

The Endless Tunnels of Enlandin

A Basic Fantasy Role-Playing Game Adventure Series
For 5 to 8 Player Characters, Levels 3 to 6

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1st Edition (Release 5)



www.basicfantasy.org

Credits

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Introduction to the Basic Fantasy RPG Edition

Back around 2003 or so I was a member of the Dragonsfoot.org production team; specifically, I did some editing and a lot of layout work. About the same time, I wrapped up a campaign with my regular group and was looking for ideas for the next one.

I decided it was time to return to my world of Glain, long disused but still a fond memory for my players and I. Basic Fantasy RPG didn't exist yet (that would come three years later) but I had this mess of house rules I'd put together. I just needed some adventures to start.

The first adventure I ran is presently titled **Shadows of the Undercity** and will be in print as part of one of our Adventure Anthology multimodules. My players completed that adventure by getting themselves in rather a lot of trouble with the authorities, and they needed someplace to lay low.

It was then that I sent them into Stefan Poag's **Endless Tunnels of Enlandin**. I had done the layout of this adventure module for Dragonsfoot, and I had really liked what I'd seen. Stefan designed the original adventure around 1979, for use with the "basic" rules of that era, then years later dragged it out, updated it, and submitted it to Dragonsfoot for publication. These were the days before the OSR, when the only way to publish an adventure for the Old School RPGs was as a free fan production. Times, thankfully, have changed.

As I say, I set the adventure in my world of Glain, and my players had a great time delving into Stefan's dungeon. It became just a fond memory, until this year, in the midst of a global pandemic, I found myself stuck at home without a player group. So I collected some players from the basicfantasy.org forums as well as from social media, and I started them off with Shadows of the Undercity. Sending them to Enlandin next was a short and obvious step.

Rereading the adventure, I realized it would be an excellent fit for the Basic Fantasy Project. I contacted Stefan and secured his agreement, as well as the agreement of the original Dragonsfoot map artist Andreas Claren and Dragonsfoot's admin Steve.

So here you have it... a new release of this classic adventure, with full monster statistics for Basic Fantasy RPG. We've made an effort to correct a few longstanding errors from the original release. Our thanks to Dragonsfoot for their support, and welcome to Stefan Poag and Andreas Claren to the Basic Fantasy Project.

Finally, this release is dedicated to the memory of Steve "bloodymage" Willetts, the original editor of the Dragonsfoot release of this adventure. He is gone, but not forgotten.

Chris Gonnerman
June 2020

Author's Introduction

The Endless Tunnels of Enlandin was probably the third or fourth dungeon adventure I designed. My friends and I played the circa 1978 edition of the game with the blue cover until the "advanced" rules became available. Even after we abandoned the basic game in 1979 or so, I remained nostalgic for the open-ended simplicity and ease of play of the basic game. The Endless Tunnels of Enlandin was my "best" adventure for those rules.

A few words of warning to adventure connoisseurs: This is a simple, open-ended dungeon that conforms to the Old School stereotype of what a "starter" dungeon should be. It does not involve complicated plot twists or deep character development.

I've revised and improved a few things in the dungeon; any players who might remember their adventures in the Tunnels of Enlandin from over twenty years ago may be pleased to discover that their characters have left many marks on the adventure.

About the Dungeon

The Tunnels of Enlandin was originally the "first" adventure for player characters in my world of Tellus, but you may set the dungeon in any world you wish. On Tellus, the ruins of Castle Enlandin are on a rocky outcropping about eight miles south of the village of Nibblott in the Eastern part of the Kingdom of Eord. Adventurers were normally based in Nibblott and had only a few hours walk to reach the ruins and the entrance to the dungeon.

Nibblott is a prosperous farming and trading community of about 1,500 humans. There are three inns, several trading posts, an alchemist, horse traders, armorers, etc. in town. Everything on the basic equipment list is available for sale at normal prices in Nibblott. Elf travelers from the Northwood (about 30 miles north of Nibblott) and Dwarves from the Gray Mountains (more than 50 miles to the north) can be found in town, and a small settlement of Halflings lies just to the south.

I usually started the adventure by telling the players that one of their characters had inherited a scroll containing a crude map to the location of

the dungeon and details of the legend of the tunnels of Enlandin.

Editor's Note: A bit of advice for the Game Master who may be about to run this adventure... the difficulty ramps up quickly. Don't think because the first level of the dungeon is somewhat appropriate for first level characters that the third level is the same. It's much, much harder. As they say, "that escalated quickly." It's advisable to be sure that the character levels average at least in the middle of the given range, not near the bottom.

*If you might be a player in this adventure, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

Starting The Adventure

The Legend of the Tunnels of Enlandin

Several hundred years ago the Mage of Enlandin built a dungeon complex beneath his castle to protect all of his treasures and to serve as a last defense. The army of a neighboring country attacked, pounding the walls with catapults and blasting his defenses with spells. The Mage and his faithful companions fled into the dungeon as the castle collapsed. Believing the Mage of Enlandin to be buried with his treasures, the attacking Lord ordered his men to dig through the rubble. Before they could finish the excavation, news came of an invading army of orcs to the North. The Lord, vowing to return, rode north to fight the orcs. The orcs caught his army in a narrow pass and slaughtered them to the last man.

Weeds grew over the ruins and people forgot about the Mage of Enlandin and the dungeons. A few years ago, a scroll was found that showed the location of the entrance to the tunnels of Enlandin. An enterprising group of dwarves dug out the entrance and entered the dungeons; they were never heard from again. Since that time, dozens of adventurers have tried their luck in the tunnels of Enlandin. Most never came back, though a few returned with fabulous treasures.

GM Note: *A party should have about 6-8 combined character levels to attempt this adventure and even then, it might be a little tough.*

At The Entrance

The former castle of the Mage of Enlandin is a complete ruin and a map of the remains of the upper levels has not been provided. Adventurers may spend a great deal of time poking around the crumbled walls of the former castle, but they will not find any treasure. Although the ruins are much overgrown with vines and bushes, the characters will still be able to note that many of the stones appear to have been scorched and shattered, as if by great force. The predominance of weeds, moss, bushes and trees, however, indicates that this destruction took place long ago. In the center of the shattered pile of rubble the adventurers will find the signs of recent excavation: a stone archway over stairs descending into the darkness.

GM Option: If any adventurers search near the entrance, they might find a written message scratched onto a rock. It is in Dwarven and is dated two years previous. It says, "*Hugo, Wornn and I grew tired of waiting so we have gone ahead and started to explore the tunnels. Yesterday I found quite a bit of gold and Rudli found some fine gemstones. You better hurry up, you slowpoke, or there will be no treasure left for you! Dante.*"

If the adventurers examine the area around the entrance or have any tracking skill, they will find some faint human-sized and smaller footprints of creatures wearing sandals and shoes (orcs) as well as a large number of smaller creatures with bare feet and sharp, pointed nails (kobolds). The ground is hard and few tracks can be found.

Dungeon Level 1

Wandering Monsters

The GM should roll 1d6 every three turns or so, with a 1 indicating an encounter. In this case, roll 1d12 to select the specific encounter.

- 1 3d4 Kobolds (20 total):** AC 13, HD 1d4 HP, #At 1 tiny sword or 1 tiny arrow, Dam 1d4, Mv 30', Sv NM, MI 6, XP 10 ea.

HP	1	□	1	□
	1	□	2	□□
	1	□	1	□
	4	□□□□	1	□
	3	□□□	4	□□□□
	1	□	2	□□
	3	□□□	4	□□□□
	2	□□	1	□
	3	□□□	3	□□□
	1	□	4	□□□□

- 2-3 1d6+1 Orcs (16 total):** AC 14, HD 1, #At 1 longsword or 1 shortbow, Dam 1d8 or 1d6, Mv 30', Sv F1, MI 8, XP 25 ea.

HP	8	□□□□□ □□□	3	□□□
	3	□□□	5	□□□□□
	7	□□□□□ □□	3	□□□
	4	□□□□	2	□□
	4	□□□□	2	□□
	7	□□□□□ □□	3	□□□
	8	□□□□□ □□□	3	□□□
	6	□□□□□ □	5	□□□□□

- 4 1d3 Giant Ticks (5 total):** AC 16, HD 3, #At 1 bite plus blood drain, Dam 1d4 plus 1d6/round, Mv 10', Sv F3, MI 8, XP 175 ea.

HP	9	□□□□□ □□□□
	22	□□□□□ □□□□□ □□□□□
		□□□□□ □□
	11	□□□□□ □□□□□ □
	19	□□□□□ □□□□□ □□□□□
		□□□□□
	11	□□□□□ □□□□□ □

- 5 1d6 Skeletons (12 total):** AC 13, half damage from edged weapons, 1 point only from arrows or bolts, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	1	□	3	□□□
	6	□□□□□ □	3	□□□
	8	□□□□□ □□□	2	□□
	8	□□□□□ □□□	4	□□□□
	6	□□□□□ □	2	□□
	8	□□□□□ □□□	5	□□□□□

- 6 1d4 Zombies (7 total):** AC 12, half damage from blunt weapons, 1 point only from arrows or bolts, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea.

HP	10	□□□□□ □□□□□
	9	□□□□□ □□□□
	10	□□□□□ □□□□□
	15	□□□□□ □□□□□ □□□□□
	6	□□□□□ □
	6	□□□□□ □
	3	□□□

- 7-9 2d6 Giant Rats (30 total):** AC 13, HD 1d4 hp, #At 1 bite, Dam 1d4 + disease, Mv 40', Sv F1, MI 8, XP 10 ea.

HP	1	□	1	□
	4	□□□□	1	□
	3	□□□	3	□□□
	4	□□□□	3	□□□
	4	□□□□	3	□□□
	3	□□□	1	□
	2	□□	1	□
	2	□□	4	□□□□
	2	□□	3	□□□
	3	□□□	3	□□□
	4	□□□□	2	□□
	1	□	1	□
	2	□□	2	□□
	1	□	4	□□□□
	2	□□	3	□□□

- 10 1d4+1 Stirges (9 total):** AC 13, HD 1*, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9, XP 37 ea.

HP	7	□□□□□ □□	3	□□□
	8	□□□□□ □□□	2	□□
	8	□□□□□ □□□	4	□□□□
	8	□□□□□ □□□	6	□□□□□ □
	8	□□□□□ □□□		

- 11 1 Tentacle Worm (3 total):** AC 13, HD 3*, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9, XP 175 ea.

HP	14	□□□□□ □□□□□ □□□□
	17	□□□□□ □□□□□ □□□□□ □□
	9	□□□□□ □□□□

- 12 1 Gelatinous Cube (1 total):** AC 12, HD 4*, #At 1, Dam 2d4+paralysis, Mv 20', Sv F2, MI 12, XP 280

HP	16	□□□□□ □□□□□ □□□□□
		□

Dungeon Level 1 Key**1. Entry:**

The entrance is a rough archway in the side of a pile of rubble, much overgrown. Stairs lead down into absolute darkness.

