

GREEN DEVIL FACE

#1



Green Devil Face #1

By James Edward Raggi IV

Front Cover: Reuter, by Albrecht Dürer (1513)

Back Cover: illustration from *De corporis humani fabrica libri septem*, by Andreas Vesalius (1543)

This project was originally published in November 2008 as “Fantasy Fucking Vietnam,” using the description given to traditional dungeoneering play by members of the current traditional gaming community. The flavor was largely parody and satire concerning the news and personalities in the scene at the time, and the “marketing” campaign was not serious at all, but the intent of the thing once you got past the jokes was to give referees a toolbox for rooms and traps to stick into his own creations... OK, nobody’s going to use a “urine weird” but the idea of a water weird in a commode certainly will get the gears turning, in my estimation.

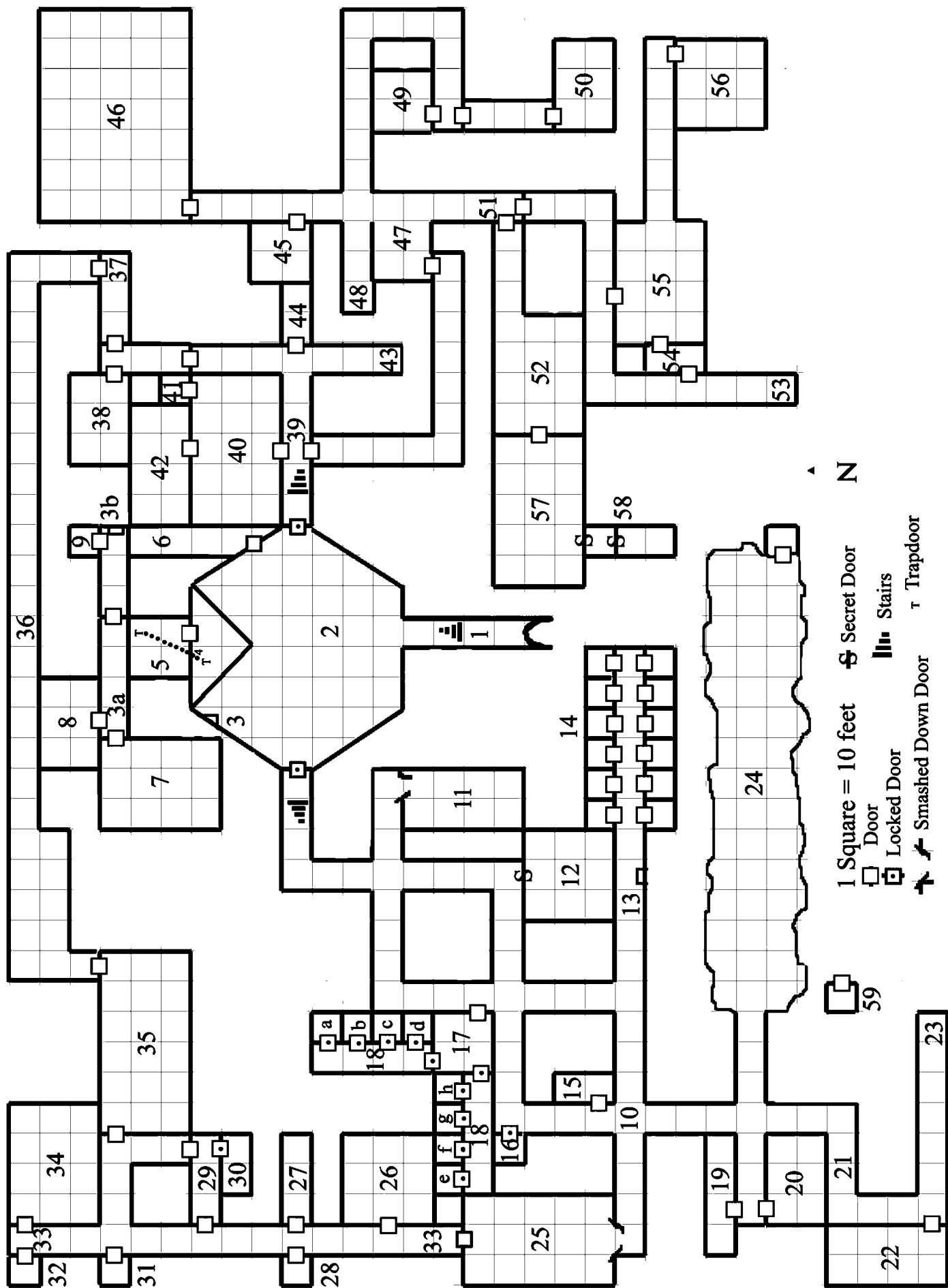
I had intended FFV to become a continuing community resource project, but not many people were interested in something presented as a joke. I decided to give it another, more serious try, and announced Green Devil Face as a serious project. I decided to re-release FFV as Green Devil Face #1 (you’re holding it!) concurrently with Green Devil Face #2 to reinforce what FFV was supposed to be about underneath the comedy, and here we are.

I do hope you find Green Devil Face #1 at least a little bit useful, and a little bit amusing.

Green Devil Face s always looking for submissions, and will release issues regularly as long as there is interest.

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BACKGROUND

The village of the Erehaps-Ogolb tribe are in trouble! They used to join their neighbors, the D'footian tribe, in worshipping the Mad Mage, who had traveled in their lands years ago. But now the D'footians have taken the Shrine to the Mad Mage and are refusing access to the Erehaps-Ogolb. Now the Erehaps-Ogolb tribe implores the PCs to go adventuring in that shrine and teach the D'footians a lesson!

REFEREE NOTES

There isn't much to say here. While there are rough notes given to the locations and the inhabitants of the dungeon, the goals and disposition of the D'footians and the Erehaps-Ogolb, everything, is in your hands. Show no mercy, and enjoy yourself.

Wherever it is indicated to roll a die or dice where the die type is not indicated, assume d6 unless your campaign dictates otherwise.

THE DUNGEON

Random Encounters

Every other turn, there is a 1 in 6 chance of an encounter. If there is an encounter, roll 2d6 to determine what it is. Note that traps will appear even if the location has already been safely explored, and will only occur in hallways. If a trap random encounter is rolled while the PCs are in a room, then they encounter the trap when they next enter a corridor.

