

TEGEL MANOR

Judges Guild

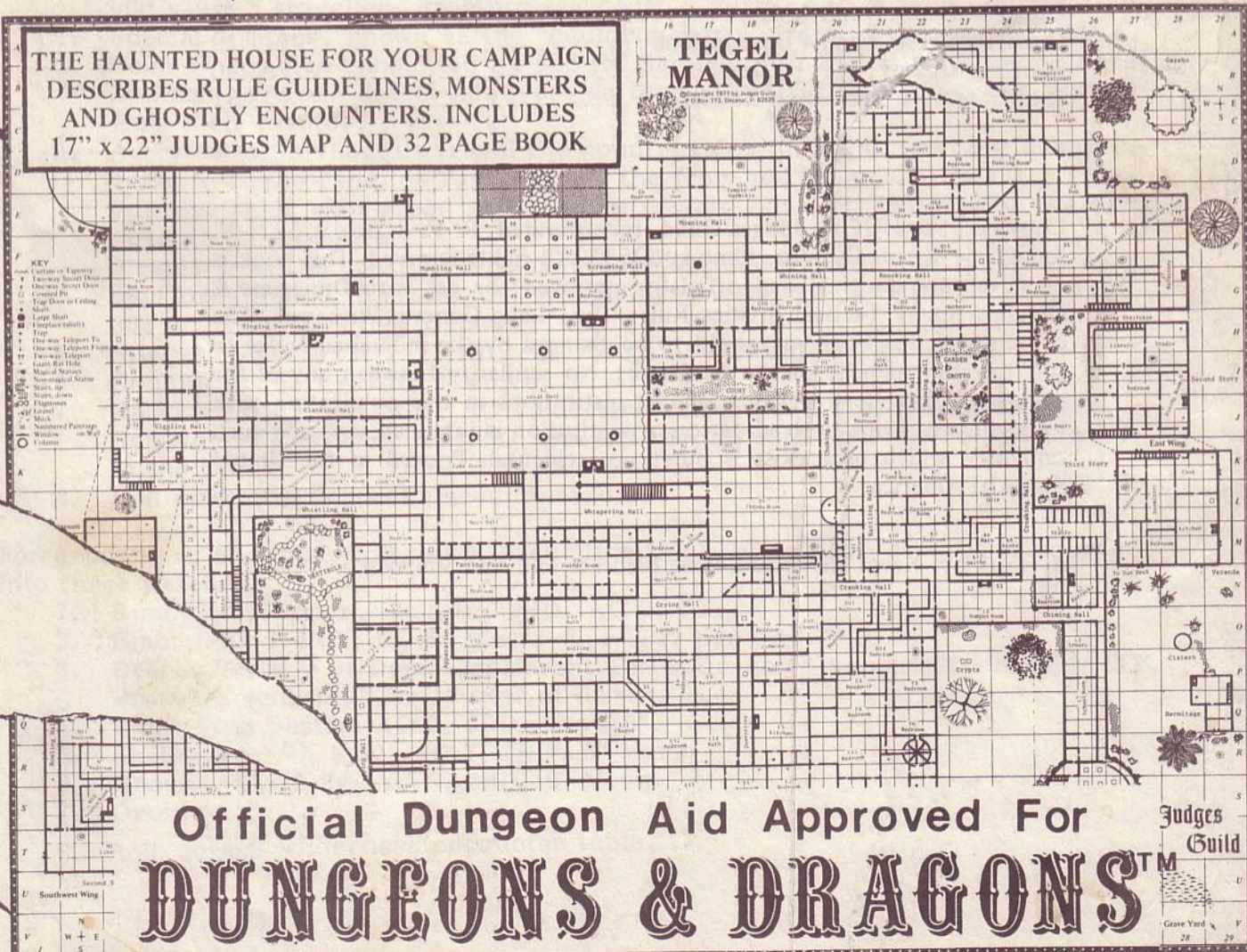


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THE HAUNTED HOUSE FOR YOUR CAMPAIGN
DESCRIBES RULE GUIDELINES, MONSTERS
AND GHOSTLY ENCOUNTERS. INCLUDES
17" x 22" JUDGES MAP AND 32 PAGE BOOK

TEGEL MANOR

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Official Dungeon Aid Approved For
DUNGEONS & DRAGONS™

Judges
Guild

Grave Yard
28 29

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TEGEL MANOR

AREA BACKGROUND & ENCOUNTERS

Tegel Manor, a great manor-fortress on the seacoast, is rumored to be left over from ancient days when a charm* was placed over it protecting it from most of the ravages of time and human occupation. The hereditary owners, whose family name is Rump, have been amiss in their traditional duty of providing protection for the market village to the west. Some have said that this failing and their bizarre eccentricities have led to their corruption. Many have found the manor and area to be a dangerous place to visit! *This charm includes fire-resistance for the manor's timbers.

All outdoors movement (outside of village) is subject to an encounter roll every other turn. Daytime:

1. Roughneck Rump the Rotund, feared highwayman, AC -2, 6HD, 29HTK, and his band of 12 goblins AC 6, 1 -1HD, 4 3 2 3 1 2 2 3 4 2 3 1, have way-laid many a traveller, greeting same with a shrill, "Stand and deliver".
2. Special Zombies, known as the "cauldron-born" are all 24HTK, 3HD, AC 4, Move 9" Zombies enchanted by the CE Sarthoggus, Evil High Priest. These Zombies have one defect however, as they lose 1HTK for every hex distant from their creator.
3. Acolytes of Sarthoggus travel the countryside, forcefully gaining new converts to the worship of Tsathoggus, the frog-god (Sup. IV, p.46). These men dye their skin green and perform certain facial alterations for the favor of their harsh master.
4. Pirates from the coast (where they have erected a tower and base) occasionally foray inland to attack the village and travellers; Align - CE, 60% LtFt, 30% LtCrbow, 10% Hvy Crbow.
5. Stirges NA 3-30, AC 7, 1HD, bite/1-3 & 1-4 thereafter, 18" move.
6. Goblins AC 6, 1 -1HD, 6" move.
7. Baladar LG Ranger 5HD, AC 6, declared enemy of Runic the Rump (see Benevolent Character module) who left him in tight spot with a spectre in the manor.
8. Roll normal wilderness encounter table.

For encounters at Night, roll three times after the players have divided the party into three watches.

1. Ruang the Ripper, Assassin, 9HD, AC 7, 39HTK.
2. Giant Bats 1-6HD, AC 4, Bite/1-6 or 2-12 per size.
3. Dearth Monster of Derfingel Marsh, Black Dragon - sub-adult, 6HD, 24HTK, Breathes acid $6 \times \frac{1}{2}$ " for 18 pts. of damage.
4. Giant Stag Beetles AC 3, 6HD, Move 6".
5. Skeletons - NA 3-30, AC 7, $\frac{1}{2}$ HD, 6" Move.
6. Ghouls - NA 2-24, AC 6, 2HD, 9" Move.
7. Druid
8. Roll normal wilderness encounter table.



TEGEL VILLAGE

K. SIEMBIEDA

Found in hex 4416*, Tegel is a village of 230 able bodied men, neutral alignment, its main occupation is the market for the farms, mostly to the west, and some sea trade from further south. The following shopkeepers and notables must be keyed to one of the lettered buildings on the area map. *Campaign Map One

SHOPKEEPERS & NOTABLE NATIVES

Key	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHR	WPN
Ternelmor	FTR	LE	7	28	7	10	10	15	11	12	10	14	+1 Sword
<i>Mayor, organizer of the militia and builder of the great citadel</i>													
Arnthora	CL	LG	5	14	5	7	13	12	16	13	12	12	Mace & Staff
<i>Priestess of the Temple of Thor, losing attendance to Sarthoggus' temple on the hill</i>													
Mordacity	FTR	CE	6	25	2	8	17	10	7	14	9	11	+1 Battle Axe
<i>Maghoula</i>													
<i>Churlish leader of the militia</i>													
Brinna	AMAZON	CG	4	18	6	3	12	12	8	17	13	12	Sword and Horsebow
<i>Birgit</i>													
<i>Blunt, enterprising spear-maiden</i>													
Halaf Fec	FTR	N	3	12	7	5	10	12	14	8	6	14	Dagger
<i>Contriving, prosperous merchant</i>													
Hasnovar	FTR	N	2	9	9	4	9	7	4	16	15	12	Sword
<i>Jovial bartender of the White Horsed Sleigh specializing in White Wassil drink, PROB25% of drunkenness, cummulative.</i>													
Altarontha	FEM	N	2	8	9	4	13	9	10	14	11	7	Dagger
Shark Mersin	FTR	N	2	7	7	3	12	8	6	10	14	9	Mace
VincaOneEye	FTR	N	1	4	7	3	10	5	9	9	12	12	Sword
<i>Altharontha's Boarding House's offers quiet, decency and low price - 15SP per nite, order is kept by her sons, Shark and One Eye, meals - 1GP, cashbox has 50GP, 23SP, 14CP.</i>													
QuintaDemetria	FTR	N	4	14	7	5	16	12	11	9	13	14	Sword
<i>One eyed owner of Neptune's Trident, bores customers with stories of unlikely sea monsters.</i>													
Cretin Nodcock	DWARF	N	2	12	7	4	14	7	6	15	10	5	Dagger
<i>Incredibly ugly, owner of the Bark & Byte, providing unusual dinner entertainment.</i>													
Marash-ar	FTR	N	2	9	9	6	10	10	12	11	14	14	Sword
<i>Gushing but wily monger</i>													



BENEVOLENT CHARACTER MODULE

This new section will feature short sunopsises of wide range of medium duty character and monsters possibly sympathetic to the players and their entourages. Of course, the character will be strongly oriented to his best self interests. If strongly affronted, you may have a malevolent character module!

SIR RUNIC THE RUMP PALADIN LG 6 20 -1 8 15 5 7 11 9 17 +3 Sword Possesses +3 plate, +1 Ring of protection (in addition to his paladin's +10% ST), 255 GP, 160 SP and 24 CP. Dim-witted owner of Tegel Manor, Sir Runic constantly attempts to sell the Manor, often for unbelievable cheap prices. Also, twice lost in card games, the manor's new owners have always returned asking for their money back - often at threat of violence! In addition to being a dullard, he is reknown for his poltroonery - his morale rating being at least -3. Being nearly penniless, he has hopes for getting something out of his feared family home. He is distraught over his various relatives and ancestors various corrupt modes of living and will begrudgingly agree to help a buyer clear it out - thus putting many to rest; however, he is frightened by most family members, especially Ruang Rump the Ripper.

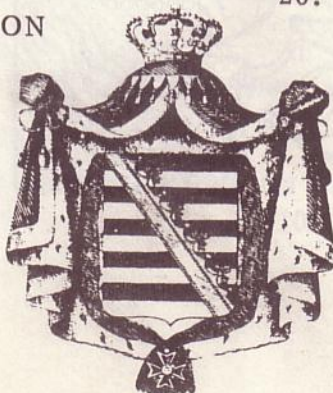
Servants:	CL	AL	LVL	HTK	AC	SL	S	I	W	CN	DX	CH	WPN
Lasnici	Elf	LG	2	4	7	4	8	9	10	6	4	11	Spear
Enar the Proper	Dwarf	LG	3	9	4	4	12	6	8	13	8	7	Sword
Afring	FTR	LG	1	6	5	6	7	10	11	5	9	5	2 HD Sword
Hrinar	FTR	LG	3	10	5	6	14	8	4	10	6	8	Longbow/Dagger



RUMP FAMILY TREE

The following is a list of paintings and their subjects. Below their name is listed their Class, HD, AC, HTK. The picture's affect upon the viewer is shown by "Pic". The list may also be used as random wandering monsters.

- | | |
|--|---|
| 1. Sir Runic Rump
Paladin 6, 2, 27
Pic | 11. Radif the Reprobate
Shadow 2+2, 7, 9
Pic-Non-Magical |
| 2. Reckless Rory
Skeleton 1,7
Pic-reckless brawery 2-12t | 12. Racy Rawley
Mummy 5,3,22
Pic-offers treasure trove to
race winner from one end of
Master Gallery to other |
| 3. Rialto the Riffraff
Zombie 2,8,14
Pic-Infects viewer with lice 4-24 | 13. Ronahr the Repllent
Spectre 6,2,20
Pic-compliment gets teleport
to library |
| 4. Ranting Rex
Ghoul 2,2,6
Pic-causes viewer to talk in
screams for 2-12t | 14. Rackstor the Rash
Skeleton 1,7,6
Pic-rash on liers |
| 5. Rambling Ragnirak
Ghoul 2,2,6
Pic-pivots to room behind | 15. Racketeer Retok
Ghoul 2,2,4
Pic |
| 6. Rustrum the Rabid
Wraith 4,3,18
Pic-causes viewer to foam at
the mouth | 16. Retakang Ragelot
Skeleton 1,7,4
Pic |
| 7. Rank Rumpula
Vampire 7,2
Pic-warns of Werevolves | 17. Raving Rindat
Wight 3,5,18
Pic |
| 8. Randver the Rancid
Wraith 4,3,9
Pic-causes nausea 1-8t | 18. Rigat the Rabble Rouser
Spectre 6,2,16
Pic-offers viewer 1 GP
if he will strike his companion |
| 9. Raps Redaxe
Doppleganger 4,5,13
Pic-offers +2 axe for the body
of Runic Rump | 19. Reot of Raging River
Shadow 2+2,7,12
Pic |
| 10. Raw Ribby
Skeleton 1,7,3
Pic-Question-Answer ± 1 CON | 20. Rascal Rowing
Ghost 10,8(0),59
Pic |