As they descend the stairs:

An ancient statue of a warrior with shield and sword stands at bottom of the stairs.

When the last step is stepped on, the warrior will loudly say, "Who dares enter the dungeons of Enlandin?" This is a permanent **magic mouth** spell, triggered every time someone enters unless they step over the last step. This alerts the kobold guards in area 2.

2. Secret Room:

The open entry to this room is covered by an illusion so that it looks like a plain wall. From inside the room, however, the occupants can see out. The six kobolds hiding in the room will wait if they hear the alarm from location 1. Each kobold has a tiny sword and tiny short bow and arrows, each of which deals 1d4 points of damage. When intruders pass by, the kobolds will pelt them with arrows through the illusory wall while their fellows from room 3 mount a frontal attack.

If the alarm is not sounded, the kobolds will simply be squatting in the dark eating rat on a stick. They have no treasure.

6 Kobolds: AC 13, HD 1d4 HP, #At 1 tiny sword or 1 tiny arrow, Dam 1d4, Mv 30', Sv NM, MI 6, XP 10 ea.

HP	4	□□□□	2	□□
	3	□□□	1	□
	3	□□□	2	□□

3. Kobold Room:

Eight kobolds and a kobold leader sit around a small fire in the middle of the room. Six large rats cook over the fire, and the smoke escapes out a hole in the ceiling. They have twelve ragged piles of straw as beds, and nearby stands a small wooden chest.

The chest contains 252 cp, 98 cp, and 15 ep. The leader has the key to the chest.

8 Kobolds: AC 13, HD 1d4 HP, #At 1 tiny sword or 1 tiny arrow, Dam 1d4, Mv 30', Sv NM, MI 6, XP 10 ea.

HP	1	□	2	□□
	4	□□□□	3	□□□
	2	□□	1	□
	3	□□□	4	□□□□

Kobold Leader: AC 13, HD 1, #At 1 tiny sword or 1 tiny arrow, Dam 1d4+1, Mv 30', Sv NM, MI 6, XP 25
HP 6 □□□□□□

4. Large Room:

You see the a dead body lying in the middle of the floor of this fifty-foot-square room; the body appears to be a male elf in chainmail, with a sword and longbow lying nearby.

This room has a 40-foot high ceiling, to which two giant ticks are clinging. They surprise on 1-3 on 1d6, and if they gain surprise they will go unnoticed



and will wait until characters pass beneath and then drop for a surprise attack.

Only two arrows are left in the dead elf's quiver. He has no other valuables on his person, and in particular seems to have no backpack or sack in which to carry things; this is because other members of his party quickly grabbed his backpack before fleeing. His name was Uuriendel (OO-ree-en-del), and he was a former comrade of Opi the Halfling, found in level 1, room 13.

2 Giant Ticks: AC 16, HD 3*, #At 1 bite plus blood drain, Dam 1d4 plus 1d6/round, Mv 10', Sv F3, MI 8, XP 175 ea.

HP 12 □□□□ □□□□ □□
15 □□□□ □□□□ □□□□

5. Tunnel to Outside:

Upon opening the secret door, you smell fresh air and see a small spot of light at the end of a long tunnel.

The rough-hewn tunnel runs almost 200 feet before exiting through a 4-foot square hole in the weeds and bushes in a small ravine east of the ruins. The outer entrance was once hidden by a secret door that has long since fallen in.

6. Trap:

In the center of this round room you see a robed figure with an upraised scythe! Though you steel yourselves for combat, you soon notice the figure is immobile. It seems to be just some kind of macabre statue.

Then you see a headless skeleton dressed in rotted leather armor lying on the floor near the statue. A skull, a rusted sword and an old sack with silver coins spilling out are scattered nearby.

The statue will be facing whichever door is entered. When characters pass by or move 10 feet into the room, the sculpture will spin, swinging his scythe in a circle around the room. Only elves and humans are tall enough to be hit. The trap attacks with an AB of +3, doing 2d6 points of damage on a hit; roll separately for each character who might be affected. A natural roll of 20 (or if the sculpture causes enough damage to kill) indicates the victim may have been

decapitated; a save vs. Death Ray is allowed to avoid this lethal fate.

There is 150 sp total spilling out of the sack on the floor; the skeletal victim of the trap has no other treasure.

7. Trap:

There is a pit trap in the floor here, which drops any victims into the water in room 24 on level 2. The pit has a 1-2 in 1d6 chance of opening if stepped on, +1 for each additional character standing in the square (so 1-3 if two characters, 1-4 if three, 1-5 if four, and if five or more characters crowd into the square it will automatically open). Characters standing within 5 feet of safety are allowed a save vs. Death Ray (with Dexterity bonus or penalty applied) to escape this fate.

8. Orc Room:

This large room is shrouded in darkness; your light does not reach the far wall.

Five orcs with shortbows and short curved swords will be hiding in the dark at the opposite end of the room from the end that the adventurers enter. As soon as any characters enter, the orcs will begin firing arrows out of the darkness. Due to the size of the room, if the PCs are bearing torches or other light sources, they will be unable to see the orcs. The orcs rely on their Darkvision and will be able to see the PCs whether they bear torches or not.

5 Orcs: AC 14, HD 1, #At 1 short sword or 1 short bow, Dam 1d6, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 8 □□□□□ □□□ 7 □□□□□ □□
5 □□□□□ 3 □□□
2 □□

9. Chests Without Treasure:

Though this room is otherwise empty, four chests stand in the northeastern corner.

The locks of the chests have been smashed and the contents removed long ago.

10. Storage:

This room is filled with barrels and boxes, a storeroom obviously. There is a faint smell of rot in the air.

All of the boxes contain food such as dried meat, flour, and so on, while the barrels are filled with water or wine. Most of the food is spoiled and the wine turned to vinegar long ago; water stored here is still safe, though. Anyone eating the food or drinking the wine must save vs. Poison or become sick, throwing up violently for 2d4 rounds and losing 1d6 points of Strength. Lost Strength points are regained at a rate of 1 point per hour. Those who save suffer no ill effects.

One crate contains six flasks of lamp oil, still serviceable.

11. Empty:**12. Zombie Room:**

Three zombies come out of the darkness and attack. No treasure.

The secret door leads to a hallway built on a very slight incline (only a Dwarf would have a chance of noticing) which slopes down to Level 2. Roll a 2nd level encounter check if the player characters proceed down the corridor.

3 Zombies: AC 12, half damage from blunt weapons, 1 point only from arrows or bolts, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 12 □□□□ □□□□ □□
 10 □□□□ □□□□
 7 □□□□ □□

13. Tentacle Worm Room:

In the center of the room you see a strange and horrific scene, illuminated by a lantern sitting on the floor. Two large worm-like creatures with many tentacles writhing about their heads. Their attention is focused on a small fellow, a Halfling you think, who is lying motionless on the floor between them, an iron prybar lying near his hand. A stone box or chest stands behind them, which may have been the prybar's target.

You think they are about to eat him... and you aren't sure, but you think you just saw him draw a breath.

The Halfling will be paralyzed for three turns after PCs defeat the worms. His name is Opi; he will offer the treasure in the chest and ask to join the party for an equal share of future treasure. Opi is brave and cooperative, and will be grateful to his rescuers but will not allow them to take advantage of him. If the PCs wrong him, he will slip away to seek his revenge later, possibly gathering other NPCs to help him. Opi was a comrade of Uuriendel, the dead elf in level 1, room 4.

The chest is locked; inside, covered with dust, are the skeleton of a rat, 6,000 cp, and 1,000 ep.

Opi the Halfling: Level 2 Fighter, AC 16, #At 1 shortsword or 1 shortbow, Dam 1d6+1 or 1d6, Mv 20', Sv F2, MI 8, XP 75

STR 15 (+1), INT 10, WIS 9, DEX 15 (+1), CON 15 (+1), CHA 11

Equipment: chain mail, shortsword, shortbow, 12 arrows, two silver daggers, backpack, iron prybar, rope, two small sacks, lantern, three oil flasks, a waterskin, three days worth of rations, and a pouch containing 47 gp.

HP 11 □□□□ □□□□ □

2 Tentacle Worms: AC 13, HD 3*, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9, XP 175 ea.

HP 16 □□□□ □□□□ □□□□ □
 12 □□□□ □□□□ □□

14. Empty:**15. Trap:**

A sculpture of a grinning gnome with a crossbow stands in the middle of the room.

All the doors have springs built into the hinges and will close after someone passes through. A PC can enter without getting hurt, but if someone opens a door from inside the room, the gnome will spin and fire a crossbow bolt at the person opening the door, attacking at AB +3 and doing 1d8+1 points of damage on a successful hit. If the PC closes the door and opens it again, the gnome will fire again.



If his nose is pressed, the gnome will temporarily cease firing; however, every time a door closes, the trap resets itself.

16. Orc Gambling Room:

Six orcs are drinking ale and arguing loudly over a game of dice in the middle of this room, in the light of a pair of torches in sconces on opposite sides of the room.

Check for surprise normally when this room is entered. Note that the orcs may wait to see what the adventurers will do before attacking, if given the chance. After all, adventurers have coin and can gamble! One of the orcs knows a little Common, and if the party parleys, he may invite them to join the game.

Of course, the orcs may just turn on the adventurers when their guard is down. Reaction rolls and the GM's discretion should rule this encounter.

There is 37 sp and 68 gp on the table that the orcs are gambling over. The room is furnished with a round table, a pair of dice and several stools, a keg of ale, and some cups.

6 Orcs: AC 14, HD 1, #At 1 longsword, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP	1	□	8	□□□□□□□□
	6	□□□□□□□	4	□□□□□
	4	□□□□□	2	□□

17. Orc Barracks:

The room is lit by torches. A large wooden chest sits 20 feet beyond the door. Six orcs are around the corner, behind a curtain, talking quietly.

The room has 24 rough cots and 12 piles of sleeping straw. The chest is locked and trapped with an alarm bell. If anyone tries to open it, the bell rings and the orcs come running. The chest contains 1,000 sp and 660 gp.

5 Orcs: AC 14, HD 1, #At 1 longsword, Dam 1d8, Mv 30', Sv F1, MI 8, XP 25 ea.

HP	6	□□□□□□□	8	□□□□□□□□
	6	□□□□□□□	2	□□
	7	□□□□□□□		

Orc Leader: AC 15, HD 2, #At 1 longsword, Dam 1d8+1, Mv 30', Sv F1, MI 8, XP 75

HP 12 □□□□□□□□□□□□

18. Ooze Room:

The door of this room stands open. A half-dissolved dead human lies in the middle of the room, his outstretched hand seemingly pointing at the northeast corner of the room.

A gray ooze is feeding on the remains; it surprises on 1-3 on 1d6, and will not be noticed if it gains surprise. To the north is a secret door to the secret chamber (room 18a, below).

