanderer from Level II.
8. Wanderer from Level IV.

Level Four

1. Home of Sextant the Hydra (30' x 30' x 8')

This room is covered with straw and reeks of carrion stench. Paint and plaster on the walls have been eaten away by years of mildew and mold. In the rear of the chamber, at the center of the east wall, is a secret compartment (4' x 4' x 4') where Sextant hides her treasure. Piled in here are 4,192 CP and 2,916 SP. She is fond of the shiny new coins which Mitraea gives her to guard the entrance to the Fourth Level. She will be in her lair 40% of the time and wandering about the hallways near her lair the rest of the time. Only Mitraea can control her, but she will not attack Mitraea's Minotaurs or Gargoyles or any of Kelandor's henchmen. If encountered here, there is a chance that she may be bribed to leave the party alone by giving her new silver and copper coins. She does not care for electrum, gold, iron, platinum, or mithral. Give a base chance of 15% for 500 pieces, and add 1% for each additional 100 coins. Subtract 5% if more than 20% of the coins are badly tarnished because she only likes new coins. (**Judge's Note:** This bargain may be difficult to strike up if none of the party speaks her racial tongue.) Sextant the 7-headed Hydra: ALN: CEX, ARM: body - 078, head - 073, AGL: 095, HTK: body - 026, heads - 009, 004, 004, 005, 007, 002, 008, NOA: 7, DPA: 8 (x7).

2. Guard Room (20' x 30' x 10')

In the early days, this was a guard room on this level which housed 10 of Kelandor I's guards. However, over the years, the contents of the room have deteriorated and fallen into disrepair. The bunks, tables, and chairs have rotted and fallen apart, and the entire room is covered with cobwebs and thick dust. The door giving access to the room is in poor condition; it will open at -2, and there is a 40% chance that it will fall apart completely if an attempt is made to force it open.

3. Old Treasure Room (40' x 60' x 12')

This was the old treasure room. The contents have been scattered throughout the castle in the years since Kelandor I first lived in it. Most of the dispersion was accomplished by Kelandor I himself and his associates in an attempt to keep the Orcs from finding and taking Kelandor's great wealth. Most of the treasure is now in Room IX-29. This room can only be entered through one of the two secret entrances. The walls are lined with lead, which will make teleporting into the room impossible. The contents of the room now include various piles of straw; it now houses Mitraea's Minotaurs. There is a 45% chance that 1D10 + 1 of them will be here at any given time. They guard and patrol Mitraea's lair. Minotaurs: ALN: CEX, HIT: 008, HTK: 033, 039, 031, 038, 027, 041, 032, 044, 043, 035, 038, 027, 044, 048, 046, ARM: 075, AGL: 105, NOA: 2, DPA: 4 or 8 or by weapon type, WPN: huge Battleaxes, SPA: gain +2 to damage when employing a weapon. The remainder of the Minotaurs, up to a total of 15, can be summoned in 2D6 melee rounds if their lair is attacked.

Rooms 4, 5, 6, and 7 comprise the Bugbear's Lair.

4. Bugbear Lair (30' x 60' x 12')

Among the various creatures that have forged an alliance with Kelandor IX is a tribe of Bugbears. They raid the area and use the castle as their base of operations. If encountered, they will attack any and all parties not bearing Kelandor's symbols (either that of a white setting moon on a blue field or that of a black Falcon on a gold field). This is the lair of their Chieftain, his guards, the females, and their young. The room is covered with various skins, Shields, and weapons (Spears, Swords, Clubs, etc.) and reeks of a carrion stench. While not gathering food (60% chance), 20 females and 16 young may be found here. Females: HIT: 006, ARM: 045, AGL: 095, HTK: 016, 015, 013, 016, 021, 013, 010, 017, 013, 027, 011, 027, 012, 010, 015, 013, 015, 016, 029, 019, DPA: 4. Young: HIT: 002, ARM: 033, AGL: 095, HTK: 008, 006, 007, 004, 005, 002, 008, 009, 007, 002, 009, 006, 008, 004, 009, 005, DPA: 3. In addition, there will be a 40% chance that the Chieftain and his guards will be here. Chieftain: HIT: 008, ARM: 135, AGL: 095, HTK: 031, DPA: 12 or by weapon type, WPN: DTS, SPA: he gains +3 to damage when using a weapon. 6 Guards: HIT: 007, ARM: 077, AGL: 095, HTK: 032, 036, 026, 036, 026, 025, DPA: 8 or by weapon, WPN: DGG, SPA: they gain +2 to damage while using a weapon. If the Chieftain is here, there will be an additional 10% chance (roll for each) that the 2 Sub-chiefs will be here also (from Rooms IV-6 and IV-7). If they are attacked, the Bugbears from Rooms IV-5, IV-6, and IV-7 will come to their aid in 1D6 melee rounds. In the northeast corner are several large chests containing 336 CP, 360 SP, 210 EP, and 120 GP. In the floor, marked by the S on the map, is a secret entrance to level V. It consists of a slanting chute covered by a trap door. Upon this, the Bugbears have thrown several mats and skins. Exit from this slide to the floor of the Fifth Level will cause no damage if the person using the slide can roll CON + 3 or less on 1D20. If the roll is missed, 1 point of damage will be sustained.

5. Bugbear Warriors (30' x 40' x 10')

The furnishings in this chamber are similar to those in Room IV-4. The floor is covered with mats and skins, and the room stinks foully. There is a 15% chance that there will be 4D4 Bugbears here. Bugbears: HIT: 006, ARM: 048, AGL: 095, HTK: 017, 017, 021, 020, 024, 013, 025, 023, 021, 020, 017, 027, 020, 020, 017, 017, DPA: 6 or by weapon, WPN: variable (HCL, IGG, RSP). There is an additional 50% chance that, if any Bugbears are present, their leader will also be present. Leader: HIT: 007, ARM: 077, AGL: 095, HTK: 025, DPA: 8 or by weapon, WPN: DTS, SPA: he gains +2 on damage when employing a weapon.

6. Sub-chief Lair (30' x 30' x 8')

This is the lair for one of the two Bugbear Sub-chiefs and his 8 warriors. They will be here 35% of the time. The rest of the time, they will be out hunting and raiding. Sub-chiefs: HIT: 007, ARM: 077, AGL: 095, HTK: 028, DPA: 9 or by weapon, WPN: DTS, SPA: gains +3 to damage while employing a weapon. Warriors: HIT: 006, ARM: 048, AGL: 095, HTK: 020, 018, 021, 014, 023, 021, 027, 013, DPA: 6 or by weapon, WPN: HCL, IGG, or RSP.

7. Sub-chief Lair (30' x 30' x 8')

This is the other Sub-chief's lair. He and 10 warriors will be here 38% of the time. Sub-chief: HIT: 007, ARM: 077, AGL: 095, HTK: 027, DPA: 9 or by weapon, SPA: gains +3 to damage while employing a weapon. Warriors: HIT: 006, ARM: 045, AGL: 095, HTK: 013, 029, 021, 021, 026, 026, 018, 024, 023, 016, DPA: 6 or by weapon, WPN: HCL, IGG, or RSP.

8. Hallow's Maze (see Map, 10' high)

This is the Hallow's Maze, built by Kelandor I's henchmen to confuse anyone attempting to find the Treasure Room (IV-3). Over the years, 6 Spectres have taken up residence here. They are forever condemned to haunt the maze. Random encounters in the maze will be 1D4 Spectres. (See IV-9 for a full description of the Spectres.)

9. The Haunters of Hallow's Maze (20' x 20' x 10')

This is the lair of the Spectres. The entrances are not doors; they are 6' high by 3' wide archways. In a stone coffer in the southeast corner are 7 gems, a 1,000 GP Fire Opal, a 10 GP Carnelian, a 10 GP Chalendry, a 500 GP Topaz, a 10 GP Rhodochrosite, a 100 GP Chrysoberyl, and a 1,100 GP Oriental Amethyst, as well as a Potion of Shrinking. There is a 65% chance that 1D6 of the Spectres will be found here. They will taunt and harass **all** who enter before moving in for the kill. Spectres: ALN: LEX, HIT: 009, ARM: 145, AGL: 195, HTK: 034, 033, 044, 039, 049, 047, DPA: 6 and drain 1 - 3 points from STR per hit. The drained STR points are regained at 1 point per 4 turns. Any creature reaching 0 STR will die and become a Spectre, condemned to haunt the maze forever.

10. Corporate Ends (30' x 20' x 10')

Here lie the bones of six Humans. These are the remains of the party that died here and became Spectres long ago. A few still have bits of rusty armor upon them, and their rusted and useless weapons lie scattered about the chamber. All else deteriorated long ago. Disturbing the remains has a 90% chance of attracting all 6 of the Spectres in 1D4 melee rounds. They will not hesitate to attack the disturbers of their bones.

11. Trapped Ceiling (20' x 20' x 10')

Across the entrance to this room, a trip wire has been laid. Anyone entering the room must roll DEX or less on 3D6 or trip the wire. The result will be the collapse of portions of the ceiling. Four blocks 5' x 5' x 5' from the center of the ceiling will collapse, crushing anyone beneath for 5D10 points of damage. Persons in the room must roll SPD +5 (subtract 2 from the roll if wearing Chainmail, 4 if wearing Platemail, and 1 for each foot away from the walls of the room) to avoid being hit. There is a 15% chance of being killed outright, and a 5% chance that the wire was previously tripped by some other creature (select at random).

12. Captain of the Guard (20' x 30' x 10')

This was once the bunkroom for the Captain of the Guard for the prison block (Rooms IV-13 and IV-14). The ceiling of the room collapsed many years ago, filling the entire room with rubble. There is a 20% chance that the door will not open even under the greatest exertion. If any attempt is made to force the door, there is a 15% chance of the wall around the door collapsing, causing 4D8 hits of damage within a 15' radius of the door. Those who roll AGL or less on 3D6 will take only ½ damage.

13. Guard Rooms (20' x 30' x 10')

These were the guard rooms for the prison block. Between these two rooms and Room IV-14 will be 2 of Mitraea's Minotaurs on guard at all times (random individuals). Minotaurs: HIT: 008, ARM: 075, AGL: 105, HTK: variable, NOA: 2, DPA: 4 - 8 or by weapon, WPN: IBP. There is a 5% chance that Mitraea will be here, questioning one of the prisoners.

14. Prison Block (70' x 50' x 15', Cells: 20' x 10' x 10')

This is the prison block built by Kelandor I. Mitraea now uses it to house her prisoners. Unlike the rest of Kelandor IX's henchmen, she does not hand her prisoners over to him. Any prisoners taken by her, her Minotaurs, or her Gargoyles will be found here. Currently, the cell block holds two prisoners.

- A. Popee: SEX: MAL, AGE: 26, RAC: HUM, HGT: 6', WGT: 195 lbs., EYE: green, HRC: brown, HRL: 7" long, FHR: beard of 2 month's growth, CPX: moderate, HAN: right. Popee is the son of a poor farmer from around Ludding. He was quick to accept Kelandor IX's challenge, but he and Schisman were soon captured by Mitraea's Minotaurs. He is currently down to 011 HTK due to months of captivity. He knows nothing of Kelandor IX's true alignment but suspects some of his henchmen of being evil and with good reason. Mitraea is demanding 20,000 GP from Popee's father for his release. PFT: Voltar, Alexiev, Voltar.
- B. Schisman: SEX: Currently Female, AGE: 20, RAC: HUM, HGT: 5' 11", WGT: 152 lbs. EYE: brown, HRC: brown, HRL: 9", CPX: moderate, HAN: right. Schisman has some definite problems. First of all, a curse was placed on him which caused him to become female. The curse is about 6 months old and can only be removed by an *Abate Curse* cast at 10th level of ability or greater. His/Her second problem is that his/her hands were blown off about a year ago by a *Minor Rune of Warding*. He/She has a special device rigged to his/her right arm which allows him/her to wield a specially-constructed Longsword at -2 to damage, and his/her Shield is rigged to be strapped to his/her left arm. Finally, he/she has a split personality. One is CGA, and the other is CEX. In crucial situations, there is a 50% chance that Schisman will switch personalities. Currently, he/she is in the CGA mode. He/She has no Luck at all. (Did you ever have one of those days? I mean, did you ever?)
- C. Locked in this cell are Schisman's and Popee's armor and equipment. Anyone else who is captured by Mitraea, her Minotaurs, or her Gargoyles will be put in one of the cells and the armor and equipment placed in this one. Popee's equipment consists of enchanted +10 above ordinary ARM Shield, large steel Shield, Helm (DCH), +5 to damage Holy VTS, enchanted +2 to damage DAK, backpack, tinderbox, rope, flint and steel, 12 iron spikes, lantern, and 6 flasks of oil. Schisman's equipment consists of DBA, large wooden Shield, normal Helm (DCH), the specially-constructed Longsword, DDG, HKB, quiver, 14 Arrows, 8 silvered Arrows, leather backpack, tinderbox, rope, flint and steel, 10 iron spikes, and a Ring of +2 to ARM Protection.

The keys to the cells and the gates will be on the person of one of the two Minotaurs that are guarding the prisoners. The cells will be locked at all times.

15. The Gargoyles (40' x 20' x 12')

There are 2 large bunks in the room as well as a table and 2 chairs. In a secret compartment in the table are a dozen +1 to hit enchanted Arrows*. Beneath the mattress on the bunk along the south wall is an enchanted +1 to damage Longsword (ALN: NXX). Underneath the north bunk is a trap door which opens up to a hole 3' deep, 2' wide, and 6' long. In it is a chest and a coffer. In the chest are 300 SP. The coffer is wrought platinum studded with Zircons and worth 8,000 GP. In the coffer are 5 gems (a 50 GP Moonstone, a 500 GP Aquamarine, a 10 GP Obsidian, a 100 GP Tourmaline, and a 1,050 GP Sapphire) and a wrought gold medallion of a Golden Lion on a white field (the symbol of Duke Deniar) worth 120 GP. This is the lair of Mitraea's Gargoyles. They will be here 30% of the time. If they are not here, they will return in 1D12 turns. Gargoyles: ALN: LEX, HIT: 007, ARM: 138, AGL: 155, HTK: 048, 033, NOA: 3, DPA: 3/3/4, SPA: can cast *Improved Invisibility*, *Fire Wall*, or *Burning Palms* once per melee round. MRT: 10%, INT: high. If they are here, there is an additional 10% chance that Mitraea will be here arguing with them over some matter of minor importance. If encountered, they will become invisible and attempt to kill or capture (if possible) any or all members of the party. They will **never** negotiate with parties of Good alignment, regardless of the circumstances.

16. Kelandor's Chamber (Irregular)
B-R-Y (see Room I-18 for a complete description).

17. Mitraea's Boudoir (30' x 40' x 8')

This is Mitraea's rather plush boudoir, a room originally built for and occupied by Kelandor I. She has redecorated it to suit her tastes. In the center of the west wall is a queen-sized 4-poster bed with silken sheets (worth 327 GP), a spread fashioned from Unicorn hides (worth 1,290 GP), and three stuffed pillows covered in Tiger skin (worth 25 GP each). In the northeast corner are 2 bureaus filled with fine clothing. In the northwest corner is a fireplace, and wood is stacked next to it along the north wall. In front of the fireplace is a small couch with a Bearskin rug between the couch and the fireplace. In the southeast corner is the dressing table. On the table is a Boar bristle brush with a Jade handle worth 170 GP, a silver-plated comb worth 185 GP, and a string of matched pearls worth 3,000 GP (10% chance that these are not on the dressing table because Mitraea is wearing them). North of the dressing table is a full-length, silvered mirror worth 1,700 GP. Behind the mirror is a secret door which opens to Mitraea's (originally Kelandor I's) personal treasure vault. The smaller room is 20' x 10' x 8'. In the vault are 3,000 SP, 1,500 GP, 5,000 EP, 1,800 PP, Potions of Clairaudience, Clairvoyance, Fire Resistance, Minor Healing (2), and Longevity, a Ring of Protection +2*, a +5 to damage Holy VLS* named George (ALN: LGX, INT: 128, EGO: 073, will detect precious gems and metals within a 10' radius, speaks Elvish), an enchanted +2 to damage Scimitar, and five +2 to damage enchanted Arrows. The entire vault is protected by a *Permanent Illusion* spell to appear as a firepit. Those who fail to roll INT or less on 3D6 will take 3D8 hits of damage if they enter the flames.

Mitraea: WPN: enchanted +1 to damage VDG, SEX: FEM, AGE: 47, RAC: HUM, HGT: 5' 6", WGT: 125 lbs. EYE: grey, HRC: greasy black, HRL: 3", CPX: pale, HAN: left. She is known for being rather capricious and mischievous. She often plays tricks on Ernac "the Wise" by hiding his spellbook, stealing his material components, creating *Illusions* of Snakes in his bed, etc. Her biggest failing, however, is her vanity. She keeps herself young-looking through the use of Longevity potions (she appears to be 21, but she is actually 47). She was born rather plain-looking, but she has acquired a Ring of Human Influence to make herself attractive to others. She has aided this by casting a *Permanent Illusion* upon herself to appear as having sable hair, brown eyes, a bronze complexion, and VS of 38 - 25 - 36. She makes Kelandor IX's guards fall all over themselves whenever they are around her, but, because she was rejected as a young woman, she hates and despises men, preferring the company of her Gargoyles and Minotaurs in her bedroom. She has been known to lure men back to her lair and then set her Gargoyles on them at the most opportune moment. She serves Kelandor IX because he has promised (and delivered) great riches to her and given her the freedom to do what she pleases with those she captures. She carries Potions of Healing and Read Minds and Scrolls of *Protection From Demons*, *Illusory Noise*, and *Alter Reality*.

She constantly keeps her *Misdirection* and *Non-detection* spells placed upon herself, and, if she is found outside her lair, she will throw *Improved Invisibility* upon herself and *Sphere of Invisibility* upon her Minotaurs. If the party is relatively strong, her Minotaurs will wait in ambush while she turns to her arsenal of spells. If the party is relatively weak, she will portray herself as a poor, helpless young maiden (14 to 17 years old, depending upon the situation) who is fleeing her captors. Then, when the party is asleep, she will have her Minotaurs and Gargoyles attack them.

Location of Mitraea (roll 1D8):

- 1 - 2 In her lair (roll 1D6):
 - 1 - 2 Sleeping
 - 3 Dressing
 - 4 Giving instructions to her Minotaurs (2 - 5 present)
 - 5 In bed with her Gargoyles
 - 6 Eating
- 3 In Kelandor's Hall (Room IX-3)
- 4 In her laboratory (Room IV-21) dissecting (roll 1D4):
 - 1 A Bat
 - 2 A Snake
 - 3 A demi-Human
 - 4 A dead Orc
- 5 In her library (Room IV-19) (roll 1D6):
 - 1 - 2 Preparing Scrolls
 - 3 - 4 Studying her Spellbook
 - 5 - 6 Researching a new spell
- 6 - 7 Somewhere about the castle, hunting victims
- 8 Outside the castle (will return in 1 - 8 days)



Whenever she is outside her lair, she will be accompanied by 2 - 5 of her Minotaurs, and her Gargoyles will be guarding the lair.

LEVEL 4



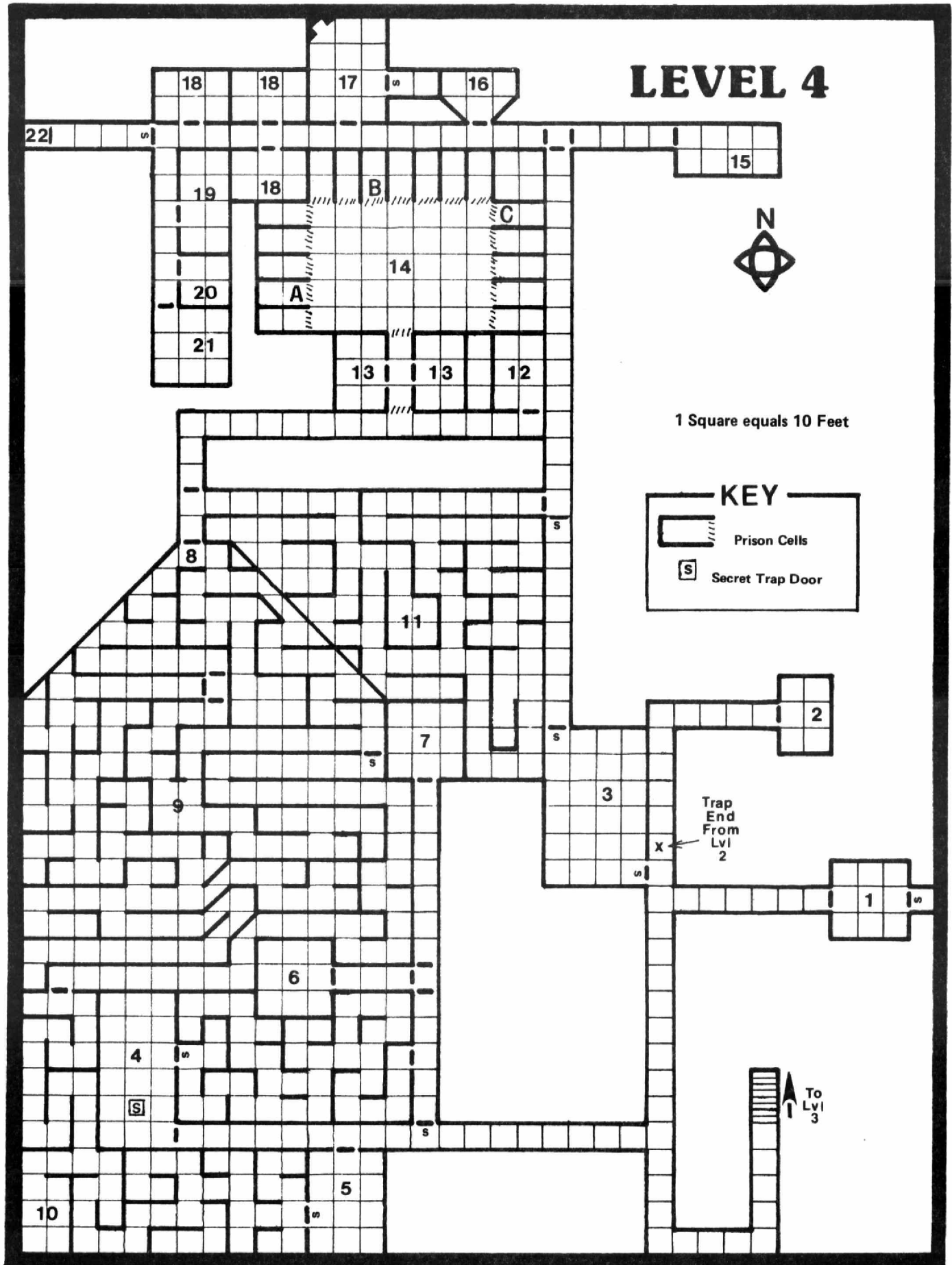
1 Square equals 10 Feet

KEY

- Prison Cells
- Secret Trap Door

Trap End From Lvl 2

To Lvl 3



18. Guest Chamber (30' x 20' x 10')

These rooms were originally bunk rooms for Kelandor I's personal guards. Mitraea has converted them into comfortable, if rarely-used, guest chambers (1% chance of any of them being occupied - random). Each contains a bed, a table, a desk and chair, a wash stand, and a wash basin. The beds are covered with woolen blankets, and on the wash stand are soft towels and soap.

19. Library (20' x 40' x 10')

This is Mitraea's library. Here, she undertakes new spell research, studies her spellbook, prepares scrolls, or relaxes with a good spy novel or murder mystery. There are some 140 volumes in her library. Hidden within them are *Tomes of Many Spells**, *Exercising**, and *Skill at Arms**. In the room, along with the shelves full of books, are several padded chairs, a table, and a lamp.

20. WC (20' x 20' x 10')

A partition 8' tall divides the room into two parts, east and west. A door in the southern half of the partition gives access to the eastern section of the room. In the southeast corner of the room is a 2' x 2' x 1½' box with a hole cut in the center. In the northeast corner of the room is a wash stand with a wash basin and a pitcher of water. Several soft towels hang from hooks above the wash stand. There is a 4% chance that Mitraea will be here whenever she is in her lair.

21. Mitraea's Laboratory (30' x 30' x 8')

This was the old nursery for Delvinius. It has been converted into a laboratory by Mitraea. It is completely equipped for her class and level and includes dissecting equipment, tables, alchemy equipment, etc. The entire room is protected by a *Veil* spell to make it appear as an empty room while she is out of her lair.

22. Elevator (10' x 10' x 10')

This is the lower level of the elevator from Level III. The door opens to the north. The side walls of the elevator are part of the castle and not part of the elevator, but the north and south walls are part of the elevator. Ropes passing through holes in the floor and ceiling of the elevator serve as controls. Pulling on the left rope will raise the elevator to the Third Level. Pulling on the right rope will lower it to this level. There is a 50% chance that the elevator will be on the Third Level, in which case the 6' deep pit in which is housed the pulley mechanism for the elevator can be seen. (Of course, the party could **not** see it and fall in, but no damage would be sustained from such a fall unless the party member was under 4' tall.)