21. Reptilakis Rump
Water Naga
Pic-teleports viewer to Crying Hall
22. Rancorous Rimy
Zombie 2,8
Pic-Non-Magical
23. Rapid Rithiena
Vampire 7,2,31
Pic-teleports to E12
24. Rummy Rory
Wraith 4,3,9
Pic-causes drunkenness in
viewer 3-8t
25. Raucous
Bandit 5,-3,28
Pic-non-magical
26. Ranting Redurn
Ghost 10,8(0),57
Pic
27. Sir Ritark Rat-Hearted
Ghost
Pic-offers to teleport viewer
to Spectral Staircase to prove
their bravery
28. Ricienna the Ravenous
Ghost 10,8(0),58
Pic
29. Rocky the Rogue
Zombie 2,8,8
Pic-non-magical
30. Rinsel the Ravishing
Ghost 10,8,48
Pic-raises CHAR +1 or -1
depending upon reaction
31. Retreat Rumplast
Ghoul 2,6,9
Pic-
32. Reydd the Razor
Wight 3,5,12
Pic-map to D1
33. Ready Rhydreg
Skeleton 1/2,7,2
Pic-PROB 30% of +1 DEX
34. Risque' Roschar
Mummy 5+1,3,16
Pic
35. Rosienna the Romancer
Spectre 6,2,18
Pic-teleports Viewer to B14
36. Reipsik the Rapt
Shadow 2+2,7,12
Pic-
37. Rozet the Seriberiter
Shadow 2+2,7,13
Pic-+1 W if Neutral
38. Radaw the Rebel
Zombie 1,8,7
Pic-levitates 2-8r
39. Rasping Rashuak
Liche 16,3,97
Pic-PROB 10% of hoarseness
40. Rushrat the Rainmaker
Shadow 2+2,7,12
Pic-miniature raincloud 2-12t
41. Relang the Racker
Wight 3,5,9
Pic-
42. Rumpus Rundel the Rover
Ghost 10,63,8(0)
Pic-itching feet 2-12t
43. Rivona the Radiant
Wight 3,5,12
Pic-casts 'charm'
44. Rorkad the Rare
Doppleganger 4,5,26
Pic-'Beware the Great Hall'.
45. Radical Roman
Skeleton 1/2,7,2
Pic-eyes follow viewers
46. Count Rumpula
Vampire 9,2,74
Pic-Drop everything carried
47. Sir Rankling
Ghost 10,8(0),17
Pic-Answers question 1/day

48. Raging Raktor
Skeleton 1/2,7,4
Pic-enrages viewer 2-8r
49. Raphod the Reaper
Wraith 4,3,27
Pic-scythe 1-4 damage
50. Roparoc the Raider
Ghost 10,8(0),39
Pic-
51. Rembard the Rake
Wraith 4,3,12
Pic-PROB 20%-teleport to C2
52. Ramatic Rumpula
Ghoul 2,6,10
Pic-
53. Roderik the Righteous
Ghost 10,8(0),36
Pic-Lawful viewer enraged
54. Ransack Rosco
Wight 3,5,20
Pic-
55. Radded Rufus
Zombie 1,8,7
Pic-PROB 30% of ripped sack
56. Rarin the Rearguard
Mummy 5+1,3,19
Pic-PROB 40% of panic
57. Rattlepate Remalda
Wight 3,5,19
Pic-PROB 20% of rattling voice
58. Reldor the Ransomer
Doppleganger 4,5,27
Pic-
59. Railler Rolandil
Zombie 1,8,3
Pic-
60. Rodip the Rationalist
Wight 3,5,16
Pic-PROB 40% Discord
61. Rahad the Random
Zombie 1,84
Pic-
62. Ricochet Remnar
Skeleton 1/2,7,3
Pic-
63. Rigorn the Recruit
Zombie 1,8,8
Pic-
64. Rebounding Reydahl
Will o' wisp 9,-8,73
Pic-
65. Rongo the Router
Ghoul 2,6,11
Pic-Paralyze if touched
66. Rellah the Rebuker
Ghoul 2,6,9
Pic-Shock 1-3 pips
67. Rebut Roridok
Wight 3,5,13
Pic-
68. Rimout the Reviver
Mummy 5+1,3,23
Pic-PROB 15% Ressurrection Spell
69. Ryth the Recanter
Spectre 6,2,23
Pic-
70. Retort Rowanter
Spectre 6,2,23
Pic-
71. Reciting Ralfrid
Wight 3,5,5
Pic-PROB 30% of Poem
72. Rufienna the Reckless
Ghost 10,8(0),49
Pic-
73. Rabury the Recluse
Wight 3,5,26
Pic-shouts 'Go Away'
74. Rhubart the Recondite
Skeleton 1/2,7,1
Pic-turns face from viewer

75. Regenerating Rodark
Wight 3,5,22
Pic-
76. Reeling Rihorn
Wraith 4,3,23
Pic-spins viewer around
77. Rigormortis Rumpula
Wraith 4,3,20
Pic-PROB 26% of -3 DEC 8t
78. Rozetta Rumpula
Ghoul 2,6,12
Pic-
79. Lady Rubienna Rumpula
Vampire 8,2,15
Pic-PROB 5%/LVL Teleport F1
80. Riven the Refected
Spectre 6,2,30
Pic-crys Potion of ESP
81. Ruang the Ripper
Assassin 9,7,39
Pic-
82. Reveler Rotchar
Ghoul 2,6,3
Pic-laughs at viewer
83. Rabrial the Relentless
Ghost 10,8(0),84
Pic-
84. Rudlong the Revenger
Wraith 4,3,10
Pic-Forewarns of next encounter
85. Ridwik of the Relic
Liche 11,3,27
Pic-moans 'Come to the
Wizard's Tower'
86. Remonger the Remorseful
Ghost 10,8(0),52
Pic
87. Resplendent Rambert
Ghoul 2,6,8
Pic-PROB 67% Blind 3-18r
88. Rinbak the Rich
Zombie 1,8,2
Pic-PROB 40% of Bribe
89. Relvidor the Renowned
Wight 3,5,13
Pic-
90. Restless Ralome
Doppleganger 4,5,20
Pic-PROB 15% of Stun 1-6r
91. Rickety Ridmand
Shasow 2+2,7,10
Pic-Knocks helm off
of non-viewer
92. Rourdan the Repressor
Ghost 10,8(0),35
Pic-
93. Riddles Rellwod
Wight 3,5,7
Pic-Ask riddle gives 2-12 GP
94. Ribbonsor the Rider
Ghost 10,8(0),17
Pic-PROB 10% of 'Polymorph'
to horse
95. Ritzy Rutorn
Skeleton 1/2,7,2
Pic-
96. Roughneck Rump the Rotund
Bandit 6,-2,29
Pic-Shouts 'Stand & Deliver'
97. Redbud Rump
FEM 4,4,29
Pic-invites viewer to her place
98. Raoul the Reformer
CL 8,2,40
Pic-
99. Ranorek
Caveman 3,9,18
Pic-
00. Ramshackle Riparian
Litigation Trickster 7,7,27
Pic-offers to serve Rit of
Haveas Corpus when needed

RAMPAGING ROOMS

MASTER FOYER

A1 50'x70'x40' H Butler Bertalan, Balrog Ghost, politely asks to take wraps-indignately leaves through wall if refused. Three mouldering corpses by outside door. CLOAKER ON A RACK BY GREAT HALL ENTRANCE 6 HD, 25 HTK

GREAT HALL

A2 150'x110'x40' H Two long tables with 12 skeletons 1 HD, 5-3-4-4-1-2-3-5-6-7-1-2 HTK, AC 7, sword armed. 30 Silver goblets 120 SP @ and gigantic halbard hanging on wall. +1 2-12/1-20 DAM 18/00 ST REQ. 3600 SP TOTAL

BEDROOM

A3 40'x30'x40' H Faint music, musty, sword worth 380 GP hanging on wall. 16 Striges 1(4) HD, 8-3-5-4-7-3 HTK, AC 7 resting in ceiling. 1-4/r.

GRAND DINING ROOM

A4 50'x70'x40' H Sixteen ghosts will disappear when players enter. Chest with 560 in gems and 450 SP hidden in fireplace. Spectre 6 HD, 27 HTK, AC 2, 1-10 1-8 & -2 LVL s asleep on hearth. 1000 GP, 100 GP, 50 GP GEMS 7+3 37

KITCHEN

A5 50'x30'x40' H Five butcher knives animate and fly at intruders. Boiling pot will fly off of stove at largest in party 3-18. Six giant rats 2 HD, 7-7-5-2-13-4 HTK, AC 6. Ten silver platters worth 320 SP each in locked cabinet.

MEAD HALL

A6 80'x110'x40' H Overrun with 20 spiders 1/2 HD, 1-3-2-2-4-1-2-3-3-1 HTK, AC 4 non-poisonous 1/bite. Cobwebs slow movement 1/2 normal. Six Zombies; 2 HD, 8-4-7-13-15-6 HTK, AC 8, 1-8/hit, thumping on dead rat.

MAID'S ROOM

A7 30'x20'x40' H Creaky floor, gem studded silver goblet hidden under chest full of rotting clothes. Sighing heard only by elves 1-3r; becomes normal breathing sound 1-3r and walls quiver; becomes very loud panting 1-3r and walls move in and out 2'; becomes a deafening breathing noise 1-3r and walls move in and out 10'; becomes a stunning -2 ST noise 1-3r and walls suffocate players in 1-8r.

MAID'S ROOM

A8 30'x40'x40' H Trunk with poison #3 needle latch contains 1,080 CP, 10 S, 2 GP and a 580 GP opal necklace. Every other turn, a young girl will appear in a random corner of the room-scream and quickly disappear. Dusty bed contains 520 CP and a silver dagger.

BUTLER'S ROOM

A9 45'x30'x40' H Backpack with 180 GP, 55 SP, 225 CP hanging on peg. Musty odor. Green slime on large rug 2 HD, 13 HTK. Severed hand crawling on bed.

KITCHEN

A10 30'x50'x30' H Empty rocking chair rocks, plates float across room, 3 jars hurl themselves at intruders. Three poison #2 snakes; 1 HD, 3-4-7 HTK, AC 6; in silver bowl 200 SP.

BAKERY

A11 50'x50'x30' H Howling winds and growling from chimney. Skull in a covered pot. Utinsels worth 260 CP, 15 SP hanging on east wall. Giant Stag Beetle 8 HD, 20 HTK, AC 3, 3-12/bite, 1-10/2 horns.

SCULLERY MAID

A12 30'x30'x30' H Gold whistle 70 GP commanding giant Foo Dog in Vestibule hidden in chest lid. Four bats; 1/2 HD, 2-4-3-2 HTK, AC 7; feasting on body-210 GP ring on finger. 1-2 HP 2 1 2 1 4

SCULLERY MAID

A13 30'x25'x30' H Wand of Cold (10 charges) behind picture on wall. Female voice faintly chants, Mottled worm 15 HD, -56 HTK, AC 6, 2-24/bite nesting under bed.

BABY PURPLE WORM, 5 HD, 26 HTK, AC 7, D10 BITE, 1 HTK, 103,

COOK'S ROOM

A14 35'x25'x30' H Laughter grows in intensity while in room. Antimated broom in SE corner. Zircon Ring; 150 GP has chamber with poison #4 inside; on shelf. Candle lights itself.

COOK'S ROOM

A15 30'x35'x30' H Boots under table begins following an intruder. Scimitar of Sharpness, Law +1(not holy) hangs over bed. Killer Shrew; 4 HD, 12 HTK, AC 3, 1-6/6 bites; under chair-leaps on back if not facing N. VOLT, 2+1 HD, 9 HTK, AC 3, BITE 1-4, ELECTRICITY 2-12

SCULLERY MAID

A16 30'x32'x30' H Four ^{COFFER}zombies 2 HD, 16-9-4-6 HTK, AC 8, 1-8/hit. Rotting napkin covers a teacup full of Dust of Appearance. Gasping noise from NE corner of room. 3000 GP GEMS 500, 1000, 50 GP

SCULLERY MAID

A17 20'x40'x30' H Screaming woman runs across room every fourth turn. Cobwebs cover a silver cross on east wall.

MINOR GALLERY

A18 20'x95'x30' H False flames envelope room every fifth turn. Female wraith; 4 HD, 9 HTK, AC 3, 1-6 & -LVL/hit; chops meat with a +1 dagger on table.

BEDROOM

A19 45'x40'x30' H Rump armor invisible on wall (permits rider to always keep his seat) and jugs pile of bones and rat offal.

BED ROOM

A20 40'x30'x30' H Huge coat-of-arms on a silver shield 2500 SP hanging on wall. Keg of poisoned wine #2 on table. Yellow woman on bed is antimated yellow mold.

SECRET STUDY

A21 40'x30'x30' H 'Ordinall of Alchemy' - alchemists can convert 1000 CP to 1000 GP with Basilisk powder; Scroll of Anti-Magic Shell & Geas: and Tabula Smaragdina-reading causes enchanted monster to flee; on shelves with other books. Humming comes from NE corner of room. Faint organ music.

GAME ROOM

A22 90' DIAX10' H Organ plays wild music, 2' bowling ball antimates at party 5 HD, 41 HTK, AC 2, 2-12/strike. Bag of Tricks hidden in toy chest. Deck of Many Things on table. Four shadows 2+2 HD, 10-8-12-6 HTK, AC 7, touch 1 S pt 2-5 DAM. 8 t. 3+3 14 16 24 11

BROTHER'S TOWER

GUARDROOM

2 90'DIZX10' H Three wights; 3 HD, 11-16-20 HTK, AC 5, -1 LVL; and 34 skeletons in rotting leather armor. Twelve Heavy Crossbows, 14 Short Bows, 10 LONG Swords, and 25 Daggers. +1SPEAR

BEDROOM

3 90'DIAX10' H Chains dragging across ceiling constantly. Moonwort Scrowle-create homunuculi 1 1/2 HD, 2-3-1 HTK, AC 7, spear armed guard the ceiling trapdoor.

200

4 60'DIAX10' H Giant Toad, 2 HD, 7 HTK, AC 6, 1-10/bite; Giant Beaver, 4 HD, 11 HTK, AC 5, 4-24/bite, 1-8/paw; Giant Otter, 3 HD, 15 HTK, AC 6, 3-18/bite, 2-12/paw; four Monkeys 1/2 HD, 2-3-3-1 HTK, AC 9, 1-6/bite; and assorted small creatures.

BROTHER'S TOWER

BLACK PLAGUE

5 60'DIAX10' H Three mouldering corpses next to trapdoor. Chained to the opposite wall, restraining him 10' from trapdoor is Brother-touch causes black plague. Purple drapes conceal golden bat 1260 GP and jar with 26 rings 545 GP, 450 SP and 1340 CP. RING 2 SHOOTING STARS, SPELL STORING, SWIMMING, PROTECTION +1, SPELL TURNING, 2 CONTRARIENESS, MAMMAL CONTROL, WEAKNESS INVISIBILITY, TELEKINESIS. + 1000 GP WORTH OF OTHER RINGS

BEDROOM

B1 30'x20'x30' H Red skull sitting on chest asks endless stream of questions-answers none-sprouts wings and flies away.

NANNIES ROOM

B2 30'x20'x30' H Fire in fireplace changes colors rapidly 2 r blue heals 1-4, red causes 1-6, orange absorbs magic, yellow melts plate. Lullaby every 4th turn causes sleep ST-2 from SW corner.

CORNER GALLERY

B3 50'x20'x30' H Child singing upstairs. Giant water bug; 2 HD, 10 HTK, AC 5, 1-4/bite; crawling on wall.

MASTER GALLERY

B4 20'x200'x20' H Candles light way for party and go out automatically 20' behind them. Dead insects crunch underfoot, cobwebs every 60', gnawed bones, and large spiders ~~1~~ HD, ~~3-2-3-1-4-6~~ HTK, AC ~~7~~, poison #1.