Gray Ooze: AC 12, HD 3*, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12, XP 175

HP 16 □□□□□ □□□□□ □□□□□ □

18a. Secret Chamber:

There are twelve large stone jars standing in a row against the far wall. The wall on your right is visibly damp; the rest of the walls appear dry.

The right hand (east) wall appears wet because a gray ooze is seeping down it. If the dampness of the wall is ignored, the ooze will surprise on 1-4 on 1d6, attacking 1d8 rounds after the room is entered.

The jars contain treasure as follows:

1. 1,000 gp
2. Opening this jar releases a 5' radius cloud of poison gas! All characters in the area of effect must save vs. Poison or die. Inside the jar is a magical **Mace +1**.
3. 1,000 sp
4. Three vials, containing one each **Potions of Giant Strength, Diminution, and Healing**.
5. Empty
6. Old bones
7. Honey mixed with spices; at the bottom is a cursed **Ring of Weakness**.
8. 1,000 gp
9. This jar contains good quality wine, worth 200 gp if sold; however, the jar with the wine in it weighs 40 pounds.
10. Empty

11. Opening this jar releases a 5' radius cloud of poison gas! All characters in the area of effect must save vs. Poison or die. Inside are three **Clerical Scrolls**, one each of **cure light wounds, remove curse, and cure disease**.

12. Three gold necklaces decorated with small gems, worth 500 gp each.

Gray Ooze: AC 12, HD 3*, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12, XP 175

HP 12 □□□□□ □□□□□ □□

19. Web Room:

The ceilings and walls of this room are covered in webs. A human skeleton hangs trussed up in webs at the far end of the chamber. You see the glint of coins scattered around on the floor.

There is 16 gp and 12 sp total scattered on the floor. Despite the ominous surroundings, there are no monsters here.

20. Stairs With Malfunctioning Trap:

These stairs lead down to Level 2.

A warrior in full armor is carved in full relief on the north wall, a rusty but real flail grasped in his stone fist.

When the section of floor at the top of the stairs is stepped on, the arm of the carving will move slightly and the flail will jingle, but the trap is long broken (this will not be obvious to the players).

21. Kobold Room:

In this torchlit room you see four kobolds standing on top of a table in the center of this room, firing their tiny arrows at a horde of giant rats which are trying to attack them. Two rats, pegged with arrows, lie dead, but there are still quite a few of them. The situation doesn't look good for the kobolds.

The room is furnished with six stools, scattered around the floor, and the aforementioned table; two torches, one in a wall sconce beside each door, provide illumination. Ale cups and food are on the table, though of course the kobolds are stepping all over them. The rats are famished and will attack anyone they see; if they are surprised,

they will continue to attack the kobolds, ignoring the adventurers for one round.

4 Kobolds: AC 13, HD 1d4 HP, #At 1 tiny sword or 1 tiny arrow, Dam 1d4, Mv 30', Sv NM, MI 6, XP 10 ea.

HP	4	□□□□	3	□□□
	1	□	1	□

12 Giant Rats: AC 13, HD 1d4 HP, #At 1 bite, Dam 1d4 + disease, Mv 40', Sv F1, MI 8, XP 10 ea.

HP	3	□□□	4	□□□□
	2	□□	2	□□
	2	□□	2	□□
	3	□□□	1	□
	4	□□□□	1	□
	2	□□	1	□

22. Large Empty Room:

Six skeletons with rusty spears will attack anyone who enters the room.

6 Skeletons: AC 13, half damage from edged weapons, 1 point only from arrows or bolts, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	5	□□□□□	6	□□□□□□
	1	□	3	□□□
	7	□□□□□□	2	□□

23. Wizard's Workroom:

The north door of this room is locked.

The room is lit by numerous candles and furnished with a pair of worktables, some stools, a chair, shelves and various other pieces of laboratory equipment. A mage, or so you assume from his robes, stands at one table reading a scroll, and an armored man stands beside him with sword drawn and at the ready, protecting the mage. Human bones are piled all around the edges of the room.

An evil thaumaturgist named Sefretiri and his bodyguard Ursh are here. If the pair see intruders, the mage will shout and six skeletons will rise from the bones around the edges of the room and attack. The fighter (who is under the effects of a **charm person** spell) will also attack. The mage will grab his spell book off the table, cast **sleep** or **web** and any other spell if appropriate (perhaps fire off

a few **magic missiles**), and try to escape out the opposite door. If possible, he will head for room 25 and teleport downstairs.

On the tables are a lot of beakers, alembics, retorts, etc., as well as a collection of skulls on a shelf ranging in size from pixie (very small) to ogre (very large). A **Potion of Healing** is hidden inside the ogre skull. A pile of papers and scrolls on a table includes a **Magic-User scroll** of one spell: **remove curse**. A leather bag contains 250 gp. There are 12 small bottles on the table. If anyone tastes, roll 1d6 and the substance is poisonous on a 1-2. None of them are magical potions.

There are also 12 books on the tables; none are magical or useful. They deal with arcane knowledge, herbal remedies, a history of magic, a history of religion, etc., and are worth 20-70 gp each. A book about weather prediction has a folded up **Scroll of Detect Magic** stuck in it.

The thaumaturgist's spell book (which he will take with him if he flees) contains **read magic**, **charm person**, **sleep**, **detect magic**, **light**, **protection from evil**, **detect good/evil**, **web**, and **wizard lock** spells.

Sefretiri the Thaumaturgist: Level 4 Magic-User, AC 12, AB +2, #At 1, Dam 1d4 dagger or by spell, Mv 40', Sv M4, MI 8, XP 280

Equipment: dagger, **Wand of Magic Missiles** (19 charges)

Spells: **read magic**, **charm person**, **sleep**, **protection from good**, **wizard lock**, **web**.

HP 9 □□□□□ □□□□

Ursh the Warrior: Level 2 Fighter, AC 15 (chain mail), AB +2 (+4 sword), #At 1, Dam 1d8+2 sword, Mv 20', Sv F2, MI 8, XP 75

Equipment: chain mail, **Longsword +1**

HP 12 □□□□□ □□□□□ □□

6 Skeletons: AC 13, half damage from edged weapons, 1 point only from arrows or bolts, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	6	□□□□□ □	8	□□□□□ □□□
	2	□□	7	□□□□□ □□
	5	□□□□□	4	□□□□

24. Empty:**25. Teleport Room:**

There is a warning of death scrawled in Orcish on the outside of the door. Inside, the room is entirely empty.

The door will automatically close after the PCs enter the room. Characters will be teleported to room 25 on Level 2 as soon as the door is closed, but they will not know it until they leave that room; instead, read the following:

Suddenly you see piled boxes, barrels, and chests appear in the far end of the room!

These are the contents of room 25 on level 2, but of course the players do not know that yet.

Dungeon Level 2

Wandering Monsters

The GM should roll 1d6 every three turns or so, with a result of 1-2 indicating an encounter. In this case, roll 1d12 to select the specific encounter.

1-2 2d6 Orcs (20 total): AC 14, HD 1, #At 1 longsword or 1 shortbow, Dam 1d8 or 1d6, Mv 40', Sv F1, MI 8, XP 25 ea.

HP	5	□□□□□	5	□□□□□
	7	□□□□□ □□	2	□□
	7	□□□□□ □□	3	□□□
	8	□□□□□ □□□	2	□□
	7	□□□□□ □□	4	□□□□
	8	□□□□□ □□□	2	□□
	7	□□□□□ □□	1	□
	8	□□□□□ □□□	1	□
	8	□□□□□ □□□	5	□□□□□
	5	□□□□□	6	□□□□□ □

3-4 1d4 Ghouls (7 total): AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4 claw, 1d4 all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

HP	11	□□□□□ □□□□□ □
	10	□□□□□ □□□□□
	6	□□□□□ □
	3	□□□
	14	□□□□□ □□□□□ □□□□
	9	□□□□□ □□□□
	8	□□□□□ □□□

5 1d3 Giant Ticks (6 total): AC 16, HD 3*, #At 1 bite plus blood drain, Dam 1d4 plus 1d6/round, Mv 10', Sv F3, MI 8, XP 175 ea.

HP	18	□□□□□ □□□□□ □□□□□
		□□□
	8	□□□□□ □□□
	11	□□□□□ □□□□□ □
	7	□□□□□ □□
	8	□□□□□ □□□
	11	□□□□□ □□□□□ □

6 1d6+1 Stirges (12 total): AC 13, HD 1*, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9, XP 37 ea.

HP	5	□□□□□	5	□□□□□
	3	□□□	5	□□□□□
	2	□□	1	□
	7	□□□□□ □□	1	□
	6	□□□□□ □	6	□□□□□ □
	8	□□□□□ □□□	6	□□□□□ □

7 2d6 Skeletons (22 total): AC 13, half damage from edged weapons, 1 point only from arrows or bolts, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	5	□□□□□	1	□
	4	□□□□	5	□□□□□
	5	□□□□□	5	□□□□□
	5	□□□□□	2	□□
	2	□□	6	□□□□□ □
	6	□□□□□ □	6	□□□□□ □
	7	□□□□□ □□	4	□□□□
	2	□□	3	□□□
	6	□□□□□ □	4	□□□□
	7	□□□□□ □□	4	□□□□
	8	□□□□□ □□□	2	□□

8-9 2d6 Giant Rats (40 total): AC 13, HD 1d4 hp, #At 1 bite, Dam 1d4 + disease, Mv 40', Sv F1, MI 8, XP 10 ea.

HP	3	□□□	4	□□□□
	3	□□□	3	□□□
	1	□	3	□□□
	2	□□	3	□□□
	2	□□	1	□
	3	□□□	4	□□□□
	4	□□□□	1	□
	3	□□□	2	□□
	1	□	3	□□□
	3	□□□	3	□□□
	3	□□□	3	□□□
	4	□□□□	3	□□□
	4	□□□□	1	□
	2	□□	2	□□
	3	□□□	4	□□□□
	2	□□	4	□□□□
	2	□□	4	□□□□
	3	□□□	1	□
	2	□□	3	□□□
	4	□□□□	1	□

10 1 Gelatinous Cube (2 total): AC 12, HD 4*, #At 1, Dam 2d4+paralysis, Mv 20', Sv F2, MI 12, XP 280

HP	20	□□□□□ □□□□□ □□□□□
		□□□□□
	19	□□□□□ □□□□□ □□□□□
		□□□□

- 11 1d6+1 Troglydtes (10 total):** AC 15, those within 10' must save vs. Poison (due to stench) or suffer -2 on attack rolls, HD 2, #At 2 claws/1 bite, Dam 1d4 claw, 1d4 bite, Mv 40', Sv F2, MI 9, XP 75 ea.

