

The Hole in the Oak



OLD-SCHOOL
COMPATIBLE VERSION

The Hole in the Oak

An expedition into the Mythic Underworld

Pre-release v0.2

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**NECROTIC
GNOME**

1 square = 5'

Locked doors

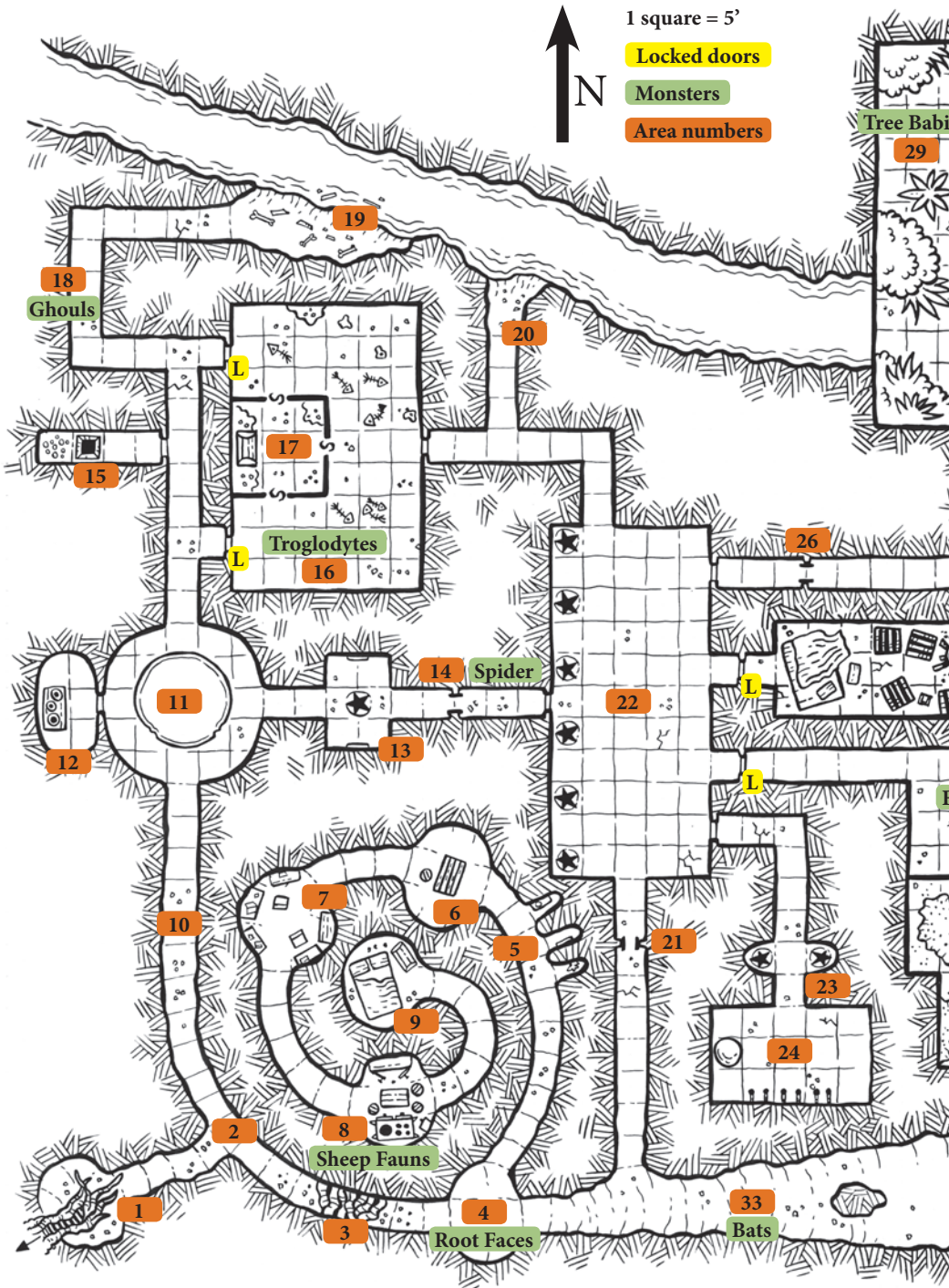
Monsters

Area numbers

N

Tree Babi

29



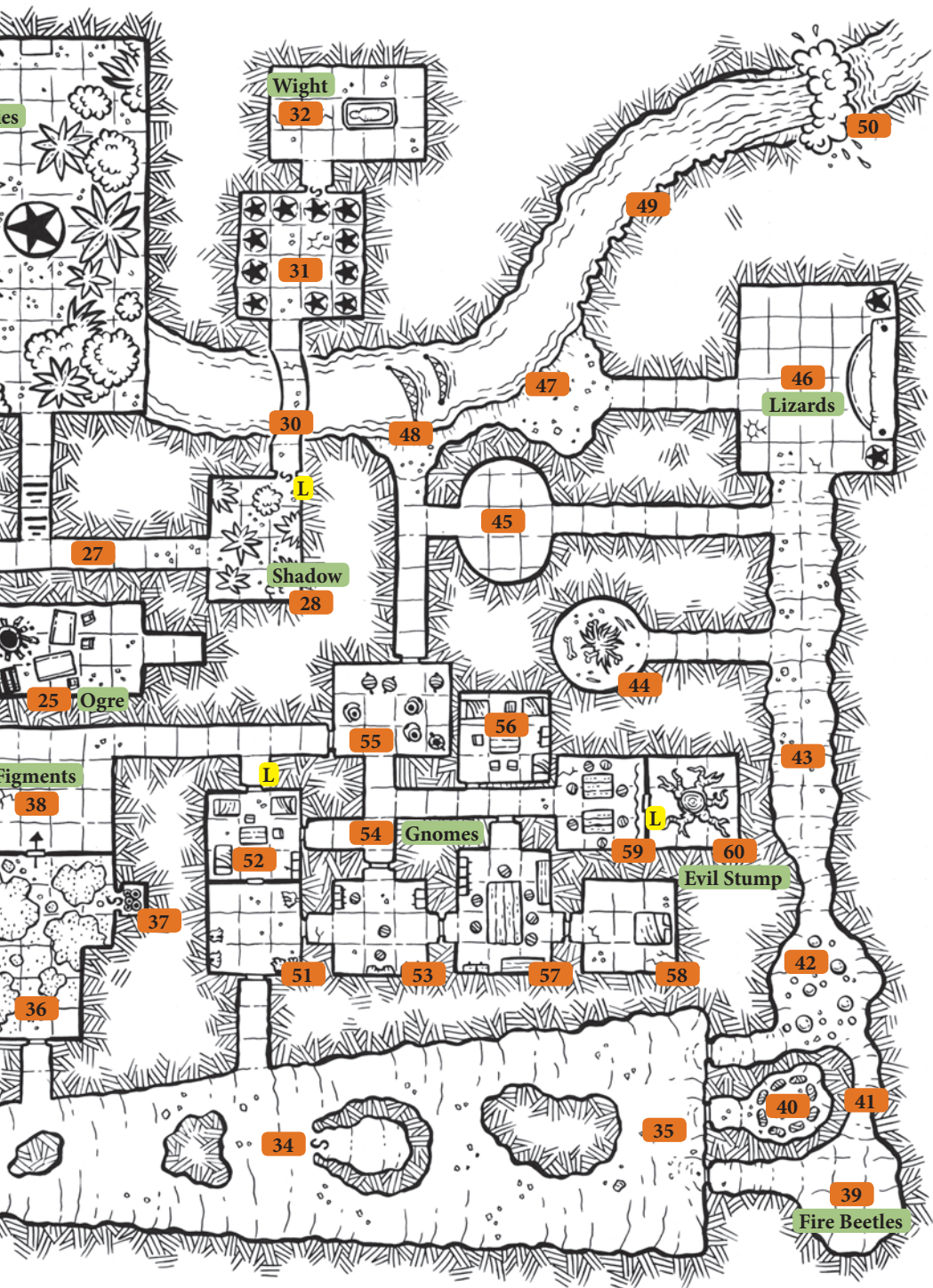


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Introduction

The Hole in the Oak presents a low level adventure location in the classic vein—a small section of the Mythic Underworld, where the logic of the surface world recedes and magic and monsters abound.

Old-School Rules

The adventure is designed for use with **Old-School Essentials**, the classic Basic/Expert rules, or similar old-school games.

Character Levels 1–2

This adventure is suitable for PCs of 1st to 2nd level. Note that, as an adventure in the old-school style, not all encounters are intended to be balanced to the PCs' capabilities. Judicious use of stealth, parley, and trickery are to be encouraged, in place of blindly rushing into combat.

59mm wide, 89mm high

The Mythic Underworld

The Mythic Underworld is a generic term for those subterranean realms, beyond the comforts of everyday life, where danger and adventure are to be found. The Mythic Underworld is not a place that “makes sense”. It is a realm of perplexing mystery and dream logic, where player characters can fight weird monsters, uncover lost treasures, and die in horrid (and hopefully entertaining!) ways.

