

IRON FALCON ADVENTURES

VOLUME ONE



Featuring

THE DUNGEON OF KYROS

by Alan Jeff and Chris Gonnerman

The Abandoned Tower

by Chris Gonnerman

THE DRAGON OF DUNCASTER

by Chris Gonnerman and Steve "Longman" McKenzie

The Temple of Fear and Madness

by Chris Gonnerman

Iron Falcon Adventures, Volume One

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1st Edition, Release 12

This work incorporates the following adventures:

The Dungeon of Kyros

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The Abandoned Tower

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The Dragon of Duncaster

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The Temple of Fear and Madness

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Introduction

This is the first multi-adventure module designed for the **Iron Falcon Rules for Classic Fantasy Role-Playing**. This work is also generally compatible with any OE era rule system and can be adapted readily for many Old School Renaissance game systems.

The following short adventures are presented herein:

The Dungeon of Kyros

by Alan Jett and Chris Gonnerman

For 3 to 6 player characters of levels 2 to 4.

Long years ago Dar Kyros, legendary warrior and adventurer, chose to settle in the wildlands. He ordered the construction of a great fortress, and beneath it a dungeon. He intended to use the dungeon for storage of supplies, with a special section set aside for his extensive treasure hoard.

Dar Kyros and his castle both stood unconquered by any enemy for many years, but it was the years that at last claimed both. Little remains of the castle, but rumor has it the dungeon still exists... and perhaps inside it, the treasure hoard of a master adventurer.

Do you dare to seek your fortune within the Dungeon of Kyros?

The Dungeon begins on page 2

The Abandoned Tower

by Chris Gonnerman

For 3 to 6 beginning player characters.

The old tower in the forest is little more than a ruin, but rumors tell of a dungeon buried beneath it. There may be monsters, there may be traps... and there might even be treasure. Will you seek your fortune beneath the abandoned tower?

The Tower begins on page 11

The Dragon of Duncaster

by Chris Gonnerman and Steve "Longman" McKenzie

For 4 to 8 player characters of levels 4 to 6.

A dragon is menacing the people of Duncaster, eating their sheep and cattle and extorting money from those traveling the trade road to the south. Its lair has been discovered, in a cavern high up on the river bluff; adventurers have tried climbing up to it, but deadly giant wasps infesting the face of the bluff have made that approach impossible.

Atop the bluff is an ancient ruined fortress, overgrown with trees and briars. Rumor has it that the dungeon beneath that fortress connects to the dragon's lair... but who will dare to enter the dungeon and slay the dragon within?

The Dragon begins on page 17

The Temple of Fear and Madness

by Chris Gonnerman

For 4 to 6 player characters of levels 4 to 6.

The corrupt priests of the temple of the twin gods Lashmeki and Phorulan were driven out long ago. Since then many have tried to loot the treasures within, to no avail, made to flee before the wrath of the gods of fear and madness. Still, treasure lies within... will you seek it?

The Temple begins on page 30

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

Dungeon Key

Note: In this dungeon, only rooms where the door is marked as being stuck will require forcing.

1. EMPTY:

The outer doors of this room have been broken and hang raggedly from their hinges.

This large room has a row of heavy, cobweb-laden columns down each side. The floor is dusty, and you can clearly see a beaten path to the door on the far side of the room.

The secret door cannot be opened normally from this side. Of course, a **knock** spell will open it easily.

2. SECRET ROOM:

This room is entirely empty. It is the target of the teleportation mosaic in room 39. The secret door is easily seen and operated from the inside side.

3. ROOM:

The door to this room is stuck, and must be forced.

A row of pegs such as one might hang a cloak from run along the wall to your left. The floor is littered with scraps of gray and brown fabric.

The fabric scraps are the remnants of clerical robes. A few pieces can be found with the holy symbol of the god from area 5 embroidered on them.

Note that the doors to area 5 are slightly open and the gnolls within will almost certainly hear the adventurers. They would prefer to ambush the party in room 5, but if their chances of success seem favorable they'll confront them here.

4. STORAGE ROOM:

This is obviously a storeroom. The walls to the left and right are lined with shelves containing what appear to be many bottles of wine. The far wall is lined with large barrels.