HP 9 □□□□□ □□□□
 9 □□□□□ □□□□
 7 □□□□□ □□
 7 □□□□□ □□
 15 □□□□□ □□□□□ □□□□□
 13 □□□□□ □□□□□ □□□
 7 □□□□□ □□
 7 □□□□□ □□
 8 □□□□□ □□□
 10 □□□□□ □□□□□

- 12 2d4 Zombies (10 total):** AC 12, half damage from blunt weapons, 1 point only from arrows or bolts, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 12 □□□□□ □□□□□ □□
 10 □□□□□ □□□□□
 9 □□□□□ □□□□
 8 □□□□□ □□□
 8 □□□□□ □□□
 8 □□□□□ □□□
 10 □□□□□ □□□□□
 11 □□□□□ □□□□□ □
 9 □□□□□ □□□□
 3 □□□

Dungeon Level 2 Key

1. Empty:

2. Ghoul Room:

Four snarling ghouls are tearing at the remains of a human body. No treasure.

- 4 Ghouls:** AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4 claw, 1d4 bite, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

HP 8 □□□□□ □□□
 9 □□□□□ □□□□
 6 □□□□□ □
 11 □□□□□ □□□□□ □

3. Coffin Room:

A single coffin stands on a bier in the center of this room.

If the adventurers look inside the coffin:

Inside the coffin you see a body, wrapped in ragged bandages. A smell of death, old and musty, fills the air.

Then the body begins to move...

The body is a zombie which will attack whomever opens the coffin. The wrapping is meant to convince the PCs that this is a mummy.

- Zombie:** AC 12, half damage from blunt weapons, 1 point only from arrows or bolts, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75

HP 9 □□□□□ □□□□

4. Secret Room:

This room has the entrance to the sloping hall that leads up to Level 1. The skeleton of a Dwarf fighter with a broken leg, dressed in rusted plate mail, is here. In silver runes on his helmet is written the name, "Worn VII." Clutched in his bony hands is a **Battleaxe +1** and a scroll upon which is scrawled "Beware the dragon." As the PCs inspect the body, a large spider will fall down from above and attack the person closest to the corpse.

- Large Spider:** AC 14, HD 1*, #At 1 bite, Dam 1d2 + poison, Mv 20' Web 40', Sv F1, MI 8, XP 37

HP 7 □□□□□ □□

5. Orc Room:

The room is lit by dim torches. A band of twelve orcs are torturing a gnome.

If the gnome is rescued, he will die in three rounds but will tell adventurers "great treasure and danger can be found in the room of the painted walls..."

On the floor is a belt with a small pouch containing three gems worth 50 gp each.

12 Orcs: AC 14, HD 1, #At 1 longsword or 1 shortbow, Dam 1d8 or 1d6, Mv 30', Sv F1, MI 8, XP 25 ea.

HP	3	□□□	5	□□□□□
	7	□□□□□ □□	6	□□□□□ □
	5	□□□□□	1	□
	4	□□□□	6	□□□□□ □
	7	□□□□□ □□	2	□□
	6	□□□□□ □	7	□□□□□ □□

6. Spider Statue Room:

Atop a three-foot-tall pedestal in the center of this room you see a gold statuette of a spider with glittering red gems for eyes.

If anyone touches the statue, it becomes a huge spider. If the spider kills anyone or is killed, it crawls back up on the pillar and becomes a gold statue again. If the sculpture is touched again, it happens all over again. **Remove curse** or **dispel magic** (vs. 10th-level magic) will turn it into an ordinary statue worth 3,500 gp.

Huge Spider: AC 14, HD 2*, #At 1 bite, Dam 1d2 + poison, Mv 20' Web 40', Sv F1, MI 8, XP 100

HP	13	□□□□□ □□□□□ □□□
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7. Empty:

8. Troglodyte Temple:

This room is lit by a weird crackling fire that burns in a stone bowl in the middle of the room. Four troglodytes bow before a stone statue of a lizard with two large green gems for eyes. One of the trogs is about to slit an unconscious woman's throat with a weirdly glowing dagger.

The dagger is a magic **Dagger +2, casts light on command**. The green gems in the statue's eyes are emeralds; they are worth 500 gp as a pair or 200 gp each.

Three rounds after the party attacks the troglodytes, three more troglodytes will enter and join the fight.

If rescued, the woman will offer to join the party, if given weapons. Her name is Aniria, and she will be grateful to her rescuers and seek to aid them if they seem basically good. If the party engages in evil acts, Aniria will at first object, and if they persist



she will either abandon the party or seek to have them arrested. She is a Cleric; her statistics are given below. Aniria was a comrade of Opi and Uriendel, described in level 1, rooms 4 and 13. She was captured by the troglodytes, who removed her armor and equipment and dumped it elsewhere.

7 Troglodytes: AC 15, those within 10' must save vs. Poison (due to stench) or suffer -2 on attack rolls, HD 2, #At 2 claws/1 bite, Dam 1d4 claw, 1d4 bite, Mv 40', Sv F2, MI 9, XP 75 ea.

HP	6	□□□□□ □
	14	□□□□□ □□□□□ □□□□
	16	□□□□□ □□□□□ □□□□□ □
	8	□□□□□ □□□
	14	□□□□□ □□□□□ □□□□
	10	□□□□□ □□□□□
	6	□□□□□ □

Aniria: Human Cleric Level 2, AC 11, #At 1, Dam 1d3 or by weapon, Mv 40', Sv C2, MI 8, XP 75
STR 14, INT 12, WIS 16, DEX 11, CON 8, CHA 16

Spells: **cure light wounds**

HP 5 □□□□□

9. Thaumaturgist's Bedroom:

The bedroom belongs to Sefretiri the Thaumaturgist from room 23 on Level 1. If he is chased from that room on Level 1, he will be here. If anyone enters by the door, he will cast a few spells, use his wand,, and flee out the secret door. Otherwise, proceed:

In this room you see a bed, a stool, and a locked chest; apparently it is a bedroom.

There is a covered pit trap inside the locked door to room 8. The pit trap is 10 feet deep. Anyone falling in will be stabbed by 1d4 iron spikes, dealing 1d4 points of damage each; roll each spike as a separate attack with an AB of +2. This damage is in addition to the 1d6 points of damage suffered in the fall. A lever on the north wall locks the trap door closed, if pulled down before anyone crosses it.

Under the bed is a pair of slippers and an empty chamber pot.

The chest is trapped with a poison needle in the lock, which will stab outward if anyone attempts to pick the lock. A standard saving throw vs. Poison must be made or the PC will die... at least as far as anyone can tell. The poison actually causes the victim to become catatonic and to appear dead, even having a pulse so slow that if anyone checks it, the GM should make a "secret doors" check to see if it can be detected. Any poisoned victim will awaken suddenly after 2d10 hours. Of course, if left unguarded the victim may still come to a bad end before awakening.

The chest contains a few robes, some tall pointed hats, blankets, a bag containing 300 gp, and an ivory comb worth 50 gp.

10. Room of the Magic Doors:

In the center of this rounded room a three-foot-diameter fire burns directly atop the stone floor, without wood or any other visible fuel. The room appears otherwise empty.

From the outside, this room appears to have four doors. From the inside, it appears to have just one exit; initially that's the door the party entered through. If the door is closed (or is left unattended and is thus able to close itself), it will disappear, and another door will appear in the wall directly across from the original entrance. However, if anyone approaches it:

As you reach for the door, it seems to slip swiftly sideways, sliding around the wall and coming to rest in a different place.

The only way to get to the door is walk right through the fire (it is a permanent illusion and will not hurt anyone). In order to get the door to let them out in the compass direction they want to go, the PCs must start from the opposite end of the room (i.e., in order to go north, they must walk through the fire from the south).

From within, this entire room detects as magical.

11. Empty:

12. Gargoyle Room:

A gargoyle statue squats on a pillar in the center of the room, facing the north entrance.

He will be as still as a statue until anyone enters, then he will attack. If entry is by the secret door in the west wall he will not attack as long as the party remains south of the pillar.

Gargoyle: AC 15 ‡, HD 4**, #At 2 claws/1 bite/1 horn, Dam 1d4 claw, 1d6 bite, 1d4 horn, Mv 30' Fly 50' (15'), Sv F6, MI 11, XP 320

HP 19 □□□□□ □□□□□ □□□□□ □□□□□

13. Room of the Archer:

An evil elf named Nestorius stands in the darkness at the north end of the room. If characters enter by the south door, he will fire one or two arrows before slipping on his **Ring of Invisibility**, then stand in the corner and watch them. He will follow them and annoy them with sniper fire, always firing from sixty feet away when possible.

Nestorius will enjoy playing cat and mouse with the party. He will fire an arrow from a distance, turn invisible and hide, wait until the characters think he is gone, and repeat the action. He will not take foolish risks and will always leave himself a way to escape. If he begins to run low on arrows or the party seems likely to discover him, he will use his **Ring of Invisibility** and **Elven Boots** to sneak away.

Nestorius: Elf Fighter Level 3, AC 16, #At 1 **Arrow +2** (AB +7), 1 arrow (AB +5), or 1 sword (AB +2), Dam 1d6+3 or 1d6+1 or 1d8, Mv 40', Sv F3E, MI 7, XP 320

STR 9, INT 10, WIS 8, DEX 16, CON 11, CHA 8

Equipment: **Shortbow +1**, **Leather Armor +1**, 12 **Shortbow Arrows +2**, 12 regular arrows, a **Ring of Invisibility** (on a chain around his neck), longsword, dagger, **Elven Boots**

Treasure: 55 pp, gold belt buckle with gems worth 100 gp; his sword and dagger are of fine workmanship and inlaid with gold and gems, such that the sword is worth 1,000 gp and the dagger is worth 500 gp

HP 13 □□□□□ □□□□□ □□□

14. Room of Death:

The door to this room stands ajar, and you can hear nasty rending sounds from within.

Inside the room, four ghouls devour the corpse of a human. The only treasure is an ordinary iron sword.

4 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4 claw, 1d4 bite, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

HP 12 □□□□□ □□□□□ □□
 11 □□□□□ □□□□□ □
 9 □□□□□ □□□□
 14 □□□□□ □□□□□ □□□□

15. Pit Trap:

If the false door on the wall is opened, the pit trap drops characters 20 feet down to the third level. The trap then closes and resets itself.

16. Zombie Room:

Five zombies lurk in the shadows and will shuffle out to attack any who enter. A secret door in the south wall gives access to Level 3.

5 Zombies: AC 12, half damage from blunt weapons, 1 point only from arrows or bolts, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 9 □□□□□ □□□□
 12 □□□□□ □□□□□ □□
 7 □□□□□ □□
 5 □□□□□
 8 □□□□□ □□□

17. Chamber of the Evil Image:

Two torches burn in sconces on the west wall of this room, illuminating it. A curtain is drawn back to reveal a demonic face painted on the west wall.

Anyone entering the room must save vs. Spells or run with fear from the room and be unable to attempt to return for a full turn (at which time he or she saves again at -2).

Assuming the PCs manage to remain in the room, two shadows will attack. The shadows surprise on 1-3 on 1d4 as they are lying flat against the east wall, waiting for unsuspecting victims to enter.

The secret door to room 18 has a poison needle trap on the small stone that serves as its trigger, which will puncture into the skin of anyone who presses it. Any such victim must save vs. Poison or die. Pressing the trigger with an object is enough to defeat this trap.