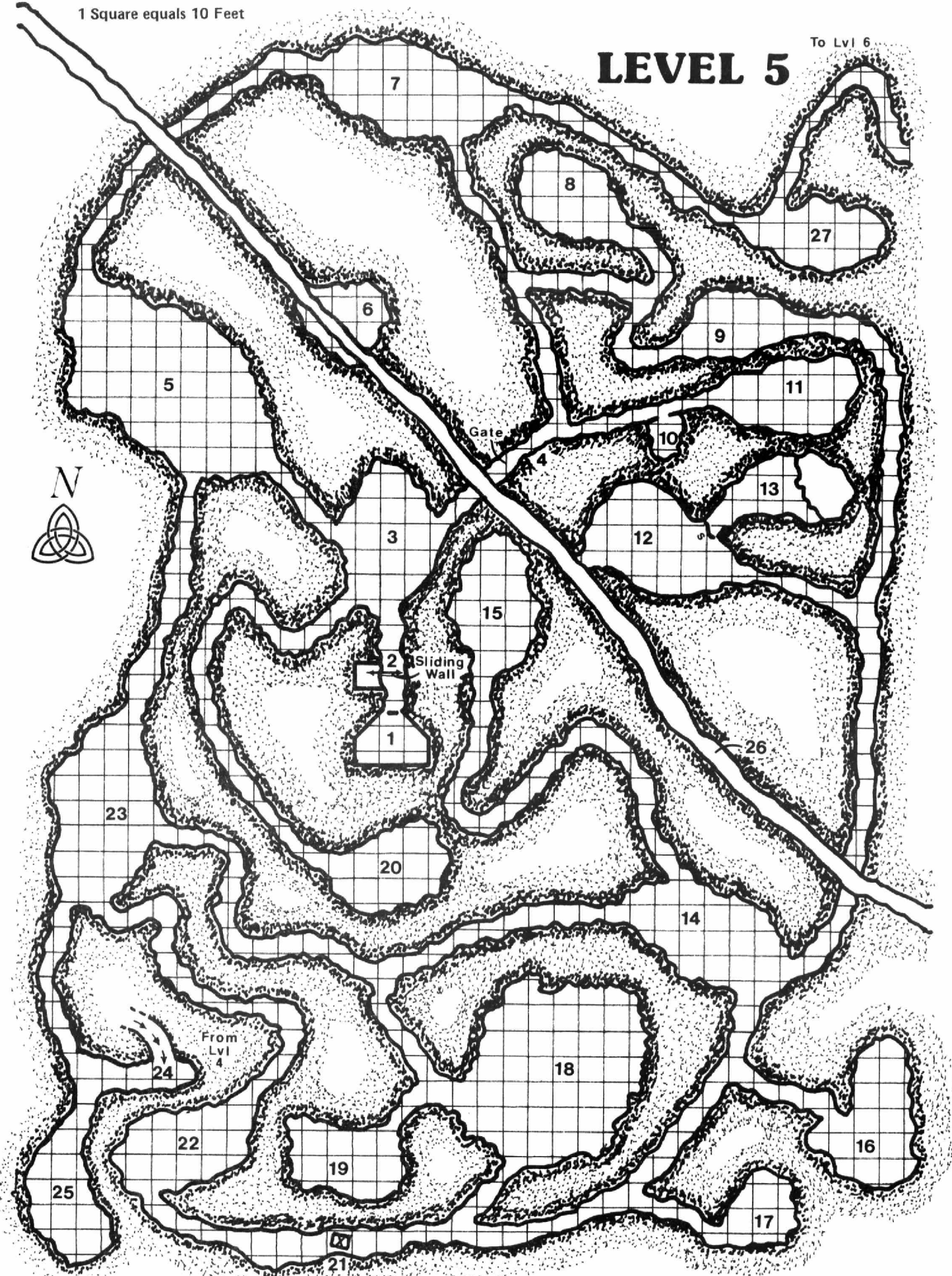
**Wandering Monsters - Level Four
(Outside of Hallow's Maze)
(Roll 1D6)**

1. Sextant the Hydra: HIT: Body: 008, Heads: 007 each, ARM: Body: 078, Heads: 073 each, AGL: 095, HTK: 026 (body), 009, 004, 004, 005, 007, 002, 008 (heads), DPA: 2 - 8 (x7), from Room IV-1.
2. 2 - 8 Bugbears (HIT: 006, ARM: 048, AGL: 095, HTK: varied, from Rooms IV-5, IV-6, or IV-7, 50% chance of a Sub-chief with them.
3. 1 - 6 of Mitraea's Minotaurs: HIT: 008, ARM: 078, AGL: 095, HTK: random, from Room IV-3.
4. Mitraea and 2 - 5 of her Minotaurs.
5. Kelandor IX and 2 - 8 of his henchmen, see Room IX-3.
6. Wanderer from Level II, Level III, or Level V (33% chance for each).

1 Square equals 10 Feet

To Lvl 6

LEVEL 5



Level Five

1. Kelandor's Chamber (Irregular)

Y-B-G, see Room I-18 for a complete description.

2. Sliding Wall

Fifteen feet from Room V-1 is a sliding wall which is activated by panels set into the ground 3' on either side of the wall. Anything over 100 lbs. that steps upon the plates will activate the wall. There is a one-minute time delay built into the mechanism, so parties will most likely not be separated. The wall is 10" thick solid stone and will stay down for 2 - 24 hours before lifting again. The sliding mechanism is just west of the wall through 2' of stone in a 10' x 10' x 10' room. Set into the panels in the stone floor on either side of the wall are two small holes placed ½" apart. The Ring of Kelandor which activates Kelandor's Chamber will also raise the wall from either side when the two prongs on the ring are placed in the holes. There is a one-minute time delay for this, as well.

3. A Warning (40' x 55' x 18')

Set into the center of this oval-shaped chamber is the skull of an Orc set upon a Spear which has been stuck into the ground. It will be visible from Kelandor's Chamber if the wall is open (Room V-1). The skull is here to act as a warning to intruders. The markings upon the Spear are those of the Orc tribe which raids the area.

4. Gate

A gate is set into the ceiling at this point. It is activated by a tripwire placed 3" above the ground. There is a 20% chance per character passing here of tripping the wire (roll for each individual). There is a 20% chance that the gate has already been activated. The gate will take a combined STR of 64 to raise again to its former position.

5. Empty chamber (Irregular 110' x 50' x 25')

6. Rico's Reward (Irregular 33' x 30' x 12')

The stream cutting through this small cavern varies between 8' and 10' wide and 2' - 10' deep. The cavern can be reached either by swimming downstream from the north or upstream from the south. Near the far wall of the cavern is an old, rusty Sword stuck into a pile of rocks. Attached to the hilt of the Sword is an old knapsack with a scrap of parchment inside. Written upon the parchment in the Common tongue are the words:

"HEER LYES DE REMANES OF RICO DE THEEF. IF U SHUD FIND DEM LEEV DEM BE.
HE DUN NOBODE RONG ALL HIS LIFE."

7. Elves? (Irregular 83' x 35' x 27')

A band of Dark Elves has set up temporary quarters in this chamber. In the center of the cavern is a fire circle. Around it are 5 bedrolls and provisions and water for 2 - 4 weeks. There is a 30% chance that 2 - 5 of the Elves will be here at any given time. They will offer a weary party a much-needed rest, but, when the party is asleep, they will attempt to capture the party for a sacrifice to their evil goddess. Dark Elves:

1. Kelsiq: WPN: +2 to damage non-magical DDG and +2 to damage non-magical DSS, MRT: 41%, WEL: 30 PP. He is the leader of the group.
2. Quin: WPN: HAB and +1 to damage non-magical DDG, MRT: 33%, WEL: 10 PP, Spells: *Burning Palms, Mage Bolt*.
3. Santis: WPN: HAB and non-magical +1 to damage DDG, MRT: 33%, WEL: 20 PP, Spells: *Charm, Leap*.
4. Bartain: WPN: +1 to damage non-magical DDG and +1 to damage non-magical DSS, MRT: 33%, WEL: 20 PP, three 10 GP gems, and one 100 GP gem.
5. Cuislain: WPN: +1 to damage non-magical DDG and +1 to damage non-magical DSS, MRT: 33%, WEL: 25 PP, Spells: *Charm, Control Fire*

8. A Room For Happy? (Irregular 50' x 30' x 9')

At the rear of this chamber is a Jack-in-the-box. It will be closed as the party enters the chamber. The box is 2' x 2' x 2', and, when the lid is lifted, a clown will spring up and speak these words in Common:

"THERE ONCE WAS A KING WHO WAS LEERY,
SO HE BUILT HIS CASTLE IN A QUARRY,
AND IF YOU DON'T FEARY OR WEARY,
YOU MAY FIND THE TREASURE OF THE STORY."

After speaking these words, the Clown, which is about as tall as a normal Human, will retreat back into his box, and the entire box will disappear. It will reappear after 12 turns.

9. An Empty Chamber (Irregular 40' x 30' x 11')

10. Trap End (Irregular 12' x 17' x 50')

This is the end of the trap in Room III-37. On the north wall is a one-way door which leads to a passageway extending left and right.

11. Grave of Valerius (Irregular 65' x 30' x 18') In the center of the chamber is a pile of stones which is the grave of the Fighter Valerius. It will **not** be possible to raise him from the dead or to speak with him. A silver sheath worth 1,200 GP marks his grave.

12. Lizard Lair (Irregular 60' x 30' x 24')

This is the lair for 3 Subterranean Lizards: ALN: NXX, HIT: 005, ARM: 073, AGL: 102, HTK: 022, 028, 029, NOA: 3, DPA: 2/2/12 (claw/claw/bite), SIZ: L (12' or more long), SPD: 150'. There will be 1 - 3 present 80% of the time. In a pile of rocks at the north end of the cavern are 4,000 SP, a 50 GP Amber, a 50 GP Bloodstone, and a 500 GP Pearl. On the east wall, approximately 20' from the entrance is the secret entrance to the lair of the Water Nymphs. These Subterranean Lizards guard the entry but will not otherwise attack. On the west wall is a 5' wide hole that accesses the underground stream. There is a 3' drop from the hole into the stream, and the stream is only 6' deep at that point. There is a 5% chance that one of the Water Nymphs will be in this room with the Lizards when the party enters.

13. Four Beauties Too Beautiful for Eyes to Behold (Irregular 40' x 25' x 17')

At the eastern side of this cavern is a large pool of water which wells from an underground spring. This is the lair for 4 Water Nymphs: LVL: 071, CLS: DRD, ALN: CNA, ARM: 048, AGL: 155, HTK: 029, 035, 036, 030, SPD: 120'/120' swimming, NOA: 1, DPA: by weapon type, WPN: DDG, CHR: 019 - 210, SPA: spell use (Druidic). There will be 2 - 4 present at any given time. They will be swimming in the pool, lounging on the rocks, or playing games. Good characters with a high CHR (16 or better) will have a 20% chance of receiving aid or information from them (add 5% for every point over 16).

14. Has Burney Been Burning? (Irregular 72' x 30' x 25')

This chamber has a rather smoky, sulphurous smell, and the walls and rubble seem charred or melted. Otherwise, the room is empty.

15. Oh, Rats! (Irregular 30' x 62' x 16')

In this dead-end chamber are 5 - 30 Giant Rats gnawing on the bodies of 6 dead Orcs. Rats: ALN: NXX, HIT: 001, HTK: 006, 004, 005, 006, 006, 005, 004, 003, 001, 004, 002, 004, 003, 002, 001, 002, 005, 005, 005, 005, 001, 001, 001, 002, 005, 002, 005, 005, 005, ARM: 048, AGL: 185, NOA: 3, DPA: 1/1/4 (claw/claw/bite), SPA: there is a 5% chance per bite of the victim contracting rabies. There is a 10% chance for any individual in the room to be smitten with fleas.

16. Lair of the Evil Eye (Irregular 40' x 60' x 30')

This is the lair for a Regarder: ALN: LEA, HIT: 010, HTK: body - 043, eye - 022, ARM: 155 (body) 135 (eye), AGL: 185, NOA: 1, DPA: 8, MRT: 25%, SPA: All who gaze into its eye must roll PSY -4 or less on 3D6 or become motionless for 2D8 turns, Gate: 10% chance of an Archdevil, Spells: one per melee round of *Charm*, *Slumber*, *Telekinesis*, *Gorgon Gaze*, *Pulverize*, *Panic*, *Slow*, *Lightning Strike* (12D6 hits of damage), and *Mage Death* at 20th level ability, SPD: 90'. This beast rarely leaves its lair (95% chance of it being here) and will demand one party member as dinner and half of the party's carried treasure, including magical items, to add to its treasure to be appeased. It recognizes no authority above its own except for that of Lucifer. Kelander IX has **not** been able to make a deal with it as yet. (It can be considered an Archdevil for all purposes.) It keeps its treasure in a pile at the north end of the chamber: 15,000 CP, 20,000 SP, 19,000 EP, 11,000 GP, 1,100 PP, 21 gems (1D20 x 100 GP value each), a gold sceptre studded with Citrines worth 6,940 GP, a gold brooch worth 49 GP, a golden icon worth 1,400 GP, a gold necklace worth 80 GP, and 4 scrolls. One is a Scroll of *Soothsaying and Serpent Stick* (CL); one is a Scroll of *Hold Door* (MAG); one is a Scroll of *Panic* and *Ice Storm* (MAG), and the last is a Cursed Scroll which causes the reader to go berserk and attack any and all creatures nearby at +2 to hit for 3D4 melee rounds.

17. Stoned Orcs (Irregular 30' x 30' x 20')

In this chamber are 8 Orcs who have been turned to stone by the Regarder in Chamber V-16. If they are restored to life, they are: ALN: CEA, HIT: 005, HTK: 018, 013, 019, 026, 019, 022, 017, 013, ARM: 073, AGL: 115, DPA: by weapon type, WPN: IPA, RSP, or IBA. They will be grateful to the party if restored to life only until they think they can see a way out of the dungeon or until they encounter more of their kind or alignment. Then they will turn upon the rescuing party in an attempt to capture or kill them.

18. Burney's Lair (Irregular 70' x 60' x 25')

This is the lair for Burney the Flame, an 18-year old Red Dragon (just a mere toddler!). He is usually found lying in front of his treasure piled in the northeast corner of the chamber (60% chance). 40% of that time, he will be sleeping. Burney has a childlike personality. He is easily bribed for lots of shiny, new coins. He is apt to take a fancy to a character wearing bright, fancy colors (30% chance) and follow that character around like cute, little (?) puppy dog (this could be a mixed blessing!). He will probably allow parties to pass unharmed if they tell him a few bedtime stories (45% chance). This will have a 2% cumulative chance per turn of lulling him to sleep (adjust for high CHA). The rest of the time, he will be out of his lair searching for food and will return in 1 - 20 turns. Burney also has an Imp familiar named Emron: ALN: CEA, HIT: 003, HTK: 016, ARM: 073, AGL: 189, NOA: 1, DPA: by weapon, WPN: DDG, SPA: can turn invisible at will and will confer a 20% MRT on Burney if he is within 100'. He stands guard while Burney is asleep and watches the treasure when Burney is out. Emron is usually invisible and hiding among the rocks. Burney: ALN: LEN, SIZ: 26' long, HIT: 010, ARM: 145, AGL: 105, HTK: 043, NOA: 3, DPA: 6/6/20 (claw/claw/bite), SPA: can Breathe Fire for 6D6 of damage 3 times per day. His treasure is small, but Burney has not been collecting long. It consists of 2,800 SP, 3,090 EP, 1,442 GP, and nineteen Turquoise gems worth 10 GP each.

19. Emron's Lair (Irregular 50' x 28' x 10') This is the lair for Emron (see Chamber V-18). There is a 75% chance that he will be found in his master's lair, and he can be summoned there at any time.

20. Spider Lair (Irregular 48' x 33' x 19')

Scurrying about the floors and walls of this chamber will be 2D8 Giant Spiders: ALN: NXX, HIT: 002, ARM: 036, AGL: 177, HTK: 008, 012, 009, 004, 010, 005, 012, 009, 006, 004, 004, 014, NOA: 1, DPA: 3 (bite), SPA: for each hit, characters must roll CON or less on 3D6 or take 4D6 hits of damage from poison. Scattered among the bones of various creatures are 54 CP, 90 SP, 30 EP, 12 GP, and various rusted weapons, equipment, and armor.

21. Pit Trap (5' x 5' x 10')

Set into the floor of this passageway is a pit trap with spikes set into the bottom. There are 25 spikes, each doing 1D4 hits of damage. The door is on a spring hinge, and, once sprung, it will spring back into place. There is a 60% chance of a character falling when passing the trap (roll when appropriate) and taking damage from 4 - 25 (3D8 spikes plus 1D8 hits of damage from falling). The Dark Elves have discovered this trap and check it once a week. It has been 5 days since they last checked the trap.

22. An Empty Chamber (Irregular 55' x 30' x 12')

23. An Empty Chamber (Irregular 36' x 67' x 20')

24. Secret Entrance to Kelandor's Castle (Irregular 10' x 40' x 8')

This appears to be a dead end, but, above the end of the passageway is a secret trap door which leads to the slide from the Bugbear's lair in Room IV-4. This entrance was built here by Kelandor I as a safety escape in case of attack. Although the surface of the slide is smooth, the sides, which are 4' apart have hand holds and foot holds carved out of the rock in order to make it possible to climb up the slide. The incline is not excessively steep; it is about a 45 degree angle and extends about 30' to the next level. There is a 75% chance that the Bugbears in Chamber V-25 will see anyone passing this way and attack. In addition, there is a 10% chance that 2 - 8 Bugbears will be coming down from above.

25. Bugbear Guards (Irregular 30' x 55' x 19')

This is the underground guard post for the Bugbear lair. Four of them will be on guard at all times. Bugbears: HIT: 006, HTK: roll as necessary, ARM: 048, AGL: 095, DPA: 6 or by weapon, WPN: HCL, IGG, or RSP.

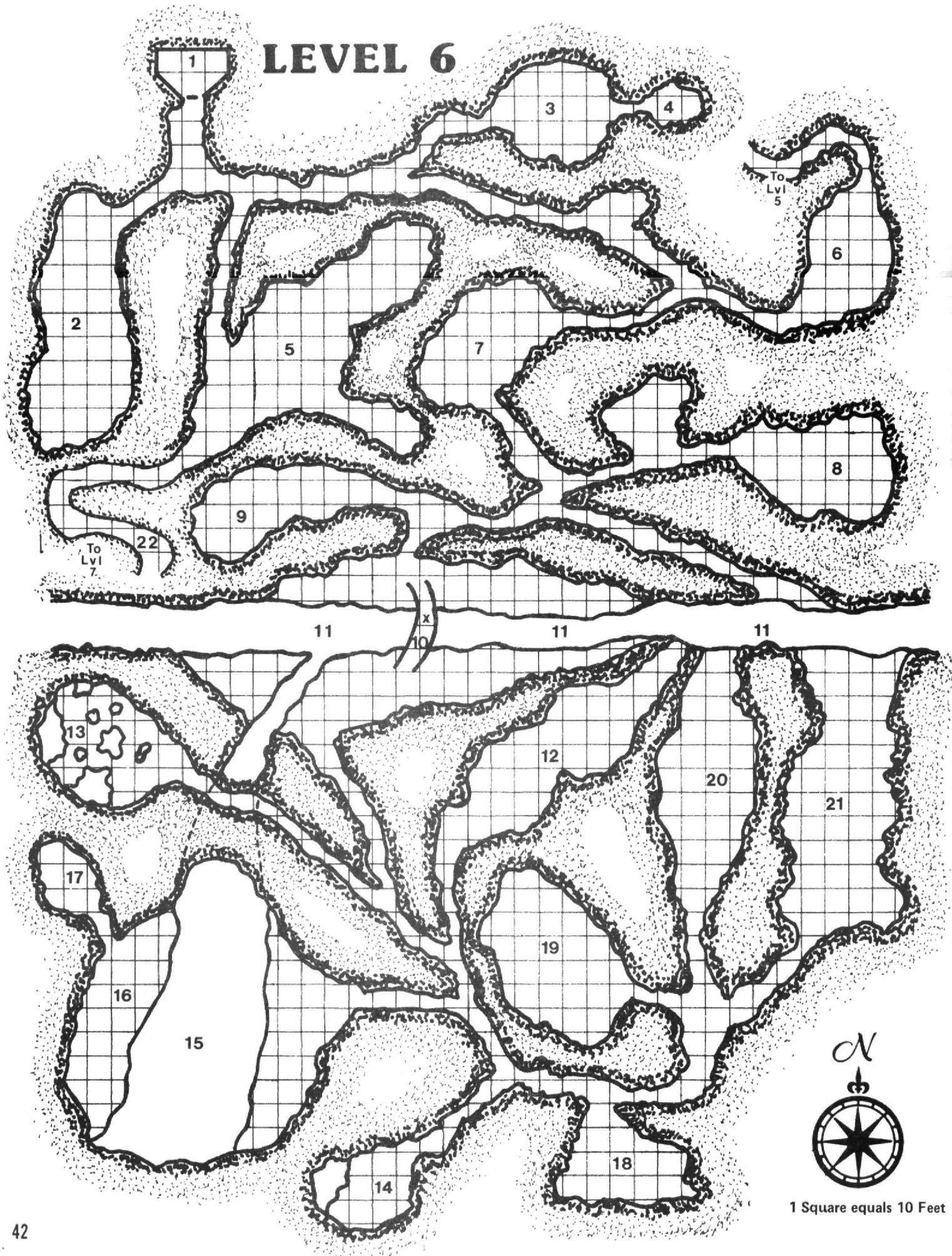
26. Stream

This stream passes through this level of the mines. It is between 8' and 10' wide and is 2' to 10' deep. The caverns intersect it in three places. In the northernmost intersection, the Dark Elves have fashioned a rudimentary crossing which consists of a length of rope anchored to the top of the tunnel with a spike and tied off around a rock on either side. There is a 5% chance per crossing that the spike will give way and the character will be plunged into the stream. At this point, the stream is 10' wide and 10' deep. In the center intersection, the stream is only 4' deep, and no means of spanning the stream has been constructed. At the southernmost intersection, the stream is only 3' deep, but a 10' deep sinkhole is directly south of the crossing. There is a 5% chance that one of the Water Nymphs from Chamber V-13 will be seen swimming in the stream each time the party encounters it. This chance is not cumulative.

27. Is This The Way? (Irregular 50' x 27' x 16')

This cave appears to be a dead end to all those who fail to roll INT or less on 3D6. The exit along the north wall which leads to Level VI is protected by a *Permanent Illusion* to appear as part of the rest of the wall. If the party passes through, a *Fire Wall* will spring up where the *Illusion* was after 2 melee rounds. This *Wall* will last for 2D4 turns.

LEVEL 6



Wandering Monsters - Level V

1. 1D6 Large Spiders from Chamber V-20.
2. 2 - 5 Dark Elves from Chamber V-7.
3. 1 - 3 Subterranean Lizards from Chamber V-14.
4. 2D10 Giant Rats from Chamber V-15.
5. Burney the Flame from Chamber V-18.
6. Water Nymph from Chamber V-13.
7. 2D4 Bugbears: HIT: 006, HTK: roll as necessary, ARM: 048, AGL: 095, WPN: HCL.
8. Roll from Level IV (50% chance) or Level VI (50% chance).

Level Six

1. Kelandor's Chamber (Irregular)

G-R-B, see Room I-18 for a complete description.

2. Dragon's Bones, Rats, and Hidden Horrors (Irregular 100' x 30' x 30')

At the southern end of the cavern are the remains of an old Black Dragon. The stench from all the rotting flesh is nauseating; roll CON or less on 3D6 or be affected by Revulsion (lose 1 point from STR per melee round for 1D12 rounds). Loss of STR lasts for 4D6 rounds after it has taken final effect. Gnawing upon the bones will be 1D12 + 12 Giant Rats. Giant Rats: HIT: 001, HTK: 005, 002, 002, 001, 003, 001, 004, 006, 006, 001, 003, 004, 004, 002, 004, 001, 001, 003, 002, 005, 006, 004, 002, 002, ARM: 046, AGL: 185, NOA: 3, DPA: 1/1/4 (claw/claw/bite).

Hiding within the Dragon's skull are 4 Wights: HIT: 003, HTK: 015, 015, 014, 015, ARM: 048, AGL: 175, NOA: 1, DPA: 8, DPA: drains 1 point from CPN per hit; roll current CON or less on 3D6 or loss is permanent; otherwise, lost points are regained at the rate of 1 point per day of full rest, SPD: silvered or enchanted weapons are needed to hit. The Wights will come out of the skull if anyone comes within 20' of it, surprising 80% of the time. Also hidden within the skull is their treasure consisting of 700 CP, 300 EP, 100 GP, and a set of Elven-sized enchanted +1 Platemail.

3. Dungeon Party II (Irregular 55' x 40' x 21')

This is the temporary lair for Dungeon Party II. They have been using this cavern as their base of operations while in the castle. They are led by Lord Rhodan: WPN: enchanted +2 to damage VTS, 2 DDG, HKB, 20 Bolts, 6 enchanted +2 Bolts. Lord Rhodan is the ruler of Vaux Castle, some 300 miles to the west. He heard rumors of Kelandor's Gold and adventured east with his henchmen in search of it. His apartments are in Gruesome Square, where he has struck up an alliance with Leunammi Tanki: WPN: enchanted +2 to damage VMS, DHA, WEL: 75 GP. There is a 10% chance that Leunammi will be with the party. Rhodan carries 200 GP and potions of Major Healing and Oil of Etherealness. Rhodan's henchmen:

1. DAX: WPN: enchanted +1 to damage VLS, DSS, 2 DDG, AGL: 37, RAC: HAL, SEX: MAL, HGT: 5', WGT: 80 lbs., WEL: 100 GP, a Scroll of Protection From Devils, and a Potion of Minor Healing. Dax's left eye is actually the Eye of Sanstra. Its powers are:
 1. *Charm*, 2 times per day.
 2. *Fireblast*, (6D6) 2 times per day.
 3. *Desire*, 1 time per day.
 4. *Detect Magik*, 3 times per day.

However, he must sacrifice a Bear to activate the relic each day. For this purpose, he has 8 Black Bears in Chamber VI-4. Dax also has a Belt of Herculean Strength* (STR: 230) which he obtained through the use of a *Desire*. Unfortunately, the Belt is so huge that he has to tie it around himself with ropes as if in a harness in order to wear it. Dax usually uses his *Desire* to obtain another Bear each day. There is a 25% chance that he has not yet done that, however.