STOKEROOM

B5 20'x30'x20' H Ten Urns with various -5' monsters packed in oil, 5 CP on floor, three jars of blood, quiver & 30 arrows, crock full of gray ooze ~~3~~ HD, ~~14~~ HTK, AC 8.

BEDROOM

B6 15'x20'x20' H Two dead Gnomes hanging from ceiling in cocoons. Door opens and slams shut every 3 t.

ALTAR NOOK

B7 15'x30'x20' H Copper griffon idol 5870 CP, falcon mask, tiger mask, and wolf mask on marble sacrificial stone.

BEDROOM

B8 25'x16'x20' H Picture on south wall depicts living battlescene. Arrow flies out of picture every 4 r. Arrows stuck everywhere.

BEDROOM

B9 25'x24'x20' H Dire wolves head E Wall has Ring of Mammal Control in nose. Stuffed Elf, Giant Ant, boar, etc.

TROPHY ROOM

B10 25'x20'x20' H Giants' shield and axe, giant snake skeleton, stoned dwarf, +1 dagger in skull, and stuffed octopus with two Bombardier Beetles; ~~1~~ HD, ~~6-3~~ HTK, AC 4, 1-12/bite; inside.

BUTLER'S ROOM

B11 25'x25'x20' H Four giant rats; ~~2~~ HD, ~~6-10-4-12~~ HTK, AC ~~5~~.

BUTLER'S ROOM

B12 45'x30'x20' H Scream and choking noise from fireplace. Helmets not fastened float to ceiling.

BEDROOM

B13 20'x40'x20' H Tiny frogs swarming on floor and one Giant Frog 3 HD, 9 HTK, AC 7, 1-10/bite. Three dead giant rats partially eaten.

BEDROOM

B14 40'x20'x20' H Every 1-6 t an Invisible Stalker, 8 HD, ~~18~~ HTK, AC 3, 4-16; enters the secret door and crosses the room-will attack if delayed or followed.

ARMORY

B15 40'x30'x20' H Thirty-six swords, 52 spears, 23 shields, 4 halbeards, 6 daggers, 2 bows, 10 arrows.

LABORATORY

B16 30'x35'x20' H Stone over secret door whines loudly when open. Ointment to heal 1-4 wounds caused by animals or insects 6 applications. Poison #5 potion, ophite amulet ST +4 vs snake poison.

BEDROOM

B17 40'x30'x20' H Agate plough 785 GP doubles yield under bed. Noxious vapors from decaying remains of an orc chained to ceiling.

BEDROOM

B18 40'x30'x20' H Floor eaten partially away by Black Pudding 10 HD, ~~20~~ HTK, AC 6, 3-24/exposed.

BEDROOM

B19 40'x30'x20' H Two Giant Rats; ~~2~~ HD, 9-3 HTK, AC ~~5~~, 1-3/bite.

PLAYROOM

2 Rocking horse rocks to child's song; Snake, 3 HD, ¹⁶7 HTK, AC 8, poison #3 in toybox, demon doll 9 HD, 48 HTK, AC 2, 1-3/3 attacks/r; 9 toy soldiers 1/2 HD, 1 HTK, AC 4, dagger armed; teddy bear has teeth 6 HD, 21 HTK, AC 3, 1-3/bite; marb are rubies and emeralds 40@ 200GP@, piggybank has 52 GP, 170 SP, 319 CP, 2 EP.
16,000 GP TOTAL



APPARITION HALL 2HD, 33HTK, ACO



MESS HALL

C1 60'x40'x20' H ~~Six skeletons 1/2 HD, 2-3-4-4-3-4 HTK, AC 7, 1-6; Giant Rat HD, 6 HTK, AC 5, 1-3/bite; ten Giant Gnats 1/2 HD, 3-3-4-1-4-2-2-3-3 HTK, AC 9, 1/bite. Modly bread on table. 4 SONS OF KYUSS, 4HD, 13-17-24-18 HTK, AC 10, 1-2 DAM~~

BEDROOM

C2 30'x30'x20' H Purple drape intimates to suffocate in 4-24 r unless outside party shreds it 10 HTK, AC 9.

BEDROOM

C3 30'x20'x20' H Dust covered bones, 210 GP necklace on skeleton. Vanity has Necklace of Strangulation 2-5 t unless Wish.

BEDROOM

C4 40'x20'x20' H Musty and damp-extremely cold. Two-headed axe under bed, +1 Law Sword invisible on N wall.

BEDROOM

C5 50'x20'x20' H Harmonious Jars-pour water in one-other fills with oil (once/wk). Chair walks across room and flips upside down-if touched changes to Wight, 3 HD, 8 HTK, AC 5, -LVL. 1-4 DAM
4+3

23 GUARDS ROOM

C6 40'x30'x20' H Artemesia Amulet-halves fatigue. Two kegs of poison #2 wine. +4 Battleaxe stuck in table hurls to ceiling and then at party.

BEDROOM

C7 20'x20'x20' H Ten amber gems 10 GP @ and one Sidirite gem 650 GP causes discord-on a floating table.

BEDROOM

C8 20'x20'x20' H Necklace of 5 Missiles on a skeleton's neck. Moaning overhead begins if skeleton is touched.

MAIDS ROOM

C9 45'x20'x20' H Bed anitimates 3 HD, 19 HTK, Ac 6, 1-3/strike. Broom of Flying, 'Rupark' in NW corner.

BATH

C10 70'x30'x20' H Huge black ravens squaks and disappears. Two bathers emerge from water and float through ceiling.

BEDROOM

C11 30'x20'x20' H Floor has gigantic 20' mouth in center which opens quickly - ST +2-if no one falls in belches noxious gas and snaps shut-for 10 r.

BEDROOM

C12 60'x25'x20' H Creaking door has twenty eyes that look into room following every movement of party.

BEDROOM

C13 20'x25'x20' H Rhododendron Amulet; controls 4-24 dogs; on shelf with 4 jars of moldy liquid. Four giant ant eggs by W door.

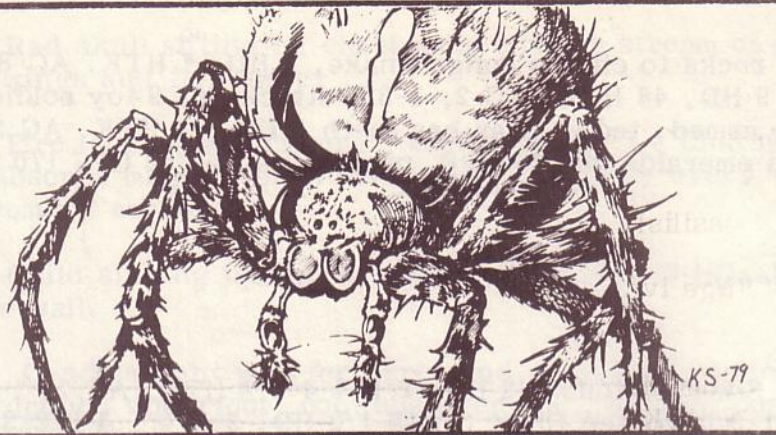
BUTLERS ROOM

C14 30'x40'x20' H Rakshasa; 7 HD, 22 HTK, AC -4; in female dwarf form is chained to N wall. SHADOW DEMON; 7+3 HD, 36 HTK, AC V, DAM V

ANTECHAMBER

C15 30'x20'x20' H Two Bugbears 3+1 HD, 11-14 HTK, AC 5, 2-8/hit and four dead giant ants.

GHASTS 4 HD, 17-17 HTK, AC 4, 1-4/1-4/1-2 DAM
5000 CP, 34 GEMS 10, 10, 100, 50, 10, 100, 500, 10, 100, 10, 50,
50, 50, 100, 100, 500, 1000, 50, 1000, 10, 100
100, 50, 50, 10, 50, 500, 500, 100, 50, 50, 1000, 500, 500
SCROLL PROT FROM DEVILS



THRONE ROOM

D1 90'x60'x20' H Three Giant Spiders ⁴HD, ~~26-18-19~~ HTK, Ac 8, ~~Poison #3~~ and giant cobweb cover room between columns. ^{4+4, 26-15-21} HTK, AC 4, 2-8 DAM

BEDROOM

D2 30'x40'x30' H Severed hand drums fingers constatly on oak table - if touched will grab whip on table.

STUDY

D3 30'x40'x30' H Manual of Puissant Skill at Arms hidden in rotting papers. Cup of rancid wine will fly at finder.

BEDROOM

D4 50'x30'x30' H ~~Owlbear~~ 5 HD, ~~17~~ HTK, AC 5, ~~1-6~~/claw, ~~1-12~~/bite shredding papyrus scrolls for bedding. ~~SCARECROW~~ 5 HD, 23 HTK, AC 6, 1-6 DAM

BEDROOM

D5 45'x30'x30' H Jovial voice asks "What uncouth peasants dare enter the Count's bedroom" - as the shadow of a huge bat flickers across the walls.

BEDROOM

D6 20'x20'x30' H Huge parchment with meaningless symbols crumples to dust when light shines on it.

SITTING ROOM

D7 20'x30'x20' H Four peasants turned to stone while posing before a huge easel. An animated paint brush begins painting a portrait of a member of the party - if finished. (12 r) the poser turns to stone. Brush is 5 HTK, AC 2.

VAULT

D8 30'x23'x20' H Huge pile of 15, 480 CP, 53 SP, and 7 GP is vovered with moldy syrup.

BEDROOM

D9 30'x30'x20' H Canopied bed casts sleep spell ST-2 on any occupant and top descends quickly to suffocate sleeper in 6 t - y HTK, AC 9. Table with false bottom has 4 gems 50 GP@ and 35 GP.

CHAPEL

D10 20'x20'x20' H ^{PHASE} Giant spider; ⁵⁺⁵1+1 HD, ²⁷6 HTK, AC ⁷5, ¹⁻⁶1-3/bite, ⁻²poison #2, hidden behind jade idol of a dog-headed ape. 3460 GP.

BEDROOM

D11 35'x20'x20' H Rust Monster; 5 HD, 18 HTK, AC 2; feasting on an iron bed which jumps about room moaning.

BEDROOM

D12 15'x24'x20' H Gold candlestick 76 GP floats to ceiling and candle lights emitting laughing gas 1-4 r, ST-1; rendering party helpless 2-12 r.

BEDROOM

D13 20'x35'x20' H Spectral dward turns red and walks up wall, across ceiling, down wall, and explodes 1-2 damage ST+1.

SANCTUM

D14 40'x20'x20' H Growling dog 1 HD, 4 HTK, AC 9 splits into two dogs of equal size if hit-all disappear when 13 exist-never attack.

LAUNDRY

E1 40'x30'x20' H Rotting linen hanging from ceiling conceal steaming opening in floor. Giant Leech; 2 HD, 6 HTK, AC 8, 2-12/bite - LVL, is crawling attached to wet linen. SHEET PHANTOM; 3 HD, 7 HTK, AC 3, 1-4

STOCKROOM

E2 30'x30'x20' H Two boxes full of snake foam, one crate of dead crickets, jar of mole teeth, keg of basilisk blood, and a pouch of crab eyes.

BEDROOM

E3 50'x20'x20' H Huge ivory drinking horn 458 GO full of coppers 260 CP under rotting pillow.

BOUDOIR

E4 35'x15'x20' H Crumpling flowers fill room and large casket against W wall contains Ghoul 2 HD, 7 HTK, AC 6, 1-3/claw, 1-4/bite & paralyze.

4 JEWELRY 4000, 100, 9

BEDROOM 3000, 600

E5 30'x35'x20' H Six mummy cases-four empty & one full of dust, and Mummy 5+1 HD, 23 HTK, AC 3, 1-12 + leprosy. Incense burner 1650 SP in center of room.

BEDROOM

E6 20'x35'x20' H Succubi; 6 HD, 23 HTK, AC 8, 1-3/talon, -LVL/kiss partially covered on bed. 1100 PP, FROSTBRAND LONGSWORD +3

BEDROOM

E7 30'x20'x20' H Four heads roll across dusty floor butting each other.

UTILITY

E8 30'x20'x20' H Five ghouls; 2 HD, 7-13-10-6-14 HTK, AC 6, 1-3/claw, 1-4/bite.

4000 CP

LABORATORY

E9 70'x30'x20' H Mind/Flayers brain in a glass case, potion of healing, oil of etherialness, censor summoning hostile air elementally, jug of alchemy and protecting force field-lever 1 shrink to 1", 2 lowers field, 3 3-18 shock, 4 Lose 1-4 S, 5 Lose 1-4 DEX.

BEDROOM

E10 40'x30'x20' H Cauldron of Keridwen-sacred Druid artifact changes water to potion of regeneration effect 10 days, once/week. Bolt of Lightning 3-18 damage snaps from huge jar to Cauldron (Any Metal) within 10' every other round.

CHapel

E11 40'x20'x20' H Mumbling becomes chanting as priest appears and suddenly crumbles to dust.

BEDROOM

E12 30'x40'x20' H Clammy black walls are poisonous #4 to touch.

BEDROOM

E13 50'x30'x20' H Glowing red slugs spitting purple dye crawl on walls and floor. Jeweled box 140 GP contains 6 toes.

BATH

E14 30'x30'x20' H Bench is coffin containing Vampire 7 HD, 33 HTK, AC 2, 1-10 & -2 LVLs.

BEDROOM

E15 50'x30'x20' H Three Doppelgangers; 4 HD, 20-16-7 HTK, AC 5, 1-12; changed to elven swordsmen.

BEDROOM

F1 30'x30'x20' H Four Giant Rats 2 HD, 6-8-13-4 HTK, AC 5, 1-3/bite, hidden under rug.

BEDROOM

F2 30'x30'x20' H Ochre Jelly; 5 HD, 16 HTK, AC 8, 2-12/exposed flesh; has eaten away a portion of the ceiling.

KITCHEN

F3 40'x40'x20' H Six ghouls; 2 HD, 5-15-11-9-12-6 HTK, AC 6. 1-3/claw, 1-4/bite; carving up a putrid pile. 4 SCROLLS PROT. UNDEAD, PROT. LYCANTHROPES

BEDROOM

F4 35'x30'x20' H Worms cover floor and scream in high shrieks when stepped on.

BEDROOM

- F5 30'x30'x20' H Only Continual Light will show the presence of two shadows;
2+2 HD, 12-9 HTK, AC 7, 1-4 & -1 S.
3+3 HD, 17-20 HTK, 1000 GP, 2 GEMS 50, 1000, 100, 10, 10, 50, 1000, 10 JEWELRY 4000, 7000
— F6 30'x20'x20' H Doors shut (breaking spikes) and 'Hold Portal' - huge mirror
depicts flesh golem behind party, torches extinguish, and deteriorated skeleton be-
gins assembling itself.
LINEN
— F7 20'x20'x20' H Faded red silk cloak and a purple shroud embroidered with gold
antimate to antimate to clothe party member and a gold crown 1265 GP appears on
brow-reversing alignment.