2 Shadows: AC 13 ‡, HD 2*, #At 1 touch, Dam 1d4 + 1 point Strength loss, Mv 30', Sv F2, MI 12, XP 100 ea.

HP 9 □□□□□ □□□□
 12 □□□□□ □□□□□ □□

18. Wight's Room:

A bow, a quiver of arrows, and a sword with a fancy jeweled scabbard and hilt hang on the wall above three iron chests.

A wight will attack anyone who enters the room.

The bow is a **Longbow +1** and the quiver contains 18 **Longbow Arrows +1**. The sword is a cursed **Longsword -1**.

Three locked iron chests, each trapped with a poison gas and a poison needle trap in the lock, are against the wall. The first two chests contain 3,000 gp each. The third chest contains a magical sword and a magical helmet.

The helmet is made of black steel and silver and will give +1 to AC and saving throws and grant Darkvision 30' to the wearer. (If the wearer already has Darkvision, add the 30' to his or her normal range.) However, it is **cursed**. Each time it is put on, the wearer must save vs. Spells (without the bonus from the helmet) or be possessed by an evil spirit. The evil spirit lays in wait, allowing the character to go about his or her business as normal, but when it sees an opportunity to secretly cause harm to others it will take over control of the character to do so. Until this point the character will not know he or she is possessed, and afterward the spirit will prevent the character from revealing his or her predicament. Removing the helmet has no effect on the possession, and in fact after a character has been possessed the helmet is no longer cursed and is a normal **dwarven helmet of protection +1**. Removing the evil spirit from the victim requires a **remove curse** spell, and the spirit is granted a saving throw as if it were a 5th level magic-user.

The sword is plain iron in a red leather sheath. It is a **longsword +1, +3 vs. dragons**. If the user puts his or her hand on the hilt, it will throb and pulse when a dragon is within 100 feet.

Wight: AC 15 †, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175

HP 13 □□□□□ □□□□□ □□□

**19. Ramp:**

In this area you see a ramp leading up, and four hunched humanoids lurching down it toward you, black eyes glittering with hate, or maybe hunger...

This is the tunnel that slopes up to room 12 on the first level. Four ghouls are traveling along the ramp.

4 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4 claw, 1d4 bite, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

HP 6 □□□□□ □
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20. Empty Room:

There is a pit in the floor. Someone has hammered a spike into the floor and tied a rope to it that leads down into the pit.

The pit leads to room 15 on Level 3.

21. Large Cavern:

Inside the door, the floor slopes down and you can hear rushing water from the north. There is a large tunnel to the west leading off into darkness. You smell fresh air faintly, and perhaps the slightest breeze blows from the tunnel.

The tunnel is 300 feet or so long, and slightly curved so that light does not reach from one end to the other. It eventually exits to the outside into a wooded ravine. Vines and bushes shield the entrance from sight.

The pit in the floor slopes down to the northeast, like a ramp. A slight reddish glow can be seen from below. One can scuttle down the side, but there is a lot of loose debris, so that each character must roll a saving throw vs. Death Ray with Dexterity bonus or penalty applied or start a small rock fall that is 50% likely to awaken the dragon below.

The underground river flows fast and is 12 feet deep. Anyone entering who fails to roll a saving throw vs. Death Ray with Strength bonus applied will be swept away to the northwest and drowned and lost forever. Characters with a lot of gear or armor will sink and need to shed their gear immediately (losing it forever). Anything held in the hands is 50% likely to be dropped and also lost to the current.

22. Cave:

The underground river here is a continuation of the flow in location 21. Anyone entering the water needs to make the same ability check and suffers the same consequences on failure, but will be swept away to the west to 21 and 23. He or she may make the roll again in rooms 21 and 23 to prevent being drowned and lost forever.

23. Dark Cavern:

A rotted old chest stands against the north wall surrounded by the skeletons of three long-dead humans. Lying beside one of the humans is a rusty shortsword.

The chest contains a sack of 500 gp, a moldy red cloak, and a **Wand of Secret Door and Trap Detection** (18 charges). The wand is also enchanted to illuminate on command as if by a

light spell at the tip, with a 30-foot radius. Both command words are written on the wand in an ink that is only visible to elves or to characters using **detect invisible**.

24. Cave:

The pit trap from 27 on Level 1 will drop characters in the water at "X". The river here transports unfortunate souls west, to point "A", where they are afforded another opportunity to save themselves. STR rolls may be made again in 22 and yet again in 21 and 23. All characteristics of this swift-moving channel remain the same throughout all the caves in which it is exposed; refer to location 21.

25. One Way Teleport:

You see piled boxes, barrels, and chests at the far end of this room. It appears otherwise empty.

Those who enter room 25 on the first level will end up here. Note that the teleport magic from level 1 to level 2 is one-way only; characters may enter this room as many times as they like, but will never be transported back to level 1. As mentioned in level 1, room 25, the boxes, barrels, and chests are all empty.

26. Orc Parlor:

Four elite orcs are here, arguing in Orcish about how to divide a treasure of gold coins that lies in neat piles on a table.

58 gp lie in piles on the table. There are chairs, a few torches, a barrel of ale, cups, and other homey items.

4 Elite Orcs: AC 16, HD 1*, #At 1 sword (AB +2), Dam 1d8+1, Mv 20', Sv F1, MI 8, XP 37 ea.

HP	8	□□□□□ □□□	8	□□□□□ □□□
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27. Troglodyte Barracks:

Six troglodytes are sleeping in piles of stinky straw in the center of the room.

6 Troglodytes: AC 15, those within 10' must save vs. Poison (due to stench) or suffer -2 on attack rolls, HD 2, #At 2 claws/1 bite, Dam 1d4 claw, 1d4 bite, Mv 40', Sv F2, MI 9, XP 75 ea.

HP 11 □□□□□ □□□□□ □
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28. Empty:

29. Illusion Room:

This room contains an illusion of a charging seven-headed hydra, complete with sound. No matter which door the party enters, the hydra will charge at them with a roar, snapping its jaws. It attacks as

a 7 HD monster, and anyone bitten must save vs. Death Ray or pass out from fear, being affected as if by a **sleep** spell. Any successful hit against its armor class of 18 will cause it to disappear, and in any event it will disappear after 1d4 rounds.

30. Secret Hall:

A gelatinous cube is trapped here. Inside the cube are 150 gp, a longsword, and a **Potion of Healing** in a glass bottle sealed with wax.

Gelatinous Cube: AC 12, HD 4*, #At 1, Dam 2d4+paralysis, Mv 20', Sv F2, MI 12, XP 280

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

Dungeon Level 3

Wandering Monsters

The GM should roll 1d6 every three turns or so, with a 1-4 indicating an encounter. In this case, roll 1d10 to select the specific encounter.

- 1 4d6 Orcs (32 total):** AC 14, HD 1, #At 1 longsword or 1 shortbow, Dam 1d8 or 1d6, Mv 30', Sv F1, MI 8, XP 25 ea.
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| | 7 | □□□□□ □□ | 2 | □□ |
- 10 1d4 Harpies (6 total):** AC 13, HD 2*, #At 2 claws/1 shortsword + special, Dam 1d4 claw, 1d6 shortsword + special, Mv 20' Fly 50' (10'), Sv F2, MI 7, XP 100 ea.
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| HP | 9 | □□□□□ □□□□ |
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- 3 1d3 Wights (5 total):** AC 15 †, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175 ea.
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|----|----|------------------|
| HP | 14 | □□□□□ □□□□□ □□□□ |
| | 9 | □□□□□ □□□□ |
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- 5 1 Grey Ooze (3 total):** AC 12, HD 3*, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12, XP 175 ea.
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|----|----|-------------------|
| HP | 15 | □□□□□ □□□□□ □□□□□ |
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- 2 1 Ochre Jelly (2 total):** AC 12 (only hit by fire or cold), HD 5*, #At 1 pseudopod, Dam 2d6, Mv 10', Sv F5, MI 12, XP 405 ea.
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|----|----|-------------------|
| HP | 16 | □□□□□ □□□□□ □□□□□ |
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- 6 2d4 Zombies (18 total):** AC 12, half damage from blunt weapons, 1 point only from arrows or bolts, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.
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| HP | 8 | □□□□□ □□□ |
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- 7 1d4 Wererats (12 total):** AC 13 †, HD 3*, #At 1 bite or 1 longsword, Dam 1d4 bite or 1d8 longsword, Mv 40', Sv F3, MI 8, XP 175 ea.
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| HP | 21 | □□□□□ □□□□□ □□□□□ |
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8 2d4 Bugbears (20 total): AC 15, HD 3+1, #At 1 sword, Dam 1d8+1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP 10 □□□□ □□□□
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9 1d4 Ogres (7 total): AC 15, HD 4+1, #At 1 club, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240 ea.

HP 15 □□□□ □□□□ □□□□
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4 1d4 Doppelgangers (4 total): AC 15, HD 4*, #At 1 fist, Dam 1d12, Mv 30', Sv F4, MI 10, XP 280 ea.

HP 14 □□□□ □□□□ □□□□
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1. Cave:

This is a rough-walled cave with numerous stalactites. A slight reddish glow can be seen from below. The rugged floor slopes down to the northeast, like a ramp. There is a lot of loose debris.

Each character must make a Dexterity ability roll (or alternately, a save vs. Death Ray with Dexterity bonus applied, at the GM's option) or start a small rock fall that is 50% likely to awaken the dragon below.

2-3. Dragon's Cave:

This is a large cavern with stalactites hanging from the ceiling. In the center of the cavern is a crater. Escaping natural gas burns with a reddish glow that lights the entire cavern. On a three-foot high ledge in the north part of the cavern, a large red dragon sleeps curled around a pile of treasure. The charred remains of three Dwarves, with ruined armor and weapons, lie at the edge of his ledge.

Lying near of one dwarf's body is a **Mace +2**.

Nuridorix (Red Dragon): Age Category 4, AC 21, HD 10**(+9), #At 2 claws/1 bite or breath (Fire Cone 90' long to 45' wide)/1 tail, Dam 1d8/1d8/4d8 or 10d8/1d8, Mv 30' Fly 80' (20'), Sv F10, MI 8, XP 1,480

HP 66 □□□□ □□□□ □□□□ □□□□
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His treasure includes 13,000 cp, 18,000 sp, 6,000 gp, 46 gems, a **Potion of Gaseous Form** and a **Potion of Delusion**, a **Scroll of Protection from Lycanthropes**, a **Magic-User Scroll of one spell: cone of cold**, a **Rope of Climbing**, a **Ring of Protection +1**, a cursed **Longsword -2**, and a **Shield +1**. Twenty of the gems are worth 10 gp each, twelve are worth 50 gp each, eight are worth 100 gp each, and six are worth 500 gp each.

4. Side Cavern:

This side cavern has a large, deep pool of cold water in it. A huge boulder plugs the entrance to the east.