- | | |
|----|--|
| 2 | 2d6 D'footians (Veterans with leather, shield, and swords, led by a Hero with chain and sword and shield and a thaumaturgist with Charm, Sleep, Hold Portal, Light, Invisibility, ESP, Lightning and a Vicar with plate mail and mace and Cure Light x 2, Hold Person) |
| 3 | 2d6 D'footians (Veterans with leather, shield, and swords, led by a hero with chain and sword and shield and a Thaumaturgist with Charm, Sleep, Hold Portal, Light, Invisibility, ESP, Lightning Bolt) |
| 4 | 2d6 D'footians (Veterans with leather, shield, and swords, led by a Hero with chain and sword and shield and a Vicar with plate and mace and Cure Light x 2, Hold Person) |
| 5 | 2d6 D'footians (Veterans with leather, shield, and swords, led by a Hero with chain and sword and shield) |
| 6 | 2d6 D'footians (Veterans with leather, shield, and swords) |
| 7 | d6 D'footians (Veterans with leather, shield, and swords) |
| 8 | Spear Trap (lead figure attacked by spear as if wielded by a Hero) |
| 9 | Pit Trap (d6 – 4 x 10' deep, minimum 10', 50% chance of spikes, 25% chance spikes are poisoned) |
| 10 | Trip Wire trap (poisoned darts shoot out at lead figure, save vs. poison or die) |
| 11 | Pressure Plate (ceiling collapses over entire party, 4 dice damage, save versus paralysis for half, passage blocked) |
| 12 | Pit Trap (d6 – 4 x 10' deep, minimum 10', 50% chance of spikes, 25% chance spikes are poisoned), when a character hits the bottom a stone block falls from the ceiling into the pit, doing three more dice of damage, blocks passage |

D'footians will have 2d6gp each, heroes will have d%gp, and thaumaturgists and vicars will have 5d10gp each.

1. The Box Office

Just inside the cave entrance is a small booth and turnstile blocking the passage. There is a coin slot labeled "1gp" in the turnstile. A character who pays and moves through the turnstile has a 1 in 6 chance of having the thing malfunction and throttle him for one die of damage. There is a D'footian inside the booth wearing a mask and cape (a super-hero, with plate and sword!) making sure everyone pays and goes through the

turnstile. If everyone does pay and move into the dungeon, the D'footian will welcome them to "The Funhouse."

2. Amphitheater

The southernmost three entrances are at the top of the grandstands, which form an ellipse around the wooden stage on the north wall. The northernmost door is on the stage (although hidden by the curtain), and the other two northern doors are at floor level (about twenty feet deeper than where the PCs enter).

On the stage are five D'footians (Veterans, swords at their side but no armor), practicing a play called, "The Importance of Being Ernest." It is a combination of a biographical play, being the story of the Mad Mage, and being a provocative interpretation of his works. They will not acknowledge the party, but rather argue about the finer points of the script and how accurate each others' interpretation of the Mad Mage's work is. If the PCs interrupt them, by talking to them (or attacking) or making great noise (such as quietly discussing which way to go), the D'footians will become most annoyed, and start asking them all sorts of odd and arcane questions, in an effort to dazzle the PCs with their knowledge and make them shut up in shame.

If the discussion gets too heated, or a fight begins to break out, two Moderators (one Swashbuckler, plate mail, shield, longsword, short bow, and one Magician, spells: Charm x2, Sleep, Light, Invisible, Phantasmal Forces, Fireball, Slow) will come out from the Prop Room to "calm" the situation down.

Two odd features about this place: If anyone utters the words, "I don't know," then a green slime automatically falls on them from the ceiling. If the ceiling is examined, it would seem that the slime is coming from nowhere. Note that the D'footians will never say this phrase, as they know everything.

If a character says, "water," then he will be soaked by a falling stream of water, again appearing out of nowhere.

3. Devil's Face

A large green devil's face is set into the wall here, with its mouth agape, allowing a 3' diameter passage to... somewhere. Inside the mouth is pitch dark. Anything reaching inside the mouth is instantly teleported to location 3a. Onlookers will just see the item/creature simply disappear, and the referee should deal with what the remaining PCs are doing before they give any information whatsoever to anyone that has been teleported. The items/people have been completely annihilated for all anyone knows, and there's no reason to let anyone know otherwise until everyone's decided what to do about the face. The pitch darkness is simply a permanent darkness spell, but any magic cast into the mouth of the face will take effect at location 3a.

3a. This hallway is under the effects of a permanent darkness spell, and anyone coming through the magic portal will be under the effects of a super-charged sleep spell which affects all characters (even those damn pointy-eared ones) and lasts one hour. There will be no random encounters in this hallway.

3b. It's another green devil's face, identical to the one above. However, it will be perfectly visible, even in the magical darkness. It will not illuminate its surroundings though. The only difference between this face and the other is that anyone/thing going inside is instantly teleported into the lava pits beneath location 24.

4. Trapdoor Tunnel

Back when this dungeon was a popular destination for all sorts and this amphitheater held actual performances, this tunnel saw heavy use. These days, not so much. The tunnel is rather cramped (1/4th movement rate for humans, elves, or dwarves not wearing equipment, or gnomes or halflings, 1/8th for humans, elves, or dwarves with equipment). The entire place is rather damp, and smells funny.

The metal trapdoor leading to the prop room is secured by many metal latches, and undoing these latches causes sparks to fly (the prop room door is metal on metal), igniting the funny smelling gas in the tunnel as well as the oily water, turning the entire tunnel into an inferno. Characters will take two dice of damage every round (save versus breath weapon for half) until they are out of the tunnel or ten rounds has passed. Igniting everything also collapses the amphitheater stage and sets it on fire (anyone on the stage takes three dice of damage, save versus breath weapon for half), completely blocking that exit. Oh yeah, the trapdoor to the prop room has a large, full wardrobe on top of it – it can't be opened from below. Even if extraordinary means are employed, the smoke from the tunnel and the stage will smoke out the prop room, killing any creature that requires oxygen within with one turn.

5. Prop Room

This room is filled with all sorts of costumes, various combat props, and of course the living space of the two Mods mentioned above. As mentioned, there is a huge wardrobe filled with the gaudiest clothes imaginable on top of the trap door to the tunnel.

There is a dagger amongst the junk that is a +5 dagger, but if it is used against any creature that does not require magic weapons to hit it, it breaks and loses all magical properties.

6. Fudge Tunnel

This appears to be an empty corridor with an inscription carved into the end of the passageway. The inscription is in an unknown language, requiring magic to read. If deciphered, it says, "You smell."

The entire passage is a sewer, about a foot lower than the level of the amphitheater (meaning characters need to step down into it), completely full of excrement that's been there for years. There is a powerful illusion on the place so that the floor seems level and the excrement is not noticed. Nobody that enters the room (or is around the doorway) will notice the smell, either. Everyone else will though, and there is a 3 in 6 chance every turn that there will be a random encounter, drawn by the smell, until the PCs bathe. The D'footians in the amphitheatre won't put up with the characters stinking up the place either.

7. Sculptor's Studio

This room is filled, filled I say, with many dozens of very lifelike statues depicting humans with looks of horror on their faces. The shadows they cast and the space they take makes it impossible to see very much of this room at once. There are also a number of rats and lizards which get in here through tiny cracks in the walls so there is always scuttling and noise and things being bumped when characters are in this room. The corners of the room also have mirrors in them, so characters seeing the mirrors will never be sure if the faces they see in the flickering torchlight belong to those of a harmless statue, or something... else.

There isn't anything in here that turns anyone to stone (all these things really are the work of a very talented sculptor who has long since left the premises).

8. Doctor's Office

The doctor is in! A wererat in rat-man form, wearing a doctor's smock calling himself Dr. Gerbils (and sporting an outrageous German accent) will offer to cure all the party's afflictions... for a price. His price is 10gp per hit point to be healed, 500gp to heal a disease and 1000gp to remove a curse. He does exactly as he promises... but anyone so treated automatically contracts lycanthropy. If attacked, Dr. Gerbils will summon his little pets, and giant rats, 1d20 per round, will flood from rather large mouse-holes in the walls.