Campaign Setting

This dungeon may be placed in any enchanted stretch of wild forest. This region is referred to in the text as the Magical Forest.

Required Books

If using **Old-School Essentials**, the referee will need the following books:

- **Core Rules.**
- **Classic Fantasy: Cleric and Magic-User Spells:** Some monsters and magic items found in the dungeon refer to spells in the cleric and magic-user spell lists.

Monsters and treasures found in this adventure are described in full—no reference to other books is required.

Adventure Overview

History

This portion of the Mythic Underworld has seen many inhabitants, including a number of mortals who have claimed ownership of it at one time or another. The dungeon currently has no overall owner, having fallen into obscurity these last centuries.

Bozurah the Imperishable

A vainglorious wizard of no historical import who once laid claim to the dungeon. Remnants of Bozurah's magic can be found in several locations.

The Reptile Cultists

The dungeon houses an abandoned lizard altar, which was once the upper shrine to a much larger temple complex. A cult of lizard men, giant reptiles, and human cultists once frequented this place.

The White League

A league of hunters and rangers, protectors of the Magical Forest and historical foes of the reptile cults that plagued the lands. Hints at the ancient battle between the White League and the reptile cults can be found in a few places in the dungeon.

The insignia of the White League is a stag's head with ivy woven into the antlers.

Factions in the Dungeon

The dungeon is currently home to a number of intelligent creatures and factions:

- ▶ **Heretic gnomes (areas 51–60):** A small group of forest gnomes who were cast out from their community for their dabbling in evil magic.
- ▶ **The mutagenic ogre (area 25):** A hideous, disease-ridden monster who keeps enslaved mutants as pets.
- ▶ **Sheep-headed fauns (areas 5–9):** Quaint but wicked, these fauns cook tea and crumpets but secretly consume human flesh.
- ▶ **Troglodytes (areas 16–17):** A gang of three slimy troglodytes ply the river for fish but are not averse to warm-blooded prey.
- ▶ **River ghouls (areas 18–19):** Tricksy revenant corpses who will do anything for a bite of fresh flesh.

Relationships

- ▶ **Heretic gnomes:** Pestered by the lizards in area 46. Scared of the ogre. On neutral terms with the fauns. Know about the troglodytes and ghouls but have no contact with them.
- ▶ **The mutagenic ogre:** Wishes to eat gnomes. Hates other factions.
- ▶ **Sheep-headed fauns:** Wary of the ogre and troglodytes. Do not know about the ghouls. Seek an alliance with the gnomes.
- ▶ **Troglodytes:** Avoid contact with all other factions.
- ▶ **River ghouls:** Wish to eat all other factions.

Unanswered Mysteries

As this dungeon is part of the Mythic Underworld, not everything PCs may encounter is explained. Some things hint at deeper mysteries, while others are just weird. Should curious players wish to dig deeper into any of these unexplained facets of the dungeon, the referee should be ready to expand and elaborate, adding their own ideas to flesh out the mystery.

Some examples of specific mysteries:

- **Chess pieces:** Several large wooden chess pieces can be found. Do these serve some purpose?
- **Mysterious jars:** Jars with mysterious contents may be discovered. Who put these things there and to what end?
- **Nolly:** A note claims that Nolly is the owner of the dungeon. Who is Nolly?
- **Black skeletons:** Inert guardian skeletons stand watch in several areas. Who placed these guardians and why?
- **Lost gloves and boots:** Matching gloves and boots may be found, abandoned. Do these serve some purpose?

The Underground River

A cold river runs from west to east through the dungeon, accessible from bays in areas 19, 20, 47, and 48 and a bridge in area 30.

- **Swimming in the river:** The river is cold and fast-moving, making it dangerous to swim in. Characters have a 1-in-20 chance of drowning per round (1-in-6 if wearing heavy armour). Swimming upstream requires a successful STR check each round.
- **Boating:** Boats are carried eastwards at 30' per round. Rowing upstream requires a successful STR check each round.

Rumours

The referee may provide players with one or more of the following rumours about the dungeon, before they venture within.

Those which are false are marked with (F). Those which are partially true are marked with (P).

d10 Rumour

- | | |
|----|--|
| 1 | (P) A great wizard once dwelt in the caverns beneath the oak. Beware his deadly bronze golem! |
| 2 | (F) The gnomes who live down there worship an idol of solid emerald. |
| 3 | An underground river flows through those caverns. Rotting corpses of the drowned stalk the banks in search of flesh. |
| 4 | (P) A holy chalice with the power to reverse death is guarded by a silent evil. |
| 5 | A great warrior of the White League was entombed in those caverns. |
| 6 | (F) All the statues in the dungeon turn to solid gold once a day! |
| 7 | (F) A water dragon lairs in a great submerged cavern. |
| 8 | (P) A mutant ogre guards a complex of slave pens and wizard experiments. |
| 9 | Giant lizards guard an ancient shrine with long-lost treasures. |
| 10 | The most delectable night-tomatoes grow down there. |

Random Happenings

1-in-6 Chance per Turn

If this chance comes up, roll 1d20 and consult the following table to see what happens. Encounters with monsters occur at a distance of $2d6 \times 10$ feet.

The Hunter

If the hunter in area 13 has been awoken, results of 1 or 2 on the 1d6 random event roll indicate that he attacks the party.

d20 Event

- | d20 | Event |
|-----|---|
| 1 | A root burrows out of the floor, wall, or ceiling. It points in a random direction with a finger-like appendage. A distant chuckling is heard. |
| 2 | The phantasmal form of a white-whiskered, purple-robed wizard appears. He gestures sternly and proclaims "Bozurah the Imperishable forbids all intrusion beyond this point". The illusion then disappears. If PCs pass the "forbidden" point, they must save versus spells or grow a long, white moustache. |
| 3 | A sudden, swirling gust of wind extinguishes torches and candles. Lanterns have a 3-in-6 chance of remaining alight. |
| 4 | A hideous, gurgling laugh echoes through the dungeon. |
| 5 | A small, purple lizard scurries along the wall, burping "Kezek". |
| 6 | A random character spots a 1' tall silver gnome pop its head round a corner and wave. Other characters do not see this. |
| 7 | Worms writhing on the ground, uncannily formed into crude letters: "BURN THE STUMP". They quickly wriggle away. |
| 8 | A procession of frogs, hopping towards the river. |
| 9 | A swirling, purple vortex manifests in the air in front of the party. Anything (or anyone) that enters the vortex is teleported. The destination of the teleport is a randomly selected area of the dungeon. The vortex disappears after 1 turn. |
| 10 | A root burrows out of the floor, wall, or ceiling. It points towards the nearest danger with a finger-like appendage. A distant chuckling is heard. |



d20 Event

- 11 1d3 **sodden ghouls** (from area 18) crawling, sniffing the ground for fresh blood.
- 12 The **mutagenic ogre** (from area 25) on the look-out for solitary gnomes, quietly singing a song (in Common) about cracking bones.
- 13 1 spindly **giant crab spider** (see area 14 for stats) hiding in a corner, camouflaged and poised to drop on passers-by.
- 14 1d3+1 **giant fire beetles** (see area 39 for stats) engaged in a mating dance, their light-glands pulsating joyously.
- 15 1d4 **heretic gnomes** (from areas 51–60), carrying empty sacks and satchels, on their way to the surface to forage for mushrooms and roots.
- 16 1d4 elixir-addled **lizard men** daubed with blue paint, sneaking to the sacred caverns beyond the waterfall (area 50). **AC** 5 [14], **HD** 2+1 (10hp), **Att** 1 × spear (1d6+1), **THAC0** 17 [+2], **MV** 60' (20') / 120' (40') in water, **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25.
- 17 A blue-robed **magic-user named Hazrad the Unholy** skulking around in the dark (he has an amulet of infravision), muttering about being late. He seeks the jars in area 37. **AC** 8 [11], **HD** 4* (10hp), **Att** 1 × dagger (1d4) or 1 × spell, **THAC0** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (MU4), **ML** 7, **AL** Neutral, **XP** 125. **Spells** *magic missile, sleep, invisibility, phantasmal force*.
- 18 The **sheep-headed faun Ramius** (from area 8) surreptitiously bringing gore-soaked rags to wash at the river.
- 19 1d3+1 snivelling, pink **troglydtes** (see area 16 for stats), dragging a leather bag full of blood, looking for one of their kind named Old Gregg. They claim he murdered the “boss trog” and intend to return the favour.
- 20 1d4+1 **heretic gnomes** (from areas 51–60), carrying an unconscious gnome with a sack over her head to be sacrificed to the evil stump (area 60).

Area Descriptions

Dungeon Entrance

Airy forest glade (wide and clear).