2. Troy: WPN: Vorpal* VTS, 2 Cobra Daggers* (+1 to damage), SEX: FEM, AGE: 29, RAC: HUM, HGT: 5' 10", WGT: 135 lbs., VS: 38-25-37, HRC: blonde, HRL: 26", CPX: bronze, LAN: Common, Greek, Circean, Neutral Evil, Chaotic Good, Lawful Good. Troy comes from the Isle of Circe on the western edge of the known world. She is one of a group of adventurers who traveled west some 10 years ago. She was once a Paladin until her husband was betrayed and killed. She swore vengeance, turned Evil, and joined the Assassins Guild of Aldertow. If encountered, she will converse in either Chaotic or Lawful Good, depending upon the party. She will detect as Lawful Good if detected for, and there is the possibility that this status is actually suppressed, and, through sufficient magic, she may be restored. (This is left up to the discretion of the Judge, but the combination of spells must include a *Desire*, *Repel Evil*, *Cure Disease*, *Atonement*, *Abate Curse*, and *Exorcise*, so the likelihood of this happening should be quite small.) Her twin Cobra Daggers are her favorite weapons. She will throw them and then move in for the kill with her Vorpal. She wears two rings, a Ring of Protection +2 (which also happens to be her wedding ring) and a ring with 2 prongs set ½" apart (for Kelandor's Chamber) which she picked up on this level; she does not know of its significance. She carries 10 GP and 44 PP.
3. Calvin: WPN: enchanted +3 to damage DLS, DDG, SEX: FEM, AGE: 26, RAC: HOR, HGT: 5' 10", WGT: 163 lbs., HRC: black, HRL: 4½", CPX: grey, LAN: Common, Orcish, Goblin, Kobold, Neutral Good, Chaotic Good, Neutral Evil. She wears a Ring of Invisibility* and carries 2 Potions of Major Healing, WEL: 35 GP. She will appear as a Human male Fighter in Platemail.
4. Glyndia: WPN: enchanted +1 to damage VBS, 2 DDG, SEX: FEM, AGE: 140, GNM, HGT: 3' 4", WGT: 80 lbs., WEL: 25 GP.
5. Trish: WPN: enchanted +2 to damage VLS, 2 DDG, SEX: FEM, AGE: 23, RAC: HUM, HGT: 5' 4", WGT: 128 lbs., HRC: ash blonde, HRL: 19", CPX: moderate, WFL: 15 GP.
6. Sarah: WPN: enchanted +1 DLS, 2 DDG, SEX: FEM, AGE: 26, RAC: HUM, HGT: 5' 5", WGT: 140 lbs., HRC: brunette, HRL: 14", CPX: fair, WEL: 20 GP.
7. Lizzie: WPN: enchanted +2 DLH, SEX: FEM, AGE: 24, RAC: HUM, HGT: 5' 6", WGT: 120 lbs., HRC: brown, HRL: 10", CPX: moderate, WEL: 12 GP.
8. Bennie: WPN: DDG, 4 DDT, SEX: MAL, AGE: 50, RAC: HEL, HGT: 5', WGT: 120 lbs., WEL: 20 GP.

There is a 60% chance that 1D6 + 3 of the party will be here at any given time. If they are not in their lair, Dax's Bears from Chamber IV-4 will be guarding the lair.

4. Dax's Bears (Irregular 23' x 20' x 12')

Dax keeps his Bears in this rear chamber. Black Bears: ALN: NXX, HIT: 006, HTK: 014, 017, 021, 019, 014, 019, 019, 023, ARM: 075, AGL: 122, NOA: 3, DPA: 6/6/10 (claw/claw/bite), SPA: if both paws hit, the Bear gains an additional hug attack for 8 hits of damage. If all of Rhodan's party are out of the lair, the Bears will be guarding Chamber VI-3 and will attack all strangers who enter.

5. Rocks, Wheels, and Carts (Irregular 105' x 40' x 35')

Littering this rather large cavern are the rotting remains of several dozen old mining carts used by the Gnomish miners over 800 years ago. None of the wood remains, and only the rusted iron wheels indicate where the carts once stood. A few old, rusted picks and shovel ends and pieces can be found among them. Little of this is of any value any more; it is all too badly rusted from the dampness of the cavern.

6. An Army of Undead (Irregular 33' x 49' x 28')

Hiding out of sight from view of the entrances are 30 Animated Skeletons. They will attack anyone entering this chamber, but they will not pursue beyond it. Animated Skeletons: ALN: NXE, HIT: 002, HTK: 010, 011, 012, 012, 011, 012, 007, 008, 005, 012, 012, 008, 012, 004, 012, 011, 009, 012, 012, 009, 006, 008, 007, 012, 009, 012, 007, 012, 012, 009, ARM: 035, AGL: 185, WPN: DLS, DBS, or RSP.

7. Sloping Cavern (Irregular 40' x 65' x 26')

This empty cavern slopes downward towards the southwest.

8. Sagfian Advanced Guards (Irregular 65' x 40' x 21')

This is a base for 12 Sagfian advanced guards and their leader. Guards: ALN: CNA, HIT: 005, HTK: 023, 021, 026, 026, 021, 027, 026, 024, 025, 024, 029, 028, ARM: 075, AGL: 085, NOA: by weapon type, WPN: ITR, NHT, DDG. They guard the northern approaches to the lair. Leader: ALN: CNA, HIT: 008, HTK: 031, ARM: 075, AGL: 085, SPA: he gains +1 to damage. Each carries 2 - 4 PP. There will be 2 - 13 here 80% of the time. The rest will be on patrol north of the river.

9. Empty Chamber (Irregular 60' x 40' x 12')

10. A Bridge Too Far? (Irregular 200' x 60' x 45')

Constantly on guard in this chamber will be 5 'Sagfian'. They guard the bridge against intruders. In the center of the bridge is a trap door known only to the Sagfian. It will activate on a 1 - 4 on 1D6; roll for each individual except the Sagfians. Saguhins: ALN: CNA, HIT: 006, HTK: 023, 022, 026, 016, 018, ARM: 075, AGL: 085, WPN: ITR, NHT, DDG, WEL: 2 - 4 PP each.

11. Three Hungry Sharks

Swimming about in this 20' wide, 154' deep river are 3 Sharks. They guard the Sagfian lair and will attack all others that enter the water. Sharks: ALN: NXX, HIT: 007, HTK: 030, 038, 021, ARM: 073, AGL: 175, NOA: 1, DPA: 12 (bite).

12. Empty Cavern (Irregular 100' x 40' x 22')

At the northern end of this cavern, there is an opening to the river on this level. The opening is only five feet wide, and the drop (or the climb, depending upon which way the character is going) is 6' from the cavern to the river. The surface of the drop is irregular, wet, and slippery.

13. Damp, Dismal, and Dangerous (Irregular 65' x 45' x 18')

Most of this cavern is flooded from the underground rivers. The depth varies from between a few inches to up to 2' deep. Various dry patches and rocks jut above the water. In the water are poisonous and non-poisonous Snakes. Anyone traversing the chamber will have a 10% chance of being attacked by 1D4 Snakes; 20% of them will be poisonous (roll for each Snake). Snakes: ALN: NXX, HIT: 001 - 006, HTK: variable, ARM: 035, AGL: 175, NOA: 1 or 2 (10% chance), DPA: 4, 6, 7, 8, 12, or 16 (variable, depending upon size), SIZ: small to large, SPD: 120' to 240' (smaller Snakes will tend to be faster).

14. Sagfian Guards (Irregular 40' x 30' x 12')

This is the forward base for 7 Sagfian guards. The western edge of the chamber is damp and flooded. This pool is filled with small fish which provide food for the guards. A pile of fish bones lies near the pool. Guards: HIT: 007, HTK: 023, 021, 029, 029, 028, 027, 034, ARM: 075, AGL: 085, WPN: ITR, NHT, DDG, WEL: 2 - 4 PP each. There will be 1D6 + 1 of them present 25% of the time.

15. Entrance to Sagfian Lair (Irregular 100' x 110' x 45')

The river from Chamber VI-11 forms an underground backwater lake in this cavern. 200' below the surface is the Sagfian lair. See Chamber VII-21 for complete details of the Sagfian lair. There is a 90% chance that 1D20 Sagfian will be in this cavern, either beginning or returning from a hunting expedition or guard post or just lounging on the rocks. 60% of the individuals will be male, 10% of the individuals will be female, and 30% of the individuals will be young. Take stats from individuals listed for Chamber VII-21.

16. Sagfian Guards

Across the underground lake from the entrance to the cavern will be 10 Sagfian guards keeping watch over the Sagfian treasure room. There will be 9 guards and 1 leader at all times (do not count them among the population described in (VI-15)). Individuals: HIT: 006, HTK: 021, 012, 023, 021, 023, 022, 018, 015, 018, ARM: 075, AGL: 085, WPN: ITR, NHT, DDG, WEL: 2 - 4 PP each. Leader: HIT: 008, HTK: 036, ARM: 075, AGL: 085, WPN: ITR, DDG, SPA: gains +1 to damage. If they are attacked, 1 or 2 of them will swim down to warn the complex. After 1D6 + 2 melee rounds, 2D8 individuals will appear each round for 1D6 rounds. There is a 5% cumulative chance that the Baron will appear with his bodyguards. They will prevent any and all from entering the treasure room but will not attack across the river if not provoked. Instead, they will leave the attack to the advanced guards (see Chambers VI-8 and VI-14).

17. Sagfian Treasure Room (Irregular 30' x 35' x 20')

This small cavern serves as the Sagfian treasure room. There are 5 chests and 2 coffers in the chamber. Chest No. 1 contains 1,000 SP. Chest No. 2 contains 2,000 EP. Chest No. 3 contains 4,100 GP. Chest No. 4 contains 1,750 GP. Chest No. 5 contains 600 PP. Coffers: No. 1 contains 42 gems: five 100 GP Ambers, six 100 GP White Pearls, four 100 GP Jets, ten chunks of Jade worth 900 GP all together, five 500 GP Black Pearls, five 100 GP Tourmalines, and two hunks of Blue Quartz worth 5 GP each.

18. Just Remains (Irregular 50' x 40' x 10')

There are 12 skeletons in this chamber. None of them are Undead. Seven of them appear to be Saguhin, and three are Human. One skeleton is a Dwarf, and one is a Halfling. There are a couple of old, rusty sets of Banded armor and a rat-chewed set of Leather armor; one set of Chainmail, however, seems to be in fair condition (treat as IRT). The weapons are either broken or too rusty to be very useful (treat them as having a 50% chance of breaking when first used in combat).

19. Empty Chamber (Irregular 60' x 80' x 20')

20. Cobwebs, Cobwebs, and More Cobwebs (Irregular 40' x 115' x 28')

This chamber opens up to the river at the north end. The drop from the edge of the chamber to the river is 6'. The chamber is filled with cobwebs, but the Spiders are of the normal variety and are not poisonous. A Wandering Monster check is appropriate before entering this chamber.

21. Spider Haven (Irregular 50' x 120' x 38')

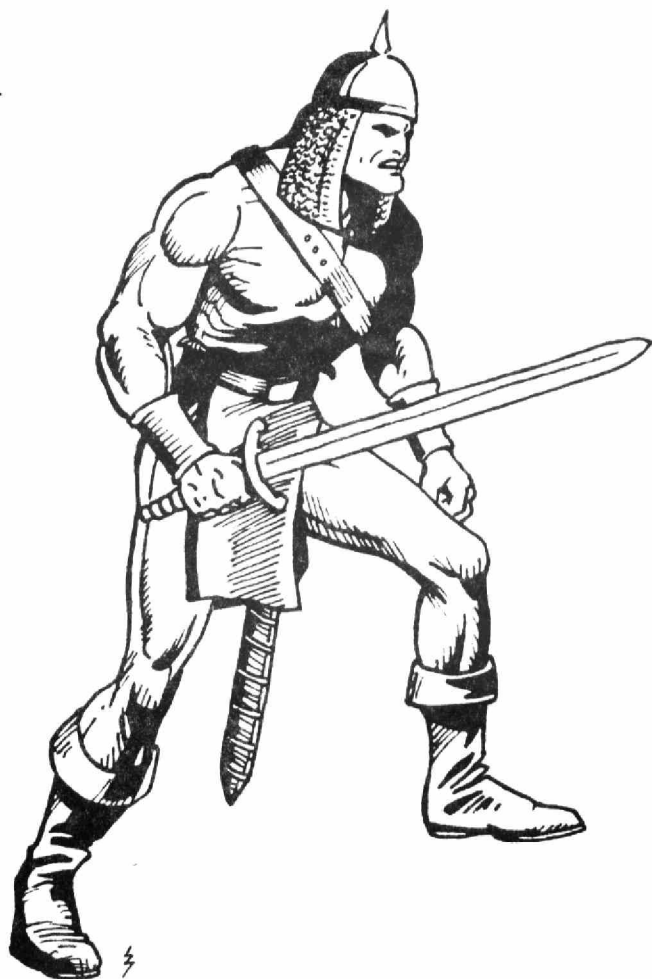
Similar to Chamber VI-20, this cavern also opens to the river on the north end and is filled with cobwebs. However, the Spiders in this lair are of the large variety and are poisonous. There are various bones of assorted creatures scattered about the chamber and among the webs. The webs totally block off the northern end of the chamber. The drop from the northern end of the chamber to the river is 7'. Giant Spiders: HIT: 002, HTK: 010, 011, 010, 011, 009, 012, 012, 012, 008, 010, 010, ARM: 036, AGL: 177, NOA: 1, DPA: 3 (bite), SPA: for each successful hit by the Spiders, characters must roll CON or less on 3D6 or take 4D6 hits of damage from poison. There will be 1D10 + 1 Spiders present at any given time.

22. Passage to Level VII

This passageway slopes steeply downward and leads to Level VII. The slope is about as steep as a stairway, descending well over 100' in a passage 200' long, so movement in heavy armor will be slowed.

Wandering Monsters for Level VI
(Roll 1D6)

1. 2D6 Giant Rats from Chamber VI-2.
2. Dungeon Party II from Chamber VI-3, 1D8 + 1 individuals.
3. 1D6 + 1 Sagfians from Chamber VI-15.
4. 1D4 Giant Spiders from Chamber VI-21.
5. Wanderer from Level V.
6. Wanderer from Level VII.



Level Seven

1. Red Dragon Lair (Irregular 70' x 170' x 90')

This is the lair for an ancient Red Dragon. It is under the control of Kelendor IX and will be on this level 95% of the time. 60% of that time, it will be in this cavern, and 70% of the time it is in this cavern, it will be sleeping. Her baby is in Chamber VII-3. If any attack is made upon him, she will attack without mercy, but she can be dealt with otherwise. She guards the stairwell down to Level VIII and will let no one pass without a substantial bribe except for Kelendor IX and his henchmen. Her baby will be in this cavern 20% of the time. Red Dragon: HIT: 014, HTK: 105, ARM: 185, AGL: 105, NOA: 3, DPA: 6/6/20 (claw/claw/bite), SIZ: 50' long, INT: 014, SPA: can breathe fire for 15D6 damage 3 times per day, MRT: 40%.

2. A Door?

At the end of this tunnel is a door. Behind it is a stairway down which leads to Level VIII. It will appear to go down only 50'. However, as the party descends 10' down the stairs, they will be *Teleported* down 200' to the final 40' of the stairway. This will be indiscernable even to a Dwarf due to the high concentration of lead in the area, and only a *True Sight* spell or a Crystal of Seeing (or similar device) will reveal that the members of the party ahead are actually an additional 200' ahead.

3. Baby Red (Irregular 40' x 70' x 35')

This is the lair for the young of the ancient Red Dragon in Chamber VII-1. He will be here 70% of the time, in his mother's lair 20% of the time, and taking his exercise in the rest of the level on this side of the river 10% of the time. He is quite playful and will not attack (only a 5% chance) unless attacked first. However, there is a 15% chance of a party member being hit by a playful clawing and a 1% chance of being seared by fire breathed in fun. Baby Red: HIT: 010, HTK: 055, ARM: 145, AGL: 105, NOA: 3, DPA: 3/3/10 (claw/claw/bite), SIZ: 25' long, INT: 012, SPA: can breathe fire for 8D6 damage once per week, MRT: 10%.

4. Empty Cavern (Irregular 50' x 40' x 30')

5. Dead End Tunnel (6' high)

Long ago, a group of Dwarven miners began to tunnel in this area to enlarge the mine. However, the vein ran out and was abandoned. The entire length of this 100' tunnel is supported by wooden beams spaced 10' apart. There is a 5% chance per beam passed of it being too rotten to support the rock foundation above and collapsing, inflicting 10D12 hits of damage and blocking the passageway (roll for each individual passing the beam). At the end of the tunnel is a pile of loose rock. Beneath the rock is an Orcish skeleton and an old stone tablet. Written upon it in the old Gnomish tongue are the words:

"LET HE WHO HAS NO FATE
RISK ALL FOR NOUGHT."
Telcas Antras Petrarch

This tablet was inscribed by Petrarch the Thinker before the castle was abandoned to warn the Gnomes living in the area not to risk entering. It was once placed upon the entry chamber (Room I-1) but was removed by a lone Orc exploring the abandoned castle. The Orc became trapped on this level by the Red Dragon and, thinking the tunnel to be close to another, he attempted to burrow his way out of his difficulty. The wall on which he was working caved in on him, burying him beneath the rubble. Too weak from his ordeal to work his way out, he died of starvation with only the stone tablet (which he believed to be magic, not being able to read the old Gnomish tongue) to mark his final resting place. Magical enchantments placed upon the stone have and will prevent its destruction by physical means.

6. Dragon Treasure Room (Irregular 30' x 60' x 18')

The ancient Red Dragon can no longer enter her treasure room because of her great size and the fact that it is filled with her treasure, so she usually sends her son to deliver any additions to the chamber. The room is filled with coins, jewelry, and gems. Her treasure consists of 15,378 CP, 10,467 SP, 18,256 EP, 15,678 GP, 4,401 PP, 130 pieces of jewelry with a total value of 17,400 GP and weighing some 240 GP, and 89 assorted gems with a total value of 10,00 GP. If the party has managed to pass by her, she has an uncanny sense of when her treasure is in jeopardy and will come to defend it 45% of the time in 1D6 melee rounds.

7. Another Dead End Tunnel: (6' high to irregular chamber 40' x 25' x 12')

This tunnel is supported by wooden beams spaced every ten feet. It was constructed long ago by Dwarven miners who later abandoned it when it proved unfruitful to their mining enterprise. There is a 5% chance per person passing under each beam of the rotted beam collapsing, delivering 10D12 hits on anyone beneath and blocking the passageway. The chamber is empty.

Rooms 8 through 19 on this level represent Petrarch the Thinker's underground lair. Its existence and location were known only to Petrarch and his apprentices. No legends or rumors tell of its existence. Kelador IX and his henchmen have not, as yet, discovered it, but there is a 5% chance per day spent in this level that they will discover it. Most of the lair was hewn from underground caverns, and it is only accessible through the use of Kelador's Chamber. Its location will be indeterminate unless a shaft is dug toward the surface. To give the Judge some idea of the location of this area in the unlikely event that this should be attempted, a shaft dug vertically from the center of Room VII-9 would exit in the southern corner of Chamber VI-19, but the shaft would have to be around 200' straight up through solid rock. As this is highly improbable and not in the least practical, its location will probably never be known. The walls of the rooms are fashioned from mortar and stone and are 10" thick, as are the ceilings. This area is **not** on any maps or charts.

8. Kelador's Chamber (Irregular)

G-B-Y (See Room I-18 for complete description).

9. Hall of the Unknown Warriors (50' x 50' x 12')

In the center of the black marble floor is a large "P" inlaid in gold. Curtains of cloth-of-gold hang upon the walls with wrought iron wall sconces set between them. The ceiling is domed from 12' to 15' in the center of the room but is flat in a 3' diameter circle above the "P". Spaced 10' apart and standing 3' from the east and west walls are 10 statues, five on each side of the room. To protect against intruders, Petrarch enchanted 10 Animated Statues as guardians. They are 6½' tall and appear as Greek warriors in Leather armor and carrying Shields. They wield Great Spears which do +4 hits of damage (exclusive of bonuses) and attack as 10th level Fighters. Statues: ALN: NXX, HIT: 010, HTK: 045 each, ARM: 155, AGL: 075, NOA: 2, DPA: by weapon, SPA: they can be struck only by enchanted weapons and are immune to magic attacks except for a *Rock to Flesh* spell which will reduce their ARM to 035 and allow them to be struck by normal weaponry. Chipping at the statues will do no damage; they will reform upon activation. Any attempt to open the doors to the north wall will activate them unless the words, "Telcas Antras Petrarch" are spoken before hand. This will automatically open the doors, which are normally *Mage Locked*. The doors are 8' high, 4' wide, and 3" thick and are forged of solid bronze.

10. Laboratory (40' x 40' x 10')

Petrarch's normal experimentation was conducted in the lab on Level III. He reserved this lab for his more unusual experiments, most notably his work on Kelador's Chamber. None of the equipment remains; the room contains only empty tables and shelves. A thick layer of dust covers everything and appears to have been undisturbed for centuries. Lighting is provided by a *Permanent Sphere of Light* cast upon the ceiling centuries ago. In the northwest corner, on the west wall, is a secret door leading to Petrarch's private library.

11. Storage Room (20' x 20' x 10')

This was the storage room for the lab. The shelves are empty and covered with dust.

12. Symbol of Disintegration

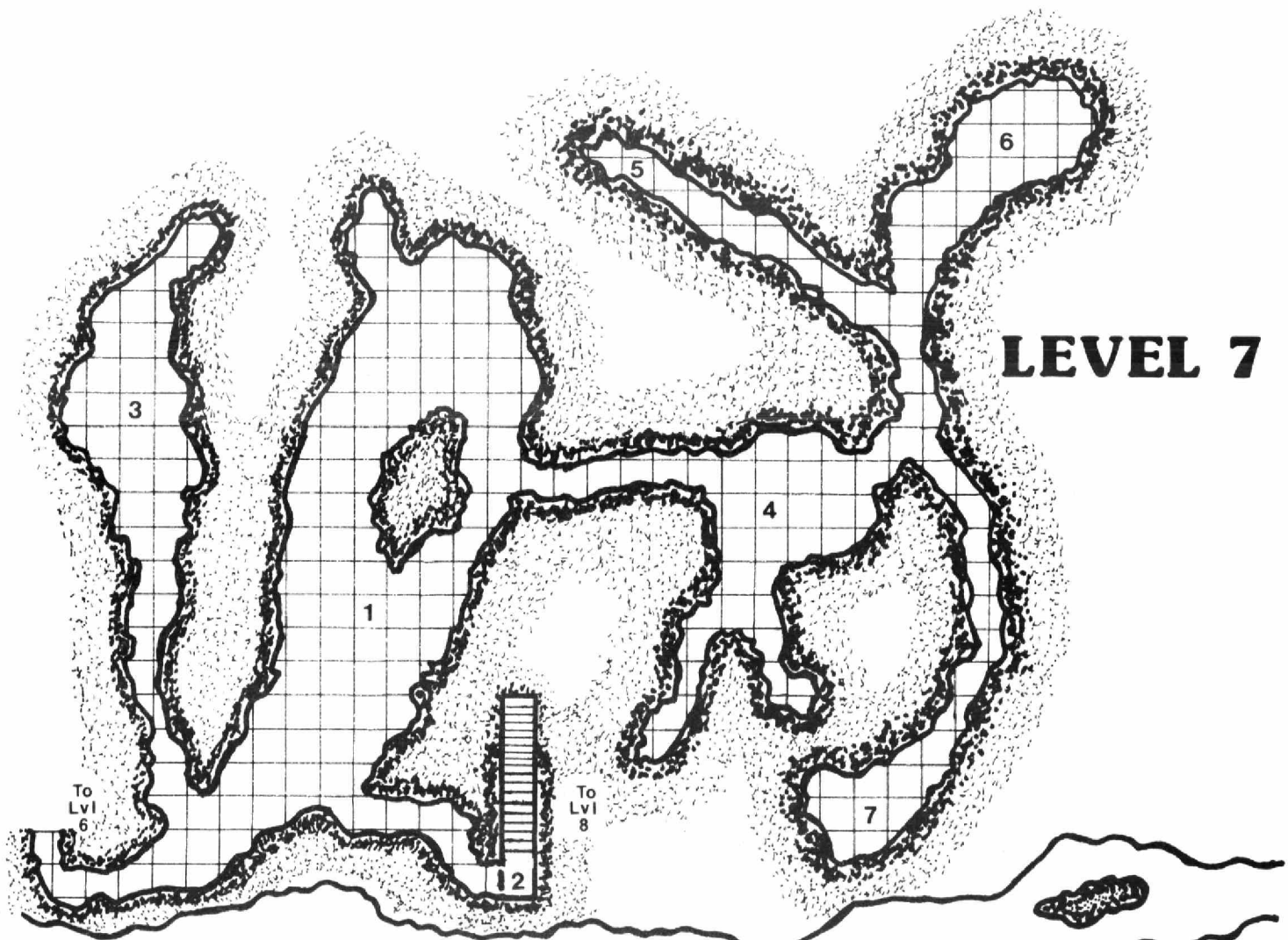
Cast upon an area of the floor 3' wide by 10' long is a permanent *Symbol of Disintegration*. An inlaid pattern of gold outlines the area, which resembles an elongated starburst, but it appears to be no more than a design. It will radiate magic if detected for. Any object falling upon the area and not protected from magic (*Sphere of Dispellment* or MRT) will be instantly and irrevocably disintegrated. (**Note to the Judge:** Be clear and specific to note the outline and design as soon as it is visible. This is of utmost importance due to its power!)