In the cabinets are 25 potions of healing, and in his desk are 20 scrolls of disease curing and 15 scrolls of curse removal. Gerbils doesn't use these when healing, but they too will automatically inflict lycanthropy on anyone that benefits from them.

9. Teleport Room

This is an empty room. When the door is shut, everything is transported, with no obvious signs, to location 59.

10. The Deadly Intersection

There will automatically be a random encounter here, and a 3 in 6 chance that two random encounters will happen here at the same time.

11. Alchemist Lab

The door to this room has been broken down. Inside is a work table, and the walls are lined with hundreds of beakers and vials and cups with bubbling liquids of various colors and smells.

On the table is a microscope. Any character looking into the microscope will see a microscopic basilisk looking up at him, and must save against stoning or be petrified on the spot.

If even a sip is taken from any of the containers, roll to see what effect it will have:

- | | |
|----|---|
| 1 | Head grows to four times normal size |
| 2 | Deadly poison, save at -4 or die |
| 3 | Sweats profusely, needs ten times as much water per day than normal, and has a 25% chance every round of dropping a weapon in combat, or losing hold of something that should be held onto. |
| 4 | Sweat turns to oil, will immolate if near flame |
| 5 | Becomes allergic to metal and can not touch, wear, or use it. |
| 6 | Barks at random intervals, check for wandering monsters doubles in frequency and likelihood. |
| 7 | Becomes incontinent, relieves himself at random times. |
| 8 | Joints lock up, 1/4 th movement, -4 AC penalty, -4 to attacks |
| 9 | Eyes fall out of sockets and grow as big as pumpkins |
| 10 | Tongue grows 15' long, can not speak or cast spells |
| 11 | Grows an extra arm which will grab a weapon and attack self |
| 12 | Intestines close, character loses 3 permanent hp every day. |
| 13 | Bones become extraordinarily brittle, all damage taken x2 |
| 14 | Nipples and belly button grow rock hard and 2' long, can not wear armor |
| 15 | Genitals fall off/close up |
| 16 | Grows breasts (if male), grows beard (if female), loses beard (if female dwarf) |
| 17 | Combined potion of invisibility and gaseous form |
| 18 | Eureka! Potion turns everything it touches to gold – including the insides of the character drinking it! No save! |
| 19 | Growth to 30' tall – can't stand in passage or fit out the door |
| 20 | Gains d6x1000 experience from sudden brain improvement. But eyesight is reduced by 90% unless thick spectacles are procured from somewhere (and these cost 2000gp to buy from an experienced glass blower!) |

All effects are permanent until poison is removed from the system. Since these are chemical, not magical effects, they may not be dispelled otherwise.

12. Treasure Vault

The secret door to this room is trapped. The person to open it is cursed to treat his friends as enemies, and will attack the rest of the party. The curse will need to be removed for this attitude to change.

The room is covered, literally almost hip deep, in 500,000 copper pieces. Painted platinum. But each having a core of a bit of gold so that each coin is actually worth 1sp (breaking a coin in half is necessary to see this, but the broken coins are only worth half as much).

On top of the treasure pile is a magic bag which devours things placed in it.

Hidden under a loose flagstone is a small box appearing to be made out of grainy, fine wood. Inside the box are small parchments that are surely written in the common tongue, but are pretty much unintelligible without certain outside works. It is worth 1000gp.

However, if the PCs bring this to the outside world, 2d4 weeks later they will be attacked by the agents of the littoral thaumaturges, who are hell-bent on destroying these sorts of boxes. Members of this strike force are known as the Tapping Tricksters and are armed with Decks of Various Things.

13. Claymore Mine

This is a false door. When opened, quite long sword blades will slide out through slits in the stone wall to impale anyone in front of the doorway (three dice damage, roll versus breath weapon for half damage).

14. Barracks

Each room has two bunkbeds and four footlockers. 2d6 D'footians will be asleep here at any time, another d6 lounging around conversing. These are all Veterans with leather and spear. The footlockers contain miscellaneous items and 2d6sp each.

15. Oracle's Den

This room is home to the Great Sage Randorgiga (Normal Man). This is his living area and workroom. The Great Sage will not answer any questions without consulting his dice, which he claims possess great oracular powers. When asked a question, he will roll them. The results are found on the following table:

<u>3d12 + 1970</u>	<u>Prophecy</u>
1973 – 1976	The Mad Mage was always right!
1977 – 1983	The Mad Mage was a kindly politician who ruled a benevolent kingdom, but was obsessed with making dictatorial announcements to stave off rebellion.
1984	Wyrn-mounted knights invaded the Mad Mage's kingdom and the public's fascination with these fellows laid the groundwork for the undoing of all the Mad Mage created.
1985 – 2004	The Mad Mage was deposed by the heir of the XVth Century and struggled with his loss of power.
2005 +	The Mad Mage allied with the heretofore unknown Troll Lords to attempt to rebuild his empire.

Note that he will read these prophecies even if the question (such as, "What is your name?") has nothing to do with the Mad Mage.

16. The Toiling Scribe

Here is the cubicle of the scribe Iggar Vi (normal man, no weapons or armor), who labors to finish his own great works but his only writing quill is cursed with a permanent slow spell cast upon it. He will go on at length about his many brilliant ideas but will never be able to actualize any of them until the curse is somehow lifted; he may not use any other writing quill under the terms of the curse.

He will be impatient with any intruders and will wish them to leave at once. If they do, he'll start writing something rude about them. If they don't, then he'll really write something rude about them.

17. Jailer Room

Six D'footians (Warriors, led by a swordsman, with chain and shield and long sword and spear each) are here, sitting around a table playing complicated games. Intruders are not allowed in this area, so anyone entering without Legitimate Business will be placed under arrest and jailed; any resistance, or any attempt to enter the actual cell areas, will result in a fight.

The door to the north is labeled "3tards," and the door to the west is labeled "4ons."

18. Prison

There are eight cells in total, each a 10' x 10' cell with only a small barred window in the door to the outdoors. Here is the list of cell occupants, all have been driven quite insane and will likely be quite hostile to their rescuers:

- a A dwarf with the abilities of both a myrmidon and magician.
- b A human who is despondent and claims he can't do anything since he doesn't have his equipment.
- c A halfling, and a key to his cell which is on the floor, but he hasn't bothered to actually look for it so he hasn't found it.
- d A human that only needs to roll above a creature's armor class to hit it, so the better their armor class, the easier this guy can attack them.
- e A dragon-man (treat as a Hero with double normal hit points whose natural abilities approximate chain and two daggers, with a one die breath weapon, and can heal one die of damage on himself two times per day)
- f A human who asks for the PCs' level titles, and then apologizes for being here since he can't give them the appropriate awards for their station.
- g A half-breed demon who has all the usual abilities of a demon and a Hero, but as part of his attacks forces all opponents in melee range to be pushed back out of melee range.
- h A Vicar who can not face those of greater power than herself. If freed, she attacks, and all but one character is stripped of all but one hit point for this combat, and the character who remains at full power is lowered, for this combat, to 4th level if he is of higher level.