BEDROOM

G1 30'x30'x40' H Huge stain on floor shrinks, coagulating into a central mass of
putrid aspect which flows forward 4'/r-touch increases CON +2 once only-follows
chosen one. 3 HD, 9 HTK, AC 9.

ROOM OF FEAR

G2 30'x30'x40' H Horrible paintings on walls causes Fear ST-3 and nausea ST-5
if viewed directly. Wood cane antimates; 2 HD, 8 HTK, AC 3, 1-2/strike; at any
brave enough stay.

TORTURE CHAMBER

G3 70'x70'x40' H Various mechanisms, cages, chains, and locks. Gurgling and
grunting sounds from random quadrants. Chains by central pit antimate as 4 HD
monster to grapple any within adjacent 10' squares to hurl grappled one down pit.

BEDROOM

G4 20'x30'x40' H SW corner of room is completely dark and extremely cold-should
any touch this darkness will assume phantasmal force of a Blarog; 10 HD, 37 HTK,
AC-2, 1-12 Sword, 2-12 Whip, FLAME TYPE 6 DEMON 3+8 HD, 54 HTK
CELLS 3-13 +1 SWORD

G5 20'x30'x40' H Iron grating still forgotten remains of prisoners. Upon enter-
ing will snap shut-S 46-breaking 1-4 spikes.

BEDROOM

G6 40'x40'x40' H Debris litters the floor from a terrific struggle-splinters still
twitch. Bottle of red raven-wine in a padded coffer is the only item unbroken or
unbent.

DEN

G7 20'x40'x40' H Pair of saddlebags with a gold ring 110 GP inscribed Doom-Ring
lay on an oak desk. A flask of spicy sweet liquid heals 1-4 pips is hidden under a
pile of rotting parchment.

SITTING ROOM

G8 30'x20'x40' H Scimitar in a bejeweled scabbard 238 GP worn by a decapitated
warrior clutching a silver harpin 470 SP. Iron chest full of skulls under a carved
chair.

ALCOVE

G9 20'x20'x40' H Starving Jackel pack nests in NE corner; 1/2 HD, 2-4-3-2-1-
2-1-1-3 HTK, AC 8, 1-2/bite.

BEDROOM

G10 20'x30'x40' H Tinkling of armor and weapons fills room. Jaguar loin-girdle
and gold clad saddle 175 GP hidden under a tapestry.

TEMPLE OF HARMYKIS

G11 50'x40'x40' H Dais with a gold collar 210 GP on a silver chain 528 SP attach-
ed to a huge copper ball 10,550 CP. Huge clay pot contains a dead orc and a helm
with a bloodstone 100 GP imbedded over three stars.

BEDROOM

H1 20'x25'x20' H Low murmuring chorus chants "Betwixt the Meadow, Under the bone; Are Scrolls of wonder, Beware the clone".

PARLOR

H2 55'x35'x20' H Copper brazier 2650 CP supported by a stone toad. Golden smock and green surcoat cover a Wraith 4 HD, 18 HTK, AC3. 1-6 8 - LVL. Six wooden balls juggle themselves-if melee' in progress.

BEDROOM

H3 20'x35'x20' H Fiery yellow eyes peer out of a pile of bones and tendons with coarse black hair-an insane goblin; 1-1 HD, 6 HTK, AC 6 1-4/hit; S 18; clutching a *Potion of Healing*.

STORE

H4 20'x20'x20' H Dust covered stuffed Sahuagin, longbow, and a sleeping Ogre Magi; 5+2 HD, 26 HTK, AC 4; 1-12/strike; polymorphed as a dancing girl wearing an obsidian necklace 160 GP.

BEDROOM

H5 30'x30'x20' H Blood-red pennant on lance hanging on S wall. Gruff voice yells "Dastard Hearted coward hinds" and mossy couch is hurled at leaving party. 3 HD, 22 HTK, AC 6, 1-2/Strike.

BALL ROOM

H6 60'x50'x20' H Wild chamber music continues to play as 36 ghosts disappear upon entering. Huge chandelier; 6-36 damage; will crash down on any entering square labeled H6-ST-1.

OFFICE

H7 50'x26'x20' H Huge coffin desk is full of ink pots and giant feather quills which hurl upwards and then at party.

NURSERY

H8 40'x15'x20' H Overwhelming smell of alcohol. Cradle on S wall rhythmically rocking to soft lullaby of woman's voice. Occasional whimper.

BEDROOM

H9 24'x25'x20' H Drafty, faint odor of jasmine. Petite woman sobbing softly in chair on W wall. Ghost-10HD, 51 HTK, AC 8(0). Desires old man in H10 Salon to be driven out of house-he smells up the place.

SALON

H10 25'x25'x20' H Kindly old beggar is polymorphed Type III demon-10 HD, 43 HTK, AC -4, 2-12/Pincher, 1-3/horn, 1-6/bite; attacks unless placated with gold coins.

STATEROOM

H11 30'x30'x20' H Four Zombies; 1 HD, 5-2-6-6 HTK, AC 8, 1-8/Strike; bowing to a Giant White Rat; 3 HD, 16 HTK, AC 5, 1-3/bite; in a pink cape and red plumed hat.

SMOKING ROOM

H12 43'x25'x20' H Overwhelming smoke and stench of tobacco. Smoke forms profiles of men then disappear. Copper spittoon in NE corner 370 CP.

MUSIC ROOM

H13 23'x40'x20' H Dusty, closed-in smell. Large organ room, and graceful harp harmonize in concerto of erratic music. Organ has 42 ivory keys 10 GP @.

TEA ROOM

H14 23'x25'x20' H Gaudy, lavish decor, intoxicating aroma of roses. Stunning silver service 475 SP with silver bowl 205 SP containing Black Pudding, 10 HD, 50 HTK, AC 6, 3-24/hit.

BEDROOM

H15 40'x30'x20' H Drawers of large bureau on N wall open and expel clothing, then slam shut, Heaving sounds.

BED ROOM

I1 30'x15'x20' H Incense smoke burns eyes 2-12 r; hissing vehement black cat perched on tapestry on E wall jumps to floor and disappears.

HOT HOUSE

I2 40'x30'x20' H Steam billows out of fireplace; strange looking flowers in beds lined with poisonous silver and coral coins 7855 SP-ST or 'Neutralize Poison' within 12 t.

GREEN HOUSE

I3 20'x30'x20' H Humid beds of exotic plants including one with 6 pods of tiny goblins; 1-1 HD, 6-4-4-2-1-2 HTK, AC 6, 1-2/bite.

SAUNA

I4 20'x20'x20' H Steam conceals a Giant Crab; 3 HD, 15 HTK, AC 2, 2-12/2 pinchers-PROB 25% of 1-3 victims seized/attack.

BEDROOM

I5 20'x30'x20' H Two Wereboars; 4+1 HD, 12-19 HTK, AC 4, 2-12/bite; appear as twin sisters pinned to W wall by silver chains 410 SP @.

HAREM

I6 20'x30'x20' H Thick aroma of incense. Giggling and whispers. Players occasionally feeling a brush of warmth on hand 1-2 r.

BEDROOM

I7 40'x20'x20' H Odor of burning wax. On each wall hang three crosses. Thirty-three candles ignite then extinguish individually.

TEMPLE OF QUIETZALCOATL

I8 50'x40'x20' H Odor of exotic perfumes, sitar music. Large brocade pillow floating 2" off floor is Flying Carpet.

DANCING ROOM

I9 40'x30'x20' H Any clapping sound will cause 30 dancing girls and musicians to appear for performance lasting 10 t.

DONOR'S ROOM

I10 30'x30'x20' H Ceiling drips blood and velvet rug with huge feelers crawls slowly across floor.

LOUNGE

I11 30'x40'x20' H Wall inscriptions detail the Rump family history. Miniature red dragon; 3 HD, 9 HTK, AC 2, 1-3/bite, 9/breathe; in a carved chest with immense swarm of metallic blue flies.

DEN

J1 20'x30'x20' H Keg of delicious gold wine heals 1-3/mug but will age imbibor 10-60 years/mug after a 20 t delay.

CHAMBER OF REPTILE

J2 34'x30'x20' H Spirit Naga; 9 HD, 34 HTK, AC 5, 1-3/bite, poison #4; sleeps under a huge pile of leaves.

BEDROOM

J3 20'x20'x20' H Shambling Mound; 6 HD, 14 HTK, AC 0; 2-16/2 strikes-2 hits suffocate in 2-5 r; on rotting furniture and leaves.

HUNTER'S ROOM

J4 30'x20'x20' H Lizard skeleton; 2 HD, 7 HTK, AC 2, 1-10/bite; standing in NE corner demands dew worms in chaotic.

FOYER

J5 30'x25'x20' H Dust covered stuffed ape has turquoise gem eyes 10 GP @.

BEDROOM

J6 20'x25'x20' H Musky flame-colored silk conceal a satchel full of silver arrowheads 365 SP.

REFECTORY

J7 20'x40'x20' H Huge table swarms with thousands of flies. Movement causes flies to swarm over head, blinding mover.

TEMPLE OF ODIN

K1 40'x35'x20' H Cobwebs and filth cover floor where 9 Ghouls; 2 HD, 4-15-7-9-8-6-8-10-5 HTK, AC 6, 1-3/2 claws, 1-4/bite; feast on grisly remains.

CARRIAGE HOUSE

K2 30'x100'x20' H Loud snort or whiney every 6 r from random stall. A black velvet lined carriage with drawn curtains contains an empty casket with dirt inside.

PLANT ROOM

K3 30'x30'x20' H Four Yellow lotus flowers amid exotic plants and a Giant Wasp; 3 HD, 10 HTK, AC 5, 1-8/sting + 'Neutralize Poison' in 24 hrs.

BEDROOM

K4 20'x20'x20' H Yellow skull in long scarlet robe asks if party has seen the 'Keeper' - negative answer permits one wish each-then disappears.

GARDENER'S ROOM

K5 30'x20'x20' H Miscellaneous tools include a Rope of Climbing and bag of dust which turns anything permanently green.

BATH

K6 16'x20'x20' H Crocodile; 2 HD, 4 HTK, AC 5, 2-12/bite; in bottom of a perfumed tub; is polymorphed Centaur.

BEDROOM

K7 20'x30'x20' H Huge giants' shield made into a table with inscription 'Lord of Telgarn' conceals a Girdle of Hill Giant Strength.

STORE

K8 14'x20'x20' H Shaggy pelts of lions, bears, wolves, jaguars, and leopards are home to a Giant Tick; 3 HD, 9 HTK, AC 4, 1-4/bite + 4/r.

BEDROOM

K9 45'x16'x20' H Spectacularly ugly Gnome is actually the god Vali, Supplement IV, p.25; 12 LVL, 150 HTK, AC 2; will give one 'Arrow of Lightning' to any carrying a bow.

BEDROOM

K10 20'x20'x20' H Ornate walking stick contains 23 amber gems 10 GP @. Ozone smell from a pewter tankard brimming with acid.

BEDROOM

K11 20'x40'x20' H Ships log 'The Seaborn Saber' has description of the 'Wonderous Isles' where a mountain of amethyst is located.

SMITHY

K12 30'x16'x20' H Pounding hammer beating an anvil hurls at intruders as 6 HD, 7 HTK, AC 0-Horseshoes of Speed hang on S wall.

STABLE

L1 50'x30'x20' H Ki-Rin; 12 HD, 57 HTK, AC -5, 2-8/hoof; is cornered by an Intellect Devourer; 6 HD, 23 HTK, AC 4, 1-4/4 claws.

BARRACKS

L2 20'x40'x20' H Skeleton in full armor hangs from rafter. Six Skeletons; 1/2 HD, 2-2-3-1-4-3 HTK, AC 7, 1-6/hit, spear armed.

BEDROOM

L3 20'x20'x20' H Four Zombies; 1 HD, 6-3-4 HTK, AC 8, 1-8/hit; stacking barrels of sparrows, frog legs, and snakes.

ARMORY

L4 14'x40'x10' H Two Ghouls, 2 HD, 6-5 HTK, AC 6, 1-3/2 claws, 1-4/bite + paralyze; guard 10 battleaxes, 23 spears, 13 swords and 27 daggers.

RUMPUS ROOM

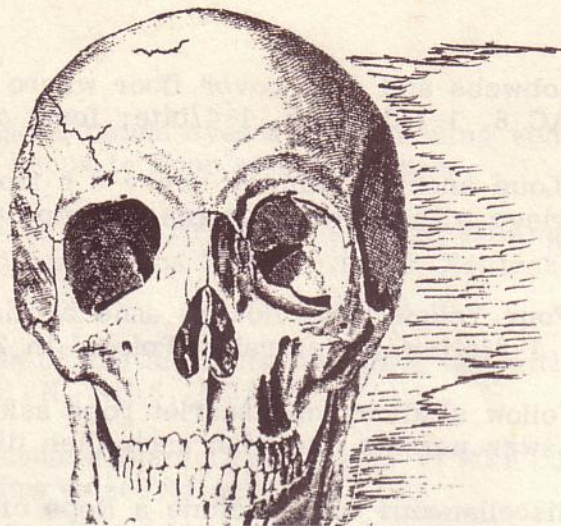
L5 70'x30'x20' H Crashes and thuds from random quarters of room every 1-3 r- fireplace belches sparks every 4 r.

LICHE'S LABORATORY

L6 70' DIAx10' H Mirror of Mental Prowness on S wall. Mummy 5+1 HD, 34 HTK, AC 2, 1-8/hit & -2 LVLS guard stairs.

SCHOOL ROOM

L7 14'x40'x10' H Fifteen Zombies; 1 HD, 8-4-8-4-6-8-7-8-8-7-6-7-1 HTK, AC 8, 1-8/hit; studying choking under a Wight, 3 HD, 11 HTK, AC 5, -LVL.



WAITING ROOM

M1 30'x20'x20' H Couch on N wall covered with gray ooze; 3 HD, 12 HTK, AC 8, 2-16/hit; overspreading golden brooch 215 GP.

BEDROOM

M2 30'x30'x20' H Looking glass on S wall will shatter when player enters room then mysteriously restores itself 1-3 r. Two Shadow; 2+2 HD, 7-10 HTK, AC 7, 1-4/touch & 1 S behind a rotting drape.

STUDY

M3 10'x20'x20' H Dusty bookshelve on E wall hurls volumes on floor. Remains of several goblins strewn about desk.