The barrels contain oil, slightly rancid but still usable. The wine has all gone to vinegar years ago, but four of the bottles actually contain healing potions. Each turn of searching the bottles gives a 1 in 1d6 chance for each searcher to find one. Add the

chances together, so that four people searching for a turn is a 1-4 in 1d6 chance.

5. TEMPLE:

The doors of this room stand slightly ajar.

Beyond the double doors you see a colonnaded temple with an altar at far end of the room.

The temple honors the goddess of plenty. There is a hidden compartment in the back of the altar (detected as if a secret door) which contains 252 GP in 7 pouches (36 GP in each). The money is symbolic, and anyone taking a pouch from the compartment must save vs. Spells or lose 1d6 points of Charisma. This effect can be dispelled by a **remove curse** spell. Each pouch is separately cursed, and requires a separate saving throw.

Four gnolls are hidden behind the columns, waiting to ambush the player characters. They get surprise on 1-4 on 1d6, unless the adventurers are on the lookout for them.

4 Gnolls: AC 5, HD 2, #At 1 sword, Dam 1d8, Mv 9", AI C

HP 11 □□□□ □□□□ □
 15 □□□□ □□□□ □□□□
 13 □□□□ □□□□ □□□
 8 □□□□ □□□

6. STUDY:

This room appears to be a study. There is a desk on the left and several dilapidated chairs and a bookshelf on the right.

If anyone searches, a silver holy symbol of a locally-worshipped deity will be found in a desk drawer. The holy symbol is worth 50 GP. The other drawers contain worn quills, crumbling papers written in an indecipherable shorthand (unreadable even with **read languages**), and a dried-up inkwell.

7. GIANT ANTS:

The door to this room is blocked by dirt and stone piled up against it, and must be forced.

You see a group of huge ants as big as ponies.

The giant ants have tunneled into this room from above; there is a steeply slanting tunnel in the ceiling which ascends thirty feet to the surface, and a pile of dirt and rocks below it that allow the ants easy access.

The ants can freely go up and down the tunnel, but normal characters can't ascend it unless they can somehow climb walls, levitate, or fly.

9 Giant Ants: AC 3, HD 4*, #At 1, Dam 2d6, Mv 18", AI N

HP 21 [grid of 21 squares]
21 [grid of 21 squares]
20 [grid of 20 squares]
13 [grid of 13 squares]
14 [grid of 14 squares]
18 [grid of 18 squares]
13 [grid of 13 squares]
25 [grid of 25 squares]
18 [grid of 18 squares]

8. GIANT SPIDER:

If the player characters are using normal light from a torch or lantern, read the following:

Debris, mostly bits of rock and dirt with a few bones, is scattered on the floor. The ceiling of this room is very high, high enough that your light doesn't properly illuminate it.

In this case, the chance of the spider surprising the party is 1-4 on 1d6.

If they are using continual light for illumination, or can otherwise see the 40' high ceiling clearly, read this text instead:

Debris, mostly bits of rock and dirt with a few bones, is scattered on the floor. The high ceiling of this room is covered in a mass of spiderweb.

In this case, the spider surprises only on 1 on 1d6 as the party will be on the lookout for it.

The spider will attack by descending on a web-line. If it gets a hit on a party member, apply the normal bite effects and treat the victim as being in a wrestling hold. On the next round, the spider will attempt to climb back up out of reach; if damaged before it completes the ascent, it may (1-4 on 1d6) drop the victim.

The webbing burns poorly unless doused with oil or some similar accelerant. In the web are the remains of several victims, including one who still clutches a magical dagger +1.

Giant Spider: AC 6, HD 3*, #At 1 bite, Dam 2d6 + poison, Mv 6" Web 12", AI N
HP 21 [grid of 21 squares]

9. THE PITS:

This room appears to be empty.

This room has well-hidden pits scattered over it. Each time a character steps on one, there is a chance equal to 1-2 on 1d6 that it will open, dropping the victim 20 feet to the bottom (and thus doing 2d6 points of damage). A saving throw vs. Death Ray is permitted for each potential victim, with success indicating that he or she has leaped to an adjacent square, chosen by the referee however he or she sees fit. Each pit re-closes automatically 2d6 rounds after opening, but can be jammed by enterprising adventurers using spikes or some other reasonable method.