On the boulder, carved in Dwarven runes, is the inscription, "In memory of Legral Thorn, slayer of orcs and goblins." For every three points of Strength over 30 that can be applied to moving the stone, give a 1 in 6 chance that the characters can move the stone, but no more than three PCs can push on it at a time.

5. Tomb Room:

In the center of this room is a large stone sarcophagus with a heavy stone lid engraved with what appear to be Dwarven runes. Standing behind the sarcophagus are a pair of cadaverous figures in tattered clothing; your first instinct says zombies, but the cold glow of evil cunning in their eyes tells a different story.

The room is inhabited by a pair of wights, set here to guard the tomb.

The runes say, "Legral Thorn, scourge of Goblin-kind." Inside is the skeleton of a dwarf dressed in **Chainmail +1** grasping a huge double-bitted **Greataxe +1** in his bony hands. The axe is so large and heavy it inflicts 1d12 points of damage with every successful hit, but requires two hands to wield properly. A person with a Strength of 18 can wield it normally; for any lesser wielder, a penalty of -3 plus the character's Strength bonus applies to all attack rolls. For example, a score of 16-17 imposes a -1 to hit (so +0 total with the magic bonus applied), 13-15 yields a -2 (-1), and 11-12 are at -3 (-2 with magic). Those with a Strength of 10 or less can hardly lift it off the floor and will be unable to fight with this massive magical axe. Note: Do not apply the character's Strength bonus to attack rolls with this weapon, but do apply it to damage.

2 Wights: AC 15†, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175 ea.

HP 12 □□□□□ □□□□□ □□
15 □□□□□ □□□□□ □□□□□

6. Empty:**7. Ochre Jelly:**

The south door hangs off of its hinges and the wood appears to be damaged as if by some strong acid. The partially-dissolved body of a man dressed in plate mail with a mace in his hand lies near the east door, with a gold chalice lying beside it. As you enter the room, you see an ochre jelly enveloping a terrified man dressed in leather armor in the northwest corner. A man dressed in robes stands in the center of the room, holding a burning torch in one hand and casting a magic missile at the creature, but this does not kill it. He sees you and cries out, "Help, please!"

The gold chalice is worth 500 gp.

It is too late for the terrified man; all that might be found of him later is his shortsword, a dagger, and two gems worth 100 gp each.

The mage's name is Blodgett Derode, and he will gladly join any party that saves him from the jelly. However, if the PCs refuse to help he will attempt to flee the jelly.

Ochre Jelly: AC 12 (only hit by fire or cold), HD 5*, #At 1 pseudopod, Dam 2d6, Mv 10', Sv F5, MI 12, XP 405

HP 21 ☒☒☒☒☒ ☒□□□□ □□□□□ □□□□□
□

Blodgett Derode: Human Magic-User Level 3, AC 11, AB +1, #At 1 dagger or spell, Dam 1d4 or by spell, Mv 40', Sv M3, MI 7, XP 175

STR 9, INT 17, WIS 12, CON 9, DEX 12, CHA 9

Equipment: dagger, **magic-User Scrolls** of **sleep**, **detect magic** x3 and **hold portal**, 2 vials of holy water, 2 flasks of oil, 4 torches, 50 foot of rope. a backpack, and 35 gp in a pouch.

Spells: **charm person** □, **detect magic**, **enlargements**, **hold portal**, **light**, **magic missile** ☒, **read languages**, **read magic**, **floating disc**, **continual light**, **ESP**, **knock**, **web** □, **wizard lock**; currently-prepared spells are marked with □

HP 6 □□□□□ □

8. Rat Cave:

This room can only be reached by a narrow tunnel, three feet in diameter. Characters larger than a Halfling will have to crawl (no shield or two-handed weapon can be used, -1 on attacks).

In the cave are two wererats. If attacked, one of them will blow a silver whistle that will summon 2d6 giant rats in 2-5 rounds. The wererats have a nest with a bag of 300 gp, 300 sp, and a silver scroll tube with a **Clerical Scroll of remove curse and cure disease** x3 and a **protection from lycanthropes** scroll rolled up together. The silver tube alone is worth 100 gp. Each wererat wears a silver ring engraved with a crowned rat's head (worth 50 gp). The rings are passes for entry into a secret society of wererats. The GM can incorporate this into his or her campaign at a future date (or substitute some other treasure instead).

2 Wererats: AC 13†, HD 3*, #At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv F3, MI 8, XP 175 ea.

HP 12 □□□□ □□□□ □□
16 □□□□ □□□□ □□□□ □

9. Tunnel Room:

This room appears empty. Narrow tunnels are dug into the walls.

See area 8, above, regarding the tunnels.

10. Rat Room:

Eight giant rats are in this room gnawing on some bones.

8 Giant Rats: AC 13, HD 1d4 hp, #At 1 bite, Dam 1d4 + disease, Mv 40', Sv F1, MI 8, XP 10 ea.

HP 2 □□ 2 □□
4 □□□□ 2 □□
2 □□ 3 □□□
1 □ 1 □

11. Empty:**12. Rat Room:**

As you enter this room, a dozen giant rats rush toward you angrily.

If half their number are killed, the rest will flee. The room has the remains of some old boxes and barrels in it, but nothing of value.

12 Giant Rats: AC 13, HD 1d4 hp, #At 1 bite, Dam 1d4 + disease, Mv 40', Sv F1, MI 8, XP 10 ea.

HP 3 □□□ 1 □
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4 □□□□ 2 □□
3 □□□ 1 □
4 □□□□ 1 □
1 □ 1 □

13. Bugbear Lair:

Five bugbears are arguing over a bag, which looks as if it contains coins.

The bag contains 150 gp. The bugbears are armed with morningstars and battle axes. The room is furnished with a dozen untidy piles of straw and skins. A barrel filled with water is pushed in front of the hole in the wall, concealing it. A silver dagger (worth 30 gp) is on the floor under the barrel.

5 Bugbears: AC 15, HD 3+1, #At 1 morningstar or battle axe, Dam 1d8+1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP 14 □□□□ □□□□ □□□□
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14. Aerie Room:

This room has a twenty-foot high ceiling. Three harpies rest on narrow ledges fifteen feet up.

Each harpy wears a necklace worth 1d4x100 gp.

3 Harpies: AC 13, HD 2*, #At 2 claws/1 short sword + special, Dam 1d4 claw, 1d6 shortsword + special, Mv 20' Fly 50' (10'), Sv F2, MI 7, XP 100 ea.

HP 15 □□□□ □□□□ □□□□
18 □□□□ □□□□ □□□□ □□□
13 □□□□ □□□□ □□□

15. Pit Room:

A long rope hangs from a square hole in the fifteen-foot-high ceiling. This room appears otherwise empty.

This room provides access to room 20 on Level 2, via a fifteen-foot shaft that ends at the hole in the ceiling.

16. Banquet Room:

There is a long table with two dozen chairs around it. Plates, bowls, and two silver candlesticks are on the table, all layered in dust. Rotting tapestries that depict hunting scenes hang on the wall.

If anyone touches the table or anything on it, a wight will materialize and attack that person; there is only one wight.

The silver candlesticks are worth 100 gp as a set; there is nothing else valuable here.

Wight: AC 15 †, HD 3*, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12, XP 175

HP 18 □□□□□ □□□□□ □□□□□ □□□

17. Empty:**18. Haunted Room:**

As you enter a transparent ghostly figure appears, stretches out its arms and flies toward you shrieking!

The apparition is harmless and will appear each time the room is entered, disappearing as it reaches the entrance.

19. Pit Trap:

There is a pile of loose, soft loam in the middle of this room, above the pile is a hole in the ceiling.

Characters caught by the pit trap on Level 2 in location 15 will fall here. They will take only 1d6 points of damage from the fall due to the pile of soft dirt on the floor.

20. Bugbears:

Four bugbears armed with longswords are here, hiding around the corner to ambush whomever walks past (surprising on a 1-4 on 1d6). They have no treasure other than their weapons.

4 Bugbears: AC 15, HD 3+1, #At 1 sword, Dam 1d8+1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP 13 □□□□□ □□□□□ □□□
 15 □□□□□ □□□□□ □□□□□
 9 □□□□□ □□□□
 12 □□□□□ □□□□□ □□

21. Evil Cleric's Room:

You see a Cleric and two acolytes sitting at a table drinking wine. Behind them stand two men whom your seasoned eyes recognize as zombies. A lantern on the table illuminates the scene.

The Cleric is named Delexetor, and he is a follower of the demon lord depicted by the statue in the temple (area 22, below). At the sound of any trouble in the temple all within this room will rush out in 2 rounds.

There is a table and 4 chairs, a silver wine carafe, and 4 cups (cups worth 50 gp each and wine carafe worth 150 gp).

A locked chest trapped with a poison needle in the lock contains 600 gp, a jeweled **Dagger +1**, 4 flasks of oil, a tinderbox, and 7 scrolls of writings of this demon worship cult. Anyone who triggers the trap must save vs. Poison or become unconscious for 3d6 turns (making them easy prey for the cleric and his acolytes).

An unlocked chest contains robes and vestments, 12 vials of holy water, and 12 vials of unholy water (gain 200 XP total for destroying the unholy water). The vials are sealed with wax: white for the holy water, black for the unholy.

Delexetor: Human Cleric Level 5, AC 18, #At 1 staff (AB +4) or spell, Dam 1d4+1, Mv 20', Sv C5, MI 8, XP 405

Equipment: plate mail, **Snake Staff**, **Ring of Protection +1**

Spells: **cause light wounds**, **darkness**, **silence 15' radius**, **hold person**

Treasure: gold and ruby necklace worth 1,000 gp adorned with a large chunk of amber carved into the likeness of the god of the temple (serves as his unholy symbol; worth 100 gp but most merchants will refuse to buy it; gain 500 XP for destroying it); also, he has keys to the doors and the chests in his pocket.

HP 19 □□□□□ □□□□□ □□□□□ □□□□□

2 Acolytes: Human Cleric Level 1, AC 15, #At 1 staff, Dam 1d4, Mv 20', Sv C1, MI 8, XP 25 ea.

Equipment: chain mail, walking staff, copper holy symbol similar to the priest's (characters gain 50 XP for destroying each of these)

HP 6 □□□□□ □ 6 □□□□□ □

2 Zombies: AC 12, half damage from blunt weapons, 1 point only from arrows or bolts, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 14 □□□□□ □□□□□ □□□□□
8 □□□□□ □□□

22. Evil Temple:

This room is lit by a weird green light that seems to emanate from the walls and the massive twenty-foot-tall pillars, which are carved with runes and leering faces. At the far end of the room is a small altar, a sculpture of a bull-headed man with tentacles in place of horns which nearly scrapes the ceiling, and a large brass gong. Some silver and gold objects are on the altar, and the eyes of the sculpture appear to be made from large gems.