Dream-like atmosphere (time seems to dawdle). **Ancient, gnarled oak tree** (in the centre of the glade).

Hole in the Oak

Among the roots (3' across).

► **Looking into the hole:** A shaft leads down 20' to a sandy floor. Roots form a natural ladder down the sides.

► **Climbing down unaided:** Characters without climbing skill have a 1-in-10 chance of falling (1-in-6 if wearing heavy armour). Characters with climbing skill have no chance of falling.

1. Bottom of the Shaft

Sandy floor (jumbled hoof-prints and bootprints). **Earth walls** (riddled with roots of all sizes).

► **Examining the roots:** One large root near the floor has writing carved into it: "NOLLY'S KINGDOM".

2. Junction

Sandy floor (jumbled hoof-prints and bootprints). **Mossy root walls** (crawling with worms). **Low tunnel** (ceiling 6' high). **Old leather glove** (laid over a root; left hand).

► **North:** Distant rushing sound, like wind or water.

► **East:** Faint green glow, warmth.

3. Grabbing Roots

Sandy floor (jumbled hoof-prints and bootprints). **Mossy root walls and roof** (crawling with worms). **Low tunnel** (ceiling 6' high).

► **East:** Faint green glow, warmth.

Blocked with Roots

► **Slashing through:** The roots can easily be cut through, but doing so triggers an ominous rumbling, shaking the tunnel.

► **Pushing through:** Roots animate and grab at PCs. A DEX check is required, with failure indicating that a root has grabbed and stolen a random item from the PC. Stolen items are pulled deep into the earth of the walls.

► **Recovering stolen items:** PCs have one chance before the item disappears: make a melee attack against AC 7 [12]. This triggers an ominous rumbling, shaking the tunnel.



4. Faces of the Deep

Sandy floor (jumbled hoof-prints and bootprints). **Arched roof** (8' high). **Steamy atmosphere** (warm and humid).

► **East:** Cool breeze, ammonia stench.

Faces of the Deep

Root faces (covering the walls and ceiling). **All shapes and sizes** (old codgers, young pipsqueaks, dashing youths).

Glowing green moss (covering the faces).

► **Reaction:** Address PCs in unison, speaking Common in grumbling, rumbling tones. The faces offer information about the dungeon in return for payment.

► **Payment:** Valuables placed among the roots will be swiftly drawn back into the earth of the wall.

► **Information:** For each 5gp given, the faces will provide a hint about the dungeon. Roll 1d10 and consult the table to the right.

► **If attacked:** The root faces dissipate, leaving only normal roots and moss.

d10 Information

- | | |
|----|--|
| 1 | The sheep-head's treasure is guarded in a room of horrors. |
| 2 | A silver sword lies hidden in a pillar of stone. |
| 3 | Reptile worshippers dwelt here long ago. They entombed a great enemy, guarded by his queens. |
| 4 | Do not meddle with the hunter. His presence still haunts these caverns. |
| 5 | The horned ogre owns a treasure whose value he doesn't understand. |
| 6 | The gnomes are guardians of a secret god with great power. |
| 7 | Fruits of the underworld are often magical, but can twist the mind of the weak-willed. |
| 8 | Forgotten treasures lie buried by the river. |
| 9 | Beware the treachery of the gnomes! |
| 10 | If you find the black jungle, make sure you bring a shovel. |





5. Cloak Nooks

Muddy floor (hoof-prints). **Root walls and roof** (riddled with centipedes). **Low tunnel** (ceiling 6' high). **Glowing green moss** (covering the roots).

- **Nook 1:** Cozy cloaks and coats hanging from roots. In the pocket of one is the key to the locked door in area 28.
- **Nook 2:** A portrait of a gnome-like creature, hanging among the roots.
- **Nook 3:** A hat stand with 12 felt hats (red and purple).

6. Waiting Room

Cobblestones (round and smooth). **Root walls and roof** (clean; hand-worn patches). **Arched roof** (8' high).

Wooden Table and Stool

Nice quality (clean and well maintained). **Dainty bell** (upon the table; polished tin). **Brass plaque** (upon the table; "Please Ring").

- **Ring the bell:** Summons Ramius from area 8.

7. Nonsense Study

Cobblestones (round and smooth). **Root walls and roof** (clean; hand-worn patches). **Arched roof** (8' high).

- **South:** Smell of tea and crumpets. Warm light. Quiet bleating (words?).

Bookshelves

Formed of roots (integrated into the walls). **Jumbled books** (of all shapes and sizes).

- **Reading the books:** All are full of childish nonsense rhymes, in Common.

2 Upholstered Chairs

- **Touching the chairs:** Causes them to animate and attack, plus a torrent of books to fly out from the shelves (all in the room must save versus breath or suffer 1d2 damage).

Upholstered Chairs

AC 7 [12], **HD** 1 (hp 5, 6), **Att** 2 × clawed arms (1d3), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10

8. Fauns' Kitchen

Cobblestones (round and smooth).
Glazed brick walls (iridescent black).
Earth roof (8' high, dangling roots).
Lantern light (hung from a root).

3 Sheep-Headed Fauns

Human-sized (5' tall). **Fluffy wool** (poking out from their clothing). **Twinkling eyes** (jet black). **Bleating speech** (Common tongue).

- ▶ **Ramius:** The master. Chunky spiraling horns. Dressed in well-mannered tweed jacket and short trousers. Refers to the females as his "flock".
- ▶ **Ewely:** Docile female. Nub horns. Polka-dot dress. Bow on top of head.
- ▶ **Shorny:** Suspicious female. Nub horns. Black lace dress.
- ▶ **Reaction:** Act welcoming and twee, offering PCs a refreshing cup of tea and a crumpet. The tea is drugged.
- ▶ **Drugged tea:** Save versus spells or fall asleep for 2d6 turns.
- ▶ **Sleeping victims:** Will be stripped, bound up in area 9, and devoured in 1d4 days.

Sheep-Headed Fauns

AC 6 [13], HD 2 (hp 8, 12, 13), Att 1 × butt (1d6), 1 × knife (1d4), THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Chaotic, XP 20

- ▶ **If in trouble:** Ramius will call to the skulls in area 9 to come to his defence. In desperate straits, he will go for the potion of invisibility (see **Wooden Cupboards**).
- ▶ **Items:** Ramius has the key to the chest in area 9.

Cast Iron Range

Simmering kettle (herbal tea). **Grilling crumpets** (butter at the ready). **Pots and pans** (stacked and hanging from hooks).

Wooden Cupboards

Quaint rustic design (different sizes).
Hand-painted (dainty flowers).

- ▶ **Inside the cupboards:** Herbs (including a jar of sleeping herbs—10 doses of sleep tea). Forest foods (mushrooms, berries). Animal horns.
- ▶ **Hidden compartment:** Requires searching. Contains books of man-flesh recipes and a potion of invisibility.

9. Skeleton Closet

Cobblestones (round and smooth). **Cosy bed** (large enough for three). **Humanoid skulls and bones** (decorating the earth walls). **Earth roof** (8' high, dangling roots). **Wooden chest** (locked).

- ▶ **Inside the chest:** Fresh human meat, neatly butchered. Ropes. Sack of 487gp, 192sp, 202cp. Silver and sapphire ring (400gp). A sheepskin-clad grimoire of arcane spells: *charm person*, *detect evil*, *phantasmal force*. Can be cast like a scroll.

4 Enchanted Sheep Skulls

Rune-carved (magical script of binding).
Wicked horns (stout spirals with barbs).

- ▶ **Reaction:** Sit inert, unless commanded by Ramius (area 8).

Enchanted Sheep Skulls

AC 8 [11], HD 1 (hp 2, 4, 4, 6), Att 1 × butt (1d6), THAC0 19 [0], MV 120' (40') flying, SV D12 W13 P14 B15 S16 (1), ML 12, AL Neutral, XP 10

10. Triggered Illusion

Sandy floor (no obvious prints). **Sandy walls** (dangling roots). **Low tunnel** (ceiling 6' high).

► **North:** Distant rushing sound, like wind or water.

► **Walking down this tunnel:** The phantasmal form of a white-whiskered, purple-robed wizard appears in the entrance to area 11. He gestures benevolently and utters the following broken phrase: "Welcome to the realm of ... the Imperishable. Please await ... in the provided ... For your own safety, do not ...". The illusion then disappears.

11. Teleport Circle

Cobblestones (round and smooth).

Brick walls and roof (crumbling; patches of roots pushing through). **Arched roof** (10' high).

► **North:** Distant rushing sound, like wind or water.

Door to the West

Tree motifs (carved wood).

Patterned Rug

Deep crimson (blood red?). **Fine wool** (though somewhat ragged). **Geometric patterns** (in gold and green).

► **Underneath the rug:** A magical circle of runes carved into the cobblestones.

► **Stepping on the rug (or into the circle):** Anyone who steps into the circle is teleported to area 35.