BEDROOM

M4 40'x35'x20' H Banner on N wall 'Brotherhood of the Skulls' Green skull on cabinet shrieks & floats into open cabinet, which shuts.

SITTING ROOM

M5 30'x40'x20' H Howling of wolf from NW corner. Box bed contains plum colored robe and a Shadow; 2+2 HD, 9 HTK, AC 7, 1-4/touch & -1S. Palpitating Pillow takes off like balloon if punctured Sleep ST-3.

MAID'S ROOM

M6 30'x40'x20' H Four small Werewolves; 2 HD, 10-7-14-6 HTK, AC 5, 1-4/bite; and female Werewolf; 4 HD, 26 HTK, AC 5, 2-8/bite (attacks 3X normal if young threatened). Three Wolves; 1+1 HD, 5-6-3 HTK, AC 9, 1-6/bite.

BEDROOM

M7 30'x25'x20' H Voluptuous maiden is Werewolf; 4 HD, 16 HTK, AC 5, 2-8/bite; requires aid in slicing a huge forked tongue.

STORE

M8 20'x20'x20' H Snarling, black robed Werewolf; 4 HD, 30 HTK, AC 5, 2-8/bite; crouches behind a mouldering cupboard. Dire Wolf; 2 HD, 6 HTK, AC 8, 1-8/bite, pet.

BEDROOM

M9 30'x20'x20' H Werewolf; 4 HD, 25 HTK, AC 5, 2-8/bite; is perched on oak chest containing a hawk crested helm.

SEANCE ROOM

M10 30'x25'x20' H Womans head in a crystal ball will answer questions one/week/ MU-PROB 70% of Knowing. Will summon one Rump of choice/day. Wight; 3 HD, 11 HTK, AC 5, -LVL; behind velvet drapes in NE corner guards the crystal ball. Deck of Many Things on mantel.

BEDROOM

M11 30'x20'x20' H Two Werewolves; 4 HD, 15-28 HTK, AC 5, 2-8/bite; table has casket of silver chains 1240 SP, tiger eye necklace 592 GP, and carved ships figurehead hangs on wall.

LIBRARY

M12 90'x30'x20' H Deranged librarian is permanently insane Wizard; 14 LVL, 31 HTK, AC 9; on very good terms with wolf pack.

EAST WING

2 Library 35'x25'x20' H Enchanted 'stuffed' Saber Toothed Tiger; 4+1 HD, 27 HTK, AC 8, 1-4/2 claws, 2-12/bite; snarls if books are approached, attacks if books are touched.

Studio 30'x30'x20' H Skeleton 1/2 HD, 3 HTK, AC 7, 1-6/Strike; in beret and rotting smock intently studying portrait of Kolbold, which melts when others view it.

Bedroom 30'x25'x20' H Apparition of obese matron screams, "Villian! Sorcerer, 'Tis Thous Hast Slain My Son!", then runs through wall screaming.

Dining Room 20'x40'x20' H Large cabinet levitates to ceiling. Decomposing mummy 5+1 HD, 22 HTK, AC 3, 1-12/Strike protects gold candle-labrum 515 GP.

Prison 20'x25'x20' H Helm surmounted with snarling head of a bear lays at feet of a dying Werebear; 3 HD, 16 HTK, AC 3, chained to wall. Macacles snap open and shut as they crawl toward party.

3 Cook 30'x30'x20' H Three giant rats; 2 HD, 6-6-13 HTK, AC 5, 1-3/bite. Lichen covered table covered with bones.

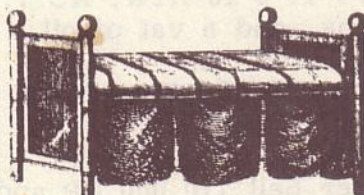
Kitchen 30'x50'x20' H Pot simmering on low fire has variable effect on individuals 1-Increases height 2', 2-+1 DEX, 3- -LS, 4-+1 CON, 5- -1 CHAR, 6- +2 I, 7- +1 W, 8- +2 S.

Dormitory 20'x45'x20' H Aroma of Hyacinth, rows of bunks and vast closets on W wall containing exquisite costumes. Decomposed corpse of model wearing topaz Diadem 510 GP.

Solarium 20'x30'x20' H Glass ceiling and W wall covered with mire, Rotting filth ankle deep contains ~~chaotic Black Sword~~ +2 and a huge key inscribed "Dragon Caves-Ruby Throne Room." MOONBLADE

Loft 16'x30'x20' H Dusty, strown sawdust on floor. Four vats of dye, two kege of paint, large crack in S wall entrance for three Harpes 3 HD, 12-14-19 HTK, AC 7, 1-3/2 claws.

Bedroom 20'x25'x20' H Woman with strings of diamonds and sapphires wound in her black hair casts 'Geas' at first through door, then changes into a black arrow and flies thru ceiling. All missiles and spells directed at her are absorbed by sparkling gold shields which vanish.



Gazebo Vampire Vine; 10 LVL, 50 HTK, AC -8; 1-4/hit & 1-4/r; ten tendrils; Supplement IV, p. 51.

Hermitage Cursing Wraith; 4 HD, 28 HTK, AC 3, 1-6/strike & -LVL; hurls mugs at intruders and disheveled old man turns white and sinks through floor.

Outhouse Black Pudding; 10 HD, 54 HTK, AC 6, 3-24/hit; covers pile of putrid clothes.

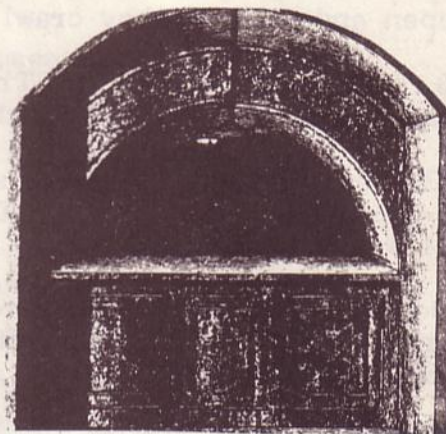
Garden Grotto Small black kitten changes to Giant Cat; 12 HD, 85 HTK, AC 5, 3-18/2 claws, 4-24/bite; if frightened-will follow mercifully.

Court Huge pile of offal containing eggs and 3 Bombadier Beetles; 1 HD, 3-7-4 HTK, AC 4, 1-12/bite & red acid gas Stun 2-8t PROB 10% if -5 HD, Deaf 2-8t 20% if -6 HD within 60'; 30' range 3-18 damage.

Crypts Left trap door leads to chamber on Level 2. Right trapdoor leads to chamber on Level3.



WIZARD'S TOWER



2 70' DIAX10' H Ten ghouls; 2 HD, 3-6-12-15-10-4-14-9-12-13 HTK, AC 6, 1-3/2 claws, 1-4/bite and Wight, 3 HD, 19 HTK, AC 5, -LVL scream a war cry.

3 70' DIAX10' H Fourteen huge glass tubes containing an opaque odorless gas obscuring creatures in suspended animation until 1-4 after glass is broken: Elf Lord, Dwarf Cleric, Griffon, Wyvern, Chimera, Giant Weasel, Gorgon, Harpy, Troll, Driad, Enchantress, and last three are empty.

4 50' DIAX10' H Symbol of Fear is on ceiling over floor opening. A Libran of Ineffable Damnation; Law MU 3-30, Others 2-20; and mouldering furniture in large pile.

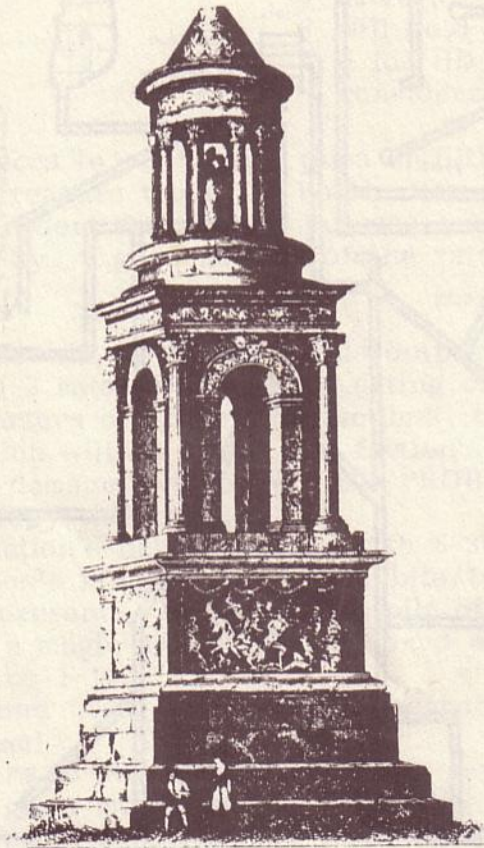
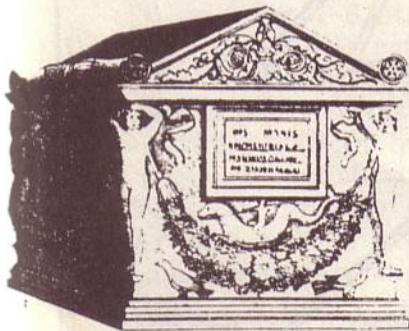
5 50' DIAX10' H Rotted articles of dress, court sword 358 GP, iron chest with six Shadows 2+2 HD, 9-15-9-11-9-13 HTK, AC 7, 1-4/touch & -1 S, +1 dagger in a trunk full of lanterns, and a vat of oil.

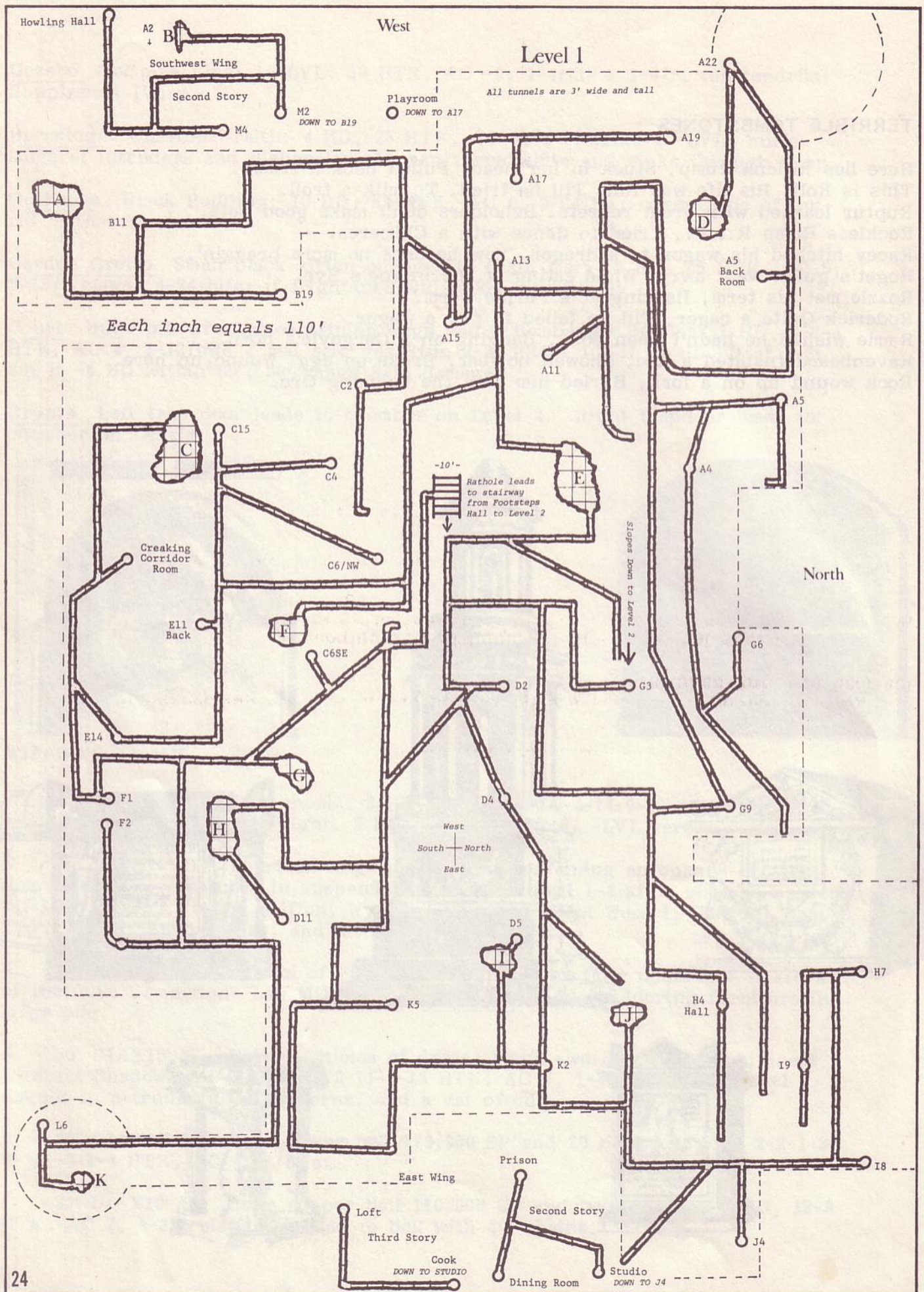
6 35' DIAX10' H Huge silver bell 179,850 SP and 20 bats; 1/2 HD, 2-2-1-3-4-1-1-3-1-4 HTK, AC 4, 1/bite.

7 35' DIAX10' H Huge copper bell 110,000 CP and two Harpies; 3 HD, 12-9 HTK, AC 7, 1-3/2 claws; chained to bell with 50' chains.

TERRIBLE TOMBSTONES

Here lies Ritiena Rump, Stuck in her head, Pulled back a stump.
 This is Rolf, His life was full, Till he tried, To milk a troll.
 Ruptur learned with great regrets, Beholders don't make good pets.
 Reckless Rump R.I.P., Tried to dance with a Chimerea.
 Racey hitched his wagon to a dragon, now he does no more braggin'.
 Roget's gullet went awry, While eating at the Balrog's Eye.
 Razzle met his term, Hacking at a Purple Worm.
 Roderick-Quite a cager, Till he failed to pay a wager.
 Ramie wished he hadn't been born, Hanging on a Gargoyle's horn.
 Ravenbeard-Insulted a Roc, Showed no fear, Broke an egg, Wound up here.
 Rook wound up on a fork, Buried him with the belching Orc.





DUNGEON LEVEL ONE

Most giant rat holes are 3' in diameter and all have a 20% PROB of blockage by a rock or cave in. Removing the rock will usually require a STR test (see JG J-8) and digging will take 2-8 turns.