13. WC (20' x 20' x 10')

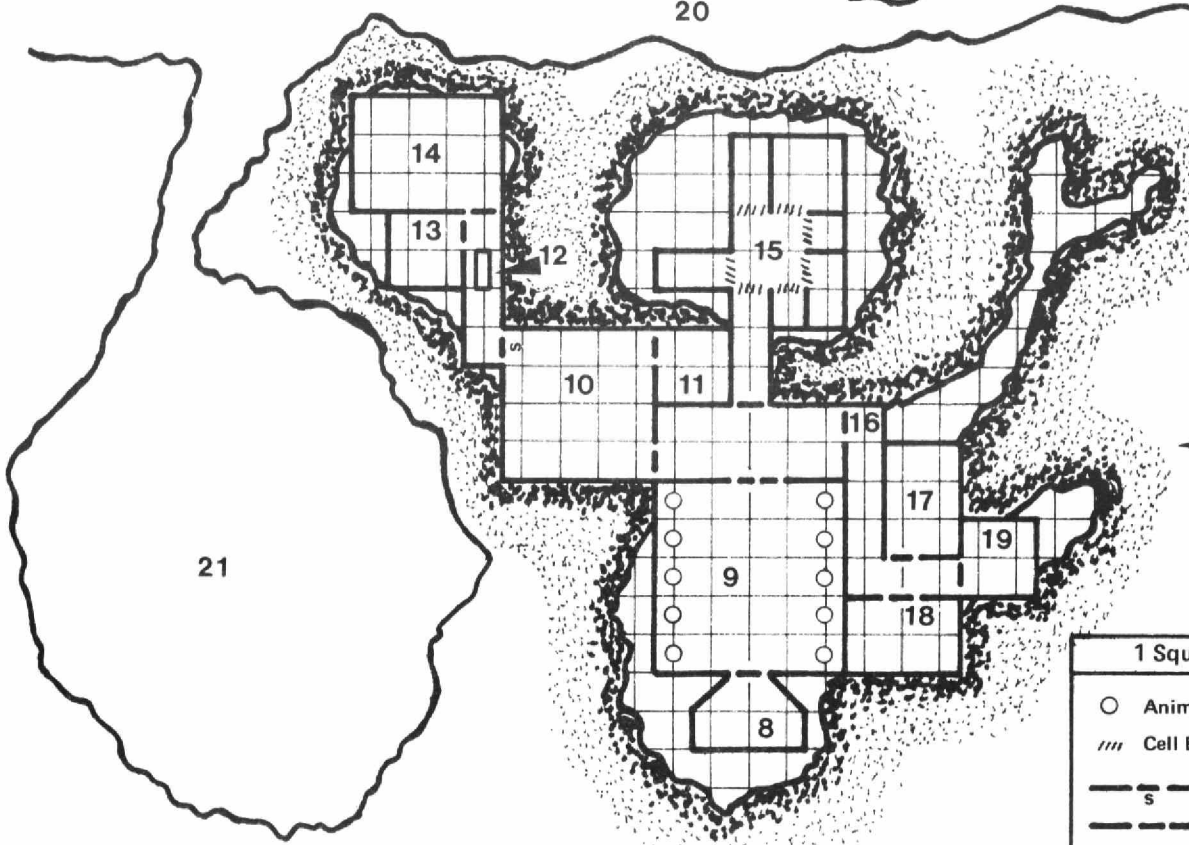
The contents of this room are similar to those of other WCs located within the castle. A box, 2' x 2' x 2' with a hole in it is set in the northwest corner. By the west wall is a brass wash stand which holds a ceramic wash basin and empty pitcher.

14. Library (40' x 30' x 8')

Bookshelves line the walls of this room from floor to ceiling. Three large, circular tables set equidistant from one another are in the center; each has 4 chairs around it. Contained here, in several thousand volumes, is one of the most complete libraries on metaphysics, the planes, divination, dweomercraft, architecture, engineering, and physics in the kingdom. For some mysterious reason, Petrarch never removed his library from its location. Perhaps he felt it to be safe from intruders due to the location and the magical defenses he had manufactured. He did, however, burn all his notes pertaining to the designing and working of Kelador's Chamber. After finding safe haven for the child, Delvinius, Petrarch returned secretly to his laboratory. Already near insanity from the awful powers he had been dealing with in the construction of Kelador's Chambers, he began to believe that he had created an evil demon in the machine which allowed him to transport at will through time, space, and the planes. He destroyed his notes to prevent others or himself from recreating what he believed to be a great evil and, in an insane attempt to destroy the machine, he accidentally opened a portal to the astral plane and became lost forever. Although the secrets of the design and operation of Kelador's Chamber will never be discovered, any Magic User or Illusionist of 9th level or higher who spends 4 weeks in this room, studying, will be raised one experience level, to a maximum of three experience levels. Lighting is provided by a *Permanent Sphere of Light* cast upon the ceiling.



LEVEL 7



Key:

