



Room Key:

All rooms have a 20' ceiling. Every doorway is 15' high.

1. Entrance: A non-magical skeleton holds a sign written in common that reads "GO AWAY OR STAY FOR DINNER." **Hold portal** affects the secret door.

2. Morlock Den: 12 Morlocks live here and will attack the party on sight.

3. Pit Room: A large pit dominates this room. A slender rope bridge offers passage over the 20' spiked hole. If more than 160 lbs of weight is on the bridge at one time, PC must save v. petrification. Failure means the bridge breaks and the PC falls onto the spikes for 3d6 points of damage.

4. Storage: Room contains several crates of varying size as well as a 10' stone statue. The Animated Stone Statue asks riddle of those approaching stairway: "I smash roofs to bits and keelhaul ships, and yet I run in the hot, hot sun. What am I?" Answer: "ice". It attacks on bad answers. Boxes contain salted meats of dubious origin, cloth, metal trinkets of no value. Statue's base has four square tiles: red, yellow, orange, green.

5. Troll Den: Troll, who works for Joey, demands password ("Fuzzy Ducky") or a 500 gp toll from each PC. It attacks if not paid/answered.

6. Ogre Den: Ogre "Joey" is in charge of security for Ironbones. It can be bribed at the LL's discretion. It has a locked chest with 2000 gp and a **shield +1**.

7. Web Room: 2 Giant Black Widow spiders. Webs contain a suit of broken leather armor.

8. Honeypot: This is an empty room with a stone chest on a table. When the box is opened, a web spell ensnares all in front of it. Joey will appear next round.

BACKGROUND Your party has been hired by an unusual client, a Stone Giant named Jarl Drago. In exchange for 5 large diamonds (each worth 2000 gp), you are to return the severed head of the blood-traitor Ironbones who lairs in warrens carved beneath the Fogbreath Peak, which is a day's travel from your current location.

RANDOM ENCOUNTERS (Every 2 turns, roll 1d12. Consult this table for results)

Roll Encounter

1-4	A harmless creature (bat/mouse/bird) startles the party (no combat effect)
5-6	3-5 Bugbears
7-8	10 Morlocks
9-10	3 Doppelgangers (posing as kidnapped merchants)
11	Stone Giant Ghosts
12	2 Vrock demons (gating in, surprises 50% of the time)

9. Chest room: Yellow Mold covers a chest with 500 cp.

10. Old mess hall: The pooled water has been poisoned (save v. spells or sleep). A non-interactive Stone Giant Ghost can be seen in a corner moaning "murder," "traitor," and "doom." Flooded hallway is 15' deep. See LL Core rules page 46 on swimming/drowning.

Rooms 11-14 are identical containing a 2' gray crystal orb on a 3' pedestal. When touched, the orb glows red. Touched again, the orb will cycle through the colors yellow, green and blue. If not touched for 6 turns, the orb becomes gray again.

If an orb is cycled entirely through its colors, roll for an encounter on the wandering monster table.

All doors to room 15 will open when the party puts the orbs in the following rooms into rainbow order so that: room 11 is red; room 12 is yellow; room 13 is orange; room 14 is green.

Each door is thick iron, has no handle and cannot be opened by those with less than 19 strength.

15. Alchemical Study: Ironbones (Stone Giant/Magic User) awaits the players. He will not be surprised. He and his two black bears (max HP) will attack the party when the doors open.

Ironbones (AC 4, HD 9 (60 hp), A 1, D: 3d6, S F9, M 9) casts magic as a level 5 magic-user. He knows these spells: **magic missile**, **shield**, **light**, **sleep**, **detect invisible**, **mirror image**, **hold person**. The following treasure stored in 3 boxes around the study: 1100 gp, wand of **magic missiles** (8 charges), **sword +2**, a scroll of **detect invisibility 10' radius**. Each box has a 50% chance of being trapped with poison gas (save v. poison + 1 or die in 1-6 turns).

A weighty book entitled *The Triumph of Worms* lies open on the sorcerer's bench. A profoundly subversive book, it will slowly turn any owner towards Chaos (%5 per day, cumulative). As a proscribed book, it cannot be sold but to private collectors where it might fetch as much as 5000 gp.