19. The Room That Will Remain Empty

This room is featureless. If the door, which closes automatically if unattended, is closed for one hour, a powerful disintegration gas completely scours the room and no trace will remain of whatever was in there. I hope nobody thought this would be a safe place to camp for the night...

20. House of Mirrors

The walls, floor, and ceiling of this room are all covered with mirrors. Not glass, mind you, but highly and intensely polished steel. Between the multiple reflections of everyone in the room, everywhere, made worse if the PCs are using torch or lantern light... they're going to get lost if they turn even one corner in here.

Because all those little middle wall mirror sections... move. Most of them are Mirror Beasts (AC 5, HD 4, 1 attack for 1 die damage, any magic spell cast at them reflects back at the caster, area effect spells exempted... if the caster has a spell turning ring and it reflects a reflected spell back at the mirror beast, it creates a feedback loop that blows up the entire dungeon and beyond, forming a deep crater ten miles in radius. It's a tough world.). But then, there are also a ton of doppelgangers imitating the mirror beasts...

When a character leaves this room, there is a 50% chance that he will be accompanied by a doppelganger that has imitated him. There is a 25% chance that he will be accompanied by two, a 15% chance he will be accompanied by four, a 9% chance to be accompanied by ten, and a 1% chance he will be accompanied by twenty! Check for every character that enters the room, and then leaves it. Doppelgangers will not imitate or follow anyone if they can't read that character's mind.

If it's one doppelganger, it will take the same attitude as its victim. If the imitated character is hostile, so shall the doppelganger, etc. Basically, it will be impossible to tell the two apart (even with ESP!). Any attacks have a 50% chance of being directed at the real character.

If there are multiple doppelgangers, they will attack the victim. Well, half will attack, and the other half will pretend to fight amongst themselves (which will be indistinguishable from the real fight to any witnesses... after all, if there is one thing doppelgangers do awfully well, it is pretend). Good luck attacking the real doppelgangers...

21. Hall of Tapestries

A series of tapestries, twelve in all, line the walls on both sides of the passage here, going around the corner. They are of exquisite artistry (they weigh 5000 coins each and would fetch 1000gp each), showing a pictorial history of the Mad Mage's life and greatest triumphs.

There is an old man here, carefully inspecting the smallest details of the tapestries. He won't even notice the PCs approach, he's so engaged. If engaged in conversation, Arne (for that is his name) will explain that his son had traveled with the Mad Mage, and the earliest and most notable of the Mad Mage's achievements would not have been possible without the ingenuity of his son. The old man is upset that the Mad Mage left his son to lead a tribe of hill giants and then proceeded to attempt to write him out of history.

22. Stable

The door to this room has a horseshoe nailed to it, with the word "Baby" inscribed in it.

Inside is a stable. Because it's absolutely ridiculous to have a stable this far into an underground complex, only one horse is still here (in the stall door labeled, "Baby"). Unfortunately, it's quite dead.

Also here are five D'footians (Veterans, sword, leather armor). Four of them are gleefully beating the horse's corpse, telling it to get up and work (one will quickly stand up from the rear of the horse, red-faced, buttoning his pants, when the PCs come in). They will tell any that object or point out that the horse is dead that the horse is not dead, merely sleeping, and once the horse gets up then everything will be the way it once was. If told that the horse won't be getting up ever again, the D'footians will attack.

If somebody actually brings the (heavy war) horse back to life, it will immediately attack the D'footians.

23. Dead-End Trap

The end of this passageway is a giant 10' high toadstool. Around its base lay several gold nuggets (2d12 worth d6gp each). Anyone looking underneath the toadstool's cap will see many more nuggets lodged in there. Picking any free will result in spores shooting out and everyone within 20' must save versus poison or die. Actually rupturing the toadstool, by attacking it or merely trying to move it, results in a massive spore explosion that requires everyone within 40' to make the save, at -2 if within 20'. d4 more nuggets will drop every day naturally with no harm done.

24. Kokomosa

The wall beside the entry passage has a bright yellow sign that reads, "Kokomosa Beach."

This natural cavern area is exposed to volcanic lava. In fact, lava pools have formed all over the floor of this cavern, and the ceiling is completely covered with liquid molten lava. However, it does not drip, because the entire area is affected by an odd anti-gravity field. Anyone leaping, jumping, levitating, flying, or otherwise leaving their feet in this area falls straight up into the lava. Missile weapons will never hit, but will instead be drawn straight up. Anything thrown, etc. This is instant death for anyone not resistant to fire.

This cavern is the “sunning” area of two octopus-faced brain eaters, who soak in the warmth of the situation, but they will be unfriendly to any intruders. They won’t actually be violent unless the PCs want to continue to the end of the cavern (“You can’t go into the elevator! Our treasure is below!”). More friendly are the many children that play around the lava pits. All have long hair and are ages ten and under. They are each a different skin color; roll d13 on the following table if the players ask for a description:

<u>1d13</u>	<u>Color</u>
1	Black
2	Blue
3	X-Ray
4	Brown
5	hggjhgjh
6	Green
7	ouiyjhg
8	Orange
9	Purple
10	Red
11	#@!_!#\$%
12	White
13	Yellow

While all of the residents of this dungeon are aware of Kokomosa, any discussion of it is sure to cause an argument.

At the far end of the cavern is an elevator built into the stone wall. At 10’ x 10’, it can accommodate the average party. Besides the door is a giant hand crank in the wall. It is made entirely of stone, with a metal grate on the ceiling. No rope or chain or locomotion mechanism is visible (it’s in the corners between the wall and the compartment). There is one lever inside. The entire thing radiates magic. If the lever is pulled, the entire elevator compartment free-falls into a lake of lava 1000’ below, the lava floods into the compartment through the grate. The octopus faces, or the kids, will then, at their leisure, crank the thing back up. Anyone not completely resistant to fire is killed. The compartment itself is fire resistant (thus the detected magic) and will be unharmed by this.

25. Library

Surprise, surprise, this room is stuffed full of bookshelves that reach the 20’ high ceiling, with narrow little aisles between them. Most of the library is full of worthless books, but extended searching will uncover one valuable book every turn. Roll on the following chart to determine how much such books are worth:

<u>d35 + 1939</u>	<u>Condition</u>	<u>Value</u>
1974	Heavily Used	d% x d20gp
1975	Heavily Used	d20 x d20gp
1976	Heavily Used	d20 x d10gp
1977	Heavily Used	d10 x d10gp
1978	Heavily Used	d6 x d10gp
1979	Heavily Used	d4 x d10gp
	33% Untouched	d10gp
1980 – 1988	33% Heavy Marking	d8gp
	34% Vandalized	0
1989 – 1999	Pristine, read maybe once	d6sp
2000 – 2008	Pages ripped out; books smell vaguely of urine	0

Any particular book weighs d6 x d20 x 5 coins.

There is a 5% chance that any particular book is cursed. Possible curses:

- Character no longer receives experience points for treasure. (Note that no new methods of gaining experience or increases to existing methods will be had)
- Armor class inverts. Every point below AC 9 becomes AC 9 plus that number. Note this makes a character much easier to hit.
- Character's class randomly changes. Note that if the new class is not permitted to the character's race, the character can not use any of those class abilities, nor gain experience in that class, not switch back to the previous class.
- Character's armor grows many spikes and buckles and tattoos appear all over his skin. Subtract two from charisma, and movement is cut in half.
- Character may no longer make saving throws

The true treasure of the library is the tome "The Great Work of the Mad Mage – Common Language Translation" by Tatsur, Marshall of Hwicce and its King. It weighs 10 pounds and is worth 500gp. Characters have a 1% chance (cumulative) to find it for every turn they spend going through the stacks.