1 Square equals 10 Feet	
○	Animated Statue
////	Cell Bars or Gate
—s—	Secret Door
---	Door
~~~~~	River or Lake

#### 15. Experimental Animal Confinement (Irregular 20' high)

Seven cells can be found here of various sizes (see map). Petrarch used this area to house creatures for his experiments. The bones of some of these creatures can be found in 1 - 3 of these cells.

#### 16. Wall of Iron

Along the west side of the door is an *Iron Wall* cast by Petrarch (at 23rd Level) upon leaving his lair when the castle was abandoned to the Orcs. Not wishing knowledge of this area or his experiments to be known, Petrarch imprisoned all of his apprentices here, condemning them to certain death. Their skeletons can be found in the rooms beyond.

#### 17. A Reward for Service? (20' x 30' x 10')

This was the bedroom for 2 of Petrarch's apprentices. Everything in the room has been rather well preserved due to the low humidity here. There are cots along the east and west walls and a table and 2 chairs are set along the north wall with an oil lamp in the center of the table. In the southwest corner is a chest filled with various robes and sandals and containing, as well, a copper bracelet worth 5 GP, two 50 GP Amethysts, and 17 SP in a leather pouch. Lying upon the east bunk is the skeleton of a man in tattered robes. This was Verstang, Petrarch's senior apprentice. It would take a *Resurrection* and a *Desire* spell to raise him from the dead. (This applies to all 4 of Petrarch's apprentices). Upon the third finger of his right hand is a Ring of Protection +3, and on the middle finger of his left hand is a two-pronged ring to activate Kelandor's Chamber. Clutched in his left hand is a Wand of Lightning Strike* empty of charges. He used most of them unsuccessfully upon the *Iron Wall* at VII-16.

#### 18. Who Will Avenge Us? (30' x 20' x 10')

This room was the bedroom for 2 of Petrarch's apprentices. The low humidity has kept everything within in a good state of preservation. There are cots along the south and west walls, and, in the northeast corner is a table with two chairs and a reading lamp. A chest filled with various robes and sandals is in the southeast corner. Under the false bottom of the chest is a silver box holding a ring of gold set with Sapphires and Diamonds and worth 500 GP, as well as a small sack containing 45 SP, 15 CP, and 4 GP. Huddled in the center of the room are the skeletons of 2 Humans clutching empty water skins. They are Ernos the Hopeful and Alcasus. Each skeleton wears one of the two-pronged rings which activates Kelandor's Chamber. Scattered about them are 12 scrolls of various 1st through 4th level Magic User spells (Judge's discretion). There is a 5% chance per scroll of the paper and enchantment still being usable (roll for each).

#### 19. A Room With A View? (20' x 20' x 10')

This was the old WC for Petrarch's apprentices. There is a large, gaping hole in the east wall which will reveal the end of the cavern beyond. From the char marks upon the wall, it is apparent that it was blasted open with Lightning Bolts. In a pile of rocks are the bones of Titatius. Various empty vials can be found around him.

#### 20. The Depths

This is the river bottom from VI-11. Sagfians and Sharks will be the only encounters. Take their stats from VI-11 and VII-21.

#### 21. This Way to Your Death

Approximately 50' below this level is the Sagfian lair. It is approximately 250' from the surface of the water (see VI-15) at this point. There are about 134 Sagfians in the underground complex: 45 individuals, 1 Baron, 9 Bodyguards, 60 females, 20 young, and 80 eggs. Baron: HIT: 009, HTK: 044, ARM: 135, AGL: 085, NOA: 2, DPA: by weapon, WPN: Great Trident (double normal damage), SPA: gains +3 to damage. Bodyguards: HIT: 007, HTK: 027, 020, 022, 028, 027, 029, 026, 026, 028, ARM: 135, AGL: 085, WPN: ITR, NHT, DDG. Individuals: HIT: 006, HTK: 017, 021, 029, 015, 013, 019, 015, 023, 012, 010, 011, 028, 010, 011, 013, 012, 021, 013, 010, 029, 011, 014, 019, 022, 018, 011, 018, 010, 022, 016, 012, 022, 012, 010, 010, 027, 017, 016, 015, 022, 019, 011, 015, 014, 011, WPN: various HSP, ITR, HNT, DDG, WEL: 2 - 4 PP each. Females: HIT: 004, HTK: 013, 016, 018, 012, 012, 008, 014, 010, 012, 016, 011, 011, 009, 010, 010, 013, 015, 014, 012, 008, 018, 011, 016, 009, 010, 007, 017, 016, 015, 016, 007, 011, 016, 015, 013, 010, 015, 007, 011, 012, 011, 013, 013, 007, 012, 015, 012, 014, 012, 013, 024, 017, 012, 018, 014, 012, 015, 011, 008, 007, ARM: 075, AGL: 085, DPA: by weapon, WPN: DDG. Young: HIT: 2, HTK: 012, 009, 006, 008, 011, 016, 005, 006, 010, 010, 005, 010, 012, 009, 010, 006, 009, 005, 005, 007, ARM: 048, AGL: 085, DPA: by weapon, WPN: DDG. The lair is composed of various stone huts and larger structures. From 40% to 60% of the various inhabitants will be present at any given time. Intruders will be dealt with severely and will not be likely to get out alive.

**Wandering Monsters for Level VII - North**  
(Roll 1D4)

1. Ancient Red Dragon from Chamber VII-1.
2. Baby Red Dragon from Chamber VII-3.
3. Wanderer from Level VI or Level VIII.
4. Wanderer from the outside. Random.

**Level Eight**

**1. Stairwell Up**

See Chamber VII-2 for complete details.

**2. Wyvern Guardian (Irregular 300' x 300' x 150')**

Flying around this huge cavern is a Wyvern. He is the guardian of the entrance to this level and will attack anyone attempting to pass except for Kelandor IX and his henchmen. The exit just to the west of the entrance is blocked by three huge boulders, each weighing 5,000 to 50,000 lbs. Wyvern: HIT: 010, HTK: 057, ARM: 135, AGL: 135, NOA: 4, DPA: 3/3/20/4 (claw/claw/bite/tail), SIZ: 70' long, MRT: 35%, SPA: on any successful tail hit, characters must roll CON -4 or less on 3D6 or take 10D12 hits of damage from lethal poison. On any claw hit, there is a 10% chance (double if both claws hit) of the character being lifted from the ground. The character will be dropped if the Wyvern sustains damage and will suffer 1D8 hits of damage for every 10' he or she falls.

**3. Lair of the 11-Headed Hydra (Irregular 80' x 100' x 40')**

Working in conjunction with this Wyvern is an 11-headed Hydra. He guards their common treasure of 5,000 CP, 1,200 SP, 600 EP, 1,700 GP, a Tourmaline-studded silver chalice worth 4,790 GP, a gold brooch set with Peridots worth 1,700 GP, a gold medallion set with Rubies worth 6,109 GP, and a silver comb worth 30 GP. If the Wyvern is severely threatened, the Hydra will come to its aid in 1D4 + 1 melee rounds. Hydra: HIT: body: 008, heads: 002 each, ARM: body: 078, heads: 073 each, AGL: 095, HTK: body: 042, heads: 010, 010, 010, 009, 009, 009, 009, 008, 008, 006, 005, NOA: 11, DPA: 10. He will be in his lair 60% of the time.

**4. Five Unfortunates (Irregular 60' x 160' x 48')**

Scattered about this cavern are the remains of a party of 5 adventurers who were killed by Kelandor IX's Giants. The bodies have been stripped of all armor and possessions. The skulls of three of them appear to have been crushed.

**5. Cave In (80' long x 10' wide)**

The passageway here has been caved in and is impassable.

**6. More Bones (Irregular 100' x 40' x 15')**

The bones of various creatures are scattered about this cavern.

**7. Blocked Passageway (65' long x 5' wide)**

This passageway has been caved in. However, in this case, the damage appears worse than it actually is, and the rubble can be cleared in a few hours (1D4 + 1).

**8. Bats (Irregular 120' x 110' x 30')**

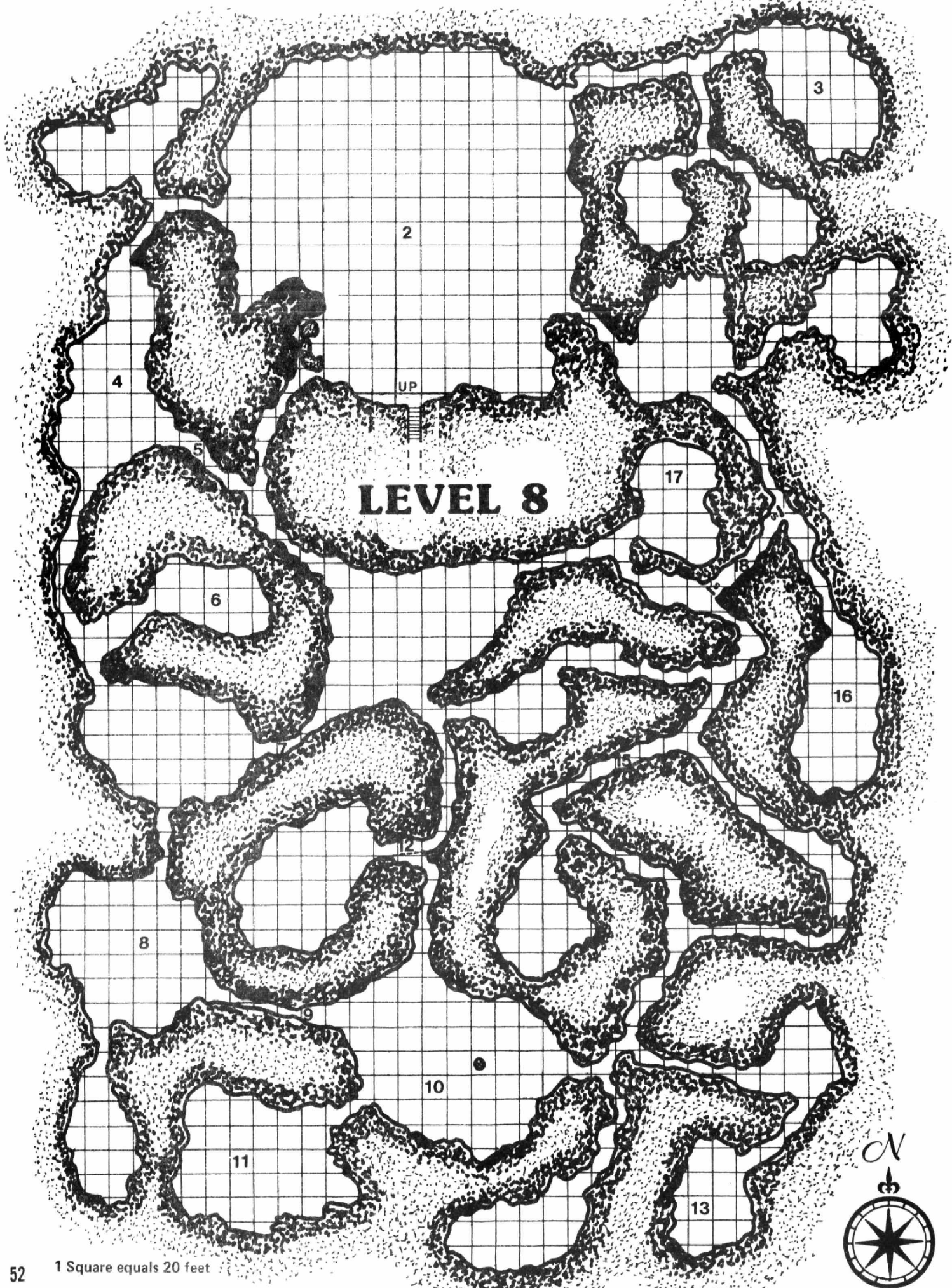
This cavern is the lair for 70 - 80 Bats. There is a 30% chance per party member (roll for each) of 1D4 Bats attacking each round. Any excessive light or noise will double the chance and number. Bats: HIT: 001, ARM: 021, AGL: 185, HTK: roll as necessary, NOA: 1, DPA: 2 and obscure vision.

**9. Crawlway (90' long by 3' wide)**

The passageway is little more than a crawlway. Characters will have to crawl through one at a time.

**10. Fire Giant Guards (Irregular 180' x 140' x 60')**

Constantly on guard here will be 1D4 Fire Giants. They guard the entrance to the lair of Kelandor IX. No one not bearing his arms, a black Falcon on a gold field, will be allowed to pass. They will challenge all who enter but will not attack unless necessary. In the approximate center of the room, there is a rope ladder which leads down a 40' deep hole to Kelandor IX's lair below. Any fighting here will bring the remainder of the guards from Chamber VIII-11. Fire Giants: HIT: 014, HTK: 056, 072, 048, 045, NOA: 1, ARM: 073, AGL: 065, DPA: 20 plus STR bonuses, WPN: Great DTS.





#### 11. Fire Giant Young and Females (Irregular 140' x 100' x 30')

This cavern serves as the lair for the Fire Giants. At any given time, there will be up to 3 males (from Chamber VIII-10, 1D4 females, and 1D6 young here. In a pile in the southwest corner are assorted armor, Shields, weapons, and personal items from their victims. Beyond this, they have no treasure. Anything of value is turned over to Kelandor IX. Females: HIT: 009, HTK: 037, 030, 035, 041, ARM: 074, AGL: 065, NOA: 2, DPA: 16 (fists) or by weapon, WPN: WCL. Young: HIT: 002, 004, 009, 004, 005, 006, HTK: 008, 017, 046, 015, 023, 031, ARM: 049, AGL: 075, NOA: 2, DPA: 8 (fists) or by weapon, WPN: WCL.

#### 12. Illusory Wall

The south wall of the passageway at this point has a *Permanent Illusion* spell cast upon it to make it appear as if there is not a passage to the south. Characters must roll INT or less on 3D6 to disbelieve the *Illusion*.

#### 13. Wights (Irregular 60' x 100' x 20')

There is a 45% chance of 1D6 Wights being here. In various chests at the south end of the chamber are 9,000 SP. Wights: HIT: 003, HTK: 030, 029, 033, 036, 032, 034, ARM: 048, AGL: 175, NOA: 1, DPA: 8, SPA: drain 1 point from CON per hit.

#### 14. Trip Wire

As the party passes through this tunnel, they will come across a trip wire which will collapse the ceiling for 15' in either direction. A roll of 1 - 3 on 1D6 will release the trap for 5D6 hits of damage and roll AGL and SPD - 5 or less on 3D6 or be crushed by the falling rocks. Others within 15' must roll to escape damage as well.

#### 15. Poison Gas

The passageway here for 30' in both directions is filled with a double strength Sleeping Gas (as a *Sleep* spell). Dwarves and Elves can detect this up to 30' away. Individuals must roll CON -4 or less on 3D6 or fall fast asleep for 4D6 turns. Wandering Monster checks should be made every turn while sleeping, but, of course, any living monsters are liable to be affected by the gas to some degree as well.

#### 16. Bats (Irregular 60' x 140' x 40')

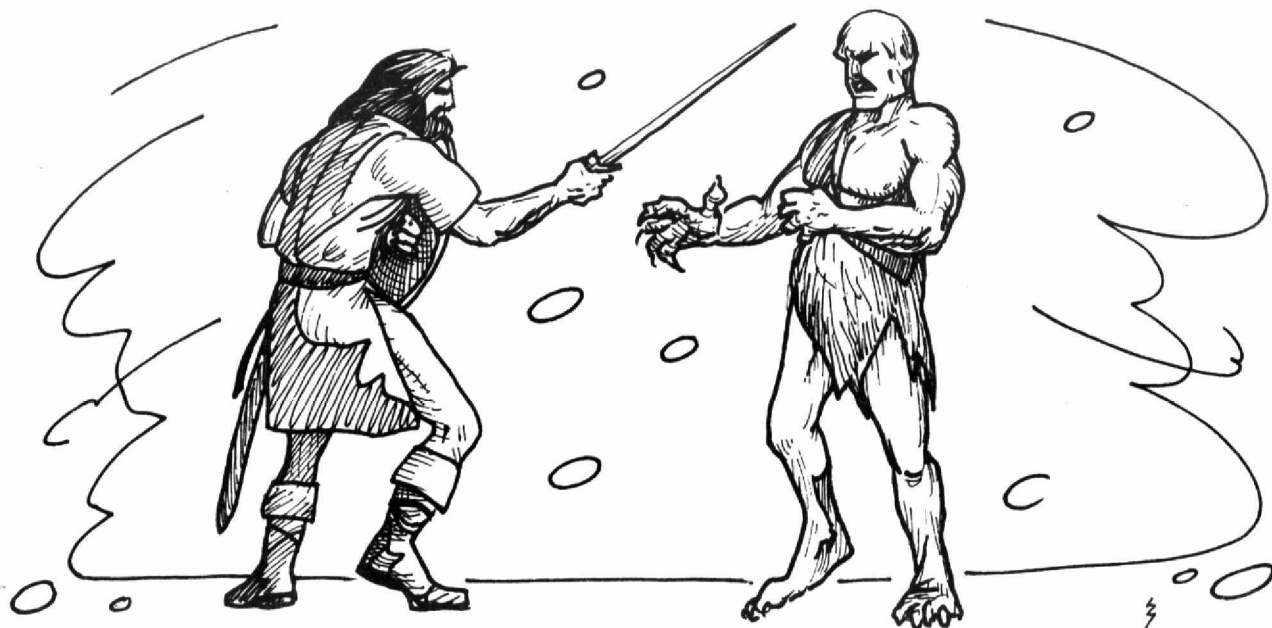
There will be 20 - 100 Bats here. There is a 30% chance per party member (roll for each) of 1D4 Bats attacking each round. Any excessive light or noise will double the chance and number. Bats: HIT: 001, ARM: 021, AGL: 185, HTK: roll as necessary, DPA: 2 and obscure vision.

#### 17. Arms (Irregular 60' x 100' x 25')

Stacked in this cavern are enough Daggers, Partisans, Spears, Guisarmes, and Short Swords to outfit an army of 600 Men-at-Arms. There is a like number of Shields stacked here, as well.

#### 18. Secret Passageway

This passageway is used by Kelandor IX and his guards to traverse Level VIII. It can be found by normal means.



**Wandering Monsters for Level VIII**  
(Roll 1D12)

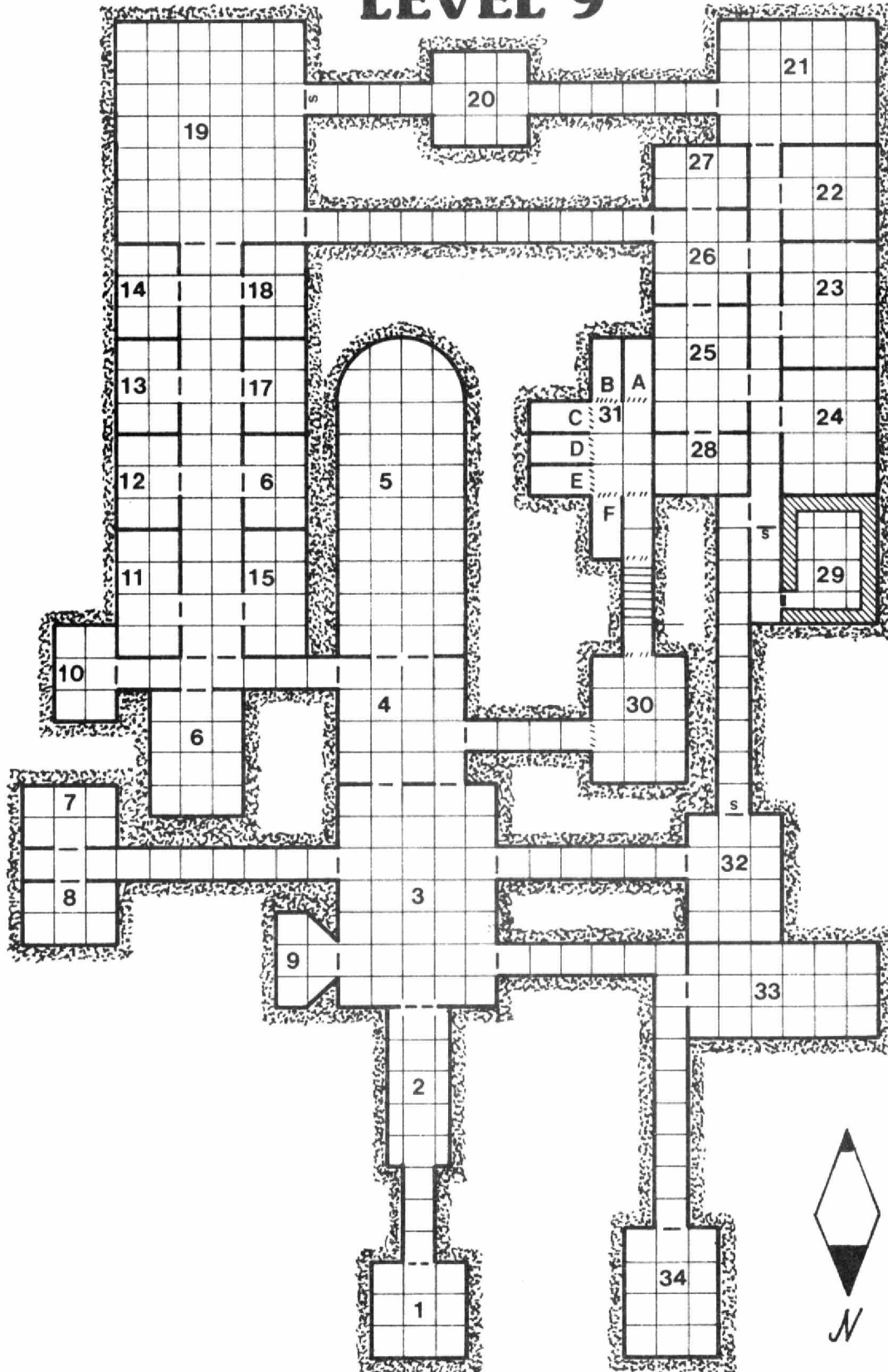
1. 11-Headed Hydra from Chamber VII-3.
2. 1D12 Bats from Chamber VIII-8 or Chamber VIII-16.
3. 1 - 3 Fire Giants, 1 - 2 females (40% chance), 1 - 5 young (20% chance) from Chambers VIII-10 and VIII-11.
4. 1D6 Wights from Chamber VIII-13.
5. Kelandor IX and 2 - 5 of his personal guards (75% chance) or Ernac "the Wise" (25% chance).
6. Quantuis Martuis and 2 - 6 of his henchmen.
7. 1D4 of Kelandor IX's guards from Room IX-3.
8. 1 - 3 of Quantuis Martuis's henchmen from Room IX-11.
9. Pitrid Blue-Eye and 2 - 6 of his Orcs from Room IX-7 and Room IX-8.
10. 2D6 Men-at-Arms: LVL: 011, CLS: FTR, ARM: 035, AGL: 115, HTK: roll as necessary, WPN: IPT, ISS, IDG.
11. Wanderer from the outside. Random.
12. Judge's Choice.

**Lord Kelandor IX**

CLS: .....	Fighter/Magic User	HGT: .....	5' 10"
ALN: .....	LEC	WGT: .....	160 lbs.
LVL: .....	202	CPX: .....	Moderate
HTK: .....	102	EYE: .....	Blue
ARM: .....	Platemail and Shield	HRC: .....	Greying Brown
WPN: .....	Enchanted +2 to damage VLS Enchanted +1 to damage VDG	HRL: .....	3½"
SEX: .....	Male	FHR: .....	3/4" pepper-and-salt beard and moustache
AGE: .....	30 years	HAN: .....	Right
RAC: .....	Human	GRA: .....	High
		MRT: .....	20%*

Kelandor IX is an ultra-powerful Magic User. Any encounters with him in which he suspects that the party knows of his true status and alignment will be rather deadly. He is rarely (only a 25% chance) without his personal guards, and this only when in his personal lair. In addition to the weapons listed, he carries a Mage Staff* and wears a Ring of Human Influence*, a Ring of Invisibility*, and a Ring of Hecate*. Around his neck are Amulets of Life* and of Plane Travel*. In addition, he has an Imp familiar (ALN: CEA, HIT: 003, ARM: 073, HTK: 016, NOA: 1, DPA: 4, WPN: DDG) which travels with him at all times, sitting invisibly on his left shoulder. Kelandor IX is 30 years old due to longevity potions (actual age is 62), but he makes himself appear to be in his late 50's. Due to his level and abilities, he makes all his Saving Throws 95% of the time. He is his own alchemist, and a better one than most, at that! His spellbook was given to him by Hecate herself, so it contains all the known spells, but he usually prepares the following: First Level: *Flame Tongue*, *Charm*, *Understand Languages* (permanent), *Detect Magik*, *Slow Fall*, *Lock*, *Know*, *Mage Bolt*, *Whisper*, *Read Magik* (permanent), *Slumber*, and *Invisible Servant* (permanent). Second Level: *Illusory War*, *Sphere of Darkness I*, *See Invisible* (permanent), *Forget*, *Open*, *Levitation*, *Magic Message*, *Pyrotechnics*, *Weaken*, *Strength*, and *Mage Lock*. Third Level: *Wink*, *Dispel Magik*, *Minor Rune of Warding*, *Fireblast*, *Quickness*, *Stop Person*, *Lightning Bolt*, and *Spectral Force*. Fourth Level: *Confusion*, *Dimension Portal*, *Horror*, *Clumsiness*, *Minor Mnemonics*, *Shape Change Other*, *Shape Change Self*, *Firewall*, and *Mage Eye*. Fifth Level: *Charm Dead*, *Interplanar Divination*, *Freeze Bolt*, *Distort Distance*, *Magik Flask*, *Mage Door*, *Teleportation*, *Flow Stone*, and *Force Wall*. Sixth Level: *Sphere of Displacement*, *Mage Death*, *Disintegrate*, and *Enchant*. Seventh Level: *Grenade*, *Stun Word*, and *Phase Door*. Eighth Level: *Infinite Duration*, *Spell Immunity*, and *Magik Rune*. Ninth Level: *Chromatic Sphere* and *Portal*.

# LEVEL 9



Kelandor IX has a quiver for his wands and a special belt for his material components. Every morning, he places *Spell Immunity* upon his henchmen. This will last for 21 turns. Therefore, assuming this was done at 9 a.m., it would last until 3:00 p.m. (The Judge should keep an accurate record of time at all times!). He will cast *Minor Mnemonics* and *Infinite Duration* upon himself for the following additional spells: *Sphere of Light*, *Shove*, and *Wind*. He has prepared a magic jar gem and placed it behind his Mirror of Psychic Entrapment* just in case something should happen to his body. He will *Magik Flesh* any available body until he returns to his lair, at which time he will probably take over Lyncron Beartree's body until he can find one more suitable.

### Level Nine

#### 1. Entrance Chamber (30' x 30' x 12')

This is the entrance to Kelandor IX's lair from the above caverns. As the party proceeds 52' down the rope ladder (see Chamber VIII-10), they will be challenged by 4 Men-at-Arms. In the center of the north wall are 2 large, iron-reinforced doors 7' high by 3' wide by 3" thick. In the center of the west wall is a gong which is sounded to warn the rest of the lair in the event of hostile intruders. Men-at-Arms: LVL: 001, CLS: FTR, ARM: 075, AGL: 115, HTK: 020, 020, 019, 017, WPN: IBS, IPT, IDG, WEL: 1D8 + 1 GP each.

**Note to the Judge:** On the map of this level, you will see several solid circles. Each denotes the position of a Man-at-Arms; one is stationed in each of these spots at all times. Unless otherwise noted, they are: LVL: 011, CLS: FTR, ALN: LEX, HTK: roll as necessary, ARM: 035, AGL: 115, WPN: ISS, IPT, IDG, WEL: 1D8 + 1 GP each.

#### 2. The Hall of Mirrors (Irregular 80' long and 10' high)

For the first 30', this hall is 10' wide, and, for the next 50', it is 20' wide. The walls are covered with mirrors. Not all of these are actually mirrors, however. Every other 5' panel along the east and west walls is a Mirror Man. Once the south door is closed, they will attack any and all who are not bearing Kelandor IX's arms. They will wait 5 melee rounds after the door is closed and then will attack with their fire attack, after which they will follow with their physical attack. Mirror Men: ALN: NXX, HIT: 005, HTK: 027, 029, 023, 012, 026, 023, 014, 013, 015, 018, 025, 019, 013, 021, 023, 027, ARM: 145, AGL: 155, NOA: 1, DPA: 16, SPA: Light Flash which will blind opponent for 1 - 3 rounds.

The double doors on the north wall are of the same dimensions as those on the south except that they are made of solid iron and are protected by an *Infinite Duration Illusion* spell to appear as mirrors. They are also *Mage Locked* (at 21st Level), as are the south doors. They will allow passage inward, but not out!

#### 3. Kelandor's Hall (50' x 70' x 20')

This is Kelandor IX's audience hall. There will always be 14 Men-at-Arms on duty here. They will challenge anyone who attempts to enter and will prevent unauthorized entry. Men-at-Arms: LVL: 011, CLS: FTR, ALN: LEX, ARM: 037, AGL: 115, HTK: roll as necessary, WPN: DSS, IPK, DDG, WEL: 1D8 + 1 GP each. There is a 5% chance that Kelandor IX will be here addressing some matter of minor importance. If the gong in Room IX-1 is sounded, he will be here (if he is on this level) and will deal with any intruders according to their PSL. If he is here, the following additional persons will also be here:

1. Kessler Creton: WPN: enchanted +3 to damage VLS, enchanted +2 to damage VDG, WEL: 25 GP, 5 PP, AGE: 33, HGT: 6', WGT: 190 lbs.
2. Virantes des Pasuis: DPA: 12 or by weapon, SPA: +4 to damage when employing a weapon, WPN: enchanted +3 to damage Cobra Dagger, WEL: 60 SP, 120 GP, AGE: 24, HGT: 5' 11", WGT: 180 lbs., wears a Ring of Regenerating*.
3. Pitrid Blue-Eye: WPN: enchanted +2 to damage VLS, 2 DDG, oil, poison, AGE: 28, RAC: HOR, HGT: 5' 7", WGT: 135, WEL: 50 GP, 12 PP.
4. Mondor the Terrible: WPN: enchanted +2 to damage VBA, enchanted +1 to damage VHA, AGE: 30, HGT: 6' 4", WGT: 240 lbs., WEL: 40 GP, 5 PP.
5. Lyncron Beartree: WPN: enchanted +3 to damage Fire-Eater VTS, AGE: 37, HGT: 6' 11", WGT: 331 lbs., WEL: nil.
6. 50% chance of Ernac "the Wise" (take stats from Room IX-24).



7. 30% chance of Quantuis Martuis (take stats from Room IX-6) and 2 - 6 of his henchmen (take stats from Room IX-11).
8. 35% chance of Mitraea with 2 - 5 of her Minotaurs (take stats from Room IV-17 and Room IV-3).
9. 15% chance of Tristan of Tanymar and her henchmen (take stats from Room III-5 and Room III-3).
10. 10% chance of Dransor with 1D10 + 1 of his guards (take stats from Room II-7).

#### 4. Waiting Room (40' x 40' x 12')

Along the walls of this room are stone benches for those waiting to enter the Temple of the Moon. The walls are decorated with mosaics of Hecate and other Evil gods. On guard here will be 6 Men-at-Arms: LVL: 011, CLS: FTR, ALN: LEX, HTK: roll as necessary, ARM: 035, AGL: 115, WPN: ISS, IPT, IDG, WEL: 1D8 + 1 GP each.

#### 5. Temple of the Moon (40' x 100' x 15')

This is the temple to Hecate which Kelandor IX and Quantuis Martuis have constructed in this level. Here, they receive instruction and counsel from Hecate. The walls are decorated with mosaics in honor of her name. At the north end is a 12' tall statue of Hecate. On either side of the statue are two gold braziers worth 1,000 GP each. On a gold-embroidered black velvet covering on the altar are 2 gold candleholders worth 500 GP and an incense burner worth 350 GP. The statue itself is solid gold and weighs 25,000 GP. It is worth 50,000 GP. The eyes are two Black Sapphires worth 2,500 GP each, and a tunic fashioned of 5,000 Black Pearls worth 100 GP each adorns the statue. Any attempt to remove any of the gems will animate the statue as a Golem. Statue: HIT: 018, HTK: 080, NOA: 2, ARM: 135, AGL: 085, DPA: 40, SPA: the statue can direct a 6D6 Lightning Bolt from each of its eyes once per melee round. Each of the eyes has 20 charges. If the animated statue is killed and the eyes removed, they may be used as a weapon by the bearer. They recharge by the light of the full moon at the rate of 2 charges per hour. In addition, there is a 10% chance that Hecate will send 1 - 9 of her Devil Dogs (see Glossary for stats) to attack any who attempt to desecrate her temple. They will arrive in 2 - 8 melee rounds at the rate of one per melee round. They are of the largest size (full HTK per HIT). Quantuis Martuis will be present in the temple 10% of the time with 2 - 6 of his henchmen (see Rooms IX-6 and IX-11).

#### 6. Quantuis Martuis's Lair (30' x 40' x 8')

This is the lair for Quantuis Martuis. He serves as High Priest of Hecate in undying loyalty to Kelandor IX. He has 110 followers among the local villagers in the area. Bardella the Vain and Taltezan Hesslar serve him as Priests. His apartments are fairly well furnished, suitable for his class and level. In the center of the south wall is a large, 4-poster bed covered with midnight blue silken sheets and quilts. A writing table and a chair are positioned at the center of the west wall. Various scroll parchments and quills are set upon it. In the drawers are more parchment, quills, inks, and his material components. Among the various items upon the table are a lamp, an iron file, and a silver seal worth 70 GP in a setting moon design. In the center of the east wall is his personal altar to Hecate where he meditates each night. Upon it is an incense burner, 2 candleholders, and 2 small gold braziers (50 GP each). In a small wooden chest in the southwest corner of the room are 500 EP, 250 SP, and 1,234 GP. Also in the chest is a gem-encrusted, enchanted +2 to damage Mace worth 12,900 GP. The chest is locked and trapped with a poisoned pin (3D8 hits of damage if victim fails to roll CON or less on 3D6) in the lock. Thieves have a 5% chance per level to detect this if they search carefully.

Quantuis Martuis is generally a recluse and will usually be found here (70% chance). There is a 20% chance that 1D4 of his henchmen will be with him at any given time. Quantuis Martuis: WPN: enchanted +4 to damage VFM, SEX: MAL, AGE: 41, RAC: HUM, HGT: 6', WGT: 190 lbs., EYE: brown, HRC: black, HRL: 2", FHR: nil, CPX: bronze, HAN: left, WEL: 120 GP.

#### 7. Pitrid Blue-Eye's Lair (30' x 20' x 10')

This dismal room is the lair for Pitrid Blue-Eye. A straw mattress lies near the north wall. It is worn through in spots, and the straw sticks up through the worn places. Just to the west of the mattress, at the head of the bed, is a trunk. It is open, and his clothes lie scattered about it and are draped over it and crumpled into it. A wall sconce hangs on the wall above the bed. On a small table in the northeast corner is an overturned water basin covered with dust and cobwebs. Various Daggers and assorted Swords hang in a wall rack on the south wall just west of the door. Pitrid is as dirty in appearance as his room indicates. He is somewhat unstable in nature but is highly perceptive. He is known to attack anyone he doesn't know (75% chance). He keeps his treasure beneath his mattress, which does not improve the lumpiness of it. Hidden beneath his mattress are 749 SP, 240 EP, 350 GP, and a leather pouch containing 1,500 GP worth of assorted gems. Pitrid Blue-Eye: WPN: +2 to damage VLS, 2 DDG, oil (6 flasks), poison, SEX: MAL, AGE: 28, RAC: HOR, HGT: 5' 7", WGT: 134 lbs., EYE: left - gray, right - blue, HRC: greasy black, HRL: 5", CPX: grey. Pitrid will be here 35% of the time. Across the hall are housed his 8 Heavy Orc guards. Two of them will be guarding his door at all times.

#### 8. Pitrid's Orcs (30' x 20' x 10')

This is the lair for Pitrid Blue-Eye's 8 Orc guards. In the room are 4 double beds, 2 on the south wall and one each in the northeast and northwest corners. Scattered among the beds are 8 chests containing personal belongings and 4D6 EP each. If Pitrid is in his lair, there will be 6 of the Orcs here and 2 guarding his door. If he is not in his lair, 2 - 6 of them will be with him and 0 - 4 will be here. Orcs: ALN: CEX, HIT: 005, ARM: 073, HTK: 014, 015, 024, 023, 022, 015, 020, 021, WPN: DBS, HAB.

#### 9. Kelandor's Chamber (Irregular)

R-G-Y. See Room I-18 for a complete description.