The pit at the far left contains the skeletal remains of an adventurer. He is garbed in leather armor and backpack and armed with a longsword, all of which is ancient and rotten. However, on his right index finger is a ring of protection +1.

10. BEDROOM:

This room contains a bed, wardrobe, table and chair. On the table you see a ring of keys. A thick layer of dust covers everything.

Under the bed is a footlocker which contains old, rotten clothing and a small pouch of coins. The bag contains 50 SP and 10 GP.

There are seven keys on the ring, but they do not fit anything in this dungeon.

11. TORTURE CHAMBER:

This room is obviously a torture chamber, as it contains various instruments of torture. Skeletal figures hang in shackles and chains from the walls, and in the center of the room is a table with a skeletal figure held in metal restraints on top. At the far end of the room is a large brazier. Everything in the room is dusty; it appears the room has not been used any time recently.

The skeletal figures were living men when they were restrained; the loss of their flesh means they are not so much restrained as just held up. Some necromancer with a sense of humor animated them, with orders to remain in place until any item within the room is touched, at which point they free themselves and attack.

12 Skeletons: AC 7, HD ½ (1d4), #At 1, Dam 1d6, Mv 6", AI C

| | | | |
|------|------|---|------|
| HP 3 | □□□ | 3 | □□□ |
| 3 | □□□ | 4 | □□□□ |
| 4 | □□□□ | 2 | □□ |
| 2 | □□ | 4 | □□□□ |
| 4 | □□□□ | 3 | □□□ |
| 2 | □□ | 3 | □□□ |

PRISON CELL NOTES:

All the prison cells (rooms 12 to 24) have small barred windows in their doors, allowing characters on the outside to see in. Unless otherwise noted, all doors are barred from the outside.

12. PRISON CELL:

In this room you see a pallet of straw. A human-like figure lies upon it, facing away, but from a distance you can't see clearly what it is. The body on the pallet doesn't appear to be breathing.

The occupant of the room is a wight, which will attack as soon as one of the adventurers enters the room, or it is otherwise attacked.

Wight: AC 5, HD 3, #At 1, Dam Energy drain (1 level), Mv 9", AI C

HP 20 □□□□□ □□□□□ □□□□□ □□□□□

13. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

14. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

15. PRISON CELL:

A very large humanoid corpse lies upon the floor of this room. You think it's the corpse of an ogre.

In fact, it's an ogre zombie, which will arise and attack as soon as the door is opened.

Ogre Zombie: AC 5, HD 5+1, #At 2 fists, Dam 1d8/1d8, Mv 6", AI C

HP 28 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□□

16. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

17. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

18. PRISON CELL:

A large urn with a lid on it stands in the center of this room.

The urn is the prison of a wraith, which will attack immediately if the urn is opened.

Wraith: AC 3, HD 4, #At 1, Dam 1d6 + energy drain (1 level), Mv Fly 24", AI C

HP 23

19. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

20. PRISON CELL:

In this room you see a pallet of straw lying on the floor against the far wall. Tiny insects seem to swarm in the air of the room, and the walls are hung thickly with cobwebs.

The room contains a gray ooze, which is very hard to see on the floor with all the insects in the air. Because of this, it surprises the adventurers on a roll of 1-4 on 1d6. Remember that gray oozes are immune to **fire** and **cold** attacks as well as **sleep**, **charm**, and **hold** magic.

Gray Ooze: AC 8, HD 3, #At 1, Dam 2d8, Mv 12", AI N
HP 21

21. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

22. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

23. PRISON CELL:

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

24. PRISON CELL:

As the player characters approach this room, read the following:

The door to this room stands open.

If they look inside (or even enter):

In this room you see a pallet of straw, lying on the floor against the far wall. The room appears otherwise empty.

This room is empty.

25. EMPTY:

This room appears to be empty.

The center 20' x 20' section of the floor descends thirty feet about 2 rounds after the room is entered. There is no obvious purpose to this, and the floor will return to its normal position after the room has been vacant for one hour.

Note that if the door to the south is opened, the bugbears in 26 will likely be alerted.

26. BUGBEARS:

You see a group of hairy goblin-like humanoids as big as large men. They appear to be camping in this room.