► **By accident:** Unless players say they are avoiding walking across the rug, there is a 2-in-6 chance of a random character stepping into the circle.

12. Tiny People

Stone blocks (walls, ceiling 10', and floor). **Ornamental table** (wooden, 2' high). **Dozens of glass jars** (upon the table). **Green bottle** (upon the table; corked).

► **In the jars:** Inside each jar is a tiny dead person (1" tall).

► **In the bottle:** Half full of old wine (now potent vinegar), with two scrolls hidden, rolled up, inside the neck: 1. The arcane spell *reduce* (reversed version of *enlarge*). 2. A page from a tale about a journey to a world of micro-people.



13. The Hunter

Stone blocks (walls, ceiling 10', and floor). **Statue of hunter and 2 hounds** (bow in hand, sword at belt). **Hung mirrors** (on north and south walls).

► **Looking into a mirror:** Instead of their own face, the PC sees the hunter's face with an insane look in his eyes. The sounds of barking and a hunting horn echo from somewhere distant. The hunter is awoken!

► **Once the hunter is awoken:** From now on, if the d6 roll for a random happening comes up 1 or 2 (see *Random Happenings*, p8), the party is attacked by the demented shade of the hunter and his hounds.

Spectral Hunter

AC 6 [13], HD 2* (hp 10), Att 1 × sword (1d8+1) or 1 × arrow (1d6), THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 10, AL Neutral, XP 25

► **Incorporeal undead:** Only harmed by magic or silver. Unaffected by charms and mind control.

► **Items:** A pouch of 300 ancient silver coins (worth up to 150gp to a collector). A hunting horn engraved with a stag's head with ivy woven into the antlers (50gp). If sounded by a Lawful character, the horn summons a loyal hunting hound for one hour (usable once per week).

2 Spectral Hounds

AC 7 [12], HD 1* (hp 5, 7), Att 1 × bite (1d6), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 9, AL Neutral, XP 13

► **Incorporeal undead:** Only harmed by magic or silver. Unaffected by charms and mind control.

14. Serpent Arch

Stone blocks (walls, ceiling 10', and floor). **Archway** (6' high). **Serpent carvings** (arches formed of three intertwined serpents).

Giant Crab Spider

Lurking (behind the top of the arch).

Red eyes (glinting in the dark).

► **Reaction:** Hungry for living flesh.

► **Language:** The spider can speak (but not understand!) Common. In combat, it shrieks about sucking out innards.

Giant Crab Spider

AC 7 [12], HD 2* (hp 8), Att 1 × bite (1d8 + poison), THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 7, AL Neutral, XP 25

► **Ambush:** Attacks by dropping on victims from above.

► **Surprise:** On a 1–4 (camouflage).

► **Cling:** Can walk on walls and ceilings.

► **Poison:** Causes death in 1d4 turns (save versus poison with a +2 bonus).

15. Treasure and Pit

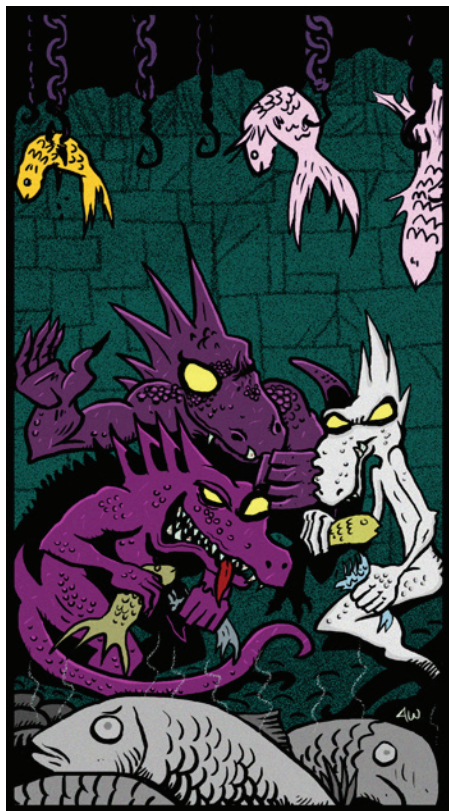
Stone blocks (walls, ceiling 8', and floor).

Gaping pit (10' wide and deep). **Pile of gold and silver chalice** (beyond the pit).

► **In the pit:** 2' deep water. A mouldy skeleton in rusted chainmail.

► **Touching the water:** Save versus paralysis or fall into a coma for 1d6 turns. (PCs in a coma will drown in the water if not rescued quickly.)

► **Touching the treasure:** It is illusory, concealing a 1' high wooden chess piece: a black king.



16. Troglodytes

Stone blocks (walls, ceiling 12' and floor). **Stench of fishy carrion** (induces retching). **Rusty chains hanging** (from ceiling, just above head height). **Decomposing fish** (hooked on chains). **Fish bones** (piled up on the floor).

3 Troglodytes

Guzzling rotten fish (never sleep).

- ▶ **Old Gregg:** Bully. Largest. One eye.
- ▶ **Nancy Fingers:** Scrawny albino.
- ▶ **Tomfool:** Constant gurgling giggles.
- ▶ **Reaction:** Wish to eat PCs, but will parley if outnumbered, claiming to be innocent fishermen who keep themselves to themselves.

Troglodytes

AC 5 [14], HD 2* (hp 7, 8, 12), Att 2 × claw (1d4), 1 × bite (1d4), THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Chaotic, XP 25

- ▶ **Hateful:** Attempt to kill any creatures they encounter.
- ▶ **Surprise:** On a 1–4, due to the ability to change colour to match their surroundings. Lurk by rock walls and await victims.
- ▶ **Nauseating stench:** Oils on the skin have a smell that sickens humans and demihumans: **save versus poison** or suffer –2 to hit, while in melee with troglodytes.

Gawping Faces

Carved on walls (where the secret doors are). **Giant-sized** (6' tall).

- ▶ **Pressing the left eye of a face:** Opens the secret door on that wall.

17. Secret Stash

Stone blocks (walls, ceiling 10', and floor). **Stench of fishy carrion** (induces retching). **Gigantic fish** (4' long, hanging on hooks from the ceiling). **Pile of trash** (shredded clothes, scraps of leather, rusted blades). **Slimy wooden chest** (3' across).

- ▶ **Searching in the trash:** PCs discover the key to the doors in area 16.
- ▶ **Touching the chest:** The slime coating the chest emits a vapour. Save versus poison or die in 1 turn (vomiting up lungs). (Troglodytes are immune to the vapour.)
- ▶ **Inside the chest:** 892gp, 1,017sp, 128cp, a silver bracelet with rose quartz studs (worth 400gp).

18. Drowned Corpses

Stone blocks (walls, ceiling 10', and floor). **Stench of decaying flesh** (with a hint of river mud).

7 Sodden Corpses

Tangled in river weed (but otherwise naked). **Obvious wounds** (rended).

► **Walking down the passage:** The corpses are ghouls, hoping to trick adventurers into passing them by, then attacking them when cornered in area 19.

Ghouls

AC 6 [13], **HD** 2* (hp 4, 7, 8, 9, 12, 12, 13), **Att** 2 × claw (1d3 + paralysis), 1 × bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25

► **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After paralyzing a target, ghouls will attack others.

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

19. Ghoul Bay

Natural cavern (8' high, slick with mist).

Rushing river (cold and fast-running).

Sandy bay (streaked with gore).

Half-Devoured Corpse

Fairly fresh (flesh still intact). **Partially dismembered** (legless). **Destroyed armour** (remnants of rended plate mail).

► **Reaction:** The legless corpse will crawl to attack PCs. (It is a recently killed adventurer half way to ghoulishness.)

Demi-Ghoul

AC 8 [11], **HD** 1 (hp 5), **Att** 1 × bite (1d3), 1 × claw (1d3), **THAC0** 19 [0], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Chaotic, **XP** 10

Bones and Driftwood

Piled up (at the eastern end of the bay).

► **Searching the pile:** A sack containing 324gp, a ruby (worth 800gp), and a crystal dagger as hard as steel (+1 magic).

Moored Rowing Boat

Drifting out in the current (10' into the river). **Undamaged** (battered but sound).

► **Using the boat:** Up to three PCs can fit in the boat. Characters in heavy armour (or carrying other heavy loads) must make a DEX check to get into the boat. If the check fails, the character falls into the water and is swept away. See *The Underground River*, p7.

20. Fishing Bay

Natural cavern (8' high, slick with mist).

Rushing river (cold and fast-running).

Sandy bay (streaked with fish guts).

► **Troglodyte fishing spot:** There is a 2-in-6 chance of 1d3 troglodytes from area 16 lurking at the water's edge here, catching fish with hooks and chains.

Chalk Scrawlings

Along the passage wall (letters 2' high).

► **Reading the text:** "Feed the fis..." plus wiped off smears of at least one more word.