#### 10. WC (20' x 30' x 10')

This room serves as a refuse disposal for Kelandor's lair. There is a lock on the inside of the door and a 1½' diameter hole in the floor near the western wall. The hole is 10' deep, and the refuse is *Teleported* to a field some 5 miles to the north of the castle. If an individual should crawl down the hole, he or she will be *Teleported* as soon as his or her feet hit the bottom. The individual will find himself or herself in the middle of a field, sitting on a pile of dung. Above the hole is a rope which hangs from the ceiling to a distance approximately 2' from the floor. There is a 5% chance that the room will be occupied (select at random). In this case, the door will be locked. There are incense burners in the 4 corners of the room which are lit at all times, giving the room a heavy, smoky atmosphere. In one corner of the room is a stack of news posters from Ludding, Trent, and Pierreville.

#### 11. Quantuis Martuis's Henchmen (20' x 40' x 10')

This room serves as the lair for Quantuis Martuis's henchmen. There are 6 bunks in the room. 4 are situated along the west wall, and there is one each on the north and south walls. Curtains serve as partitions between and in front of each bunk area, forming small "rooms" which each of Quantuis Martuis's henchmen considers to be his or her private territory. A table is set just north of the door and holds 2 ceramic washbasins, a water pitcher, 6 soft towels, and 6 bars of lye soap. Wall sconces are positioned in the center of the wall of each "sub-room" to provide lighting, and there is also a wall sconce above the wash stand. Quantuis Martuis's henchmen:

1. Bardella the Vain: WPN: enchanted +1 to damage VFM, HFM, oil (4 flasks), SEX: FEM, AGE: 31, RAC: HUM, HGT: 5' 3½", WGT: 122 lbs., EYE: brown, HRC: brown, HRL: 11", CPX: moderate, HAN: right. She is rough in appearance and is egotistical, arrogant, proud, and haughty. She keeps 392 GP in a chest in front of her bed. She is a Cleric of Hecate.
2. Taltezian Hesslar: WPN: HMF, SEX: MAL, AGE: 34, RAC: HUM, HGT: 6' 4", WGT: 151 lbs., EYE: brown, HRC: black, HRL: 2", CPX: pale, HAN: right, WEL: 372 GP. Taltezian is, although immaculate, very ugly. He often uses his Flail to rouse Bardella, whom he distrusts and despises, from her sleep. The feud between them is so deep that there is a 75% chance that one will not come to the other's aid if the other is in trouble. He is quite neurotic and is prone to swaying to and fro in near-manic depressive states. He has the skins of Elves, Dwarves, and Humans which he has trapped hanging on the wall above his bed.
3. Rollon the Ugly: WPN: DHL, UDG, oil (6 flasks), SEX: MAL, AGE: 37, RAC: HUM, HGT: 6' 1", WGT: 211 lbs., EYE: grey, HRC: brown, HRL: 7", CPX: moderate, HAN: right, WEL: 316 GP.
4. Fharnla Chatlan: WPN: DHS, 2 UDG, SEX: FEM, AGE: 26, RAC: HUM, HGT: 6' 2", WGT: 157 lbs., EYE: brown, HRC: auburn, HRL: 19", CPX: bronze, HAN: left, WEL: she keeps 644 GP in a trunk beneath her bed. She is the younger sister of Chantra Chatlan.
5. Chantra Chatlan: WPN: enchanted +1 to damage VLS, 2 UDG, SEX: FEM, AGE: 27, RAC: HUM, HGT: 6' 2", WGT: 150 lbs., EYE: blue, HRC: sable, HRL: 27", CPX: bronze, HAN: right, WEL: 210 GP. Fharnla and Chantra are sisters and also serve Kelandor IX as concubines.
6. Ramar Randean: WPN: enchanted +1 to damage VLS, enchanted +2 to damage VDG, SEX: FEM, AGE: 38, RAC: HOR, HGT: 5' 2", WGT: 114 lbs. Her armor will appear as Platemail, but it is actually disguised by a *Permanent Illusion*. She and Rollon are lovers. They are both cruel and perverted. She keeps 472 GP hidden in her mattress and sleeps with her Dagger under her pillow.

There will be 2 - 6 of the henchmen here 80% of the time.

12. Guard Room (20' x 30' x 10')

This room contains 6 double bunks, a table, and 6 chairs. It is one of the bunk rooms for Kelandor IX's guards. There is a 25% chance that there will be 3 - 9 Men-at-Arms here at any given time. Men-at-Arms: LVL: 011, CLS: FTR, ALN: LEX, HTK: 020, 019, 027, 026, 028, 029, 017, 027, 018, ARM: 035, AGL: 115, WPN: ISS, IPT, IDG, WEL: 1D8 + 1 GP each.

13. Guard Room (20' x 30' x 10')

This room contains 6 double bunks, a table, and 6 chairs. It is one of the bunk rooms for Kelandor IX's guards. There is a 25% chance that there will be 3 - 9 Men-at-Arms here at any given time. Men-at-Arms: LVL: 011, CLS: FTR, ALN: LEX, HTK: 027, 027, 029, 020, 018, 019, 016, 018, 019, ARM: 035, AGL: 115, WPN: ISS, IPT, IDG, WEL: 1D8 + 1 GP each.

14. Kessler Creton's Lair (20' x 30' x 10')

This is the lair for Kessler Creton. A single bunk stands in the northwest corner. The room is otherwise empty except for a trunk in which he keeps his clothes and 500 GP. Kessler is one of Kelandor IX's personal bodyguards and so spends little time here (only 20%). Kessler Creton: WPN: enchanted +3 to damage VLS, enchanted +2 to damage VDG, SEX: MAL, AGE: 33, RAC: HUM, HGT: 6', WGT: 190 lbs. He is rather naive and clumsy.

15. Lyncron Beartree's Lair (20' x 40' x 10')

Lyncron (Lync) is captain of Kelandor IX's guards. Just north of the door are a desk and a chair. In the desk are papers on all of Kelandor IX's guard's deployment, pay schedules, status, and personal background. On top of the desk are today's orders and deployment next to an oil lamp. Six chairs are set around the room. His bed is in the northwest corner, and there is a chest in the northeast corner. Next to the chest, on the north wall, is a bureau. A wall sconce in the center of the east wall provides lighting for the room. Lync will be her 25% of the time. 80% of the time that he is here, he will be sleeping, and the other 20% of the time, he will be giving instructions to various guards or writing at his desk. If he is giving instructions, there will be 1D4 guards present. Lyncron Beartree: WPN: enchanted +3 to damage Fire-Eater VTS, DDG, SEX: MAL, AGE: 37, RAC: HUM, HGT: 6' 11", WGT: 330 lbs., EYE: blue, HRC: brown, HRL: 5", CPX: bronze, HAN: both, WEL: nil.

16. Guard Room (20' x 30' x 10')

This room contains 6 double bunks, a table, and 6 chairs. It is one of the bunk rooms for Kelandor IX's guards. There is a 25% chance that 3 - 9 Men-at-Arms will be here at any given time. Men-at-Arms: LVL: 011, CLS: FTR, ALN: LEX, HTK: 020, 016, 027, 019, 019, 018, 017, 019, 016, ARM: 035, AGL: 115, WPN: ISS, IPK, IDG, WEL: 1D8 + 1 GP each.

17. Guard Room (20' x 30' x 10')

This room contains 6 double bunks, a table, and 6 chairs. It is one of the bunk rooms for Kelandor IX's guards. There is a 25% chance that 3 - 9 Men-at-Arms will be here at any given time. Men-at-Arms: LVL: 011, CLS: FTR, ALN: LEX, HTK: 020, 026, 017, 019, 019, 028, 017, 019, 026, ARM: 035, AGL: 115, WPN: ISS, IPK, IDG, WEL: 1D8 + 1 GP each.

18. Guard Room (20' x 30' x 10')

This room contains 6 double bunks, a table, and 6 chairs. It is one of the bunk rooms for Kelandor IX's guards. There is a 25% chance that 3 - 9 Men-at-Arms will be here at any given time. Men-at-Arms: LVL: 011, CLS: FTR, ALN: LEX, HTK: 019, 017, 020, 029, 018, 016, 020, 020, 019, ARM: 035, AGL: 115, WPN: ISS, IPK, IDG, WEL: 1D8 + 1 GP each.

19. Dining Hall (60' x 70' x 12')

This is the dining hall for Kelandor IX's guards. There are long tables and benches in the center of the room. Various Swords and Shields decorate the walls. On the east wall, 30' from the north corner, is a secret door which leads to Kelandor IX's private lair. It is concealed by a grouping of Shields and Spears. In the southeast corner, also on the east wall, is a door which leads to a service hall to the kitchen. The hall is lit by torches set in torch holders affixed to the walls at intervals of 10'. There is a 60% chance that 10D4 Men-at-Arms will be in the dining room at any given time, having a meal. Men-at-Arms: LVL: 011, CLS: FTR, ALN: LEX, HTK: roll as necessary, ARM: 030, AGL: 115, WPN: ISS, IDG, WEL: 1D8 + 1 GP each.

## 20. Two Guardians of Stone

Guarding this 12' high, 130' long passageway are 2 Golems, housed in alcoves constructed at the midpoint of the hallway, one on either side. They will attack all intruders not bearing Kelandor IX's arms. Golems: HIT: 012, HTK: 050, 055, ARM: 135, AGL: 115, NOA: 2, DPA: 12 (fist), SIZ: 8' tall, SPA: immune to unenchanted weaponry. *Rock to Flesh* spell will allow them to be attacked by normal weapons.

## 21. Kelandor IX's Lair (50' x 40' x 8')

This ornate room is Kelandor IX's bedroom. In the center of the north wall is a king-sized bed covered with midnight blue silk sheets and quilts. Just to the west of the bed is a 2' square night table which holds an oil lamp, an hour glass, and a 10" tall Jade statuette of a Falcon worth 140 GP. In the northwest corner of the room is a wardrobe filled with Kelandor IX's hanging clothes, woolen cloaks and capes, satin and silk shirts, silk robes, and linen tunics. In the northeast corner is a large wooden trunk worth 75 GP and containing pants, leggings, boots, sandals, and woolen robes. In the center of the west wall is placed his oaken desk and padded oak chair. On the desk is a half-finished Scroll of *Protection From Magic*, 4 quills, and 3 sheets of vellum. There are 3 drawers in the desk, all of which are locked. Kelandor IX has the keys, but they can be opened by the normal means of picking the locks or bashing them in. The first drawer contains 100 sheets of papyrus, 52 sheets of parchment, 16 sheets of vellum, 12 quills from various unusual animals and Demons, and an assortment of bottles of ink used for the manufacture of scrolls. In the second drawer are many vials containing Kelandor IX's material components, as well as several gems with a total value of 48,240 GP. In the third drawer are Kelandor IX's spellbooks which contain every known spell. On the covers, *Erupting Script* has been cast. Cast upon the pages are *Confuse Languages* and *Unreadable Magic* to prevent them from being translated by anyone but Kelandor IX. Above the desk is a wall sconce. In the center of the south wall is a dressing table with a stool. On the table is a silver comb worth 190 GP, a boar-bristle brush with a silver handle worth 175 GP, and a silver hand mirror worth 200 GP. To the east of the table is a Mirror of Psychic Entrapment*. On the floors of the room are various throw rugs fashioned from Unicorn hides.

The location of Kelandor IX may be determined by rolling 1D20.

- 1 - 5 In his bedroom (Room IX-21), duration of stay will be 2D20 turns. Roll 1D10 for activity.
  - 1 - 2 Sleeping
  - 3 - 4 Studying his spellbook
  - 5 - 6 Meditating
  - 7 - 8 Exercizing
  - 9 - 10 Preparing a Scroll
- 6 - 8 In his laboratory (Room IX-22), duration of stay will be 1 - 2 turns. Roll 1D4 for activity.
  1. Casting spells
  2. Preparing potions
  3. Performing experimentation
  4. Dissecting animals
- 9 - 12 In his library (Room IX-23), duration of stay will be 2D10 turns. Roll 1D4 for activity.
  1. Researching a new spell
  2. Meditating
  3. Reading
  4. Making love to Chantra (50% chance) or Fharnla (50%)
- 13 - 14 Somewhere else in the castle. He will return to his bedroom in 4D6 turns.
- 15 - 16 In his conference room (Room IX-28), discussing problems with (roll 1D4):
  1. Quantuis Martuis
  2. Tristan of Tanemar
  3. Ernac "the Wise"
  4. Mitraea
- 17 Eating in Room IX-24, duration of stay will be 1D4 turns.
- 18 In Kelandor's Hall (Room IX-3), duration of stay will be 1D8 turns.



19 - 20 Outside the Castle (roll 1D6 for location)

1 - 2 In Ludding - time spent: 2D12 days

3 - 4 At Oxford Castle - time spent: 2D20 days

5 - 6 Searching for material components - time spent: 2D20 days

#### 22. Kelandor's Laboratory (30' x 30' x 12')

Kelandor IX will be here 15% of the time. If so, Ernac "the Wise" will be here, as well. In addition, there is a 20% chance that Ernac "the Wise" will be here by himself, performing experiments, mixing potions, or enchanting items. The room is fully equipped for a 20th level Magic User, including alchemy items and all sorts of live and dead exotic animals. These items cover long tables placed in the center and at the sides of the room. In addition to the various beakers, tubes, and assorted equipment, there is an Alchemist's Jug* on the center table. There will be 6D4 potions of a magical nature stored here at any given time (Judge may choose at random).

#### 23. Kelandor's Library (30' x 40' x 10')

Kelandor IX can be found here 20% of the time, and Ernac "the Wise" will be here 30% of the time, but there is only a 5% chance that they will be here together. If Kelandor IX is here, Fharnla and Chantra Chatlan will be here with him 45% of the time. Along the walls are bookshelves containing a collection of various works on history, philosophy, religion, and magic. In the center of the room is a padded armchair next to a writing table with an oil lamp on it. A 9' long couch upholstered in black leather is set opposite the chair. Next to the sofa is a large ceramic urn which holds seven Ostrich feathers. A wrought iron chandelier hangs from the ceiling.

#### 24. Lair of Ernac "the Wise" (30' x 40' x 8')

This humble abode is the lair of Kelandor IX's assistant, Ernac "the Wise." He will be here 20% of the time. In the southeast corner is a cot with a wall sconce above it. At the foot of the bed is a trunk containing Ernac's clothing and personal items. The floors and walls are otherwise bare; Ernac uses this room only to sleep and to meditate. Ernac "the Wise": WPN: enchanted +1 to damage VDG, SEX: MAL, AGE: 39, RAC: HUM, HGT: 5' 6", WGT: 140 lbs., EYE: hazel, HRC: brown, HRL: 4", CPX: moderate, HAN: left. He wears a Ring of +2 Protection and carries a Wand of Fireblasts* containing 23 charges. He normally studies the following spells: *Control Fires, Lock, Mage Bolt, Shove, Read Magik, Sphere of Darkness I, See Invisible, Fool's Gold, Net, Wink, Negate Magic, Erupting Script, Lightning Strike, Dimension Portal, Magik Weapon, Horror, Clumsiness, Charm Dead, Death Cloud, Summon Elemental, Iron Wall, Sphere of Dispellment, and Phantom Servant*. Ernac is quite careless and rough in appearance. He has been known occasionally (5%) to misplace his spellbook for a day or so (although, usually, he can't find it because Mitraea has hidden it). If this is the case, he will have only a few spells memorized.

The location of Ernac "the Wise" may be determined by rolling 1D20 and consulting the following chart.

1 - 7	In the Laboratory (Room IX-22)
8 - 10	In the Library (Room IX-23)
11 - 14	In his Lair (Room IX-24)
15	In the Conference Room with Kelandor IX (Room IX-28)
16 - 17	Roll 1D4: on a 1, he is in Kelandor's Hall; on 2 - 4, he is somewhere else in the castle
18 - 19	Outside the castle; will return in 1D8 days
20	Eating in the Dining Hall (Room IX-25)

If this location does not correspond with that of Kelandor IX, use the location for Kelandor IX or re-roll, whichever is appropriate.

#### 25. Dining Hall (30' x 40' x 12')

In the center of the room is a 10' long x 4' wide dining table with 10 chairs set around it. Along the east wall are 3 cabinets containing dishes, silver, linens, serving dishes, and glassware. Upon the table is a linen tablecloth, place settings for 10, and a seven-light candelabra. Upon the east wall are 2 wall sconces. Here, Kelandor IX, Ernac "the Wise", and the bodyguards take their meals. There will be 2 - 10 present 10% of the time. The rest of the time, the room will either be empty (60%) or being used as a relaxing room for Kelandor IX's cooks (40%).

#### 26. Kitchen (30' x 30' x 10')

There are preparation tables situated in the center of the room with Knives, ladles, spoons, and pots hanging from a wrought iron rack above them. In the west wall are 2 ovens and cabinets containing serving dishes, bowls, pots, and pans. Here will be found 4 cooks who prepare all the meals for Kelandor IX and his guards as well as for the Men-at-Arms. Cooks: LVL: 011, CLS: FTR, HTK: 025, 016, 015, 024, ARM: 030, AGL: 115, WPN: Cleavers, Knives (treat as ISS). Enough rich food as well as staples can be found within this room to feed 6 for a week. In the northwest corner of the room, on the north wall, is a door which leads to the service hall between the Kitchen and the Dining Room for the Men-at-Arms (Room IX-19). It is lit by torches placed in torchholders affixed to the walls at intervals of 10'.

#### 27. Kitchen Storage (30' x 20' x 10')

There is enough food here, stored in crates and barrels, to feed 40 - 100 men for 2 months at any given time. Kelandor feeds his men well. This room serves a dual role as a freezer and storage area; the temperature is about 38 degrees Fahrenheit. Being in here for more than 1D4 + 1 rounds will act as a *Slow* spell, and death will result in 18 - 36 hours.

#### 28. Conference Room (30' x 20' x 10')

Here, Kelandor IX holds private conferences with his henchmen and guards. In the center of the room is a 20' long by 6' wide table with 12 chairs set around it. The room will only be in use 10% of the time and is off limits at all other times. On the walls are complete maps (except for those specifically omitted) of the castle, the surrounding area, and the kingdom. Also marked are plans for the modification of the castle. The door will be *Mage Locked* at all times.

#### 29. Treasure Vault (25' x 30' x 12')

At the bend in the corridor is a secret door which leads to the treasure vault where Kelandor IX and Ernac "the Wise" keep their most valuable items. The walls of the vault are 5' thick and made of solid lead, so no attempt at any form of teleportation (*Teleportation, Dimension Portal, etc.*) will be successful. The door is 15" thick and also constructed of solid lead. Thieves will have a -25% chance to pick the double lock, and the keys will be on Kelandor IX's person at all times. In addition, the door is *Mage Locked*, and has a permanent *Chromatic Sphere* in front of it.

In the vault are 150,800 CP, 112,500 SP, 36,200 GP, 2,310 PP, 40 assorted gems worth a total of 17,350 GP, potions of Invisibility (2), Growth, Speed (2), Minor Healing (4), Double Healing (2), Climbing, Longevity (8), and Heroism, 8 Scrolls (random LVL and CLS), sets of enchanted +10 above normal ARM DBA, enchanted +20 above normal ARM LXD, enchanted +20 above normal ARM DBR, and enchanted +10 above normal ARM DMC. In addition, there is an enchanted +2 to damage VSC, 17 enchanted +2 Bolts, an enchanted +2 to damage VMP, an enchanted +3 to damage VDH, and an enchanted +3 to Damage VMF. The item most treasured by Kelandor IX in this treasury is a gem-encrusted scabbard (worth 45,000 GP) containing Kelandor I's Sword, which has been passed down from generation to generation since Petrarch took it from Kelandor I's body and gave it, with the child, Delvinius, into the keeping of the monks. The Sword is an enchanted +5 to damage VLS which does double damage to larger than man-sized creatures.

#### 30. Torture Chamber (30' x 40' x 15')

This horrid hall is the torture chamber. Prisoners are taken here to be tortured for information or to death if they are not valuable sources of information or ransom. The room doubles as the lair for Mondor the Terrible, who will be here 70% of the time. Mondor the Terrible: WPN: enchanted +2 to damage VBA, enchanted +1 to damage VHA, SEX: MAL, AGE: 30, RAC: HUM, HGT: 6' 4", WGT: 240 lbs., CPX: bronze, HAN: both, WEL: 40 GP, 5 PP. In the center of the room is a Dwarf being tortured on the rack. The Dwarf's name is Diermont: HTK: down from 36 HTK to 5 due to slow torture. His enchanted +2 to damage VLS, his Platemail and his Shield can be found in a pile of assorted weapons and armor in the southwest corner.

In an iron maiden on the east wall is the skeleton of a long-dead Half-Elf named Vindicator. In the southeast corner is Mondor's cot. Also in this room can be found a chair with straps, a brazier with hot branding irons, various hooks, manacles, and whips, and a pot of boiling oil over a fire in a pit in the south-center of the room. The entrances to the room consist of locked gates to which only Mondor has the keys. Three Men-at-Arms stand guard at the gates. Men-at-Arms: LVL: 011, CLS: FTR, HTK: 015, 026, 015, ARM: 035, AGL: 115, WPN: ISS, IPK, IDG.

### 31. Prison Block (20' x 30' x 10')

The cells are 10' x 20' x 10'. All of the important prisoners awaiting sacrifice to Hecate, torture, or ransom are kept here. Three Men-at-Arms: LVL: 011, CLS: FTR, HTK: 025, 017, 024, ARM: 035, AGL: 115, WPN: ISS, IDG, and 1 Sergeant: LVL: 021, CLS: FTR, ALN: LEX, HTK: 032, ARM: 078, AGL: 145, WPN: IMS, IDG sit around a table in the center of the room, playing cards and drinking ale. The Sergeant has the keys to the cells and the gates here.

Cell A: Damien: HTK: currently 33 due to torture.

Cell B: Darius: HTK: 36, henchman to Damien.

Cell C: John of Astor: HTK: down to 3 due to slow torture for being a Paladin of Athena.

Cell D: Protus: HTK: 18, John of Astor's 16-year old squire.

Cell E: Contains 3 suits of Platemail, 1 suit of Scalemail, 3 Shields, DTS, DBS, DBA, DHA, 7 DDG, enchanted +1 to damage VMF, enchanted +3 to damage DBA, 2 HKB, HSB, 3 quivers, 32 Heavy Bolts, 30 Light Bolts, 8 Arrows, and 4 Helmets. This equipment belongs to the prisoners.

Cell F: Madame Borgia: She is bound and gagged. She is a Cleric to Apollo.

An additional Man-at-Arms: LVL: 011, CLS: FTR, ALN: LEX: HTK: 026, ARM: 035, AGL: 125, WPN: IPK, ISS, IDG, stands guard outside the gate.

### 32. Storage Room (30' x 40' x 12')

This room is used for storage for Kelandor IX and his guards, but it serves a secret purpose, as well. Shelves reaching from floor to ceiling cover the north and south walls. Upon the shelves to the south are boxes of clothing, towels, soap, and personal items, as well as buckets, bags of rags, boxes of candles, and several oil lamps. On the shelves to the north are boxes of spikes, ropes, nails, and paper supplies as well as several tinderboxes and flints, tapers, and manacles. Barrels of wine, ale, water, and liquor are stacked along the east wall and on the west wall to the south of the door. The central part of the storage room is clear of any items. Behind the storage shelves on the north wall is a secret door leading to the lair of Kelandor IX and his guards. The shelves in front of it are constructed of one piece and are not attached to the wall, although this is not readily evident. Releasing a small catch on the underside of the bottom shelf allows the shelving unit to swing away, revealing the secret door. Both the swing-away feature of the shelving unit and the existence of the secret door must be found with normal Thief abilities. The shelf unit swings of its own accord when the catch is released; anyone standing in the center portion of the room must roll AGL or less on 3D6 or take 1D6 hits of damage from being hit with the heavy shelving unit.

### 33. Armory (70' x 30' x 12')

Various Guisarmes, Pikes, Short Swords, Daggers, Bows, Crossbows, Arrows, Bolts, Armor, and Shields can be found here, stacked around the room and stored on shelves. There is a 5% chance of finding an enchanted item (roll once per character).

### 32. Lair of Viridentes Des Pasius (30' x 40' x 8')

This humble abode is the lair for Viridentes Des Pasius. A cot stands against the center of the south wall. Spears, Bo Sticks, and Throwing Stars decorate the walls. In a bureau in the southwest corner are his clothes. Viridentes Des Pasius: DPA: 12 or by weapon, WPN: enchanted +3 to damage Cobra Dagger*. He will be here 25% of the time.



### Animated Skeletons

NAP: . . . . .1D6 (or 1D20)	GRP: . . . . .N/A
NIL: . . . . .Nil	CLS: . . . . .FTR
HIT: . . . . .Variable (One HIT 80% of the time)	LVL: . . . . .Variable
NOA: . . . . .By Weapon Type	PSY: . . . . .Nil
DPA: . . . . .By Weapon Type	MRT: . . . . .Normal
SPD: . . . . .120' (or 90' 20% of the time)	SPA: . . . . .Nil
SIZ: . . . . .6' tall or larger	WPN: . . . . .Variable - DLS, DSS, RSP, or DBS
ALN: . . . . .NXE	RAD: . . . . .Normal
ARM: . . . . .035	POR: . . . . .100%
PF%: . . . . .25	TEI: . . . . .All
PY%: . . . . .1	FOD: . . . . .Special
INT: . . . . .Nil	LIF: . . . . .Special
GES: . . . . .Special	COL: . . . . .White
	AGL: . . . . .185

Animated Skeletons are the creation of a Cleric or Magic User (usually Evil) using a *Charm the Dead* spell. They are controlled by their animator but can be turned or controlled by another Cleric or a Paladin. Due to their skeletal structure, edged or sharp weapons will do only ½ damage. Blunt weapons do normal damage. They are unaffected by sleep, charm, or cold-based spells.



### Black Bears

NAP: . . . . .1D4	GRP: . . . . .N/A
NIL: . . . . .1D4 (40%)	CLS: . . . . .N/A
HIT: . . . . .006	LVL: . . . . .N/A
NOA: . . . . .3* (claw/claw/bite)	PSY: . . . . .Nil
DPA: . . . . .6/6/10	MRT: . . . . .Normal
SPD: . . . . .90'	SPA: . . . . .Hug for 8*
SIZ: . . . . .6' tall and over	WPN: . . . . .Nil
ALN: . . . . .NXX	RAD: . . . . .Normal
ARM: . . . . .075	POR: . . . . .Normal
PF%: . . . . .25	TEI: . . . . .Woods
PY%: . . . . .20 - 50%	FOD: . . . . .Nuts and Berries
INT: . . . . .011 - 023	LIF: . . . . .19 years
GES: . . . . .210 days	COL: . . . . .Black
AGL: . . . . .122	