The north door (which opens out into the corridor) has a sign on it (on the library side) which says, "DO NOT OPEN. EVER! NEVER EVER!"

26. Lair of the Troll Lords

The two Troll Lords (10HD, otherwise as normal trolls) lurk here. In the center of their lair is a large, ruined castle. If asked, they will explain that they were entranced by the legend of the Mad Mage's castle, and were endeavoring to model it as best they could. Just as they were beginning to make real progress on it, the evil hag Liga and her forces demolished the castle and took their tools and now the Trolls are unable to work on it anymore.

This room is a rather spartan room, with a desk holding a lot of half-finished plans and a couple of cots. The Trolls are nearly penniless (but each wear crowns worth 50gp each), but they do possess a rather large, fancy catapult which they consider their pride and joy and are convinced its ability to throw any sized stone will one day lead them to fame and fortune.

The trolls will be pleasant if parleyed with, but constantly remarking about how their catapult makes any army better, and if disagreed with on this point (particularly with the idea that specialized catapults for specifically-sized stones might be better than a one size fits all approach), they will become vicious and attack.

27. Latrine

Here is a series of 13 deep 10' pits along the walls. It smells lovely, as you may well imagine. There are 2d6gp at the bottom of each pit, but these are not visible and someone must go down (each pit is just big enough to lower someone down head first; a gnome or halfling may be lowered and maneuver normally) to find them. The pit directly opposite the entrance door along the far wall has some visible gems in the muck (three worth 2d6 x 100gp each) but it is also the home of a Urine Weird. It's the same as one made of water, but deals a far more ignoble death.

28. Empty Room

This room has a button on the ceiling. The ceiling is 20' high. The button doesn't do anything.

29. Trapped Corridor

If any door into this corridor is opened, and then shut before another door is opened, then all three doors automatically lock and spikes jut out from the ceiling, and the ceiling begins to lower. In five rounds it will reach the floor, pulverizing anyone still in the room. If the ceiling is prevented from lowering, then the spikes will jut out (they are all long enough to reach the floor) doing four dice of damage to anyone in the room.

When the ceiling reaches the floor, or after the spikes extend, then the spikes will retract and the ceiling will return to its original position.

30. Carpenter's Workshop

This is a fully stocked, functional, and above-average carpenter's workshop and living area. It is the current residence of world-famous castle architect and mason Spike Pearls (who will be recognized by the PCs, and yes, he'd be happy to sign autographs, and the autographs can be sold for 20gp each).

He'll be glad to see the PCs when they arrive. "Isn't this amazing? People used to make houses and fortifications out of this... wood stuff. Why did they do that? I think I will have to experiment with this 'wood' myself, since it's my first love, but obviously I must use my superior and modern knowledge of stone, which contemporary lords and structure-dwellers so obviously prefer more, in order to transform the flaws of this 'wood' into something more stone-like. Look at this stuff. A saw could cut right through this! How flimsy! My god, is this made out of *trees*?"

He's just a normal man, definitely nobody to live in the house that the Mad Mage built, so he may be dispatched quite easily by the PCs. He has a gem worth 100gp per average level of the PC party.

31. Seamstress Lair

(you didn't think every single last little room was going to be described, did you? What kind of lazy referee are you, anyway? We have 50 rooms and 28 pages. Show some initiative.)

32. Gear Room

The mechanism to turn off the fan trap is here.

33. Fan Trap

When the door from the library is opened, the fan at the far end of the hall will begin to rotate, and within one round it will create such suction that large objects in the hall (such as characters) will be pulled 20' closer to the fan each round. Smaller items (like the books in the library) will be flung into the fan instantly (and anyone between the library and the fan will take a die of damage every round from being pummeled by books).

Characters may grab hold of a doorknob on a door they pass by, with a 5 in 6 chance if they use both hands to do so (dropping anything in their hands), or 2 in 6 chance with one hand. Only one character per door may automatically save themselves this way. If a character grabs onto another character already holding on, he may automatically do so with both hands, or 3 in 6 with one hand, but the original character must re-roll his chances or slip off.

Small items are diced as soon as they hit the fan. Living creatures take two dice of damage every round they are in contact with the spinning fan.

34. The Hall of Many Pains

It's a torture chamber. Be creative.

35. Exhibition Room

Trophies of the Mad Mage's past exploits have been gathered here. Some examples:

- An amulet that gives the wearer protection from good.
- A minotaur-sized chain mail coat
- Handmade wooden cup
- A large, cylindrical bronze key
- Quartz gem worth 1gp
- Black metal medallion with a spider on one side and an elf's face on the other
- Blue enamel prism brooch
- Giant broken eggshell pieces
- Giant rabbit's foot
- A tunic with a yellow fiery eye design
- Black scarab with indeterminate lettering carved on it
- Map of a volcanic jungle island with only the coasts detailed
- Native mask and ceremonial dress
- Sack of dried galda
- Pile of blue clay
- Horseshoe on a silver cord
- Hooked goad
- Cask of brandy covered in seaweed
- Giant-sized whip, pickaxe and chisel
- Giant-sized iron mace
- Hellhound hide
- Black metal box
- Small brown plastic card
- Laser pistol (no power left)
- Spent power disc

36. The Impenetrable Forest

The walls of this corridor don't seem to be walls... in fact, this corridor seems to be a lush, happy forest. The sun even seems to be shining overhead. The passageway seems to be a cozy little trail winding its way through the woods. But the PCs can't travel anywhere in the woods; they must stay on the path.

Every 30' feet along the long corridor, 2d6 giant killer bunnies will leap out to attack the adventurers. These encounters can not be avoided no matter what the PCs do. The bunnies have the same stats as giant rats.

At the end of the corridor (no matter which way the PCs start – no player choice is important in this location!) are two D'footians (Veterans with chain mail, short bows, and swords), who hoot and holler and consider watching the PCs battle the giant bunnies to be the best entertainment they've ever had, and will make constant statements about how honored the Mad Mage must be that people still walk down this path and fight giant bunnies in this day and age.

37. Trapped Door

When this door is opened, the ceiling opens up and a big acidic pudding drops on the north side. On the south side, a 20' deep 10' x 10' pit opens up, dropping whoever is there right into another acidic pudding of black color.

38. Granary

This room is filled with sacks and sacks of delicious crunchy poofed cheesy snacks. Any character trying one will heal one point of damage. After eating two bags, he will then want to take several sacks with him and eat nothing but these cheese things. His charisma will drop by five points, and he will gain weight to the point where his existing clothes and armor will no longer fit him.

This room is also filled with bottles of vaguely sweet-smelling yellowish liquid. Drinking one bottle of this liquid immediately heals one point of damage, but the aftertaste of urine is prevalent. If any character drinks more than three of these bottles, then it has the same effect as the cheese snacks.