21. Blade Trap

Stone blocks (walls, ceiling 10', and floor). **Archway** (8' high). **Skull carvings** (arches carved in the form of stacked skulls). **Skeleton of dead warrior** (lying in the arch in a pool of dried blood).

- ▶ **South:** Ammonia stench.
- ▶ **Inspecting the skeleton:** She died of a slashing wound in her right side.
- ▶ **Looting the body:** Badly damaged chainmail, sword, backpack with a musty rope and rotten rations, belt pouch of 25gp, brass skull necklace (15gp).
- ▶ **Passing through the arch:** A pressure plate triggers a scything blade to sweep out vertically from the eastern edge of the archway. Anyone in the arch must save versus wands or suffer 1d8 damage.

22. The Hall of Kings

Stone blocks (walls, ceiling 10', and floor). **Statues of ancient kings** (worn and crumbling).

- ▶ **North:** Sound of rushing water. Fishy carrion stench.
- ▶ **Examining the statues:** PCs discover an old leather boot (left foot) behind the north-most statue.
- ▶ **Examining the doors:** Door to 25: faint light on the other side. Door to 26: chalk arrow on the ground beside the door, pointing at it.
- ▶ **Listening at the doors:** Door to 25: rumbling snoring. Door to 37: faint sounds of battle.

Lurking Troglodyte

There is a 2-in-6 chance of a troglodyte from area 16 lurking in the north passageway, spying on the PCs.

23. Weeping Statues

Stone blocks (walls, ceiling 8', and floor). **Weeping fish-man statue** (in the east alcove; weeping milky tears). **Weeping mantis-man statue** (in the west alcove; weeping milky tears). **Smashed cross-bow** (discarded on the floor between the statues).

24. Control Room

Metal floor (shiny, unblemished). **Stone blocks** (walls, ceiling 12'). **Giant spherical boulder** (10' diameter, on floor at west end of room). **Six levers** (south wall, numbered 1–6). **Brass plaque** (south wall, “Authorized Personnel Only!”).

- ▶ **Pulling lever 1:** The floor of the room tilts suddenly, sending the giant boulder rolling to the other end. All characters in the room must save versus wands or suffer 2d6 damage.
- ▶ **Pulling lever 2:** All black skeletons in the dungeon are activated. When encountered they will attack (see stats below).
- ▶ **Pulling lever 3:** The statues in area 22 transform into solid gold for 1 turn.
- ▶ **Pulling lever 4:** Deactivates the golden light in area 29.
- ▶ **Pulling lever 5:** The character pulling the lever permanently swaps personality with another (randomly selected) PC.
- ▶ **Pulling lever 6:** Opens the secret door at area 34.

Black Skeletons

AC 7 [12], **HD** 2 (9hp), **Att** 1 × sword (1d8), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 20

25. Mutagenic Ogre's Den

Stench of diseased flesh (repulsive).

Stone blocks (walls, ceiling 12', and floor). **Filthy bed** (sheepskins, sackcloth).

Wooden table and chairs (fancy carving).

Dirty plates and dishes (stacked everywhere).

Bird statuary (roughly carved logs).

Cooking fire place (embers, cast iron pot, remnants of gnome stew).

Mutagenic Ogre

Deep asleep (snoring like a bull).

Diseased flesh (weeping pustules).

Bulging eyes (one larger than the other).

Keys on a chain (around his neck, open the door to the room plus the cages).

► **Sneaking past the ogre:** Unless PCs have a means of flight, this requires walking or creeping over the ogre's bed. This requires a successful DEX check. Characters wearing heavy armour suffer a -2 penalty. Characters who can move silently get a +2 bonus. If the roll fails, the ogre wakes up.

► **Stealing the keys:** Requires a successful DEX check with a -2 penalty. Characters who can pick pockets get a +2 bonus instead of the penalty. If the roll fails, the ogre wakes up.

► **Reaction:** Enraged at burglary, but otherwise not especially interested in adventurers. Loves to eat halflings and gnomes. He will pay 100gp for a live one.

Mutagenic Ogre

AC 5 [14], HD 6+1* (32hp), Att 1 × club (1d10), 1 × breath (mutation), THAC0 15 [+4], MV 90' (30'), SV D10 W11 P12 B13 S14 (4), ML 10, AL Chaotic, XP 650

► **Mutagenic breath:** Affects any characters in a 10' area in front of the ogre. Save versus breath or suffer a mutagenic effect (roll 1d8 and consult the table above).

► **If in trouble:** The ogre will smash the cages, releasing the mutants.

d8 Mutagenic Effect (Permanent)

1	Weeping skin pustules
2	Random hand shrivels and dies
3	Brain damage (-1 INT)
4	Dense fur sprouts from skin
5	Extra eye emerges (it is blind)
6	Nose grows into rubbery tentacle
7	Red and pink skin blotches
8	Skin flakes, stinks

4 Caged Mutants

Degenerate humanoids (indefinite species). **Stunted and ape-like** (4' tall). **Babbling speech** (very basic Common).

► **Reaction:** Lolling, indifferent. Scream if approached.

► **If freed:** Go on the rampage, attacking all in sight. Placated if fed.

Caged Mutants

AC 9 [10], HD 1 (hp 1, 3, 5, 6), Att 1 × bite (1d4), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Chaotic, XP 10

Alcove (at East End of Room)

Piles of boots (ogre sized). **Heaps of cloaks** (ragged and stinking). **6 leathery pouches** (dried humanoid organs, jointly contain 724gp). **Human skull** (carved with runes).

► **Touching the skull:** A disembodied consciousness named Huugal-Barathk is awakened if touched by a Neutral character. It can speak Common in a spooky whisper. It seeks to be reunited with its body (in the hidden crypts of the lizard temple in the city) and grants +1 INT and CHA to a person who aids it.

26. Tree Arch

Stone blocks (walls, ceiling 8', and floor). **Archway** (6' high). **Tree carvings** (arches formed of intertwined branches).

Dwarf Corpse

Sprawled on the floor (close to the door to area 22). **Ginger beard** (to his knees).

- ▶ **Inspecting the corpse:** He seems to have died of asphyxiation. A cord of black vine is wrapped tightly around his throat.
- ▶ **Looting the body:** Scratched leather armour. 20gp and 42sp wrapped up in the toe of his left boot. In a pocket, a scribbled note: "The river ghouls could be tricked out of their treasure?"

Grasping Ivy

Black, thorned ivy (covers the walls for 30' east of the arch).

- ▶ **Walking past the ivy:** It lashes out at any who pass by, attacking as a 1 HD monster (THAC0 19 [0]) for 1d3 damage.
- ▶ **Damaging the ivy:** It is unharmed by fire, but could be stripped from the walls (but would fight back).

27. Black Fruits

Stone blocks (walls, ceiling 8', and floor).

Black, thorned ivy (covers the walls, harmless). **Jet black fruits** (tomato-like, dangling delectably from the ivy).

- ▶ **Eating the black fruits:** Each fruit restores 1hp and turns the character's eyes misty black for 1d3 hours. There is also a 1-in-10 chance of becoming addicted.

28. Shadow Gardener

Stone blocks (walls, ceiling 10'). **Rich earth floor** (jet black soil). **Large black plants** (filling the room, some 6' tall).

Black, thorned ivy (covers the walls, harmless). **Jet black fruits** (tomato-like, dangling delectably from the ivy).

- ▶ **North:** Muffled rushing sounds.
- ▶ **Eating the black fruits:** See area 27.
- ▶ **Searching the plants:** Watering cans tied onto frayed ropes. An engraved silver box (50gp) may be found. It contains a fine dust: if inhaled, it heals 1d6hp.
- ▶ **Finding the secret door:** It is a normal door overgrown with plants. It is locked.

The Shadow Gardener

Humanoid form (wavering). **Tends the plants** (sustained in semi-life by them).

- ▶ **Reaction:** Hates warm-blooded creatures and will try to kill any who enter.

Shadow Gardener

AC 7 [12], HD 2+2* (11hp), Att 1 × touch (1d4 + strength drain), THAC0 17 [+2], MV 90' (30'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Chaotic, XP 35

- ▶ **Surprise:** On a 1–5.
- ▶ **Strength drain:** Victims lose 1 STR per hit. Recovers after 8 turns. If reduced to 0 STR, the victim becomes a shadow.
- ▶ **Mundane damage immunity:** Can only be harmed by magical attacks.
- ▶ **Spell immunity:** Unaffected by *charm* and *sleep* spells.



29. Subterranean Jungle

Natural cavern (40' high). **Rich earth floor** (jet black soil). **Subterranean jungle** (jet black plants and trees fill the room, trees 30' tall). **Gentle chirruping sounds** (heard occasionally from the trees).