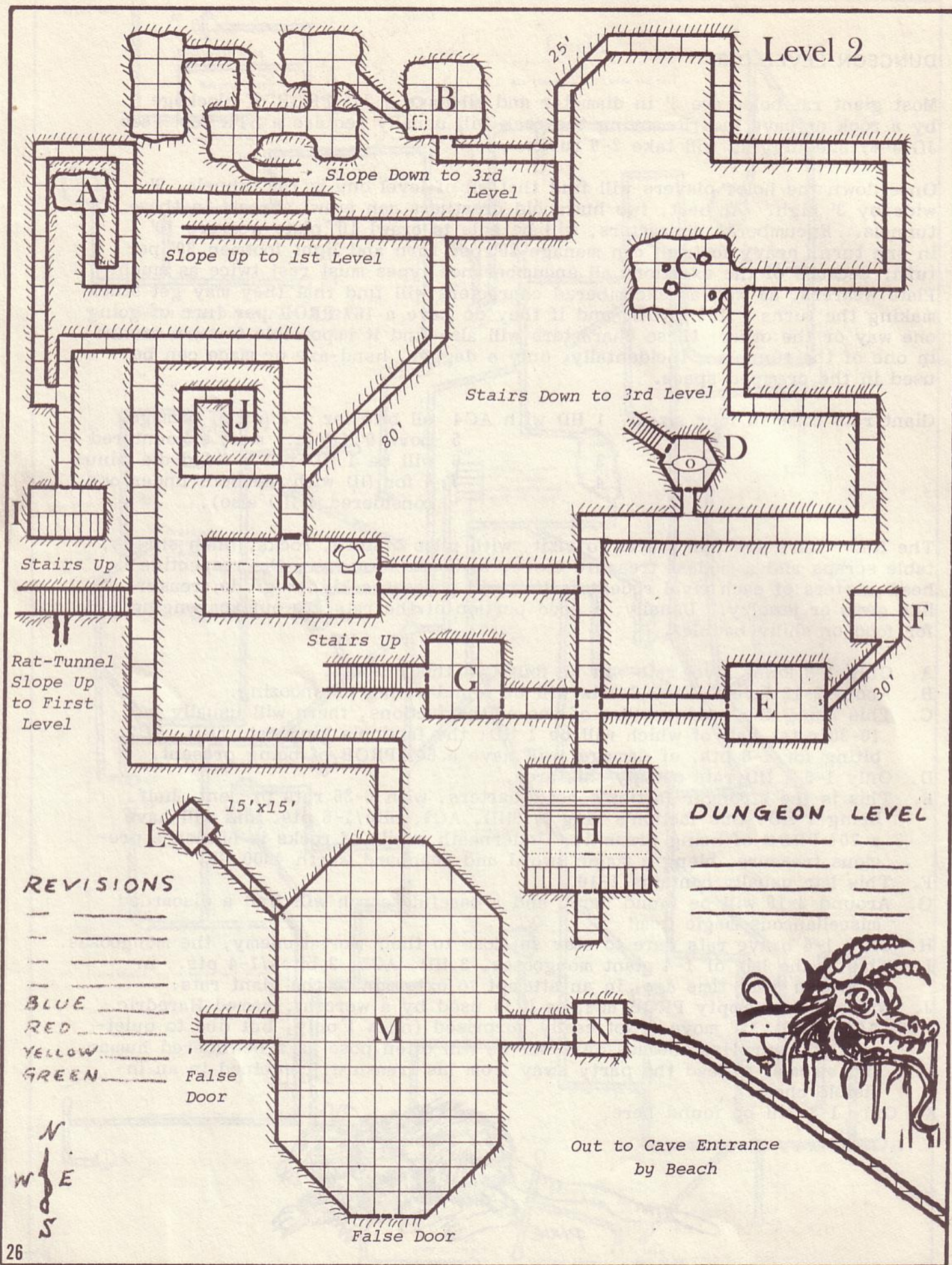
Once down the hole, players will find that all of level one is rat tunnels, 3' wide by 3' high. At best, two humanoid creatures can crawl abreast in these tunnels. Encumbered characters, will be able to crawl 10' plate wearers 10' in one turn, heavy footmen can manage 20' per turn and light footmen 30' per turn; because of the exertion, all encumbrance types must rest twice as much. Plate wearers, as well as encumbered characters will find that they may get stuck making the turns - 16% PROB, and if they do have a 16% PROB per turn of going one way or the other; these characters will also find it impossible to turn around in one of the tunnels. Incidentally, only a dagger, hand-axe or mace can be used in the cramped space.

Giant rats come in four sizes: 1 HD with AC4 all bite for 1-3 pts of damage,
2 5 move 9' (Note: most encountered
3 6 will be 1 HD-roll 8-sided die minus
4 7 4 for HD with numbers under one
considered 1 HD also).

The Rats' Lairs are foul places to visit, with piles of filth, rocks, linen shreds, table scraps and a modest treasure trove, to boot! However, the respective headquarters of each rival rodent faction will possess a higher grade treasure, like gems or jewelry. Usually, a good portion of the rats are out scavenging for food or shiny baubles.

- A. Only 1-8 lower level rats will be found in this outpost.
- B. About 2-12 level 1 thru 3 rats will be found eating or snoozing.
- C. This being the headquarters of one of the factions, there will usually be 10-30 rats, half of which will be 1 HD; the faction's king rat, 5HD, AC7, biting for 1-6 pts. of damage, will have a 60% PROB of being present.
- D. Only 1-6 1 HD rats occupy this area.
- E. This is the stronger faction's headquarters, with 6-36 rats present, half being 1 HD; this faction's king is 6HD, AC7, bite/1-6 pts. and will have a 70% PROB of being present. Underneath a pile of rocks is hidden a precious treasure, being a magic sword and scabbard worth 4000 GP.
- F. This lair usually contains 1-10.
- G. Around 3-18 will be found here, and a careful search will find a discarded miscellaneous magic item!
- H. Only 1-6 brave rats dare to stay so close to their mortal enemy, the mongooses.
- I. This is the lair of 1-4 giant mongooses, 3 HD, AC5, 2 bites/1-4 pts., introduced some time ago, in an attempt to exterminate the giant rats.
- J. Will often be empty PROB 60%, as it is used by a wererat, named Haredric AC7, 3HD, 12" move. Not easily surprised (on a 1 only, but due to quietness will surprise enemies on 1-4), he will often pose as a bewildered human and attempt to lead the party away from his treasure, contained in an invisible chest.
- K. Only 1-3 will be found here.

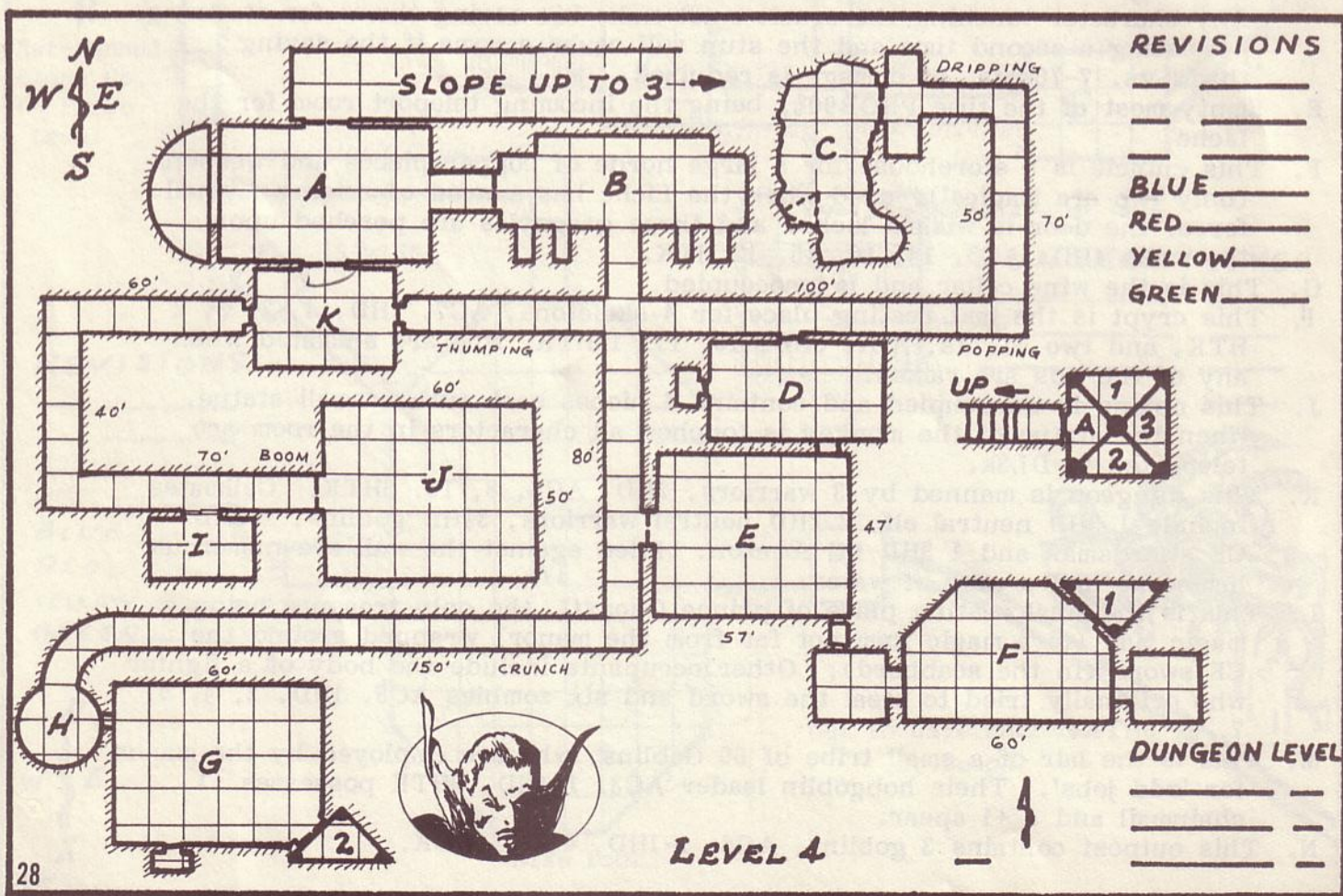
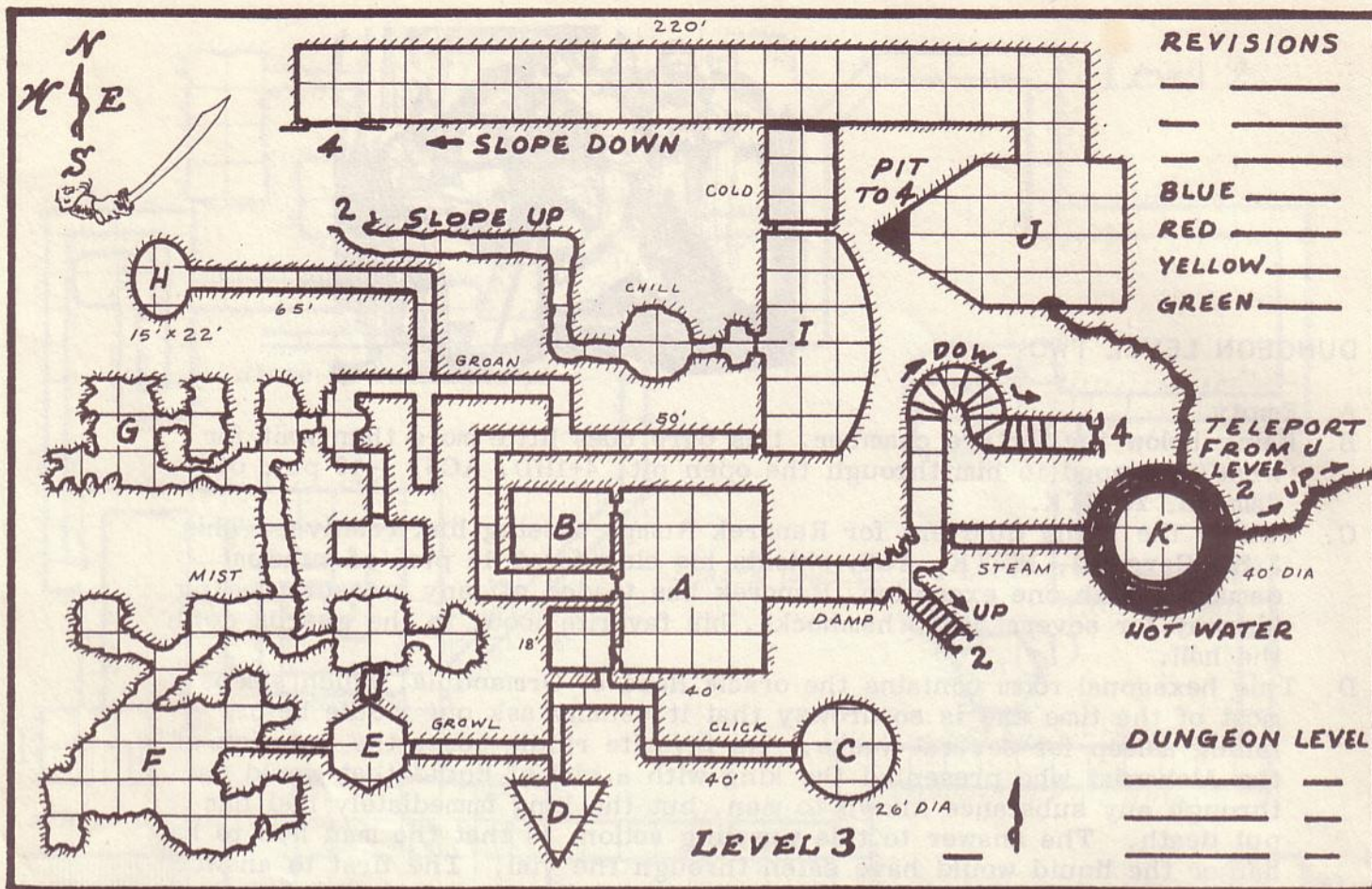






DUNGEON LEVEL TWO

- A. Empty
- B. Being below the torture chamber, this ogre does little more than wait for what's dropped to him through the open pit, 4+1HD, AC5, 1-10 pts. of damage, 20 HTK.
- C. This is the living quarters for Ranorek Rump, missing link relative. This 3 HD Caveman, 18HTK, AC9, shields his club for 2-16 pts. of subdual damage. With one exception, Ranorek has traded off any treasure coming his way for several large hamhocks, his favorite food, to the guards down the hall.
- D. This hexagonal room contains the oracle Head of Ormandula, which sleeps most of the time and is so drowsy that it usually ask one riddle before falling asleep for several weeks. Its favorite riddle poses the question of the Alchemist who presented the king with a vial of liquid that would eat through any substance known to man, but the king immediately had him put death. The answer to this puzzling action, is that the man had to be liar or the liquid would have eaten through the vial, The first to answer correctly will receive one (random) characteristic raised by one. Any character touching the oracle must make his saving throw for stunning; persisting a second time and the stun will cause a coma if the saving throw vs. 7-70 pts. of damage is required.
- E. Empty most of the time PROB90%, being the incoming teleport room for the Liche.
- F. This cubicle is a storehouse for a large horde of copper pieces and weapons (only two are magical), used when the Liche has a need of raising a small force; the door is wizard locked and three gargoyles are perched upon the walls 4HD, AC5, 14, 16, 15, 12 HTK.
- G. This is the wine cellar and is unoccupied.
- H. This crypt is the last resting place for 4 skeletons, AC7, $\frac{1}{2}$ HD, 4, 3, 3, 2 HTK, and two wights, ACt, 3HD, 15, 11, 10HTK, who are animated when any of the lids are raised.
- J. This oblong is unoccupied and contains 4 niches each with a small statue. When the statue of the monkey is touched all characters in the room are teleported to DL3k.
- K. This dungeon is manned by 3 warriors, 2HD, AC5, 8, 10, 6HTK. Cellmates include 1 3HD neutral elf, 2 2HD neutral warriors, $3\frac{1}{2}$ HD goblins, 1 3HD CE swordsman and 1 3HD LG Amazon. Piled against the wall are numerous hamhocks and a cask of water.
- L. This is the final resting place of prince Choaxtl, the only treasure being a magic map (to a magic item not far from the manor) wrapped around the ⁴³ CE sword⁵ (in the scabbard). Other occupants include the body of a fighter who originally tried to steal the sword and six zombies AC8, 1HD, 2, 4, 5, 7, 3, 8HTK.
- M. This is the lair of a small tribe of 60 Goblins, who are employed by the manor for 'odd jobs'. Their hobgoblin leader AC3, 1+1HD, 9HTK possesses +1 chainmail and a +1 spear.
- N. This outpost contains 3 goblins, AC6, 1-1HD, 4, 3, 6HTK.