39. Trapped Corridor

This corridor is freezing, with ice along every surface. Through the ice in the area between the doors can be seen a smattering of gems (d6 worth d6x100gp each), coins (d10 of each type), and even a wand (detects magic, 1 charge, command word unknown...)!

If an effort to melt the ice to get at the treasure, several things will happen. First, the 10' x 10' area in front of the door is actually a 10' deep pit holding a 10' x 10' x 10' cube of living gelatinous matter which gets automatic attacks on anyone standing on it when the melting begins. The treasure is within its body.

40. Kitchen

People cook stuff here. It's generally good.

41. Refrigerator

This storeroom is sealed shut and ice cold. There are two freezers in here (and not space for much else). Someone had stuck troll steaks into each freezer, and now each has regenerated to the maximum space of the freezers (which would have been large enough for one full-sized troll each).

Opening a freezer will result in a half dozen trollkins (2HD, 1 attack for one die damage, otherwise as normal troll) literally bursting out from the freezer, likely gaining surprise and free attacks in these cramped quarters.

42. Storeroom

A great many barrels of dried meats are stored here, as many as the PCs can possibly carry. All of these barrels are covered by yellow mold (harmless, not Yellow Mold!). However, this food contains no nutritional value whatsoever. If taken and used as rations, this stuff will count as if people have no food.

43. Dead End Trap

The final 5' of the corridor is a pressure plate, so anyone stepping on it (say, approaching the end of the corridor looking for secret doors) will trigger the trap, and a small sliding portal will open up in the ceiling and thousands of angry wasps will pour out and be in a stinging mood. All characters will take 1hp/damage per round, no save until the swarm is dealt with. Spell-casters will be unable to concentrate enough to cast a spell in any round they take damage from the wasps.

44. Empty Room

There is a man here arranging desks and cleaning off the blackboard at the back of the room. When the PCs come in, this empty room principal (normal man, no weapons or armor) asks them if they are the newly enrolled students.

45. Jeweler

No, I don't know what a jeweler would be doing here either. I rolled this dungeon up randomly. Fill it with strangulation necklaces if you must have something in every single room.

46. Alehouse

This is a functioning bar, where dozens of people (who mysteriously don't identify themselves as D'footians) gather to drink.

The keg at the bar has two animated steel faces on its front, each with a spigot in its mouth. Both will say in unison, "All are welcome to taste our delicious ale! But you must select the right spigot to get your drink from, else you drink deadly poison! You may ask us questions to determine which of us lies, and which one of us tells the truth about our ale!"

No matter the question asked, any query directed at the first head will cause it to scream, "That's not what the Mad Mage said!" and the questioner must make a dragon breath save or be sprayed with scalding hot ale for two dice damage.

No matter the question asked of the second head, it will scream, "You like drinking that new ale, when the only real ale was brewed more than twenty-five years ago!" and spray acid in the face of the questioner, who must make a dragon breath save or suffer three dice damage.

In the back of the keg, readily accessible behind the bar, away from the talking faces, is a normal spigot that produces, fine, delicious ale.

One of the patrons at the bar is trying desperately to drink as much as he can... and at some point he will pass out. Once he does, the mess hall changes completely. The walls will seem to disappear, and suddenly the inside of the mess hall will appear to be outside in the middle of a jungle. This patron has been scrying across the planes and has been viewing the Vietnam war. And the strange technology and the destruction it causes has scarred him. He has nightmares about it all the time... but not when he drinks. Unfortunately, when his brain can't receive the nightmares... they become real.

Every turn, roll on the following table to find out what happens:

<u>2d4</u>	<u>Encounter</u>
2	Air raid! Planes overhead drop bombs. Each character rolls two saves versus breath weapon. Fail both, take ten dice damage. Fail one, take five dice. Make both, no damage. The sleeping man automatically makes all these saves.
3	2d6 Viet Cong. Veterans with assault rifles.
4 – 5	Fierce jungle storm, fierce downpour soaks everything to the bone, and all packs thoroughly soaked through.
6	Jungle animal encounter
7	3d6 US Army soldiers with assault rifles and grenades. One has a rocket launcher. If things get bad, one can call in an air raid.
8	Special Forces: Lord with assault rifle, grenades, rocket launcher, with Master Thief abilities as well.

Guns work this way: Only cover and range and magical armor adjustments affect AC, otherwise all gunshots are rolled as if the target is unarmored. Automatic weapons may make up to ten shots in one round, but each shot after the first is at a -2 cumulative to hit.

Grenades are treated as five dice fireballs, with a maximum range of 50'. Save versus breath weapon for half damage.

Rocket launchers are treated as six dice fireballs, but with ridiculously increased range. Save versus breath weapon for half damage.

Remember that no one in this game world speaks any language that the Vietnamese or Americans would understand, and vice versa. Remember that both the Vietnamese and the Americans are scared to death and likely to be hostile to strange contacts they don't expect to find... like the PCs.

This is all a complex illusion caused by a curse on the drunk man, but there is little the PCs can do about it. They can neutralize the "poison" in his system and then wake him up. They can remove his curse. Or just wait 5d6 turns for him to wake himself up. He only has one hit point, so any attempt to be forceful with him will not end well. If he dies for any reason, then the illusion becomes permanent. But there is no greater world in this illusionary realm... just endless jungle, and random encounters with the Viet Cong. There will be no return to the world the PCs knew...

And by complex illusion, it means, "These events are so convincing that all damage taken is real." If a character dies during these events, he's dead. Damage taken doesn't heal when the guy wakes up. But... all items originating with the Viet Cong or the US Army indeed disappear. But if the PCs can get out of the room somehow with the stuff while the guy's still sleeping, perhaps they can have some fun...

47. Well

The center of this room features a 3' diameter hole in the ground. 40' down there is water, and the bottom is 60' down. At the bottom of the well is a small chest which is bolted to the floor. The chest is locked and trapped – opening without disarming the trap sets off an electric shock which does two dice damage to anything in the water. If opened, the chest has a golden locket (worth 200gp) and a green glowing stone. The stone is cursed, and anyone taking it will be unable to be rid of it... and it causes its carrier to weigh two tons, without changing the character's strength or anything about them other than weight. The water is also ever so slightly corrosive to cloth and leather (but not metal or flesh), so upon coming out of the water, all leather and cloth items on the character (such as clothing, packs, pouches, scabbards, armor straps, etc... ROPE!) will disintegrate.

48. Dead End Trap

At the end of the hall, against the wall, is a chest. The chest has a poison needle lock. Inside the chest is a heavy golden statue of a grinning devil idol (worth 5000gp). However, it is coated with a contact poison that paralyzes. Once the idol is lifted, then the flat, stone-looking, manta-like trapping creature which covers the 10' x 10' area at the end of the hall will envelop all that stands upon it. Lurking above the final two 10' x 10' portions of the hall are similar creatures which will then drop down upon any who attempt to help those that have been trapped.

49. Bedroom

This is a luxury bedroom with a four poster bed (with satin sheets!), nightstands, a wardrobe, dressing screen, and crystal chandelier. Two chests are in the room, one in each of the far corners.

The first chest is locked and has a poison needle trap. Inside the chest is a cockatrice which will be able to attack by surprise in the first round after the chest is opened.