- **Investigating the trees:** Glowing yellow eyes can be spied in the branches (evil tree babies).
- **Digging in the earth:** Can reveal treasures. Each turn the party spends digging, there is a 1-in-6 chance of unearthing something. Roll 1d6 and consult the table below.

d6 Unearthed Item

- | | |
|---|---|
| 1 | A ghoulish entombed with 229gp and five arrows +1. (See area 18 for ghoulish stats.) |
| 2 | A chain... on the end of it is a 3' diameter iron sphere. |
| 3 | A chest containing 1,319cp, 810sp, 194gp, 18pp, and a treasure map (written in Dwarvish) to "the rest". |
| 4 | A 1' high, wooden chess piece: a white knight. |
| 5 | A small hand mirror. It has the power to turn the undead (as a 3rd level cleric) once per day. |
| 6 | A plain copper ring, cursed: the wearer can only eat pork. |

Giant Bronze Statue

Giant fat man (25' high). **Benevolent posture** (smiling, cross-legged).

Plinth and Chalice

Stone plinth (4' high). **Bathed in golden light** (a 10' diameter pool of light surrounds the plinth). **Platinum and sapphire chalice** (upon the plinth, worth 2,000gp, full of water).

- **Stepping into the light:** 2d6 evil tree babies leap from the trees and attack.
- **Drinking the water:** The water in the chalice has the one-time power to either heal 2d8hp or to restore life to a person who has died within the last 24 hours.

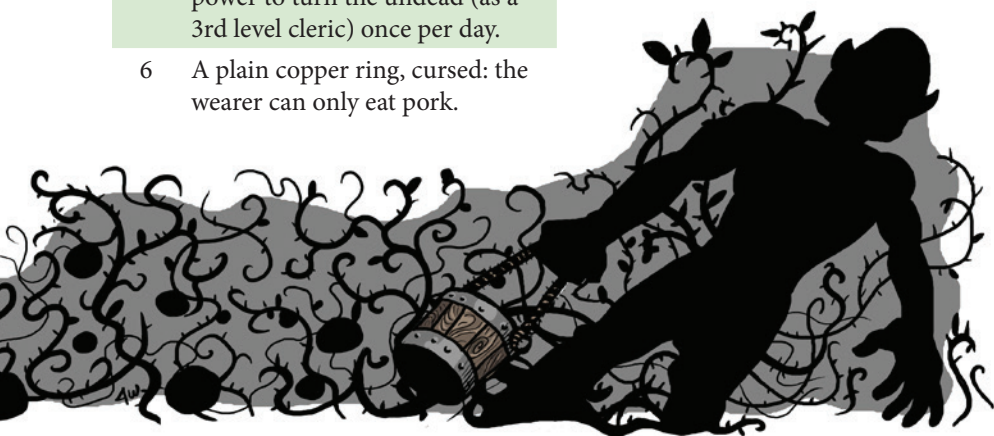
24 Evil Tree Babies

Cute (chubby, happy). **Glowing eyes** (yellow). **Needle fangs** (vicious).

- **Reaction:** Peek down at PCs from the treetops. Defend the chalice.

Evil Tree Babies

AC 7 [12], **HD** 1 (4hp), **Att** 1 × bite (1d4), **THAC0** 19 [0], **MV** 120' (40') climbing, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 10



30. Bridge over the River

Natural cavern (20' high). **Rushing river** (cool mist). **Arched stone bridge** (no railing, 10' drop to water).

31. The Hall of Queens

Stone blocks (walls, ceiling 10' and floor). **Statues of ancient queens** (tall and slender). **Slimy algae** (coating everything).

► **Opening the secret door:** Pressing a stone by the base of the adjacent statue.

32. Hidden Crypt

Stone blocks (walls, ceiling 10' and floor). **Stale air** (subtle smell of death). **Thick dust** (billows up, if disturbed). **Rusty candlesticks** (in form of snakes).

Stone Sarcophagus

Fanged serpent face (carved on top). **Inscription** (alien script, around rim).

► **Reading the inscription:** It is written in the language of dragons and reads "JORG THE DEFILER, IN LIFE HE DEFIED KEZEK, IN DEATH HE SERVES".

► **Opening the sarcophagus:** Reveals the undead body of Jorg the Defiler.

Jorg the Defiler

Head smashed (brainless skull cavity exposed). **Glowing blue eyes** (evil gaze). **Rusted chainmail** (nearly disintegrated). **Pale blue sword** (lain across torso). **Necklace of gold and ruby** (in the form of a snake).

► **Reaction:** Rises to attack those who disturb his rest.

Jorg the Defiler (Wight)

AC 5 [14], HD 3* (13hp), Att 1 × sword (1d8+1 plus energy drain), THAC0 17 [+2], MV 90' (30'), SV D12 W13 P14 B15 S16 (3), ML 12, AL Chaotic, XP 50

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Mundane weapon immunity:** Only harmed by silver weapons or magic.

► **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a wight in 1d4 days, under the control of the wight that killed them.

► **Items:** Pale blue sword (see *The Azure Serpent Blade*). Gold and ruby snake necklace (2,500gp). The necklace is enchanted with evil magic. If placed on a corpse, it traps the soul of the deceased, causing the body to become a wight.

The Azure Serpent Blade

Pale blue metal (unnaturally light).

Slender blade (but stronger than steel).

Serpent engravings (twisting along the blade).

► **Powers:** The sword is magical: +1 to attack and damage. It grants the wielder the ability to breathe water.

► **History:** The azure serpent blade is one of a set of three serpent blades forged by the White League in their battle against the reptile cults. See *Adventure Overview*, p6.

33. Bats' Roost

Natural cavern (30' high). **Ammonia stench** (guano). **Damp floor** (streaked with guano). **Rocky pillars** (to the roof).

- ▶ **West:** Faint green glow, warmth.
- ▶ **Loud noises:** Disturb the bats which are roosting in the cavern roof, causing them to fly around in panic.
- ▶ **Inspecting the pillars:** The western-most pillar bears an inscription: "OVER TIME, MANY THINGS HAVE GROWN HERE. DELVE DEEP AND YOU SHALL UNCOVER WEALTH."

100 Normal Bats

AC 6 [13], HD 1hp, Att 1 × swarm (confusion), THAC0 20 [-1], MV 120' (40') flying, SV D14 W15 P16 B17 S18 (NH), ML 6, AL Neutral, XP 5

- ▶ **Echolocation:** Immune to effects that impair sight. Blinded by magical silence.
- ▶ **Swarm:** 10 bats can swarm around a target's head, causing confusion: -2 to attack rolls and saves; unable to cast spells.
- ▶ **Attacks:** As normal human.
- ▶ **Flighty:** Check morale every round.

34. Sentry Pillar

Natural cavern (30' high). **Slimy rock pillar** (covered in algae).

- ▶ **West:** Ammonia stench.
- ▶ **Finding the secret door:** An eye slit and a latch are hidden beneath the algae.
- ▶ **Inside the secret door:** A black skeleton stands guard (see *Black Skeletons, p18*). It carries a silver sword worth 750gp (250gp if used in combat).

Gnome Sentry

There is a 3-in-6 chance of a gnome from area 51 hiding behind the pillar, spying.

35. Face Doors

Natural cavern (30' high). **Sheer cliff face** (crumbling rock). **Wooden doors with faces** (north door: bull, middle door: jester, south door: lion).

- ▶ **Listening at the doors:** North door: a bull snorting; middle door: capering and cackling; south door: a lion's roar.
- ▶ **Speaking:** If any character speaks here, a screeching sound echoes from the west.

36. Piles of Sand

Stone blocks (walls, ceiling 10' and floor). **White sand** (mounded 4–6' deep, covering floor).

- ▶ **Finding the secret door:** The door to area 37 is 3' high and is concealed behind a 6' high pile of sand.
- ▶ **One-way door:** The door to area 38 is a sliding metal door. It can only be opened from this side.

2 Black Skeletons

Standing guard (inactive, by the door to area 38). (See *Black Skeletons, p18*).

37. Hidden Closet

Brick closet (walls, ceiling 3', and floor). **Glass jars** (neatly stacked, fill the space).

- ▶ **Inside the jars:** Teeth (human, animal, monstrous), insect husks, shredded hair.
- ▶ **Searching the jars:** After 1 turn of searching, PCs discover a note on a scrap of parchment, inside one of the jars: "For the collection of Hazrad the Unholy".

38. Ghostly Battle

Stone blocks (walls, ceiling 10', and floor). **Dusty** (billows up if disturbed). **Cobwebs** (hanging like veils).

- **East:** Smell of broth.
- **One-way door:** The door to area 36 is a sliding metal door. It cannot be opened from this side.

Figmentary Battle

Figmentary giant lizard man (hunch-backed and rabid). **Figmentary human warrior** (leather armour, spear, shield with an emblem of a stag's head with ivy woven into the antlers). **Locked in combat** (both wounded and bleeding). **Sounds of battle faint** (even close up).

- **Joining the battle:** Normal weapons can harm the figmentary combatants.
- **If the lizard man is killed:** The warrior whispers to the PCs "They stole the sword... Save Jorg... Across the river", before disappearing forever.
- **If the warrior is killed:** The lizard man turns on the PCs.