Black Bears are wild quadrupeds with shaggy fur. If both paws hit, there is an 80% chance that it will gain an additional hug attack for 8 hits of damage. It will hug for 1 - 3 melee rounds. They are generally not aggressive, but the males will attack at +2 to damage if his female or young are threatened. The female will attack at +4 to damage if her young are threatened.

### Mining Beetles

NAP: . . . . .2 - 7	GRP: . . . . .Nest
NIL: . . . . .10D10	CLS: . . . . .N/A
HIT: . . . . .6	LVL: . . . . .N/A
NOA: . . . . .3 (bite/claw/claw)	PSY: . . . . .Nil
DPA: . . . . .24/6/6	MRT: . . . . .Normal
SPD: . . . . .60'	SPA: . . . . .Nil
SIZ: . . . . .7' long or more	WPN: . . . . .Nil
ALN: . . . . .NXX	RAD: . . . . .Normal
ARM: . . . . .135	POR: . . . . .-5%
PF%: . . . . .1%	TEI: . . . . .Woods, Subterranean
PY%: . . . . .10 - 90%	FOD: . . . . .Mold, Slime, Decaying Waste
INT: . . . . .022 - 033	COL: . . . . .Brown
GES: . . . . .92 days	AGL: . . . . .055
LIF: . . . . .2 - 5 years	

Mining Beetles are giant versions of ordinary Beetles. Although they tend to favor woodland settings, they will inhabit underground complexes, where they feed on molds, slimes, and decaying wastes. They are just intelligent enough to develop a loose communal structure and will protect one another if attacked. They will usually attack to protect their territory or for food (90%). They have a protruding stinger with which they bore through hard earth and rock. They can bore at the rate of 20' per turn.



### Bugbears

NAP:	2D4	GRP:	Tribe
NIL:	20 - 80	CLS:	N/A
HIT:	006 (young 002)	LVL:	N/A
NOA:	1 or By Weapon	PSY:	Nil
DPA:	6 or By Weapon	MRT:	Nil
SPD:	100'	SPA:	Nil
SIZ:	7' tall or more	WPN:	HCL, IGG, RSP, or DTS
ALN:	CEX		
ARM:	048 (young 033)	RAD:	Normal
PF%:	30	POR:	Normal
PY%:	20	TEI:	All
INT:	042 - 074	FOD:	Flesh
GES:	185 days	LIF:	50 years
COL:	Brown with yellow faces	AGL:	095

Bugbears are tall humanoids; some are more than 7' tall. They resemble a cross between a Bear and a Goblin. They are covered with tannish-brown hair resembling fur. In addition, they have long, pointed ears and squashed faces which are yellowish in color. They are able to see in the dark as well as in the light and this, accompanied by their SPD and AGL allows them to surprise 80% of the time. They are carnivorous in nature, preferring Human meat to that of other creatures. When found in their lair, there will be the following additional Bugbears: Chieftain: HIT: 008, ARM: 135, NOA: 1, DPA: 12 or by weapon, WPN: DTS, SPA: gains +3 to damage while employing a weapon; 2D6 Guards: HIT: 007, ARM: 077, NOA: 1, DPA: 8 or by weapon, WPN: DDG, SPA: gains +2 to damage while employing a weapon. 1D4 Sub-Chiefs: HIT: 007, ARM: 077, NOA: 1, DPA: 9 or by weapon, WPN: DTS, SPA: gains +3 to damage while employing a weapon.

### Dark Elves

NAP:	2D4	GRP:	N/A
NIL:	20 - 80	CLS:	FTR, MAG, or F/M
HIT:	Variable by LVL		
NOA:	By Weapon Type	LVL:	1 - 8
DPA:	By Weapon	PSY:	Nil
SPD:	120'	MRT:	25%
SIZ:	5' tall or more		+ 2% per LVL
ALN:	CEA	SPA:	See Note
ARM:	Variable	WPN:	Elven
PF%:	10	RAD:	+35%
PY%:	15%	POR:	30%
INT:	031 - 189	TEI:	Underground
GES:	195 days	FOD:	Omnivorous
LIF:	800 years	COL:	Black skin Pale hair

Dark Elves are Chaotic Evil versions of their cousins, the Woodland Elves. They worship an evil goddess and make regular Human sacrifices to her. They wear black boots and cloaks fashioned to allow them to surprise 75% of the time. Their Chainmail and weaponry are of superior quality but are not enchanted.

### Dwarves

NAP:	1D8	GRP:	DWF
NIL:	20 - 200	CLS:	FTR
HIT:	007	LVL:	1 or 2
NOA:	By Weapon Type	PSY:	Nil
DPA:	By Weapon Type	MRT:	Normal
SPD:	90'	SPA:	Nil
SIZ:	2' - 4' tall	WPN:	ISS, IDG
ALN:	LGX	RAD:	+20%
ARM:	078	POR:	+25%
PF%:	25	TEI:	Hills and Mountains
PY%:	15		
INT:	042 - 189	FOD:	Omnivorous
GES:	260 days	LIF:	450 years
AGL:	125		

Dwarves are demi-Human creatures who live in the hills and mountains, working as miners. They are also known to be superior armorers and gemcutters and are found in most cities, usually functioning in these capacities. More intelligent Dwarves can rise in CLS and LVL, and a few have been Clerics and Magic Users, but 95% of them are Fighters.

### Flame Beetles

NAP:	1D4	GRP:	Nest
NIL:	2D10	CLS:	N/A
HIT:	001	LVL:	N/A
NOA:	1 (bite)	PSY:	Nil
DPA:	8	MRT:	Normal
SPD:	60'	SPA:	Nil
SIZ:	1' - 2½' long	WPN:	Nil
ALN:	NXX	RAD:	+20%
ARM:	084	POR:	+10%
PF%:	15	TEI:	All
PY%:	20	FOD:	Trash, etc.
INT:	011 - 022	LIF:	2 years
GES:	28 days	COL:	Black With Red Eyes
AGL:	142		

Flame Beetles are giant versions of their cousins. Much like Fireflies, each Flame Beetle has a gland above the eyes which emits a red glow that sheds light in a 2' radius. They are not normally aggressive and only attack to defend themselves or their nests.

### Fire Giants

NAP:	.1D6	GRP:	.Clan
NIL:	.2D8	CLS:	.FTR
HIT:	.14	LVL:	.14
NOA:	.1	PSY:	.Nil
DPA:	.20	MRT:	.Normal
SPD:	.120'	SPA:	.Immune to Fire
SIZ:	.12' tall or more	WPN:	.Great DTS
ALN:	.LEX	RAD:	.Normal
ARM:	.073	POR:	.+15%
PF%:	.25	TEI:	.Subterranean and Volcanos
PY%:	.25	FOD:	.Flesh
INT:	.042 - 116	LIF:	.180 years
GES:	.15 months	AGL:	.065
COL:	.Greyish-flesh colored		

These giant humanoids are the vilest of all the Giants. They are especially fond of Elven flesh. Despite their size, they are generally Human in appearance. Most of their lairs are in the base of volcanoes, but they are also found in subterranean chambers.

### Gargoyles

NAP:	.1D8	GRP:	.GAR
NIL:	.1D8 (30%)	CLS:	.FTR
HIT:	.007	LVL:	.6
NOA:	.3 (claw/claw/tail)	PSY:	.Nil
DPA:	.3/3/4	MRT:	.10%
SPD:	.100'	SPA:	.Spell Use
ALN:	.LEX	RAD:	.+30%
ARM:	.135	POR:	.+20%
PF%:	.10	TEI:	.Underground
PY%:	.5	FOD:	.Humans and Demi-Humans
INT:	.021 - 054	LIF:	.150 years
GES:	.210 days	AGL:	.155
COL:	.Muddy Greenish-gray		

Gargoyles are servants of Demons, Devils, and powerful, evil creatures. They serve as special guardians. Their tough hides and quick SPD make them difficult to hit. They have long, pointed ears and single horns in the centers of their foreheads. In addition to their normal attack, they can cast the following spells at the rate of one per melee round: *Improved Invisibility*, *Firewall*, and *Burning Palms*. They generally (90%) attack invisibly all who enter their domain and surprise 70% of the time.

### Flesh Golems

NAP:	.1D4	GRP:	.N/A
NIL:	.1D4	CLS:	.FTR
HIT:	.008	LVL:	.8
NOA:	.2 Fists	PSY:	.Nil
DPA:	.12/12	MRT:	.Normal
SPD:	.90'	SPA:	.Enchanted Weapons to Hit
SIZ:	.6' tall	WPN:	.Nil
ALN:	.Nil	RAD:	.80%
ARM:	.048	POR:	.100%
PF%:	.Nil	TEI:	.Special
PY%:	.Nil	FOD:	.Nil
INT:	.Nil	LIF:	.N/A
GES:	.Special	AGL:	.102
COL:	.Flesh		

Flesh Golems are a form of animated statue but are more difficult to create. A 16th level or greater Magic User can create a Flesh Golem in 60 days at the cost of 1,000 GP per HTK using the following spells: *Desire*, *Enchant an Item*, *Rock to Flesh*, *Make Permanent*, and *Animate Object*. Golems are usually used as guardians and can be controlled by their creator or one appointed by him or her.

### Giant Badgers

NAP:	.1D8	GRP:	.N/A
NIL:	.1D8 (40%)	CLS:	.N/A
HIT:	.004	LVL:	.N/A
NOA:	.3 (claw/claw/bite)	PSY:	.Nil
SPD:	.60' (30' burrowing)	MRT:	.Normal
SIZ:	.4' - 5' long	SPA:	.Nil
ALN:	.NXX	WPN:	.Nil
ARM:	.075	RAD:	.+10%
PF%:	.15	POR:	.Normal
PY:	.10	TEI:	.Woods
INT:	.021 - 034	FOD:	.Small Animals
GES:	.126 days	LIF:	.18 years
AGL:	.175		

These creatures are larger versions of their normal-sized cousins. They are generally non-aggressive and slow, but, if they are captured and trained from youth, they make excellent guard animals due to their superior olfactory sense. They will eat almost anything and require little care. If they are encountered with their young, they will attack at +2 if the young are threatened.

### Giant Rats

NAP: . . . . . 1D20	GRP: . . . . . Nests
NIL: . . . . . 2 - 100	CLS: . . . . . N/A
HIT: . . . . . 001	LVL: . . . . . N/A
NOA: . . . 3 (bite/claw/claw)	PSY: . . . . . Nil
DPA: . . . . . 4/1/1	MRT: . . . . . Normal
SPD: . . . . . 120'	SPA: . . . . . See Note
SIZ: . . . . . 2' long	WPN: . . . . . Nil
ALN: . . . . . NXA	RAD: . . . . . +75%
ARM: . . . . . 048	POR: . . . . . +5%
PF%: . . . . . 30	TEI: . . . . . All
PY%: . . . . . 20 - 30%	FOD: . . . . . Trash, etc.
INT: . . . . . 021 - 032	LIF: . . . . . 6 - 18 months
GES: . . . . . 24 days	COL: . . . . . Brown or Black
AGL: . . . . . 185	

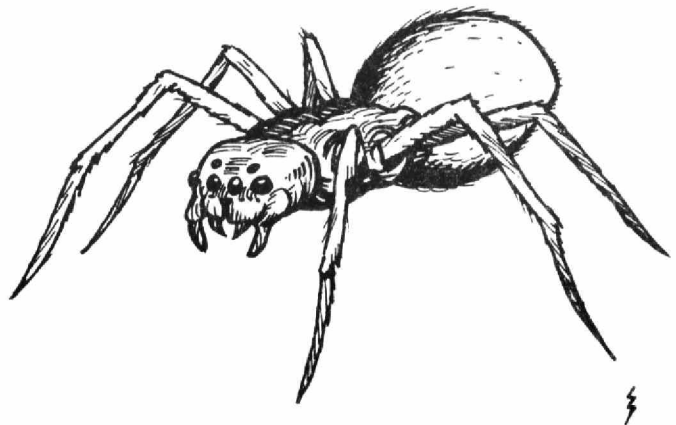
These are larger versions of normal Rats and are highly aggressive. Often, they will have a rudimentary intelligence which allows them to search for treasures in an orderly fashion. Their lairs are usually rather inaccessible and far from the main routes. There is a 5% chance per bite of contacting rabies.



### Giant Spiders

NAP: . . . . . 2D8	GRP: . . . . . Nest
NIL: . . . . . 2D8 (40%)	CLS: . . . . . N/A
HIT: . . . . . 002	LVL: . . . . . N/A
NOA: . . . . . 1 (bite)	PSY: . . . . . Nil
DPA: . . . . . 3*	MRT: . . . . . Normal
SPD: . . . . . 80'	SPA: . . . . . Poison
SIZ: . . . 2' - 3' in diameter	WPN: . . . . . Nil
ALN: . . . . . NXX	RAD: . . . . . +20%
ARM: . . . . . 036	POR: . . . . . +30%
PF%: . . . . . 1	TEI: . . . . . Caves
PY%: . . . . . 20	FOD: . . . . . Humans and Humanoids
INT: . . . . . 011 - 022	LIF: . . . . . 3 - 12 years
GES: . . . . . 94 days	AGL: . . . . . 177
COL: . . . . . Grey or Black	

Giant Spiders are larger versions of normal Spiders. They inhabit dark and dismal caverns, preying on all who enter for food. Those who are bitten must roll CON or less on 3D6 or take 4D6 hits of damage in addition to the bite damage.



### Gnomes

NAP: . . . . . 2 - 9	GRP: . . . . . Race
NIL: . . . . . 12D10	CLS: . . . . . FTR (90%),
HIT: . . . . . 006	CLR (9%), ILL (1%)
NOA: . . . By Weapon Type	LVL: . . . . 1 (90%), 2 (8%),
DPA: . . . By Weapon Type	3 - 5 (1%), 6 and up (1%)
SPD: . . . . . 90'	PSY: . . . . . Nil
SIZ: . . . . . 2' - 3' tall	MRT: . . . . . Normal
ALN: . . . . . CGA	SPA: . . . . Infravision to 60'
ARM: . . . . . 072	WPN: . . . . . DSS, DDG
PF%: . . . . . 20	RAD: . . . . . +10%
PY%: . . . . . 15	POR: . . . . . 20%
INT: . . . . . 031 - 189	TEI: . . . . . All
GES: . . . . . 210 days	FOD: . . . . . Mushrooms,
LIF: . . . . . 250 years	Roots, and Vegetables
COL: . . . . Pale to Yellowish	AGL: . . . . . 115

Gnomes are Humanoids, cousins to the Dwarves, who are often found in underground lairs. They tend to mischievous and are fond of fine gemstones. They are excellent miners like their cousins. They have excellent night vision, with infravision up to 60'. The Gnomes within the area are from a civilization which pre-dates the appearance of Humans upon the planet and, therefore, tend to be more civilized.



### Golems

NAP: . . . . . 1D4	CLS: . . . . . N/A
NIL: . . . . . 1D4	LVL: . . . . . N/A
HIT: . . . . . 012	PSY: . . . . . 081
HTK: . . . . . 044	MRT: . . . . . 50%
NOA: . . . . . 2 (fists)	SPA: . . . . . Immune to
DPA: . . . . . 12	Unenchanted Weapons
SPD: . . . . . 40'	WPN: . . . . . None
SIZ: . . . . . 8' tall	RAD: . . . . . 100%
ALN: . . . . . NXX	POR: . . . . . 100%
ARM: . . . . . 135	HAB: . . . . . Any
PF%: . . . . . N/A	FOD: . . . . . Nil
PY%: . . . . . N/A	LIF: . . . . . Unlimited
INT: . . . . . 063	COL: . . . . . Grey
GES: . . . . . N/A	DOM: . . . . . Nil
GRP: . . . . . N/A	AGL: . . . . . 085

Golems are advanced forms of animated statues that are imbued with some amount of free will in order to allow them to handle problems beyond the abilities of the less sentient statues. However, this free will occasionally causes the Golem to revolt and try to kill its master (5% chance per year). A Mage of 15th level or higher can create a Golem in 50 days at the cost of 500 GP per HTK with the following spells: *Desire*, *Enchant an Item*, *Make Permanent*, and *Animate Objects*. Golems are usually used as guardians and can be controlled by their creator or one appointed by him or her.





### Gremlins

NAP:	1D20	GRP:	N/A
NIL:	2 - 200	CLS:	N/A
HIT:	1D4	LVL:	N/A
NOA:	1	PSY:	Nil
DPA:	4 (normal) 9 (fiery)	MRT:	Normal
SPD:	60'	SPA:	Fiery, Invisibility
SIZ:	2'	WPN:	Dagger
ALN:	CEA	RAD:	+20%
ARM:	048	POR:	.5%
PF%:	10	TEI:	All
PY%:	.5	FOD:	All
INT:	041 - 074	LIF:	27 years
GES:	76 days	COL:	Green to Yellow
		AGL:	185

These creatures are evil beings who spend their time wrecking anything which comes to hand. They can turn invisible at will and have an innate ability to self-immolate for 1 turn per day. In this "fiery" state, the heat is extremely magical in nature; no heat will be felt beyond a radius of 2', but it burns with such an intense heat that it will melt 20% of any steel object which touches the Gremlin instantly. Enchanted weapons have a 5% smaller chance per plus of enchantment to melt. In this "fiery" state, the Gremlins cause 9 hits of damage if they hit.

### Hydrae

NAP:	1	GRP:	N/A
NIL:	.1 - 3	CLS:	N/A
HIT:	006 (body) 002 (each head)	LVL:	N/A
NOA:	.5 - 12 (bite)	PSY:	Nil
DPA:	.8 or 10	MRT:	Normal
SIZ:	.5' - 7' in diameter	SPA:	Nil
ALN:	CEX	WPN:	Nil
ARM:	078 (body) 073 (heads)	RAD:	Normal
PF%:	50	POR:	Normal
PY%:	25	TEI:	All
INT:	022 - 054	FOD:	Flesh
GES:	162 days	LIF:	30 years
		COL:	Green and Brown
		AGL:	095

Hydrae are horrible beasts with a central body and 5 - 12 snake-like appendages with a head on the end of each. They move on smaller appendages about 6" - 1' long and are amazingly fast for their size and appearance. They are generally fond of dark, dismal lairs far below the surface but are sometimes captured and used as guards.

### Devil Dogs

NAP:	1D3	GRP:	N/A
NIL:	Special	CLS:	N/A
HIT:	006 (body) 003 (each head)	LVL:	N/A
NOA:	.3 (bite)	PSY:	Nil
DPA:	10	MRT:	Normal
SPD:	.240'	SPA:	Can Breathe Fire for 24 points of damage
SIZ:	5' at the Shoulders	WPN:	Nil
ALN:	LEX	RAD:	.90%
ARM:	135	POR:	100%
PF%:	Nil	TEI:	Special
PY%:	Nil	FOD:	Red Meat
INT:	074 - 085	LIF:	15 Years
GES:	Special	COL:	Reddish-brown with Red Eyes
AGL:	175		

These creatures are smaller versions of the Cerebus. Due to their speed, they surprise 95% of the time. They are bred in hell and placed upon the material plane by Hecate as guards for her servants. They regenerate at the rate of 2 HTK per head and 3 HTK for the body each round and are immune to all fire damage. If a head is killed, it will regenerate as long as one head and the body are still alive.

### Imps

NAP:	1 - 3	GRP:	N/A
NIL:	2 - 9 (25%)	CLS:	DEM
HIT:	3	LVL:	3
NOA:	By Weapon Type	PSY:	Nil
DPA:	By Weapon Type	MRT:	Normal
SPD:	75'	SPA:	Invisibility
SIZ:	.2' tall	WPN:	DDG
ALN:	CEA	RAD:	+50%
ARM:	073	POR:	100%
PF%:	Nil	TEI:	All
PY%:	Nil	FOD:	Humans and Humanoids
INT:	062 - 095	LIF:	120 years
GES:	Special	AGL:	212
COL:	Greyish-white		

Imps are best described as Demons. They are spawned in the Abyss and come to the material plane to spread chaos and evil. They can turn invisible at will. They are often found as familiars for evil Magic Users.

### Minotaurs

NAP: . . . . . 1 - 5	GRP: . . . . . N/A
NIL: . . . . . 3 - 15 (35%)	CLS: . . . . . N/A
HIT: . . . . . 008	LVL: . . . . . N/A
NOA: . . . . . 2 (bite or butt)	PSY: . . . . . Nil
DPA: . . . . . 4, 8, or By Weapon	MRT: . . . . . Normal
SPD: . . . . . 90'	SPA: . . . . . Gain +2 to Damage when Employing a Weapon
SIZ: . . . . . 6½' tall or more	WPN: . . . . . IBP (60%)
ALN: . . . . . CEX	RAD: . . . . . Normal
ARM: . . . . . 075	POR: . . . . . 5%
PF%: . . . . . 10	FOD: . . . . . Flesh
PY%: . . . . . 20	LIF: . . . . . 70 years
INT: . . . . . 032 - 045	COL: . . . . . Flesh Brown
GES: . . . . . 240 days	AGL: . . . . . 105

These powerful creatures appear to be a man with a Bull's head. They will bite or butt opponents or employ huge Battle Axes. They are fierce fighters and often are used by more intelligent evil creatures for evil ends due to their low INT.

### Nymphs

NAP: . . . . . 2D8	GRP: . . . . . N/A
NIL: . . . . . 2D8 (90%)	CLS: . . . . . DRD
HIT: . . . . . 7	LVL: . . . . . 7
NOA: . . . . . By Weapon Type	PSY: . . . . . Nil
DPA: . . . . . By Weapon Type	MRT: . . . . . 10%
SPD: . . . . . 180'/120' (swimming)	SPA: . . . . . Spell Use, 198 - 219 CHA
SIZ: . . . . . 5' tall or more	WPN: . . . . . DDG, DSC (20%)
ALN: . . . . . CNA	RAD: . . . . . +90%
ARM: . . . . . 048	POR: . . . . . +10%
PF%: . . . . . 100	TEI: . . . . . Remote Pools and Woodland Settings
PY%: . . . . . 5	FOD: . . . . . Fruits, Berries, and Fish
INT: . . . . . 124 - 219	COL: . . . . . Flesh
GES: . . . . . 270 days	AGL: . . . . . 155
LIF: . . . . . 100 years	

Nymphs are known to be goddesses of the trees, lakes, and pools as well as being Druids. Looking upon a Nymph will cause permanent blindness unless onlookers roll WIS and AGL (roll for each) or less on 3D8. If the Nymphs are nude (25%) or disrobe, onlookers must roll again or die instantly (no resurrection possible except by divine intervention). This should be rolled for each melee round viewed.

### Mirromen

NAP: . . . . . 1D20	CLS: . . . . . N/A
NIL: . . . . . 1D20	LVL: . . . . . N/A
HIT: . . . . . 005	PSY: . . . . . 123
HTK: . . . . . 018	MRT: . . . . . 50%
NOA: . . . . . 1	SPA: . . . . . Light Flash, 20% Blinding Opponent for 1 - 3 Rounds
DPA: . . . . . 16	WPN: . . . . . Nil
SPD: . . . . . 150'	RAD: . . . . . 20%
SIZ: . . . . . 6' tall	POR: . . . . . 100%
ALN: . . . . . NXX	TEI: . . . . . Mirrors
ARM: . . . . . 145	FOD: . . . . . Light
PF%: . . . . . N/A	LIF: . . . . . 300 years
PY%: . . . . . N/A	COL: . . . . . Silvery
INT: . . . . . 105	AGL: . . . . . 155
GES: . . . . . N/A	
GRP: . . . . . N/A	

Mirromen are inter-dimensional creatures that can be summoned by a Mage of 12th Level or greater for 2,000 GP each. Mirromen serve the summoner by hiding as part of a mirror and acting as guards. Mirromen feed on light and can flash this light in tight bursts once per day with a 20% chance of blinding an opponent for 1 - 3 rounds.

### Orcs

NAP: . . . . . 4 - 12	GRP: . . . . . Tribe
NIL: . . . . . 12 - 300	CLS: . . . . . FTR
HIT: . . . . . 005	LVL: . . . . . 2
NOA: . . . . . By Weapon Type	PSY: . . . . . Nil
DPA: . . . . . By Weapon Type	MRT: . . . . . Normal
SPD: . . . . . 90'	SPA: . . . . . Nil
SIZ: . . . . . 6½' tall or more	WPN: . . . . . IPA, RSP, or ILS
ALN: . . . . . CEA	RAD: . . . . . Normal
ARM: . . . . . 073	POR: . . . . . +15%
PF%: . . . . . 25	TEI: . . . . . All
PY%: . . . . . 10 - 20%	FOD: . . . . . Flesh
INT: . . . . . 031 - 124	LIF: . . . . . 65 years
GES: . . . . . 125 days	COL: . . . . . Brownish with Black, Bristly Hair
AGL: . . . . . 116	

Orcs are larger than average humanoids. Some are 6½' or taller with piggish-looking faces. They are highly tribalistic in nature, and each tribe has its own standard. They loathe Elves, Dwarves, and Gnomes, especially. They will attack these humanoids in preference to others. They prefer above ground complexes but will, occasionally, be found underground. Orcish tribal Chieftains are larger than average, some being up to 9' tall and having 12 HIT. Orcish Shamans range in level up to 11th, but those of higher than 5th level are rare. It has been unknown for them to have magical abilities, but there are legends of mutants with fantastic abilities.

### Red Dragons

NAP: . . . . .1	GRP: . . . . .N/A
NIL: . . . . .1 or 2 (10%)	CLS: . . . . .N/A
HIT: . . . . .10 - 15	LVL: . . . . .N/A
NOA: . . . . .3 (claw/claw/bite)	PSY: . . . . .Nil
DPA: . . . . .6/6/20	MRT: . . . . .10 - 50%
SPD: . . . . .180'/320' (flying)	SPA: . . . . .Breathes Fire
SIZ: . . . . .24' - 60' long	WPN: . . . . .Nil
ALN: . . . . .LEA	RAD: . . . . .25%
ARM: Variable	POR: . . . . .+75%
145 - 195	TEI: . . . . .All
PF%: . . . . .10	FOD: . . . . .All
PY%: . . . . .5	LIF: . . . . .1,200 years
INT: . . . . .114 - 219	COL: . . . . .Red and Yellow
GES: . . . . .18 months	AGL: . . . . .105

Red Dragons are the largest and fiercest of all Dragons. They breathe fire for 5 to 20D6, depending upon their age. This, combined with their high INT makes them a formidable foe. They will forage for weeks at a time and then sleep for long periods of time (20%). Half of them can learn a rudimentary knowledge of the Common tongue and can, therefore, communicate with mankind. Some of the more intelligent, older Dragons can actually learn rudimentary magic use.

### Regarder

NAP: . . . . .1	GRP: . . . . .N/A
NIL: . . . . .1	CLS: . . . . .MAG*
HIT: . . . . .10	LVL: . . . . .20*
NOA: . . . . .1 (bite)	PSY: . . . . .Nil
DPA: . . . . .8	MRT: . . . . .25%
SPD: . . . . .90'	SPA: . . . . .Spell Use
SIZ: . . . . .4' in diameter	WPN: . . . . .Nil
ALN: . . . . .LEA	RAD: . . . . .+50%
ARM: . . . . .155 (body)	POR: . . . . .+75%
135 (eye)	TEI: . . . . .Remote Caverns
PF%: . . . . .0	FOD: . . . . .Humans and
PY%: . . . . .0	Humanoids
INT: . . . . .209 - 219	LIF: . . . . .4,000 years
GES: . . . . .30 years	COL: . . . . .Purplish Fur and
AGL: . . . . .185	Green Central Eye

This creature appears to be a huge, circular head with no body or limbs attached. Most of the creature is covered with short, purplish fur except for a 10" in diameter central eye and a fanged mouth below it. All who gaze into its central eye must roll PSY - 4 or less on 3D6 or remain motionless for 2D8 turns. Destroying either the body or the eye will kill the creature, but it can move quickly, so only 20% of missile attacks and 40% of melee attacks will strike the eye. Two-thirds of its HTK are in the body; the remainder are in the eye. It can employ the following spells once per round: *Sleep*, *Telekinesis*, *Flesh to Rock*, *Pulverize*, *Panic*, *Slow*, *Lightning Strike* (12D6), and *Mage Death* (all at 20th level of ability). It will hover in the air or move at 90' per round.

### Sagfian

NAP: . . . . .2 - 7	GRP: . . . . .Tribe
NIL: . . . . .20D10	CLS: . . . . .FTR
HIT: . . . . .006	LVL: . . . . .3
NOA: . . . . .By Weapon Type	PSY: . . . . .Nil
DPA: . . . . .By Weapon Type	MRT: . . . . .Normal
SPD: . . . . .120'/150'	SPA: . . . . .Nil
(swimming)	WPN: . . . . .ITR, NHT, DDG
SIZ: . . . . .5' tall or more	RAD: . . . . .+5%
ALN: . . . . .NCA	POR: . . . . .5%
ARM: . . . . .075	TEI: . . . . .Underwater and
PF%: . . . . .30 - 60	Subterranean Caverns
PY%: . . . . .20 - 40	FOD: . . . . .Flesh
INT: . . . . .042 - 095	LIF: . . . . .42 years
GES: . . . . .104 days	COL: . . . . .Muddy Green
AGL: . . . . .085	

Saguhins are amphibian creatures who inhabit underwater lairs. They are mean and vicious and often torture their victims before they eat them. They are carnivorous in nature and are fond of Human flesh. When encountered in their lair, there will be the following additional Saguhins: 1 Baron: HIT: 009, ARM: 135, WPN: DTR, SPA: gains +3 to damage; 1 Leader for every 20 Saguhins: HIT: 008, ARM: 075, SPA: . gains +1 to damage; Females: HIT: 004, ARM: 075, WPN: DDG, SPA: attack at +2 to damage when their young are endangered; Young: HIT: 002, ARM: 048, WPN: DDG; 7 - 12 Guards: HIT: 007, ARM: 075, WPN: DTR, SPA: gain +1 to attack.

### Sharks

NAP: . . . . .1D12	GRP: . . . . .School
NIL: . . . . .Nil	CLS: . . . . .N/A
HIT: . . . . .007	LVL: . . . . .N/A
NOA: . . . . .1 (bite)	PSY: . . . . .Nil
DPA: . . . . .2D6	MRT: . . . . .Normal
SPD: . . . . .210' (swimming)	SPA: . . . . .Nil
SIZ: . . . . .5' - 12' long	WPN: . . . . .Nil
ALN: . . . . .NXX	RAD: . . . . .Normal
ARM: . . . . .072	POR: . . . . .+20%
PF%: . . . . .10	TEI: . . . . .Water
PY%: . . . . .2	FOD: . . . . .Fish and
INT: . . . . .042 - 095	Humanoids
GES: . . . . .150 days	LIF: . . . . .40 years
COL: . . . . .Blue or White	AGL: . . . . .175

Sharks are large, voracious fish who prey on other life forms for food. They are strictly carnivorous and will attack almost anything when hungry. Great White Sharks are rare (1%) and run: HIT: 012, DPA: 24, and up to 25' long.

## Spectres

NAP: . . . . . 1D12	GRP: . . . . . SPT
NIL: . . . . . Special	CLS: . . . . . FTR
HIT: . . . . . 009	LVL: . . . . . 6
NOA: . . . . . 1 (Grasp)	PSY: . . . . . Nil
DPA: . . . . . 6*	MRT: . . . . . Normal
SPD: . . . . . 120/150 (Flying)	SPA: . . . . . Drain 1-3 Points of STR per Hit
SIZ: . . . . . 6' tall	WPN: . . . . . Nil
ALN: . . . . . LEX	RAD: . . . . . 75%
ARM: . . . . . 145	POR: . . . . . 100%
PF%: . . . . . 19	TEI: . . . . . All
PY%: . . . . . 1	FOD: . . . . . All
INT: . . . . . 032 - 189	LIF: . . . . . Undead
GES: . . . . . Special	COL: . . . . . Nil
AGL: . . . . . 195	

Spectres are the non-corporeal remains of Humans who were murdered and have returned to get even with mankind. They retain their Human appearance, but it is non-corporeal and translucent. Points lost from contact with a Spectre are regained at the rate of 1 point per 4 turns of complete rest. Any creature drained to a STR of 0 will become a Spectre at 1 HTK per HIT (10 HTK). The Spectre gains HTK by absorbing the STR of others at the rate of 1 HTK per 100 STR points drained to a maximum of 45 HTK. Spectres lose 1 HTK per week in maintaining their existence if they leave the locations in which they died.

## Subterranean Lizards

NAP: . . . . . 1 - 3	GRP: . . . . . N/A
NIL: . . . . . 2D4	CLS: . . . . . N/A
HIT: . . . . . 005	LVL: . . . . . N/A
NOA: . . . . . 3 (claw/claw/bite)	PSY: . . . . . Nil
DPA: . . . . . 2/2/12	MRT: . . . . . Normal
SPD: . . . . . 150'	SPA: . . . . . Nil
SIZ: . . . . . 12' or longer	WPN: . . . . . Nil
ALN: . . . . . NXX	RAD: . . . . . +10%
ARM: . . . . . 073	POR: . . . . . +5%
PF%: . . . . . 15	TEI: . . . . . Subterranean Chambers
PY%: . . . . . 25	FOD: . . . . . Omnivorous
INT: . . . . . 011 - 023	LIF: . . . . . 100 years