DUNGEON LEVEL THREE

- A Crisscrossed with shadows that only 'Continual Light' can dispell.
- B Trunk with gold-plated handles 20 GP full of bones. Stained leather cape and a shattered helm behind trunk.
- C Three ghouls; 2 HD, 7-14-6 HTK, AC 6, 1-3/2claws, 1-4/bites. Skeleton of Giant hog in center of room.
- D Giant Spider; 1+1 HD, 5 HTK, AC 5, 1-3/bite, poison #2 on ceiling web.
- E Wight; 3 HD, 11 HTK, AC 5 -LVL/hit; and Hell Hand; 3 HD, 8 HTK, AC 4, 1-6/bite & 3-18 breathe.
- F Slithering Tracker; 5 HD, 33 HTK, AC 1, touch paralyzes; hides behind rocks. Bats flutter across ceiling.
- G Rust Monster; 5 HD, 24 HTK, AC 2, touch rusts metals, Silver vein on N wall 14,800 SP (500 SP/t with sword).
- H Four Skeleton; 1/2 HD, 1-1-3-3 HTK, AC 7, 1-6/sword; guard dirt filled coffin.
- I Giant Snake; 2+1 HD, 12 HTK, AC 6, 1-6/bite (poison #3), 2-8/constriction; on eight eggs.
- J Five Giant Hogs; 3 HD, 10-16-9-13-14 HTK, AC 8, 1-6/bite; munching on two dead rats.
- K Boiling water; 1-12/r; surrounds this teleport from level 2.

DUNGEON LEVEL FOUR

- A Giant Hog; 3 HD, 10 HTK, AC 8, 1-6/bite.
- A123 Boiling water; 1-12/r; divides into four sections 1 teleports to 1, 2 teleports back to 3.
- B Four Wraiths; 4 HD, 20-16-11-15 HTK, AC 3, 1-6/touch & -1 LVL.
- C Basiliak; 6+1 HD, 17 HTK, AC 4, 1-10/strike & stone. Two stoned hobbits at entrance.
- D Six zombies; 1 HD, 3-6-7-1-2-5 HTK, AC 8, 1-8/strike; and a Vampire; 8 HD, 42 HTK, AC 2, 1-10/bite & -2 LVL.
- E Two Zombies; 1HD, 4-8 HTK, AC 8, 1-8/strike and a Spectre; 6 HD, 19 HTK, AC 2, 1-8/strike & -2 LVL.
- F Four Harpies; 3 HD, 14-9-7-10 HTK, AC 7, 1-3/2 claws; charm.
- G Six Sarcophgus and three Mumies; 5+1 HD, 20-17-34 HTK, AC 3, 1-12/strike & leprosy. Large mmumy has Ring of Spell Turning and +3 Chaotic Sword.
- H Strings of Skulls hanging from ceiling, 100 skulls has 1 GP in mouth except one which has a 5000 GP sunstone gem PROB 01%/r of searching.
- I Trunk filled 560 daggers and a gold mace 90 GP. Ten dead elves hang upside down from ceiling.
- J Two Werewolves; 4 HD, 17-28 HTK, AC 5, 2-8/bite; lurk behind crimson tapestry.

G-2 DEMI LICH

31 GEMS

17 JEWELRY



STARTLING STATUES

Upon encountering a magical statue, dice 12 sided die for horizontal column and 8 sided die for vertical column and crossindex-

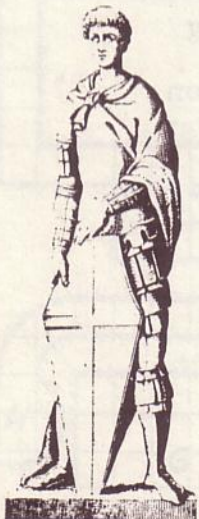
1 Raises	3 Casts Spell of	5 Advises	7 Shape Changes	9 Points Toward	11 Part Missing*
2 Lowers	4 Gives Scroll of	6 Asks	8 Polymorphs Character	10 Gives Map	12 Casts Curse Affecting

Strength	Sleep	Location	Orc	Treasure	Eye	1
Intelligence	Fear	Name	Troll	Monster	Nose	2
Wisdom	Strength	Class	Stone Giant	Village	Ear	3
Constitut'n	L Bolt/4HD	Purpose	Efreet	Elf	Hand	4
Dexterity	Suggestion	Origin	Giant Toad	Exit	Foot	5
Charisma	Geas	Riddle	Blink Dog	Sea	Arm	6
Level	Hold Person	Poem	Stone Golem	Passage	Leg	7
Gambling Sk	Raise Dead	Directions	Giant Weasel	Random	Finger	8

Statue Statistics Guidelines: 11-20 Hit Dice, AC -1 to -6, Move 1-12", Damage ranges from 1-6 to 8-64. For example, the Giant Foo Dog in the vestibule is 18 HD, 90 HTk, AC -1, Moves 1" and does 1-6/bite.

*Finding and restoring missing part of statue casues the following actions:

- 1 Shape Changes and serves replacer for 1-20 days
- 2 Attacks replacer
- 3 Spells at replacer (go to avove table)
- 4 Gives replacer 1-10 pieces of hewelry
- 5 Destroys replacer's most precious item
- 6 Grants replacer one wish



RUDIMENTARY RESURECTION RESULTS

When to roll for the first table:

Badly Chopped Up: damaged 5-20 points over total hit points.

Torn Asunder: damaged 21 or more points over total hit points (except excessive heat).

Burnt Crisp: damaged 21 or more points over total hit points due to excessive heat.

First Table: roll 4 6-sided dice if victim is revived from being-

	Dice total-				
	4-6	7-10	11-14	15-18	19-24
Badly Chopped Up	-A	A	B	N	N
Torn Asunder	N	A	B	-A	N
Burnt Crisp	N	-A	-B	-A	N

Abbreviations - N: No loss or scar, A: roll for part lost from line A, B: roll for part lost from line B, -A: roll for scar/loss from line A, -B: roll for scar/loss from line B.

Second Table: Parts Affected

Roll one six-sided die-

	1	2	3	4	5	6
Line A	Right Eye	Left Eye	Nose	Hair	Right Ear	Left Ear
Line B	Right Arm	Left Arm	Right Hand	Left Hand	Right Leg	Left Leg

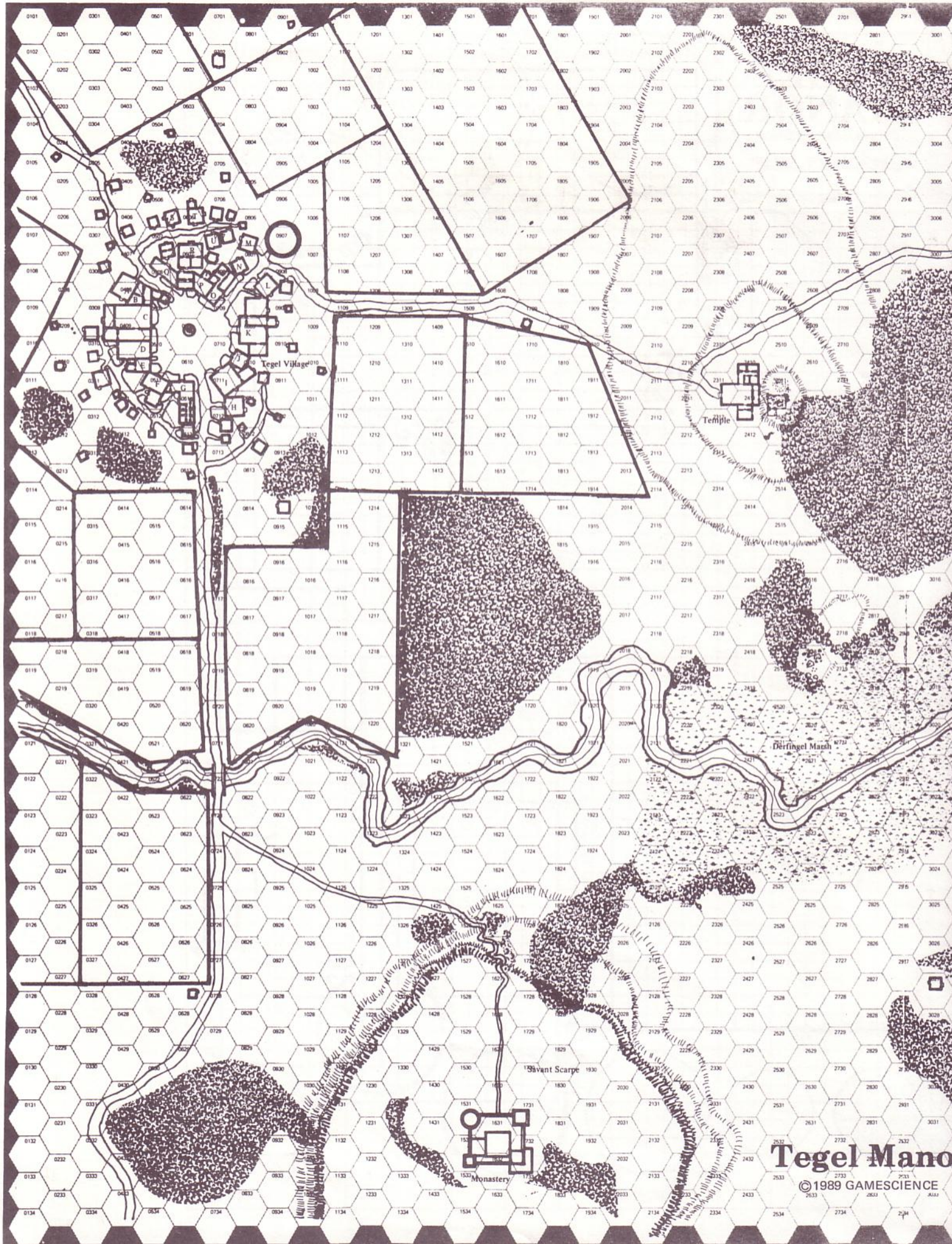
All losses in line A cause a one-third reduction in charisma. All losses in line B cause a one-third reduction in Dexterity and disallow the player the ability to fight more than one enemy, and in the case of upper limb losses, disallow the use of missile type weapons. All losses are permanent.

Scar results must heal in the normal manner (1 point/day) and applies directly to healing of the scarred part. The point total of healing necessary to restore part is equal to half the points victim received below his '0' point total. These healing points are separate from his normal 'Hits to Kill' point total. Until the affected penalty is healed properly, the permanent penalty listed above is applied. Once healed, only a scar is apparent.

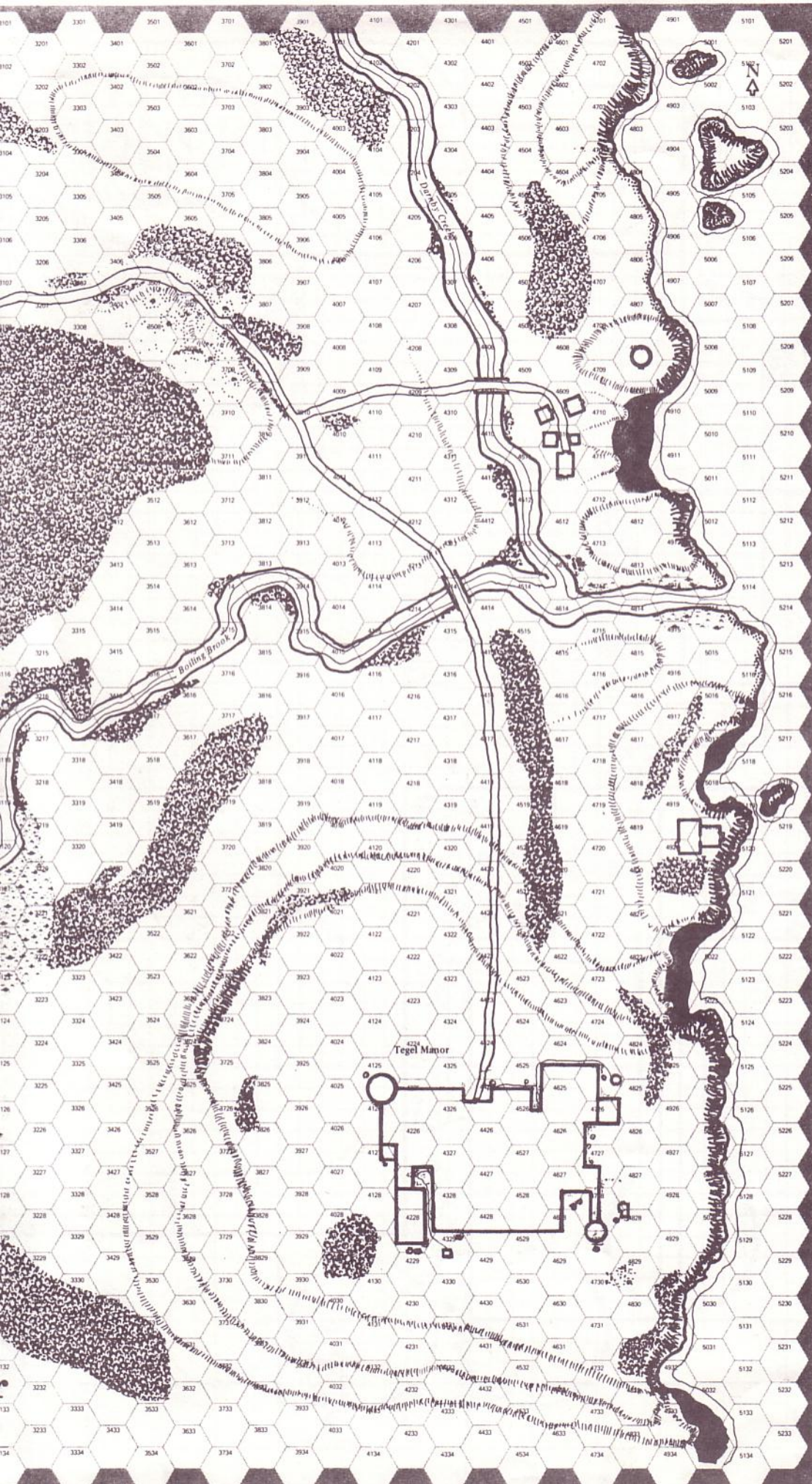
Notes: You automatically lose 1 point of constitution if killed. Rings of regeneration will not raise burned up characters. If poisoned, the player must also have a neutralize poison spell cast upon him. Remember, characters killed by a ghoul, wight, wraith, spectre or vampire, become a like creature.