Check for surprise for the bugbears first; if they are not surprised, then they will be ready for the adventurers and thus able to surprise on 1-3 on 1d6. If they are themselves surprised, use the normal 1-2 on 1d6 odds.

The door in the back of the room leads to a dead end. Anyone searching for secret doors here has a 1-3 on 1d6 chance to trigger a spear trap, which strikes with an AB of +2 for 1d8 points of damage.

The bugbears discovered the trap; if any are taken prisoner and interrogated, they will claim a large treasure is just beyond a secret door at the end of the corridor, to attempt to entice the adventurers to trigger the trap.

5 Bugbears: AC 5, HD 3+1, #At 1, Dam 2d4, Mv 9", AI C

HP 14 □□□□ □□□□ □□□□
 9 □□□□ □□□□
 17 □□□□ □□□□ □□□□ □□
 22 □□□□ □□□□ □□□□ □□□□
 □□
 20 □□□□ □□□□ □□□□ □□□□

27. EMPTY:

This room appears to be empty.

There is an invisible chest in the far left corner. It is locked; if opened by any means the invisibility is canceled. It contains four sapphires worth 250 GP each, a silver necklace with an emerald pendant worth 500 GP, and a silver hand mirror worth 150 GP.

The secret door in the far corner is actually a normal door covered by an illusion. It is stuck and will need to be forced in the normal way.

28. TREASURE ROOM:

There are ten bags piled in the corner of this room. They appear to be full.

Eight of the bags are canvas; the other two are of soft leather, and are actually **bags of holding**.

Four of the normal bags contain an even 1,000 SP each. Three more contain 900 EP each, and the last contains 500 PP. Each of the bags of holding contains 500 GP.

29. YELLOW MOLD:

This room contains a yellow mold which partially covers the door. When the door is opened the mold will release its spores immediately.

The room is otherwise empty.

Yellow Mold: AC N/A, destroyed by fire, HD N/A, #At 1, Dam all within 1" must save vs. Poison or die, Mv None, AI N

HP 9 □□□□ □□□□

30. ROOM:

This room appears empty save for a large chest centered against the far wall.

The chest is locked. When the chest is opened, or if it is moved from its place, a large block of stone falls from the ceiling at **b** blocking the exit. Any character in the square at **b** at that moment must save vs. Death Ray (with Dexterity bonus added) or take 3d6 points of damage; any character reduced to 0 or fewer hit points is crushed by the stone and immediately dead.

The chest contains 100 CP. It has a false bottom, under which is a bundle wrapped in black felt which contains a **silver chalice** with embossed images of storm giants. Once per day, any single character may drink wine from the cup and receive the benefit of a **potion of lightning resistance**.

31. STATUE GALLERY:

This room is illuminated by magic, apparently equivalent to **continual light**. There are six finely-crafted statues in two ranks across the room; they appear to be elven warriors in chainmail with swords upraised toward you.

The statues will animate and attack if anyone advances into their ranks.

6 Living Statues: AC 2, HD 3, #At 1, Dam 2d6, Mv 9", AI N

HP 20 □□□□ □□□□ □□□□ □□□□
 16 □□□□ □□□□ □□□□ □
 15 □□□□ □□□□ □□□□
 7 □□□□ □□
 17 □□□□ □□□□ □□□□ □□
 22 □□□□ □□□□ □□□□ □□□□
 □□

32. SARCOPHAGUS:

A large sarcophagus rests in the center of this room. A chill comes over you as the musty air of the room flows over you; after a moment you realize the air is actually colder within.

When any member of the party enters:

You hear a moaning sound, faint and distant. It seems to be emanating from the sarcophagus.

The sarcophagus contains the body of an elven woman preserved by magic. She is holding a magical **longbow +2** in her left hand and an **enchanted lute of courage** (see below) in her right.

If the body is disturbed by any non-elven character, that character must make a saving throw vs. Spells or be struck blind. This blindness may only be cured by a **remove curse** spell.

Lute of Courage: The lute can be played by any character having Dexterity and Charisma of 9 or higher. So long as it is played, characters and creatures friendly to the character playing it receive a bonus of +2 to their morale and/or loyalty rolls, and a bonus of +2 on saving throws vs. any form of magical fear.