The second chest is also locked and has a poison needle trap. Inside is a pile of 500gp, but the chest is also full of yellow mold, which will most certainly be quite disturbed by the chest being opened even a tiny crack.

Under the bed is a cute little puppy... which is actually an ancient red wyrm which has been polymorphed and chained here. Its breath weapon still works (at full original power!) and it will not react to disturbance very well at all...

The bed itself is a clever coffin for a vampire. He rests inside the mattress! Anyone getting on the bed must save versus spells or feel very, very sleepy... and anyone sleeping on the bed is automatically surprised, attacked, and hit by the vampire!

The chandelier is quite volatile... if it is touched in any way, the crystal will explode, doing four dice of damage to anyone in the room and in the open, save versus breath weapon for half damage. It is made from living crystal, so the destroyed chandelier will regenerate itself in 24 hours, while the shards will decompose to nothing within four hours of exploding.

The dressing screen has a design of a series of armed men on it, in various poses. On the opposite side of the screen (facing the southeast corner) is a magical transporter that looks like the picture of a beautiful naked woman, and anyone looking upon it is sucked into the dressing screen and then appears on the design, utterly trapped and unable to take any action. Curse removal or magic or evil dispelling will work to break the spell... but... upon a random victim. There are 53 people in the design before the PCs arrive, and an equal chance that each will be freed when the curse/magic/evil is gotten rid of. Roll randomly to determine each freed victim's race and class and level (d8). Those in the screen for more than a year (all 53 already in) will be utterly insane and will attack whoever they see once freed.

The wardrobe has a set of magical clothes that will appear as any sort of style or fashion that the wearer wishes. Also there are a set of bright pink bunny slippers with a blinking nose which allows the wearer to move absolutely 100% silently, but renders them completely unable to hide in shadowy areas!

The first nightstand has a ruby ring worth 2000gp. The second nightstand has a ruby ring that is very hungry, and will eat any finger it is placed upon, and if it is placed with other treasure, it will eat that treasure at a rate of 1 gem per turn, 1 piece of jewelry per turn, or 100 coins per turn (in that order, most valuable coins first).

50. Herbalist

Here is the living space, and shop, of an herbalist. She sells things like pepper, salt, oregano, wolfsbane... you know, the normal stuff. But... she always seems to be high. Like, far out there, man. She starts telling anyone that comes into her shop that she came from the 25th century, and that she runs this dungeon now. If anyone asks about the D'footians, she will proclaim that she doesn't like her new subjects, and is only here because she's sure to get rich selling them her magnificent herbs. Which ruin the taste of anything they're put on. Scag.

51. Door Intersection Trap

Both doors are actually living shapeshifting creatures which mimic the form of a door, and both of these will attack once either door is touched.

52. Game Room

This room is the ultimate tribute to the Mad Mage: A collection of bizarre, challenging, and perhaps deadly games of amusement. There will always be 2d6 D'footians here having fun and goofing off, with two Wizards overseeing the games and making sure nobody is a poor sport or disrupts others' fun.

A few sample games set up in the room:

There is a *bowling lane* in the southeast corner. It is an extremely modern set-up with a ball return and automated pin-replacing mechanism. Just play!

If a competitive game is begun (and there will always be a D'footian suggesting characters challenge each other so bets can be made!)... A set of bowling pins is considered AC 9, and a character knocks down one pin for every point a to-hit roll succeeds by (the pins are considered a ranged target at medium range). For the follow-up throw, the AC is one more difficult for every pin knocked down in the previous throw. There are, of course, ten pins total that may be knocked down in any frame (two throws), after the pins reset after every frame.

A character takes one point of damage for every pin still standing after two throws. After starting a game, a character must play ten full frames, or else take 10 points of damage for every unplayed frame.

There is a table with a *chess board* in the middle of the room, and D'footians always look upon chess games with great interest. Characters may decide to challenge a D'footian, or play a game amongst themselves, and a player is allowed to have as many "official advisors" as he likes on his side. Once a game begins, both players (and their "advisors") are transported onto the board and become pieces on the board. The player becomes the king automatically, and the rest have to decide for themselves what pieces they will be – and if there is any argument, the referee may declare that they both become pawns.

Once that is decided, play the game. Referee versus player, player versus player; whoever is on opposite sides, play a real game of chess.

If a specific character's piece is eliminated from the game, then that character is gone forever. Dead. Wiped out. Does not return to the normal world. Better move one of those pawns to the end of the board and bring him back...

In the southwest corner of the room is a *billiard table*. Standard 8-ball is played here. A hit means a character pockets a ball. A hit succeeding by more than 5 pockets two balls. A miss means it is the next character's turn. A miss by more than 5 means a scratch, and the character takes one die of damage. A miss by more than 10, or a natural 1, means the character has accidentally sunk the other player's ball and he is drained one level. Play continues until one player has sunk his 7 balls, plus the 8-ball. The original target is AC 9, and gets more difficult by one for each ball sunk.

If a character wins any of the above games, he is given an official pass to enter the chapel. The Wizards will not prevent anyone without a pass from entering the chapel, mind you...

In the northwest corner, there is a statue of a naked man bending way over so his butt is sticking out. Along the base of the statue is the inscription, "Test of Faith! Reach in without fear and receive your reward!" If a character reaches in to the statue's butt without fear, they will pull out a small diamond worth d6 x 100gp. Each character may receive one such gem. If any character acts cautious or suspicious, especially trying to examine the hole, then a noxious gas will shoot from the hole, killing all within a 20' radius unless a save versus poison is made.

53. Dead End Trap

The end of this passage has two levers sticking out of the wall that look a lot like mummified arms. Anyone attempting to pull the first lever will be hit with a one level energy drain. The second lever will do the same thing. In fact, sealed in the wall is a wight, unaware and unable to move any part of its body. But its negative energy is still effective...

54. Side Room

Opposite the door to the throne room is a giant carved crocodile head, mouth wide open, with a large diamond mounted deep within. A carving on the gem's fixture (which can only be read if someone sticks a light source inside the mouth) says, "Kiss me."

The first person to kiss the gem gains one point in a random ability score (the player should roll to determine which score, and the referee should roll as if making some random determination). The second person to kiss the gem will lose one point from a random ability score (again, rolls should be made). The third person to kiss the gem will lose one point from every ability score (again, the referee should roll as if it were a random effect). The fourth and subsequent persons to kiss the gem will be reduced to 3 in all ability scores.

If the gem is removed from its fixture (and it is solidly in place; the stone would have to be broken to move it), the mouth snaps shut, shattering the (fake) gem and doing four dice of damage to anyone leaning into the mouth.

55. Throne Room

The room is featureless except for the raised throne against the south wall and tapestries along the walls (4 of them, worth 500gp each) that showcase the Mad Mage's accomplishments.

This is Liga's domain, and she and her retinue establish control over all of the Mad Mage's former stomping grounds with an iron, uncompromising fist. The problem is, she has been feeble-minded and thus can't make decisions very well. As evidence of this, the model of the castle the Troll Lords were building lies smashed and unrecoverable on the floor before the throne.

Liga: Normal Human, no armor or weapons. She carries 15 gems (worth d20 x 100gp each) and d6x500gp in a bag of magical holding, and has a permanent normal missile protection spell upon her.