Tegel Mano
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GAMESCIENCE **PLAYERS MAP**

Terrain Key		MF Cost
	Cliffs*	4/-
	Tombstones*	1/1
	Hill Contours*	2/3
	Beach*	1/2
	Caves*	1/1
	Rocky Terrain*	2/5
	Dense Woods*	2/5
	Dirt Roads**	1/1
	Marshes*	3/-
	Bridge**	1/1
	Field Fences*	2/3
	Ruins*	2/4
	Stream*	2/5
	Steep Trail***	4/-

*No Charge allowed

**Negates terrain penalties

***Mule allowed, 1 hex per turn

Numbers to the right of terrain features list the number of movement factors expended by entering that hex; the slash separates MFs for Footmen/MFs for Horsemen.

MOVEMENT FACTORS

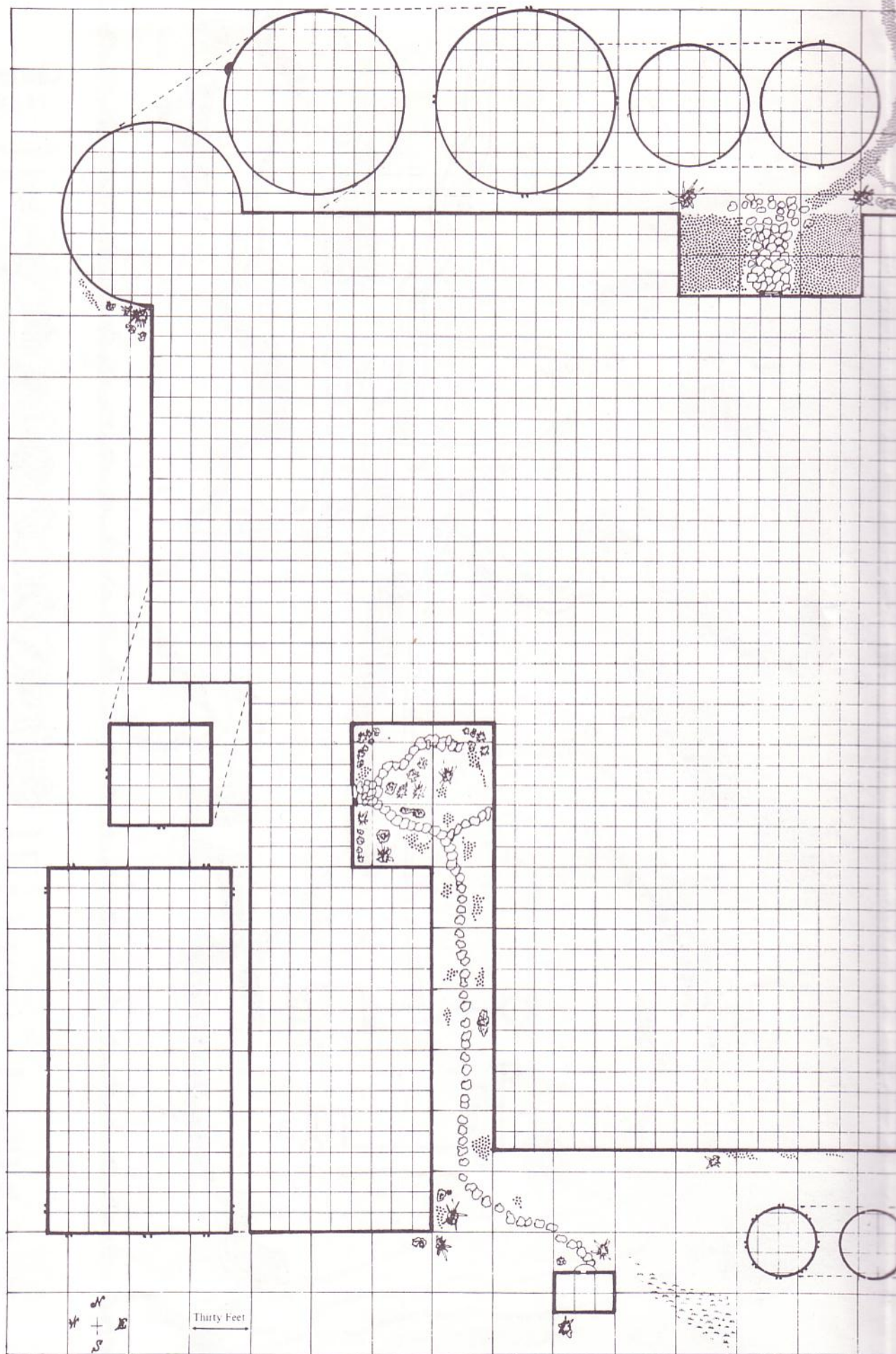
Encumbered	1
Armored Footman	2
Heavy Footman*	3
Light Footman*	4
Heavy Horseman**	5
Medium Horseman**	6
Light Horseman**	8

*1 hex charge bonus allowable

**2 hex charge bonus allowable

Conversion: each 3" equals 1 movement factor

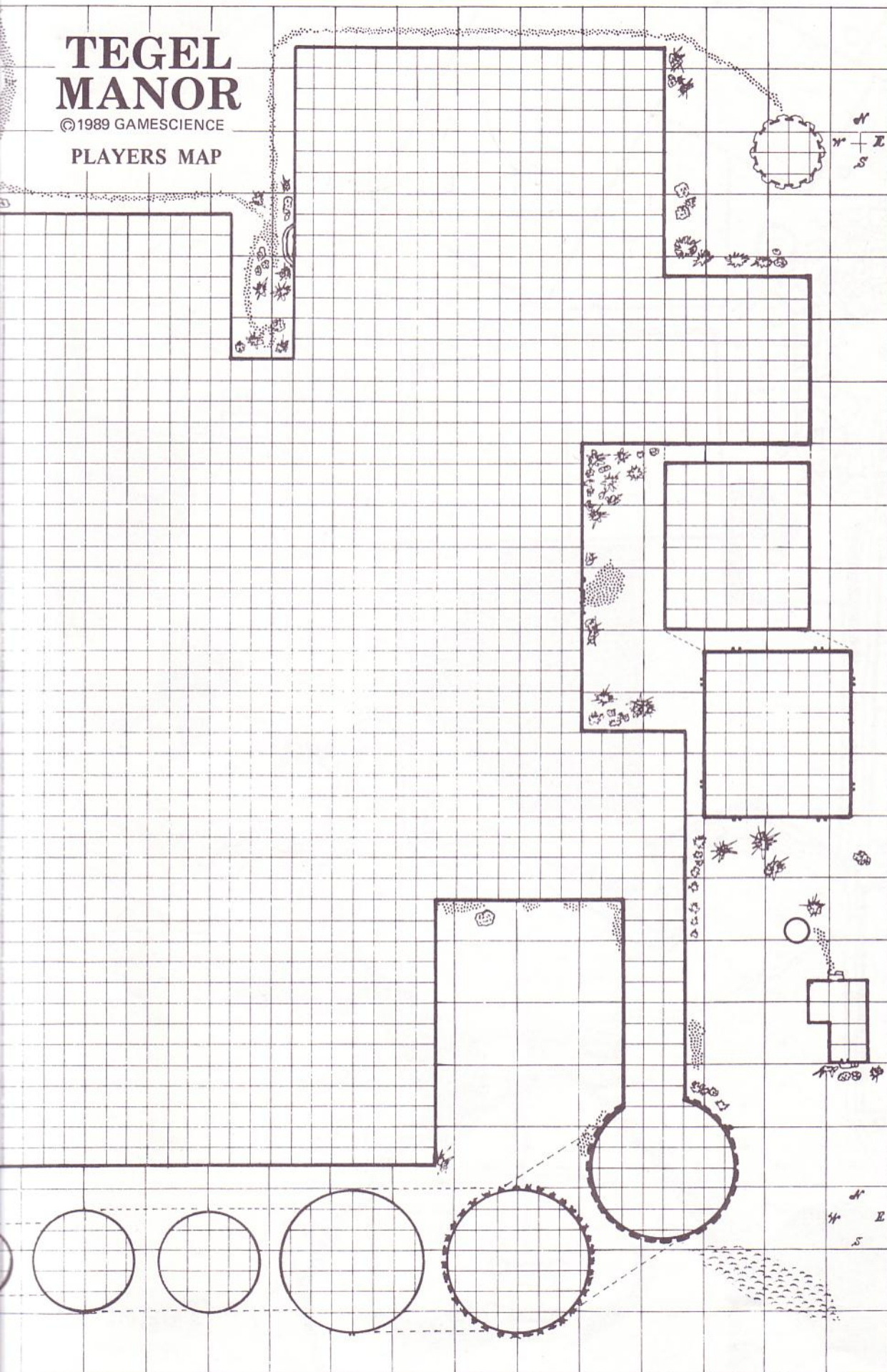
Scale: each hex is 30 yards wide.

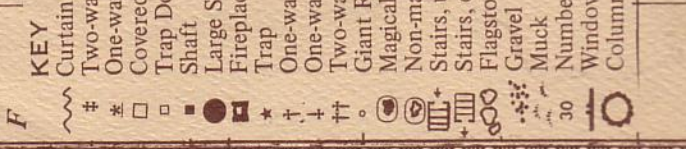


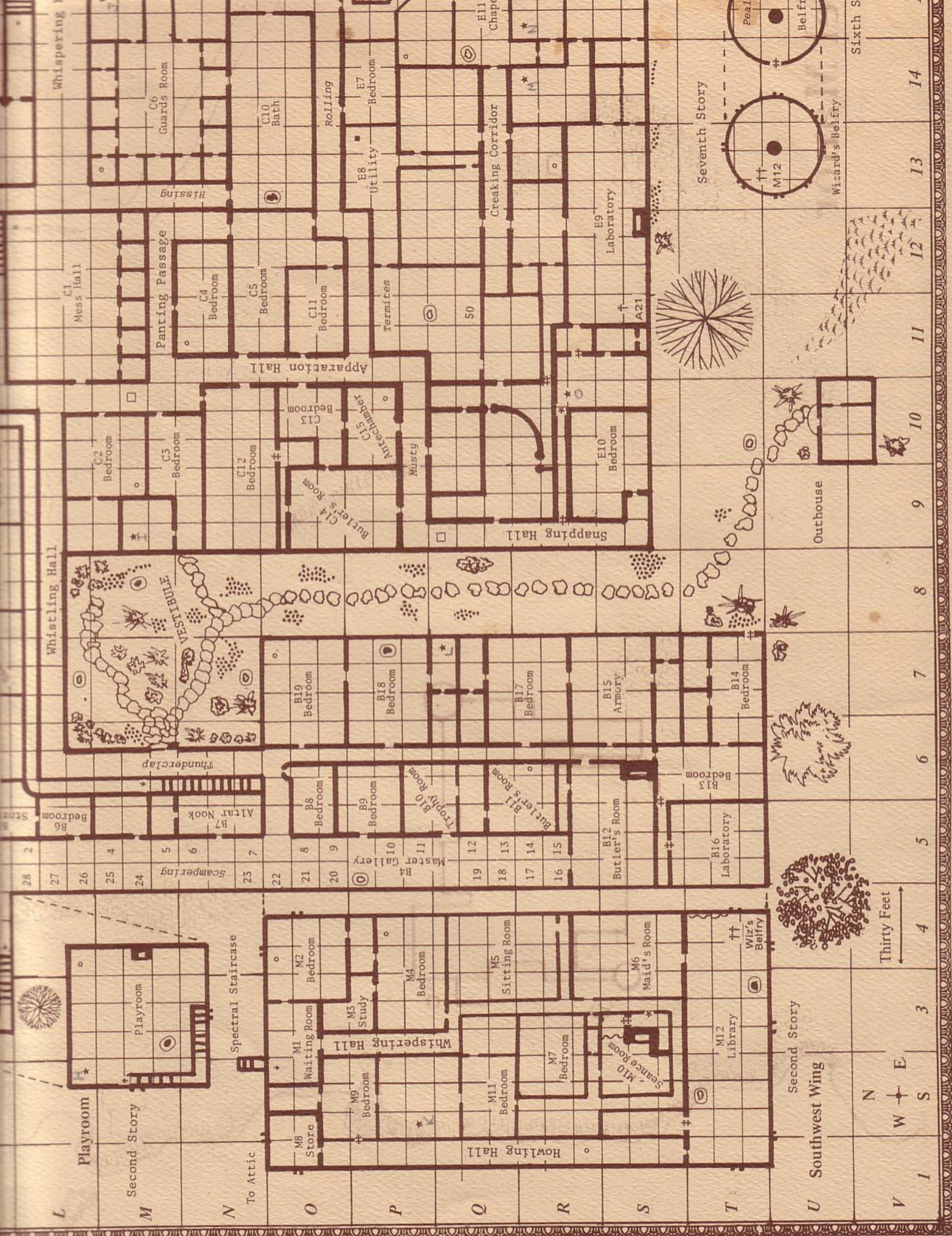
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PLAYERS MAP







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