Giant Lizard Man Figment

AC 4 [15], **HD** 6 (15hp), **Att** 2 × claw (1d6), 1 × bite (1d6), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Chaotic, **XP** 275

Warrior Figment

AC 6 [13], **HD** 2 (10hp), **Att** 1 × spear (1d6+1), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Lawful, **XP** 20

2 Black Skeletons

Standing guard (inactive, by the door to area 36). (See *Black Skeletons*, p18).

39. Fire Beetles Feast

Natural cavern (12' high). **Uneven floor** (treacherous, rocky protrusions). **Giant lizard corpse** (10' long, covered in slime).

- **Fighting in this room:** PCs who roll a 1 on a melee attack fall for 1d2 damage.

7 Giant Fire Beetles

Devouring the giant lizard corpse (scuttling all over it, clicking).

Giant Fire Beetles

AC 4 [15], **HD** 1+2 (hp 3, 4, 5, 7, 8, 8, 8), **Att** 1 × bite (2d4), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 15

- **Glowing nodules:** Three glowing glands (two above the eyes, one on the abdomen) cast light in a 10' radius. If removed, keep glowing for 1d6 days.

40. Cave of Silence

Natural cavern (12' high). **Circle of stone seats** (2' high). **Cluster of red candle stubs** (in the middle of the circle of seats).

- **When the door is shut:** The cave is completely sound-proof. No sound may pass either in or out.
- **Searching the room:** A small bowler hat is found in a corner. Stitched into the silk lining: "Property of Henry Slippums".

41. Crawlway

Natural cavern (3' high). **Slimy ground** (slick with lizard blood).

42. Dripping Grotto

Natural cavern (10' high). **Profusion of scintillating stalactites** (dripping with moisture, grown almost to the floor).

► **North:** Distant rushing sound, like wind or water.

► **Movement in this room:** Movement rates are reduced by 75% as PCs have to duck and bend their way around the stalactites.

43. Holes and Crevices

Natural cavern (10' high). **Irregular holes and crevices** (in the walls, just large enough for a hand or arm to reach into).

► **North:** Sound of rushing water. Dung stench.

► **Reaching into a hole:** The PC might be able to grab hold of something: roll 1d20 and consult the table to the right. (Each item can only be grabbed once.) There is also a chance of hands that reach into the holes being mutated: roll 1d12 and consult the table to the right.

125mm wide, 60mm high

d20 Item Grabbed

1–10	Nothing
11	A brass statuette depicting an obscene tryst between a maiden and a depraved unicorn (50gp)
12	A serrated dagger
13	A key to area 25
14	A scroll of <i>invisibility</i>
15	An ornery bat
16	An angry rock pixie
17	A mummified rat
18	An emerald (500gp)
19	A bag of brass stars (10gp)
20	An old leather glove (right hand), matches the one in area 2

d12 Hand Mutation (Permanent)

1–6	None
7	Green and scaly
8	Hairy, clawed (1d4 claw attack)
9	Zombie-like
10	Doubles in size
11	Bird-like talon (1d4 claw attack)
12	Oozes violet slime

44. Lizards' Den

Stone blocks (walls, domed 6' ceiling, and floor). **Lizard nest** (10' across, made of bones and river weed). **7 head-sized eggs** (giant tuatara lizards).

► **Searching through the nest:** The following items can be found: a rotten suede pouch of 92gp; a bent silver ring in the form of intertwined wheat sheaves on a humanoid finger bone. The ring is magical: the wearer gains +1 CON and can accelerate yeast fermentation to 20 times its normal speed, by concentrating. The wearer also becomes addicted to bread and beer (save vs spells to resist an opportunity to consume either).

Giant Lizards

There is a 2-in-6 chance of 1d2 giant tuatara lizards (from area 46) nesting here.

45. Slimy Vestibule

Green tile (walls, domed 10' ceiling, and floor). **Slick with algae** (floor and walls). **Traces of lettering** (2' high, on the walls, in a band around the room).

► **Clearing the lettering:** If the algae is cleared, the text can be read (written in Common): "PRAY FOR THE BENEDICTION OF KEZEK. THE BLESSED MAY PASS THE FALL AND COME TO THE DEEP SHRINE".

46. Lizard Shrine

Stone blocks (walls, domed 6' ceiling, and floor). **Stench** (dung litters the floor). **Muck and algae** (floor and walls slick).

► **West:** Noise of crashing water.

► **Movement in this room:** Anyone who runs or rolls a 1 on an attack roll slips and falls (1hp damage, 1 round to get up).

4 Giant Tuatara Lizards

Lounging (in heaps of muck). **Iguana-like** (8' long). **Hypnotic eyes** (misty purple, strangely fascinating).

► **Gazing into a lizard's eyes:** The PC sees visions of erotic lizard man rituals.

Giant Tuatara Lizards

AC 4 [15], **HD** 6 (27hp), **Att** 2 × claw (1d4), 1 × bite (2d6), **THAC0** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 6, **AL** Neutral

► **Infravision:** 90'. Granted by retractable eye membranes.

Lizard God Altar

Giant chameleon god (outstretched hands, carved in sandstone, covers the east wall). **Festooned with algae** (heaped 6" thick). **Dancing lizard man statues** (beside the altar).

► **Inspecting the altar:** In the god's left hand, concealed beneath mounds of slime and algae, is a golden bowl engraved with gecko emblems (800gp). In the bowl are 42 electrum discs engraved with a lizard's eye (worth 5gp each).

2 Black Skeletons

Standing guard (inactive, in the western corners). (See *Black Skeletons*, p18).

47. Lizard Bay

Natural cavern (12' high, slick with mist). **Rushing river** (cold and fast-running). **Sandy bay** (littered with fish bones and driftwood).

- ▶ **East:** Dung stench (from area 46). Noise of crashing water (from area 50).
- ▶ **Searching the debris:** Fragments of gnome bones, 17sp, and a small dagger may be found.

Fishing Lizards

There is a 2-in-6 chance of 1d4 tuatara lizards (from area 46) perching at the water's edge, waiting for fish to swim past.

48. Fishing Bay

Natural cavern (8' high, slick with mist). **Rushing river** (cold and fast-running). **Sandy bay** (small humanoid footprints). **Fishing nets** (stretched into the river).

Fishing Gnome

There is a 2-in-6 chance of a gnome (from areas 51–60) sitting quietly here, keeping an eye on the fishing nets.

49. Slippery River Route

Natural cavern (12' high, slick with mist). **Rushing river** (cold and fast-running). **Hand and footholds** (slippery, winding along the southern edge of the river towards area 50).

- ▶ **East:** Roaring of crashing water (from area 50).
- ▶ **Following the route:** Characters without climbing skill have a 1-in-12 chance of slipping into the river (1-in-6 if wearing heavy armour). Characters with climbing skill have no chance of falling.

59mm wide, 155mm high

50. Waterfall

Natural cavern (12' high, slick with mist). **Raging waterfall** (cascades 30' down). **Hand and footholds** (slippery, winding down the southern edge of the waterfall to the river below).

The Worshippers of the Stump

An enclave of heretic gnomes has settled in areas 51–60 after their ancestral warren (elsewhere in the Magical Forest) was overrun by evil spirits which they summoned and lost control of.

They worship an evil tree stump which they keep hidden in area 60.

20 Heretic Gnomes

Short demihumans (3' tall). **Long noses and beards** (braided). **Earthy flesh and rooty hair** (straggly). **Pointy red felt hats** (keep items beneath).

► **Reaction:** The gnomes may be friendly to PCs but will try to capture them and sacrifice them to their evil tree stump god (area 60).

► **Leaders:** A gnome called Grimm is the leader, along with his wife Gribbl, the priestess of the stump. (See area 58 for the leaders' stats.)

Adult Heretic Gnomes

AC 5 [14], **HD** 1 (4hp), **Att** 1 × hammer (1d4) or 1 × crossbow (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** D8 W9 P10 B13 S12 (D1), **ML** 8 (10 in sight of Grimm or Gribbl), **AL** Chaotic, **XP** 10

► **Infravision:** 90'.

► **Items:** Each gnome carries 2d10cp, 1d10sp, and a special possession under their hat (see the table to the right).