GES: . . . . . 350 days	AGL: . . . . . 102
COL: . . . . . Green and Yellow	

Subterranean Lizards are giant versions of their reptilian cousins. They inhabit subterranean chambers, feeding on whatever they can find. They will attack when hungry (15%) or to defend their lairs. They have unusually long lifespans.

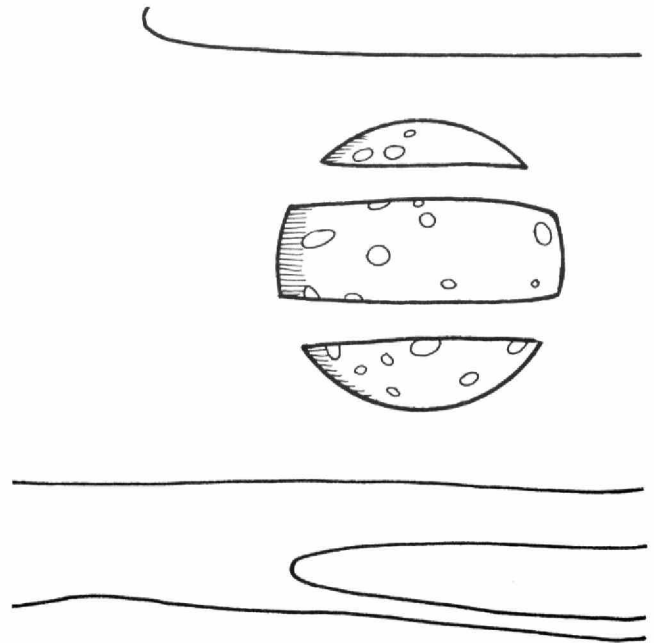




### Snakes

NAP: . . . . . 1D10	GRP: . . . . . N/A
NIL: . . . . . 1D10	CLS: . . . . . N/A
or 1 - 100 (5%)	LVL: . . . . . N/A
HIT: . . . . . 001 - 005	PSY: . . . . . Nil
NOA: . . . . . 1 or 2 (10%)	MRT: . . . . . Normal
DPA: . . . . . 4, 6, 7, 8,	SPA: . . . 10% are Poisonous
12, or 16	WPN: . . . . . Nil
SPD: . . . . . 120' - 240'	RAD: . . . . . Normal
SIZ: . . . . . 1' - 20' long	POR: . . . . . 5% to 100%
ALN: . . . . . NXX	TEI: . . . . . All
ARM: . . . . . 035	FOD: . . . . . Mammals
PF%: . . . . . 20	LIF: . . . . . 1 - 200 years
PY%: . . . . . 30	COL: . . . . . Variable
INT: . . . . . 022 - 043	AGL: . . . . . 175

Snakes are legless reptiles that slither across the ground, swim in water, climb trees, or burrow into the ground to find food. They are generally fond of small mammals but will attack almost anything if provoked. Poisonous varieties can range from 1 hit of damage to being fatal within minutes.



### Spectral Soldiers

NAP: . . . . . 2D20	GRP: . . . . . Variable
NIL: . . . . . Nil	CLS: . . . . . FTR
HIT: . . . . . 004	LVL: . . . . . 3
NOA: . . . By Weapon Type	PSY: . . . . . Nil
DPA: . . . By Weapon Type	MRT: . . . . . Nil
SPD: . . . . . 90'	SPA: . . . . . Nil
SIZ: . . . . . 6' tall	WPN: . . . . . Variable
ALN: . . . . . CEX	(20% are Enchanted)
ARM: . . . . . 081	RAD: . . . . . 90%
PF%: . . . . . Nil	POR: . . . . . 100%
PY%: . . . . . Nil	TEI: . . . . . All
INT: . . . . . 062 - 189	Fod: . . . . . All in Armor
GES: . . . . . Special	and Magic Users
LIF: . . . . . Undead	COL: . . . . . Variable
AGL: . . . . . 125	

These are soldiers who were sent into battle, as a scouting party, or on a raid against impossible odds by war-mongering lords, evil Clerics, or powerful Wizards. They were literally murdered in battle. They have returned after death, like Spectres, to get even with the living. They seek to kill all men in armor and all magic types, as well as Dwarves, Elves, and Halflings. They ride ghostlike horses through the wilderness; they cannot be distinguished from living horses until closer than a distance of 120'. Then, their glowing white, pupil-less eyes can be seen. The Soldiers are in various armor types and carry an assortment of weapons. Their bodies are skeletal; their eyes glow white. They are capable of speech and still retain their INT, which makes them capable strategists. These soldiers may be kept and controlled by evil Clerics. They can be controlled as Spectres, but, if someone is killed by a Spectral Soldier, that person **does not** become a Spectral Soldier.



### Wights

NAP: . . . . . 2 - 5	GRP: . . . . . N/A
NIL: . . . . . 2 - 5 (40%)	CLS: . . . . . N/A
HIT: . . . . . 003	LVL: . . . . . N/A
NOA: . . . . . 1	PSY: . . . . . Nil
DPA: . . . . . 8*	MRT: . . . . . Normal
SPD: . . . . . 120'	SPA: . . . . . Drain 1 Point from CON per HIT
SIZ: . . . . . 4' - 5' tall	WPN: . . . . . Nil
ALN: . . . . . CEA	RAD: . . . . . 50%
ARM: . . . . . 048	POR: . . . . . 100%
PF%: . . . . . Nil	FOD: . . . . . Special
PY%: . . . . . Nil	LIF: . . . . . Undead
INT: . . . . . 021 - 073	COL: . . . . . Special
GES: . . . . . Special	
AGL: . . . . . 175	

These are the undead bodies of those who have died and have not been eaten or buried. These corpses have been reanimated to take their vengeance on all intelligent life for what they consider to be gross neglect. They attack on sight, draining 1 point from CON per hit. If STR or less is not rolled on 3D6, the loss is permanent. Otherwise, lost points are regained at the rate of 1 point per day of rest. This roll should be made for each hit. If a person reaches 0 CON, he or she will die and become a Wight in 1D8 hours. Wights cannot be damaged by unenchanted weapons.

### Wyverns

NAP: . . . . . 1	GRP: . . . . . N/A
NIL: . . . . . 1 or 2 (5%)	CLS: . . . . . N/A
HIT: . . . . . 010	LVL: . . . . . N/A
NOA: . . . . . 4 (claw/claw/bite/tail)	PSY: . . . . . Nil
DPA: . . . . . 3/3/20/4	MRT: . . . . . Normal
SPD: . . . . . 40'/150' (flying)	SPA: . . . . . Poisoned Tail
SIZ: . . . . . 20' - 100' long	WPN: . . . . . Nil
ALN: . . . . . NXC	RAD: . . . . . Normal
ARM: . . . . . 135	POR: . . . . . Normal
PF%: . . . . . 1	TEI: . . . . . All
PY%: . . . . . 1	FOD: . . . . . All Flesh
INT: . . . . . 021 - 042	LIF: . . . . . 430 years
GES: . . . . . 16 months	COL: . . . . . Brown and Yellow
	AGL: . . . . . 135

Wyverns are dinosaur-like, flying reptiles with long, poisoned, stinger-tipped tails. On a hit, roll CON or less on 3D6 or take 10D12 hits of damage. On any claw hit, there is a 10% chance of the victim being lifted from the ground. The victim will be dropped if the Wyvern sustains any damage; the fall will inflict 1D8 hits of damage per 10' fallen.

## Glossary B - Magical Items

**Enchanted Armor:** Armor listed as enchanted is magically enchanted to raise the ARM of the character above that of ordinary armor against attacks when worn or held. These bonuses are cumulative with all other bonuses.

**Enchanted Weapons:** Items such as an enchanted +1 to damage VLS or an enchanted +2 to damage VFM are magically enchanted. The number corresponds to an addition to the damage inflicted. This is **in addition** to any and all other bonuses.

**Potions:** Unless otherwise noted, all potions work exactly as the spell of the same name. Each potion will be a vial containing one dose, and the entire potion must be consumed for it to have the desired effect. All potions take 1 round to take effect.

**Rings and Cloaks of Protection:** These items are somewhat similar to enchanted armor because they raise the ARM value of the wearer. However, they will not add to the ARM if enchanted armor is also worn. They are, however, cumulative to all other bonuses and effects. In addition, they will add to all saving throws applicable to the wearer. For example, if a character has to roll CON or less on 3D6 and is wearing a Ring of +1 Protection, he or she would subtract 1 from the cumulative roll. Only one type of item can be worn at any given time, but different types can be used in conjunction with one another, such as one Ring, one Cloak, or one Ring and one Cloak of Protection.

**Amulet of Life:** These are special Amulets which protect the life force of the wearer. The wearer cannot be drained of any force as long as the Amulet is worn. In addition, they offer protection against all spell attacks which attack the life force of the wearer.

**Amulet of Plane Travel:** These Amulets will allow the wearer to transport himself or herself from any one plane to any other plane once per day. They are fashioned from wrought gold and set with a series of gemstones representing each plane of existence. They are activated by touching the appropriate gem and speaking the command words. The Judge should formulate a different command word for each plane of existence within his world.

**Ring of Cold Immunity:** The wearer of this Ring will be immune to the effects of cold up to -50 degrees Fahrenheit. In addition, it will nullify the effects of all cold-based damage. This includes breath weapons based on cold. Any physical damage applies from such attacks.

**Ring of Fire Resistance:** This Ring will allow the wearer protection from flames and heat up to +300 degrees Fahrenheit. The wearer will Save at +4 versus all fire-based attacks and will take no damage if he or she Saves. Even if he or she should fail to Save, damage taken will only be half of normal.

**Ring of Hecate:** This Ring is a relic forged by Hecate herself in the fires of hell. There are only 3 such Rings in existence. It is a very powerful item which can only be worn by Lawful Evil Magic Users of 11th Level or higher. When worn, it will have the following powers:

1. Allows the wearer to act as a Magic User one level higher than his or her own.
2. Conveys a 20% MRT.
3. Will obscure alignment of wearer to that of his or her choice. By no method except that of a deity can the wearer's true alignment be detected.
4. Acts as a Ring of +3 Protection.
5. Makes the wearer immune to unenchanted weaponry.

**Ring of Human Influence:** This Ring, like all magical rings of this nature, is forged of wrought platinum. It is set with a Star Sapphire of the highest quality. When it is worn, it will allow the wearer to have influence over other creatures as if his or her CHA and LED were 199. It will, in addition, allow the wearer to cast a *Charm* spell 3 times per day as if he or she were a 14th level Magic User.

**Ring of Invisibility:** This is a magical ring which duplicates the effects of the Magic User spell, *Invisibility*. For all types except Magic Users, the Ring will function once per day as if a 14th level Magic User had cast the spell. For Magic Users, it will, in addition, allow him or her to cast the spell as if he or she were 5 levels higher than he or she is in actuality without erasing the spell from his or her memory. This can be done once per day.

**Ring of Regenerating:** These Rings are specially enchanted to allow the wearer to *Regenerate* 1 HTK per melee round. The wearer will continue to *Regenerate* even if killed. Therefore, he or she can only be permanently killed if either the Ring is removed or the body is completely destroyed by fire. All scar tissue, lost limbs, etc. will eventually *Regenerate* in a similar manner.

**Ring of Telekinesis:** This is a magical ring which duplicates the effects of the Magic User spell, *Telekinesis*. For all types except Magic Users, the Ring will function once per day as if a 14th level Magic User had cast the spell. For Magic Users, it will, in addition, allow him or her to cast the spell as if he or she were 5 levels higher than he or she really is without erasing the spell from his or her memory once per day.

**Mage Staff:** This enchanted Staff is a very powerful item. It will function for Magic Users of 11th level or higher only. It will double the number of 1st through 5th level spells the wielder may cast per day. In addition, it will allow the wielder to cast any 2 spells per melee round, one if engaged in melee. These are powerful magical items worth no less than 12,000 GP. They are enchanted +3 Staves if used as a weapon.

**Tome of Exercizing:** This is a book which outlines a rigorous exercise program which, when followed exactly, will increase a person's CON, END, and STA by 1 point after three months. The follow-up exercises must be done, or the gained points will be lost. These books were written by certain knowledgeable Sages and generally can only be acquired through them at a cost of 6,000 GP.

**Tome of Many Spells:** This is a book of spells compiled by a Magic User (40%), Illusionist (20%), Cleric (35%), or Druid (5%) and containing various spells. It is similar to a Scroll but much more extensive. There will be 5D8 spells per Tome, all of the Class of the compiler. Individual spells should be randomly selected by the Judge for class and level. A *Read Magik* spell will be necessary to discern what is written on a particular page. As with Scrolls, the Tomes will be written by a 14th to 21st level character, and each spell within can only be cast once.

**Tome of Skill at Arms:** Similar to all magical tomes, these books outline a particular program which must be followed exactly. These books are for Fighters, Rangers, and Paladins. Such a character in possession of such a Tome need not hire someone to train him or her to increase in levels. That function will be replaced by the Tome. The prescribed training must still be undertaken, however.

**Wand of Fire:** As with all wands, these Wands are created by powerful Magic Users, 14th level and above, for a particular purpose. The Wand of Fire serves two purposes:

1. Stores *Fire* for future use. Each can store up to 25 8D6 *Fire* spells.

- Magnifies the effects of a Magic User's *Fire* spell to double normal strength.

These Wands will **only** function in the hands of a Magic User or Illusionist. For all other persons, they are powerless. They are charged by the casting of *Fire* spells into them by a Magic User in his or her laboratory.

**Wand of Lightning Strike:** As with all Wands, these Wands are created by powerful Magic Users, 14th level and above, for a particular purpose. The Wand of Lightning Strike serves two purposes:

- Stores *Lightning Strike* spells for future use. Each can store up to 25 8D6 *Lightning Strike* spells.
- Magnifies the effects of a Magic User's *Lightning Strike* spells to double normal strength.

These Wands will **only** function in the hands of a Magic User or Illusionist. For all other persons, they are powerless. They are charged by the casting of *Lightning Strike* spells into them by a Magic User in his or her laboratory.

**Cobra Daggers:** These Daggers are specially rigged to self-coat with poison. The scabbards will hold up to 15 doses of contact poison. When a hit is scored, the victim must roll his or her CON or less on 3D6 or take 4D6 hits of damage. The Daggers are specially balanced for throwing, and many are also magically enchanted. The poison damage is in addition to the weapon damage. Generally, these weapons are restricted to Assassins by the Guild, and the poison is a secret formula of the Assassins' Guild and cannot be obtained elsewhere.

**Holy Sword:** These are very special weapons which can only be employed by Paladins or Lawful Good Clerics. Any other alignment will take 2D10 hits of damage each time the weapon is grasped. They are enchanted +5 to damage weapons and do double damage on Evil oponents. In addition, they confer a 10% MRT upon the wielder.

**Net of Trapping:** This device appears to be little more than ordinary fish netting but will be found to be magical if detected for. When thrown and a hit is scored, it will trap the opponent inside it until released. Any attempt to free oneself will only tighten the bonds further. A STR of 219 or greater is necessary to break free, and the netting cannot be cut by normal means.

**+3 Sword, Fire Eater:** These are specially enchanted Swords doing +3 to hit and damage. In addition, they allow the wielder complete immunity to fire damage when held. Further, they will do **double** damage to any creature which uses fire as an attack mode.

**Alchemist's Jug:** This will appear as a normal, 1-gallon jug. However, it will pour various liquids upon command. It will pour beer, wine, water, alcohol, salt water, ammonia, vinegar, chlorine, oil, aqua regia, or cyanide. It will pour up to 20 gallons per day in any combination of the above. If poured and not ordered, no liquid will be produced, although the jug will always appear to be full.

**Belt of Herculean Strength:** These Belts are fashioned from the finest gold and platinum by the best Dwarven smiths. When worn, they will increase the wearer's STR to super-human heights. These Belts come in various strengths, depending upon the enchantments placed upon them. A die roll should be made to determine the strength when one is found. All classes and alignments may wear these Belts, but only one such Belt may be worn by any given individual at any given time.

Die Roll	STR	Die Roll	STR
01 - 25	189	86 - 90	229
26 - 50	199	91 - 95	239
51 - 70	209	96 - 99	249
71 - 85	219	00	259

**Crystal of Seeing:** These are rare Crystals enchanted with magical powers. They function similar to a prism, but, instead of refracting light, they reveal the actual nature of things rather than the apparent. In such a manner, they function similar to a *True Sight* spell. They reveal the true nature of traps, illusions, secret doors, and the like.

**Mirror of Psychic Entrapment:** These Mirrors have a negative life force which will attack the psychic life force of the victim. Any person or creature gazing into the mirror must roll INT or less on 3D6 or have life force irrevocably drained (save *Desire*), causing instant and irrevocable death in 4 melee rounds. However, the Mirror will only drain the force from one creature per day.

**Sack of Infinite Capacity:** This item appears to be an ordinary cloth sack until examined carefully. These Sacks will hold up to 2,000 lbs. without weighing more than 1/50th of the actual weight contained. The volume will not increase beyond the 2' wide and 4' deep space of the sack. Each sack has a pull string for easy carrying. If more than 2,000 lbs. are placed in the bag, there is a 5% cumulative chance per additional 5 lbs. carried of the sack ripping, emptying the contents upon the ground. Once ripped, these sacks lose their magical properties and cannot be repaired.



## UNIVERSAL FORMAT INFORMATION

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person* or *Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

**CLS:** Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

**ALN:** Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

**LVL:** Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.

**HTK:** Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

**ARM:** Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

**PSL:** Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.

**STR:** Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

**INT:** Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

**WIS:** Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

**CON:** Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

**DEX:** Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

**CHA:** Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

**END:** Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

**AGL:** Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

**LED:** Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

**LCK:** Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

**PSY:** Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

**WPN:** Weapon - an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

## ABBREVIATIONS

ALC	ALCHEMIST
AMZ	AMAZON
ANM	ANIMAL TRAINER
ARM	ARMORER
ASN	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRD	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
DRD	DRUID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

## ARMOR

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICHALCUM OR ONYX
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	EARTH OR CLAY
V	MARBLE
W	WOOD
X	UNIDENTIFIED
Y	PAPER
Z	ZIRCON

CT	CHAIN MAIL TUNIC
RT	RING MAIL TUNIC
CD	COAT OF DEFENSE
MC	COAT OF MAIL
BR	BREASTPLATE
BC	BODY CORSELET
BA	BANDED ARMOR
CA	CLEMAL ARMOR
JK	JAC*
SL	STUCCO LEATHER
KK	KULAH KHUD
GN	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUELING GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES
CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

## WEAPONS

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FLINT
G	GOLD
H	HARDENED WOOD
I	IRON
J	JADE
K	CURSED

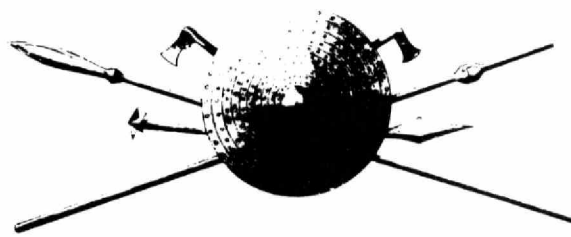
UNIVERSAL FORMAT INFORMATION

Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PY%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

<b>BODY</b>		<b>HEAD</b>	
1	SHOULDER GUARDS	3	HOOD
2	BELT	4	TURBAN
4	GIRDLE	5	CAP
6	BREASTPLATE	6	HELM
8	TUNIC	9	BASINET
10	COAT	11	HEAUME
<b>ARM</b>		<b>HEAD MODIFIERS</b>	
1	GLOVES	1	CHEEKGUARD
2	BRACFS	1	NECKGUARD
3	ARM BANDS	1	NASALGUARD
4	VAMBRACE	2	VISOR
5	HALF SLEEVE		
6	SLEEVE		
<b>LEG</b>		<b>SHIELD</b>	
1	LEGGINGS	4	PARRY WEAPON
2	BOOTS	5	BUCKLER
3	SHINGUARDS	6	TARGET
4	CLEAVES	7	HEATER
5	CUISSES	8	ASPIS
6	CHAUSES	9	KITE
		12	TOWER



Method: Add all to obtain each piece of armor and total for the whole:

EXAMPLE:  
 Tunic made of Gold Ringmail 8 + 7 + 1 = 16  
 Heaume made of Steel w/Visor 11 + 2 + 11 + 3 = 27  
 Sleeves on Tunic 6 + 7 + 1 = 14  
 Tower Shield made of Iron 12 + 10 + 3 = 25  
**TOTAL: 082 ARM**

ABBREVIATIONS

L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICHALCUM
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	POISON TREATED
V	MAGIC
W	WOOD
X	UNIDENTIFIED
Y	MAGICUM
Z	ZIRCON
SW	SWORD
MG	MAIN GAUCHE
TK	THROWING KNIFE
DK	DIRK
DG	DAGGER
SS	SHORTSWORD
FL	FALCHION
SC	SCIMITAR
BS	BROADSWORD
LS	LONGSWORD
CS	CANE SWORD
RS	RAPIER
H5	BASTARD SWORD
TS	TWO-HANDED SWORD
JV	JAVELIN
SP	SPEAR
LA	LANCE
PK	PIKE
PA	POLE ARM
CP	CATCH-POLE
BP	BERDICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AWL PIKE
FC	FAUCHARD
G1	GUISARME
GV	GUISARME VOULGE
GL	GLAIVE
GG	GLAIVE-GUISARME
HL	HALBERD
LH	LUCERN HAMMER
MF	MILITARY FLAIL
PT	PARTIZAN
RN	RANSEUR
TR	TRIDENT
VL	VOULGE
AA	ADZ-AXE
AD	PARRYING ADZ
CA	CARPENTER'S ADZ
AN	ANKH
AK	AXE-KNIFE
HA	HAND AXE
BA	BATTLE AXE
MP	MILITARY PICK
DH	DWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACHO
SB	SHORTBOW
CB	COMPOSITE BOW
HB	HORSE BOW
LB	LONG BOW
AB	ARBALEST
KB	HEAVY CROSSBOW
MB	MULTIPLE CROSSBOW
PB	PELLET CROSSBOW
RB	REPEATING CROSSBOW
DB	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SF	STAFF SLING
DT	DART
TH	THROWING STAR
BR	BOOMERANG
CE	CESTUS
KN	KNUCKLE DUSTER
WH	WHIP
NT	NET
BO	BOLAS
WF	WAR FAN
FA	FANG
CT	CALTROP
BT	BALLISTA
BM	BATTERING RAM
CU	CATAPULT
MA	MANGONEL
ON	ONAGER
SG	SPRINGALO
TB	TREBUCHET

<b>CONSTRUCTION MATERIAL</b>	<b>REINFORCEMENT MODIFIER</b>	<b>CONSTRUCTION METHOD</b>
1 Silk, Linen, Cloth	---	0 Open
2 Soft Leather, Soft Wood	---	1 Ringmail
3 Felt, Light Fur	---	2 Chainmail
4 Wicker, Heavy Fur	+1	3 Formed Plate
5 Hard Leather, Clay	+1	
6 Hard Wood, Horn, Bone, Onyx	+2	
7 Gold, Copper, Marble, Jade	+2	
8 Electrum, Silver, Bronze	+3	
9 Platinum	+3	
10 Iron	+4	
11 Steel	+4	
12 Adamantite, High Chrome Steel	+5	

Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

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# This Exciting New Adventure From Judges Guild Contains: 9 Levels, 10 Maps, 7 New Monsters & Over 90 NPC's.

Also 9 pre-generated adventurers to use if you wish.  
This adventure is for a dungeon party of 5-8  
adventurers from levels 6-10!

**General Information**

As the party leaves the city of Ludlow, Kalandor's Castle is checked for an inhabited area. However, encounter ones probability are 50% likely to be with Artorius and his Artorius turn the woods in a fashion similar to that of a proclamation. **NO LITTERING, CAMPFIRES ONLY IN** times on all visitors but will refrain from combat unless the area around Kalandor's Castle is a clearing. The area around Kalandor's Castle is a clearing road but has deteriorated badly. A few hundred years ago it was a mere path leads to a set of stairs where it turns into a more road. A few hundred years ago it was a mere path leads to a set of stairs where it turns into a more road. A few hundred years ago it was a mere path leads to a set of stairs where it turns into a more road.

Players may use their own characters designed for developing middle level even though they will have little chance of survival even on the castle. This module is not designed for use as the first uses of the chamber in the castle. They will be able to explore the tombs of the chamber to suit his own may as the first uses of the chamber in the castle. They will be able to explore the tombs of the chamber to suit his own may as the first uses of the chamber in the castle. They will be able to explore the tombs of the chamber to suit his own may as the first uses of the chamber in the castle.

I have you will enjoy this module may be sent in care of Judges Guild Mountain of Death, The Land of

**1 Square equals 10 Feet**

**Gnomes**

NAP:	2	9	GRP:	
NIL:	120	10	CLS:	
HIT:	006			
NOA:	By Weapon Type	LVL:	CLR (9%),	FTR (90%)
DPA:	By Weapon Type	PSY:	1 (90%),	ILL (1%)
SPD:	By Weapon Type	MRT:	2 (8%),	
ALN:	90'	SPA:	6 and up (1%)	
ARM:	2' - 3' tall	WPN:		Normal
PE%	CGA	INT:	Infravision to 60'	
PY%	072	LIF:	031 - 189	DSS, DDG
INT:	072	TEI:	210 days	+10%
GES:	020	FOD:	250 years	+20%
LIF:	031 - 189	AGL:		All
COL:	020			Mushrooms, Roots, and Vegetables

Gnomes are Humanoids, cousins to the Dwarves, who are often found in underground lairs. They tend to mischievous and are fond of fine gemstones. They are excellent miners like their cousins. They have excellent night vision, with infravision up to 60'. The Gnomes within the area are from a civilization which predates the appearance of Humans upon the planet and, therefore, tend to be more civilized.

**Golems**

NAP:	1D4	CLS:	
NIL:	1D4	LVL:	
HIT:	012	PSY:	N/A
NOA:	044	MRT:	N/A
DPA:	2 (Hsts)	SPA:	N/A
SPD:	044		
SIZ:	2		
ALN:	12		
ARM:	40'	WPN:	Unenchanted Weapons
PE%	8' tall	RAD:	Immune to
PY%	NXX	POR:	None
INT:	135	HAB:	100%
GES:	N/A	FOD:	100%
LIF:	N/A	LIF:	Any
GRP:	083	COL:	Nil
	N/A	DOM:	Unlimited
	N/A	AGL:	Grey

Golems are advanced forms of animated statues that are imbued with some amount of free will in order to allow them to handle problems beyond the abilities of the less sentient statues. However, this free will occasionally causes the Golem to revolt. and try to kill its master (5% chance per level of higher can create a Golem in 500 GP per HTK with the following instructions and

**Gnomes**

To Lvl 6

**Golems**