Liga's Regular Guard: 25 Veterans with chain and shield and sword and short bow.

Liga's Elite Guard: 5 ogres.

Every round, Liga will give a different order. Roll d6 on the first column and d4 on the second column, every round, to see what Liga will order her troops to do:

1	Kill	The intruders!
2	Capture	Me!
3	Rob	Yourselves!
4	Pay (d%gp)	Everyone!
5	Protect	
6	Immolate	

If cured of her condition, Liga will become a fast ally of the party.

56. Armory

This room is absolutely stuffed with arms and armor of all types. Hundreds of maces, axes, etc (no swords, they're intelligent enough to not be in this dungeon!), and dozens of suits of plate mail and shields and chain and... and... stuff! And it will *all* detect as magical! In tests it will all show up as +1 gear (10% chance that an item is + d4+1), but when used in actual combat, it will reveal itself to be cursed. Weapons will be minuses instead of pluses, and armor has a 75% chance to be a minus rather than a plus, and a 25% chance to simply make a character AC 9.

57. Chapel

This is a vaulted chamber that is well-lit by many torches along the walls. A rich chapel of obvious devotion has been set up here, tended to by a reverent bishop.

Against the wall opposite the door is a large stone statue of the Mad Mage himself, arms out, one holding a staff and the other a crystal ball (which is the only part of the statue not made of stone). Before the statue is a rather large altar, raised over the floor on a stone block.

The bishop will explain that the spirit of the Mad Mage inhabits this place, and by sacrificing an item of power to the Mage, they have the chance to win their heart's greatest desire.

If an offering is placed on the altar (any magic item, even a potion, will do), the statue will come alive, and the Mad Mage will proclaim, "Answer my three questions correctly and you shall receive a great wish! Answer them incorrectly, and be doomed!" It will then demand that one person step forward to receive the first question.

"Exactly how long have you spent here in this dungeon so far?"

If the player can not answer, within 3 turns' accuracy, then the statue will thunder, "YOU CAN NOT HAVE A MEANINGFUL EXPEDITION WITHOUT BEING STRICTLY AWARE OF THE PASSAGE OF TIME!" A blue bolt will come from above and vaporize the character. The statue will call another to step forward.

"Did the Game Room wizards give you leave to enter this chamber?"

If the answer is no, then, "ONLY OFFICIAL PERMISSION AND AUTHORIZATION FROM THE GAME ROOM WIZARDS ARE ACCEPTED HERE!" The character will then be attacked by a mummy in ethereal form (who will automatically have surprise the first round). When that is settled, if the character is no longer able to answer questions, the statue will then call another to step forward.

"Does a medusa have legs?"

If the answer is yes, then, "YOU ARE MISTAKING THIS REALITY FOR A MORE DETAILED, PERHAPS MORE ADVANCED ONE. THIS REALITY IS COMPLETELY DIFFERENT!" The character is turned to stone, and then rocks fall from the ceiling, breaking the statue into hundreds of pieces.

If all questions are answered, then the character answering the final question will indeed receive a wish.

58. Crypt of Karereca the Semi-Liche

The secret door leading to this crypt is behind a stained glass window in the Chapel, and that glass must be destroyed (or removed, or whatever) before the secret door may even be searched for. Once the first secret door is found and opened, the second "secret" door is plainly visible, but the way to open it is not.

This second, solid stone door has no handles, and no features beyond the narrow crack between it and the wall... aside from two left-hand prints in the middle of the door. The "correct" way to pass through the door is to have one person place their left hand in one of the prints, then place his hand in the other one (doesn't matter which one first). The door will then open. If anyone puts a right hand in one of the prints, they are zapped for one die of damage. If two people try to place their left hands in the prints simultaneously, they each take two dice of damage. Magical means employed to open the door will work, but the employer will suffer one die of damage from magical backlash. Physical attempts to pry or open the door will not work.

Inside the second door is the treasure vault, and crypt, of Karereca the Semi-Lich. Scattered around are 25,000 copper coins that have been painted to look like gold pieces, fifteen glass gems that appear to be incredibly valuable, one gem (indistinguishable from the others) that is actually worth d12 x 500gp, and several items which have no special abilities but detect as magical: two swords, a battle axe, a shield, a suit of chain mail, six vials of strange liquids of various colors and consistencies, and a staff. There is also a scroll case with a cursed scroll inside that will turn anyone who so much as sets eyes on its writing into an

ardent pacifist who will absolutely refuse to carry weapons, wear armor, or engage in any activity that will result in the harm or confinement of another living being.

And there's also...

The Semi-Liche: In aeons past, a unholy wizard of vicious evil took the necessary steps to pass into lichedom. Over the centuries, the tomb of unimaginative terror that he had created was invaded and looted, and eventually resettled, and invaded and cleared out again. The cult of D'footia eventually found the entrance to this crypt, but they know the legend of Karereca well, and have never attempted to enter.

Karereca decayed and fell to dust, with only his skull remaining intact. If anything in the crypt is touched, this dust animates and takes on the shape of a man. Woe to those that ignore this, as this form is effectively a wraith and has all of the offensive capabilities of those creatures, and is only harmed by magic spells and magic weapons.

If anyone is so foolhardy as to touch the skull of the Semi-Liche (for there are glittering gems where the eyes and teeth would be), or touch the treasure after the wraith is awakened, they are in for their own special little hell. If touched, the skull will rise and Disintegrate one character per round within its field of vision. The body and all equipment of that character will be vaporized, but within one of the gems in the skull (the two eyes and six teeth) an image of that character will appear. Only the first eight Disintegrated characters (one for each gem) will be "imprinted" in this manner; the rest are simply gone.

The skull of the Semi-Liche is only harmed by completely non-magical weapons. Any magic spell, or blow with a magical weapon, has absolutely no effect on it. Any gems used as missile weapons against it lodge in the skull and become another possible receptacle for another Disintegrated character. It is not affected by any secondary effects of spells, it is not fooled by invisibility or illusions, etc. It can not be turned. It is AC 2 and has 49hp (treat as a 10HD monster for any purposes where it would be important).

After the skull is defeated, the gems may be freely taken from the remains, and they are worth 3d6 x 250gp each. Gems with a "soul" inside will not be able to be sold to anyone but a Chaotic Magic-User, who will buy one for d6 x 1000gp.

If a gem is broken to release or recover the spirit of a dead comrade, characters are in for a nasty surprise: The Disintegrated characters are gone, and this "life force" trapped in the teeth has been corrupted by the influence of the Semi-Liche. In fact, the released spirit grows to human (or dwarf, or whatever) size and attacks as it is now a hostile spectre!

PCs shouldn't play with dead things.

59. Teleport Room Destination

This room is identical to the teleportation room at #9. Beyond the door is... whatever you can imagine!

Or, if you're feeling ripped off right about now, the teleport room deposits them immediately outside the dungeon. Happy now? Or, how about right into outer space where they pop and die? Or into solid rock? Or just... nowhere. The teleportation room was actually a disintegration chamber. Or... the PCs all wake up in their beds... "It was all a dream!" But... they died in their sleep. Have them hand their character sheets over for processing. No...?