After players advance within 40 feet of the altar, six zombies will step out from behind the pillars and attack. Clerics suffer a -2 on any Turning attempts for these zombies due to the temple's influence. One of the zombies will beat the gong with its fists for 3 rounds (alerting those in areas 21 and 23) before it attacks; the cleric, acolytes, and zombies in area 21 will respond in 2 rounds, the demon worshippers in area 23 in 3 rounds.

The eyes of the statue are large gems worth 1,000 gp each, but climbing up to them will be a problem. Each gem is trapped with an electrical trap that will inflict 2d6 points of damage when touched (save vs. Death Ray for half damage).

On the altar is a gold chalice encrusted with blood, a silver knife, and a silver bowl. The knife and bowl are ordinary (the knife is worth 50 gp, the bowl 100 gp), while the chalice will cause 2d4 points of damage to anyone other than an evil Cleric of the cult who touches it. Award 500 XP to the party if they destroy the chalice (unless the party is "evil", in which case they receive 500 XP for donating it to an evil cult).

6 Zombies: AC 12, half damage from blunt weapons, 1 point only from arrows or bolts, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 5 □□□□□
12 □□□□□ □□□□□ □□
7 □□□□□ □□
6 □□□□□ □
11 □□□□□ □□□□□ □
9 □□□□□ □□□□□

23. Worshipper's Room:

The room contains numerous cots and chamber pots, and a dozen or so men in ragged robes. When they see you, they draw wicked-looking daggers and begin to advance.

These twelve worshippers of the demon lord hate all intruders. They are fanatics and will fight to the death. At the sound of any trouble in temple, they will rush out to defend their god to the death, arriving in 3 rounds.

12 Demon Worshippers: Normal Man, AC 11, #At 1 dagger, Dam 1d4, Mv 40', Sv NM, MI 7, XP 10 ea.

HP 3	□□□	3	□□□
3	□□□	4	□□□□
1	□	3	□□□
4	□□□□	1	□
1	□	6	□□□□□ □
6	□□□□□ □	3	□□□

24. Empty:

25. Priest's Room:

This room is furnished as a luxurious bedroom with carpets, wall hangings, and a soft bed. On the table, a brass lantern sheds a soft golden light that fills the room. A sturdy-looking chest stands at the foot of the bed.

The brass lantern contains a **continual light** spell. The chest is locked, and the lock is trapped with a poison needle (save vs. Poison or die). The chest contains robes, an ordinary iron mace and 6 **Clerical Scrolls** (2x **cure light wounds**, 2x **remove curse**, and 2x **cure disease**).

On the table with 4 chairs is an ebony and silver box (worth 250 gp) that contains 18 pieces of magical candy. The candy will "seem" to heal 2d4 points of damage for every piece eaten; in reality it will do nothing.

26. Gnome Guard Room:

You see four small men, gnomes, if their pointy noses are any indication, sitting around a small table where a single candle burns. They are playing cards and drinking ale, from the look of it. Each wears a chainmail hauberk, and beside each on the floor you see shortswords and light crossbows, laid aside to allow their owners to more easily sit. They look at you for a moment, and then one says, "Password."

There are 134 sp and 76 gp lying on the table. The room also has four small beds, each with a small chest under it, a barrel of ale, a barrel of water and some cups. The chests contain gnome clothes, extra crossbow bolts, and 3d6 gp each.

Finally, a chain hangs from the ceiling; if pulled, it rings a bell in the ogre's room (27) and he arrives in 4 rounds.

The gnomes are evil fellows, but like all gnomes they are clever and resourceful. If the PCs enter, the gnomes will ask for the password (it is "Nibble"). If PCs don't know it, the gnomes will say, "That's all right, come on in and have some ale, but leave your weapons in the hall..." If the PCs comply, the gnomes will demand they surrender. If the PCs fight, the gnomes ring the bell and attack. Anyone who surrenders will end up being sacrificed on the altar in room 22.

4 Gnomes: AC 15 (chain mail), HD 1, #At 1 weapon, Dam 1d6 shortsword or 1d6 quarrel, Mv 20', Sv F1 (with dwarf bonuses), MI 8, XP 25 ea.

HP	6	□□□□□□	4	□□□□
	2	□□	7	□□□□□□□□

27. Ogre's Room:

An ogre squats on a bearskin in the middle of this room, chewing on a bone. There is a pile of human parts, including a few skulls, in the far left corner. A chest stands in the far right corner.

On one rotting human hand in the pile of human remains is a **Ring of Fire Resistance**.

The chest is locked, and trapped so if it is opened without moving it, a block of stone will fall from the ceiling (attacks as a 3 HD monster and inflicts 2d4 points of damage). The key is under the bearskin. The ogre moves the chest before he opens it. The chest contains some bones, 400 gp, and a gem worth 100 gp. A large iron bell hangs from the ceiling.

Ogre: AC 15, HD 4+1, #At 1 club, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240

HP	19	□□□□□□	□□□□□□	□□□□□□	□□□□
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28. Guard Room:

Twelve skeletons stand against the east wall, facing west. Each has a shortbow, 12 arrows and a shortsword.

The skeletons will attack anyone who enters the room.

12 Skeletons: AC 13, half damage from edged weapons, 1 point only from arrows or bolts, HD 1, #At 1 shortsword or 1 arrow, Dam 1d6 or 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	5	□□□□□□	4	□□□□
	4	□□□□	5	□□□□□□
	3	□□□	2	□□
	2	□□	3	□□□
	3	□□□	4	□□□□
	3	□□□	4	□□□□

29. Mage's Room:

There is a mage seated on a throne-like chair conferring with a fighter who stands before him. There are two other guards behind the chair.

The mage does not look happy to see you.

This is Astrugon, a 9th-level mage, accompanies (and protected) by four zombies, two 2nd-level and one 3rd-level fighters. If the Nestorius (from room 13 on level 2) is still alive, he will be here as well, hiding behind the curtain.

The zombies flank the door, and will likely go unnoticed when it is opened. The room is lit by **continual light** and furnished with wall hangings, chairs, and a table pushed back against the right-hand wall. A curtain in the back hides a luxurious bedroom.

The table has a gold ewer of wine (worth 550 gp) and six silver cups (worth 50 gp each).

In the back, behind the curtain, is an enormous four-poster bed, a bathtub, a small table (upon which rests a large copper bottle with an ivory stopper), a large iron chest, a large iron candelabra with 4 purple candles lit by **continual light** spells (4 silver thimbles, worth 10 sp each, hanging from ribbons tied to the candles can be used to cover the wicks to darken the room), a chair, a wooden chest, and a small wooden shelf of books.

The copper bottle is magical, and will pour out up to 100 gallons of hot or cold clean water per day, on command.

The iron chest is fastened to the floor and is engraved with snakes. It is locked and trapped. Every attempt to open the chest will result in a snake materializing on top of the chest and attacking whomever touched it. If killed, the snake disappears. One snake will materialize each time the chest is bothered. The chest contains boots, shoes, robes, pointy wizard hats, a **Bag of Holding** that contains 5,000 gp, a pouch containing four gems worth 100 gp each and two gems worth 500 gp each, a **Rod of Cancellation**, two **Potions of Healing**, and three **Magic-User Scrolls**, one each of **detect magic**, **fireball**, and **fly**.

The wooden chest is unlocked and contains only towels and blankets.



There are twelve books and a scroll on the shelf. The books are works on history, the history of magic, weather prediction, the moon, herbal remedies, astronomy, etc., and these books are worth 20-120 gp each. The scroll is **cursed**; anyone reading it must save vs. Spells or be reduced to a Strength of 3.

Snakes from Chest: AC 13, HD 1, #At 1 bite, Dam 1d2 + poison, Mv 40', Sv F1, MI 12, XP 25 ea.

Note that despite the limited number of checkboxes below, there is no limit to the number of snakes that may materialize.

HP	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

4 Zombies: AC 12, half damage from blunt weapons, 1 point only from arrows or bolts, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 7 □□□□□ □□
 10 □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 2 □□

Astrugon: 9th Level Magic-user, AC 15 (11), #At spell, Dam by spell, Mv 40', Sv M9, MI 22, XP 1,075

INT 17 (+2), DEX 14 (+1)

Spells memorized: **protection from good, hold portal, magic missile, mirror image, web, detect invisible, lightning bolt, haste, hold person, polymorph self, confusion, teleport**

Equipment: **Wand of Cold** (34 charges), **Ring of Protection + 3**, displacer cloak

HP 18 □□□□□ □□□□□ □□□□□ □□□

Astrugon wears a copper medallion which confers **darkvision**. He has the key to his iron chest in his pocket, as well as a magical spell book that will shrink to one-tenth normal size (or the reverse) on command. His spellbook contains the following spells:

Level Spells

1	protection from good, hold portal, magic missile, charm person, shield, sleep, detect magic, read magic, ventriloquism
2	mirror image, web, detect invisible, knock, continual light, magic mouth
3	lightning bolt, haste, hold person, water breathing, infravision
4	polymorph self, confusion, remove curse
5	teleport, animate dead, growth of animal

Fighter Level 3, AC 18, HD 3, #At 1 **Two-Handed Sword +1**, Dam 1d10+3, Mv 40', Sv F3, MI 7, XP 145

STR: 16 or 17

Equipment: **Plate Mail +1**, **Two-Handed Sword +1**.

He wears a gold ring with a ruby worth 350 gp and has 22 pp in his pocket.

HP 19 □□□□□ □□□□□ □□□□□ □□□□

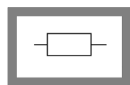
2 Fighter Level 2, AC 16, HD 2, #At 1 longsword or dagger, Dam 1d8/1d4, Mv 40', Sv F2, MI 7, XP 75

Equipment: chain mail armor, shield, longsword, and dagger. Each has 3d6 gp in his pockets.