Heretic Gnomes

d20	Name	Sex/Age	Detail
1	Ogbold	Adult M	Smelly
2	Grimm	Adult M	Leader
3	Loki	Old M	Hunched
4	Dreblem	Adult M	Slovenly
5	Dorobold	Adult M	Cackles
6	Migmir	Old M	Brewer
7	Fimir	Adult M	Butcher
8	Batabsh	Adult M	Fishbones
9	Beb	Adult F	Sneaky
10	Moblim	Adult F	Obese
11	Gribbl	Adult F	Priestess
12	Heribotte	Old F	Grinning
13	Lob	Adult F	Knives
14	Sob	Adult F	Mad
15	Meribolle	Old F	Nostalgic
16	Jandly	Adult F	Traitor
17	Krob	Child M	Burpy
18	Grobe	Child M	Weepy
19	Horiddle	Child F	Evil
20	Sagglow	Child F	Kind

What's the Gnome Got Under its Hat?

d10	Item
1	Pouch of 2d20sp
2	Gem worth 2d100gp
3	Ball of chunky red wool
4	Flask of whiskey
5	Apple
6	Map to ancestral warren
7	Black pear, heals 1d3hp
8	Cinnamon bun
9	Gold nugget worth 75gp
10	Pet mouse

51. Guard Post and Cloak Room

Stone blocks (walls, 8' ceiling, and floor).

Colourful cloaks (hanging from hooks).

Wooden stools (carved with animals).

Key on a hook (opens the door between areas 22 and 38 and the north door in area 52).

- **East:** Smell of baking bread.

1d4 Gnome Guards

Listening (to the south, into area 34).

Playing cards on the floor (gambling with coppers).

52. Gnome Home I

Stone blocks (walls, 8' ceiling, and floor).

Cosy bunk-beds (neatly made).

Wooden table and stools (board game and jigsaw puzzles in progress).

Flickering candles (on furniture).

Store cupboards (jumbled jars of fish and mushrooms).

Brass monkey statuettes (dotted around, 12 × 10gp).

- **Searching the cupboards:** At the back of one cupboard, a jar stuffed with wool conceals 522sp.

Sleeping Gnomes

There is a 2-in-6 chance of 1d4 snoring gnomes sleeping here.

53. Communal Kitchen

Stone blocks (walls, 8' ceiling, and floor). **Wooden table and stools** (knives, flour, rolling pins). **Iron stove** (glowing red rocks produce heat but not smoke).

Baking aroma (mushroom bread). **Store cupboards** (jars of flour, raisins, mushrooms, dried shrimps).

1d4 Cooking Gnomes

Singing (merry nursery rhymes).

54. Hall of Portraits

Stone blocks (walls, 8' ceiling, and floor).

Portraits of gnomes (hung on the walls, oil paintings).

- **South:** Smell of baking bread.

► **Inspecting the paintings:** They are of varying age and quality, painted by multiple individuals. Some of the current residents are recognisable. One notable painting depicts an old woman gnome covered in bluebottles, smiling.

55. Fishing Store

Stone blocks (walls, 8' ceiling, and floor).

Pails (of water). **Baskets** (fresh fish,

woven from roots). **Iron spray bottle** (hanging from a hook).

- **North:** Sound of rushing water.

► **Inspecting the spray bottle:** It contains a sticky, acrid liquid that acts as a lizard repellent. Treat as a melee attack which causes a target lizard to flee. The bottle contains enough for 30 squirts.

1d3 Gnome Guards

Peeking (through the north door, watching out for lizards).

56. Gnome Home II

Stone blocks (walls, 8' ceiling, and floor). **Cosy bunk-beds** (piled up with blankets). **Wooden table and stools** (work-in-progress wood carving). **Flickering candles** (on furniture). **Store cupboards** (jumbled jars of fish and powdered roots).

► **Searching the beds:** Underneath a mattress is a flat box containing 300cp and a citrine worth 50gp.

Sleeping Gnomes

There is a 2-in-6 chance of 1d4 snoring gnomes sleeping here.

57. Tactical Room

Stone blocks (walls, 8' ceiling, and floor). **Wooden table and stools** (chunky). **Large map** (4' wide). **Flickering candles** (around the map). **Store cupboards** (jars of fish jerky and boiled sweets). **Book shelves** (many small volumes).

► **Inspecting the map:** It depicts the Magical Forest, with odd sites marked.

► **Inspecting the books:** They are written in Gnomish and cover many topics, including some creepy books of rites to summon evil spirits.

► **Searching the bookshelves:** One has a false back concealing a small compartment containing 499gp stacked up plus a sapphire worth 750gp.

Scheming Gnomes

There is a 2-in-6 chance of Grimm (the gnome leader) plus 1d3 other gnomes scheming over the map, discussing plans to take over the Magical Forest by beguiling the roots of all trees into their service.

58. Grimm and Gribbl's Room

Stone blocks (walls, 5' ceiling, and floor). **Cosy double bed** (gnome sized). **Wardrobe** (stuffed with woolly jumpers and robes woven from roots; a gnome skull is concealed at the back).

Grimm and Gribbl

There is a 2-in-6 chance of Grimm and Gribbl being present in this room, either sleeping or ritualistically decorating each other's naked bodies with twigs and mud.

Gnome Leader: Grimm

AC 3 [16], **HD** 2 (11hp), **Att** 1 × hammer (1d4) or 1 × crossbow (1d6), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D8 W9 P10 B13 S12 (D2), **ML** 10, **AL** Chaotic, **XP** 20

► **Gear:** Grimm wears magical chainmail +1 (blacker than night) and a shield +1 (studded with giant rat teeth).

Gnome Stump Priestess: Gribbl

AC 7 [12], **HD** 2* (11hp), **Att** 1 × knife (1d4) or 1 × spell, **THAC0** 18 [+1], **MV** 90' (30'), **SV** D8 W9 P10 B13 S12 (D2), **ML** 10, **AL** Chaotic, **XP** 25

► **Spells:** Gribbl can cast *charm person* and *protection from evil* once a day each.

74mm wide, 55mm high

59. Dining Room

Stone blocks (walls, 8' ceiling, and floor).

Wooden tables and stools (metal plates and cutlery). **Flickering candles** (on the tables). **Cloth hanging** (covers the east wall, embroidered with a forest scene).

- **Finding the door to area 60:** Moving the hanging aside reveals the door.
- **Asking the gnomes about the hidden door:** They will say it's just a store room.

Pet Giant Rat

Fat and friendly (well fed on fish scraps).

Chained (to a table leg).

Pet Giant Rat

AC 7 [12], **HD** ½ (2hp), **Att** 1 × bite (1d3 + disease), **THAC0** 19 [0], **MV** 120' (40') / 60' (20') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5

- **Disease:** Bite has a 1-in-20 chance of infecting the target (**save versus poison**). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for 1 month.
- **Afraid of fire:** Will flee fire.

60. Altar of the Stump

Stone blocks (walls, 6' ceiling, and floor).

Humanoid bones (piled in the corners).

Red candles (atop the bone piles). **Blood streaks** (on the floor). **The corpse of a dwarf** (naked, blue, hair and beard shaved).

Evil Tree Stump

Rough tree stump (3' across). **Creepy face** (like a weeping child). **Jumble of roots** (swaying and twitching). **Laughing evilly** (to itself). **Caressing the dead dwarf** (roots poking into his orifices).

- **Reaction:** The stump is an over-confident megalomaniac and will demand that PCs fall to their knees in worship. If they resist, it will attack and call out to its gnome servitors. If the PCs outnumber the gnomes, the stump will speak in the Chaotic tongue, offering occult power to any who will swear their souls to it.
- **Possessing the stump:** One who swears their soul to the stump will benefit from the magical powers it grants. This includes the ability to *charm person* once per day. (The referee may add further powers that are discovered over time). In return, the stump demands protection, worship, and blood sacrifices.

Evil Tree Stump

AC 6 [13], **HD** 6* (32hp), **Att** 3 × roots (1d4), 1 × voice (charm), **THAC0** 13 [+6], **MV** 3' (1'), **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Chaotic, **XP** 500

- **Sinister charm:** Once per round, the stump may target a living creature with its voice, giving a command which must be obeyed. The victim may save vs spells to resist. Typically, the stump will command victims to attack their companions.

74mm wide, 66mm high

Expanding the Dungeon

This book describes the 1st level of the dungeon beneath the old oak. If the referee wishes to continue adventures in this locale, it is easy to expand the dungeon by adding extra levels. Some suggestions:

► **Beyond the waterfall:** The pathway in area 49 continues past the waterfall in area 50 and down to the deeper temple of the lizard cult. This is a good location to insert a second level of the dungeon, populated with lizard men and giant reptiles.

► **Crypt level:** The crypt in area 32 may just be the beginning of a larger complex. A second level of the dungeon could be inserted here by adding a stairway here that leads down to a mausoleum of the reptiles cult. It may be populated by undead monsters, including reanimated serpents and mummified reptiles.

► **Upstream:** Travelling upstream (westwards) along the river might lead to another level. The referee may wish to hint at this area by having the PCs see interesting items (or bodies?) drifting down the river.

59mm wide, 61mm high



**NECROTIC
GNOME**

The Hole in the Oak

An expedition into the Mythic Underworld



A hole in an old oak tree leads characters down to a maze of twisting, root-riddled passageways, the chambers of an ancient wizard-complex, and the banks of an underground river where once a reptile cult built their temples.

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