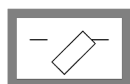
HP 12 □□□□□ □□□□□ □□
 14 □□□□□ □□□□□ □□□□

Nestorius: see Level 2, Room 13 for his stats.

enLandin - map key



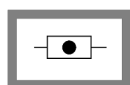
Door



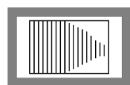
Open Door



Secret Door



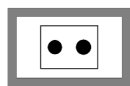
Locked Door



Stairs



Pit Trap



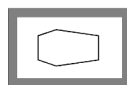
Altar



Throne



Illusionary Wall



Coffin / Sarcophagus



Open Pit



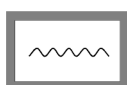
Hole in Ceiling



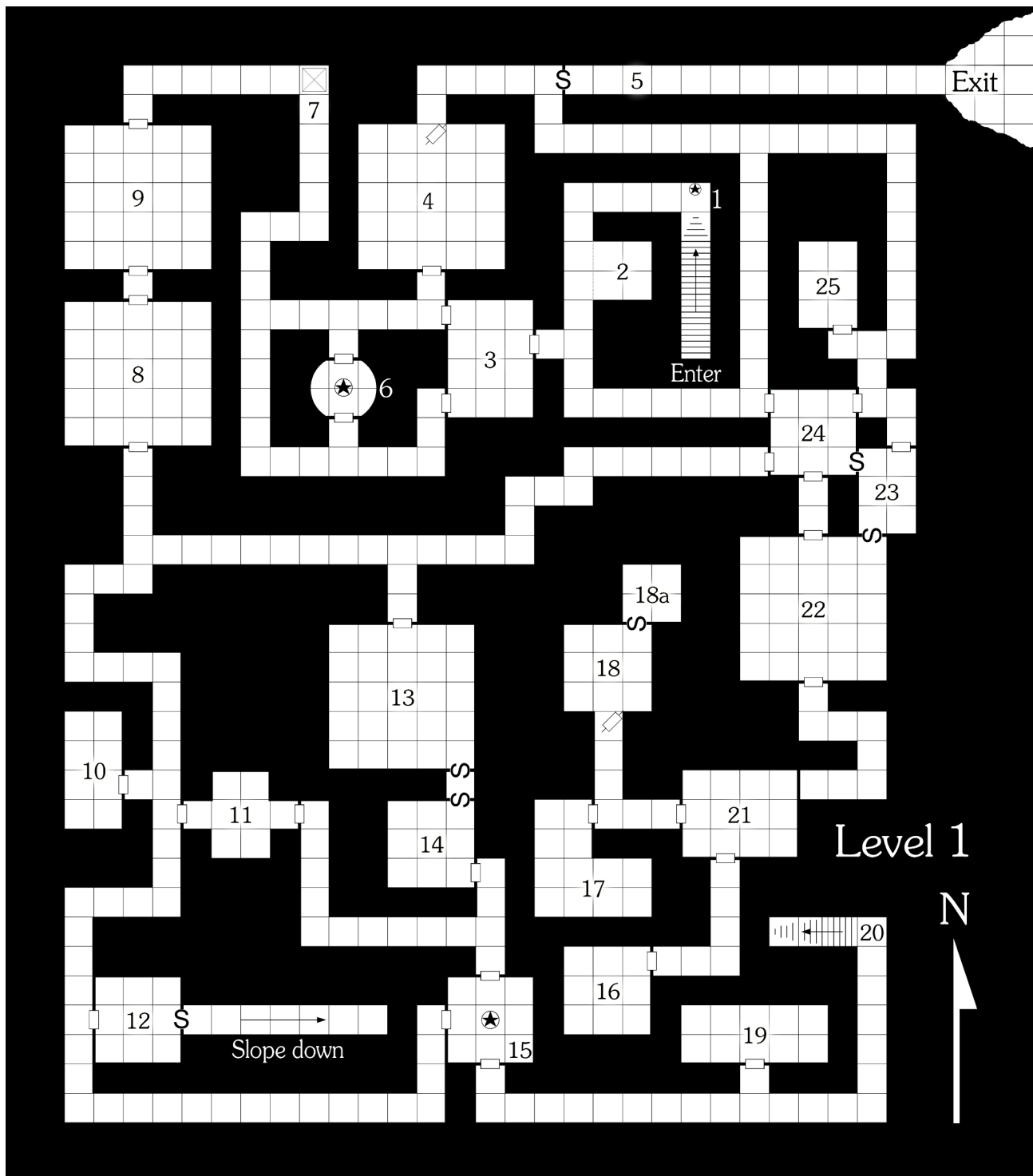
Statue

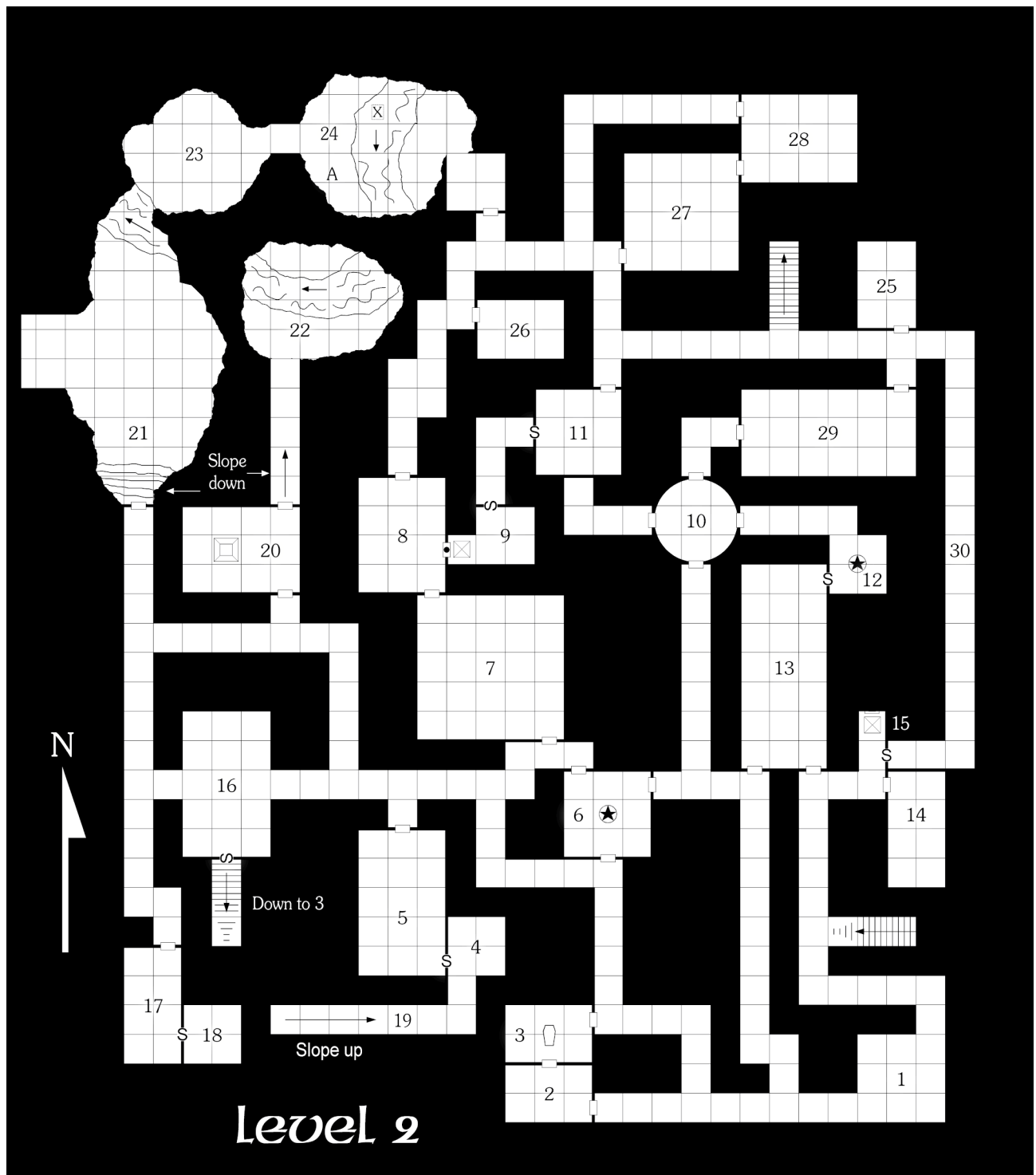


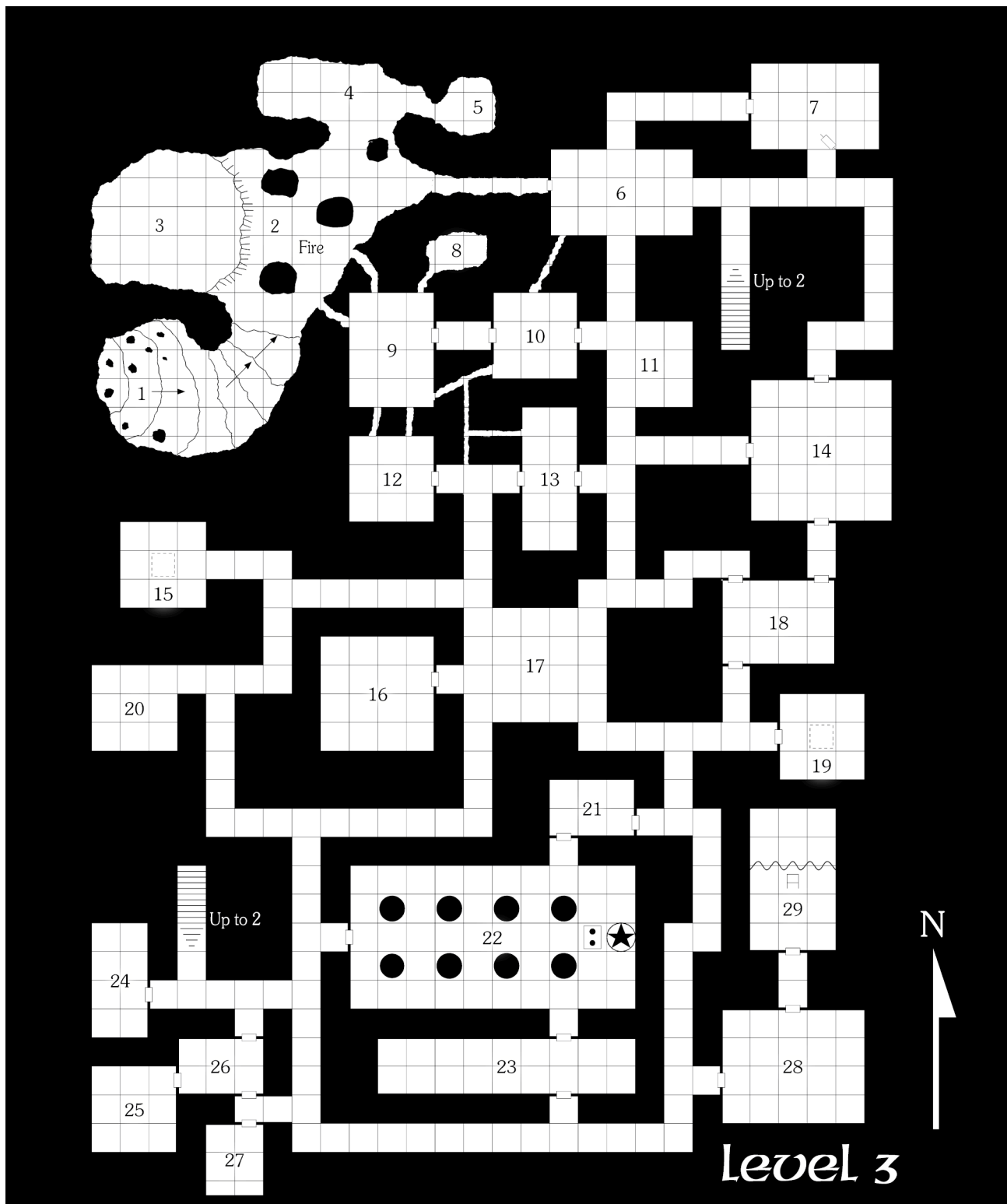
Pillar



Curtain







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