33. MYSTERY ROOM:

Cobwebs hang thickly from the ceiling in the far left corner of this room, partially covering the doorway there. A dark brown trail of what could only be dried blood leads from about the center of the room to the door on the right. Lying beside that door is the stub of a torch.

There is nothing of any particular interest in this room; the cobwebs are just ordinary and not inhabited by a giant spider.

The door leading out at the right is stuck and must be forced; just beyond it in the hallway are the skeletal remains of a dwarf clad in rusted platemail. Beside the bones of the dwarf are a rusty warhammer and shards of a broken bottle.

34. MIDDEN:

A faint odor of ancient foulness fills the air of this room. Large mounds of dirt fill the corners of the

room, leaving space for two or maybe three to enter without being forced to climb up on it. The top and part of the sides of the piles are covered in mushrooms, from the size of your hand up to the size of your head.

This room was used as a midden, an area for waste disposal. Over the many years since then the piles of filth have become ordinary dirt, on which grow mushrooms. They are not monsters of any sort, but there is a 1-5 on 1d6 chance that any particular mushroom will be a fatal poison if ingested.

35. DREAD ALTAR:

The door to this room is locked. It feels warm to the touch, and a patch of greenish mold can be seen extending from under it.

There is an altar against the left wall of this room and an unusual blue flame burns in a small brazier in the center.

A feeling of dread comes over any character who approaches the altar, and anyone actually touching it must make a save vs. Spells or flee from the room in fear and thereafter refuse to return.

The flame is magical, and thus requires no fuel and cannot be extinguished.

36. STUDY:

This room appears to be a study of some sort. There is a desk and a bookshelf. A mummified body is sitting at the desk, dressed in a robe and leaning forward as if reading the open book in front of him. The book appears to be a spellbook.

The mummified body is actually an undead wizard who will wait 1d4 rounds before moving (unless he is about to be attacked, in which case he will attack normally). This undead wizard is similar to a lich, but less powerful. He settled here a few years ago and dislikes being disturbed.

Undead Wizard: AC 8, HD 3, #At 1, Dam 1d8, Mv 12", AI C

Spells: **detect magic, magic missile, shield, sleep, levitate, knock, fire ball**

HP 16 □□□□□ □□□□□ □□□□□ □

37. NOT-SO-EMPTY ROOM:

This room appears to be empty.

The secret door in the far wall is opened by pressing a certain stone in the wall. When it is pressed, a loud repeating clicking noise will be heard, *click click click...* One round later, acid will begin to run down the walls of the room, and if the entrance door is closed it will lock (but it will not close itself). The floor will quickly fill with acid to a depth of about one foot, destroying ordinary footwear in 1d4 rounds and then inflicting 1d6 points of damage per round to any character standing in the acid.

The entrance door, if locked, can be picked, but due to the need for haste a penalty of -15% should be applied.

Ten rounds after the stone is pressed, the secret door will open and the acid will drain away through crevices in the flagstone floor.

38. FOUNTAIN:

In the center of this room is a large fountain, from which water still gushes and sprays.

The water is perfectly clean and fit to drink. If the fountain is searched for at least a turn, there is a 1-2 on 1d6 chance that each adventurer will find a diamond worth 200 GP at the bottom. There are seven such diamonds in the fountain, and if all are removed the fountain will cease to flow and dry up within a turn.

39. MOSAIC:

The floor of this room is covered with a colorful mosaic pattern of abstract circles and spirals.

Any character walking to the middle of the mosaic must save vs. Spells or be teleported to room 2.

40. JELLY:

Before the adventurers open the door to this room, read the following:

You see a dark stain of wetness on the floor beneath the door.

Inside the room is an Ochre Jelly, which will attack as soon as the door is opened. Remember that weapons and lightning will split an Ochre Jelly into multiple smaller jellies; they are only harmed by **fire** or **cold** attacks.

Ochre Jelly: AC 8, HD 5, #At 1, Dam 2d6, Mv 3", AI N
 HP 26 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □

41. HOT ROOM:

The door to this room is barred from the outside. Anyone examining the door will smell sulphur in the air. The door is hot to the touch.

As soon as the door is opened, the juvenile salamander within will attack. It was imprisoned here by the undead wizard, and if given the choice it will search for that monster rather than fight adventurers. However, so long as the player characters stand in its way, it will fight them.

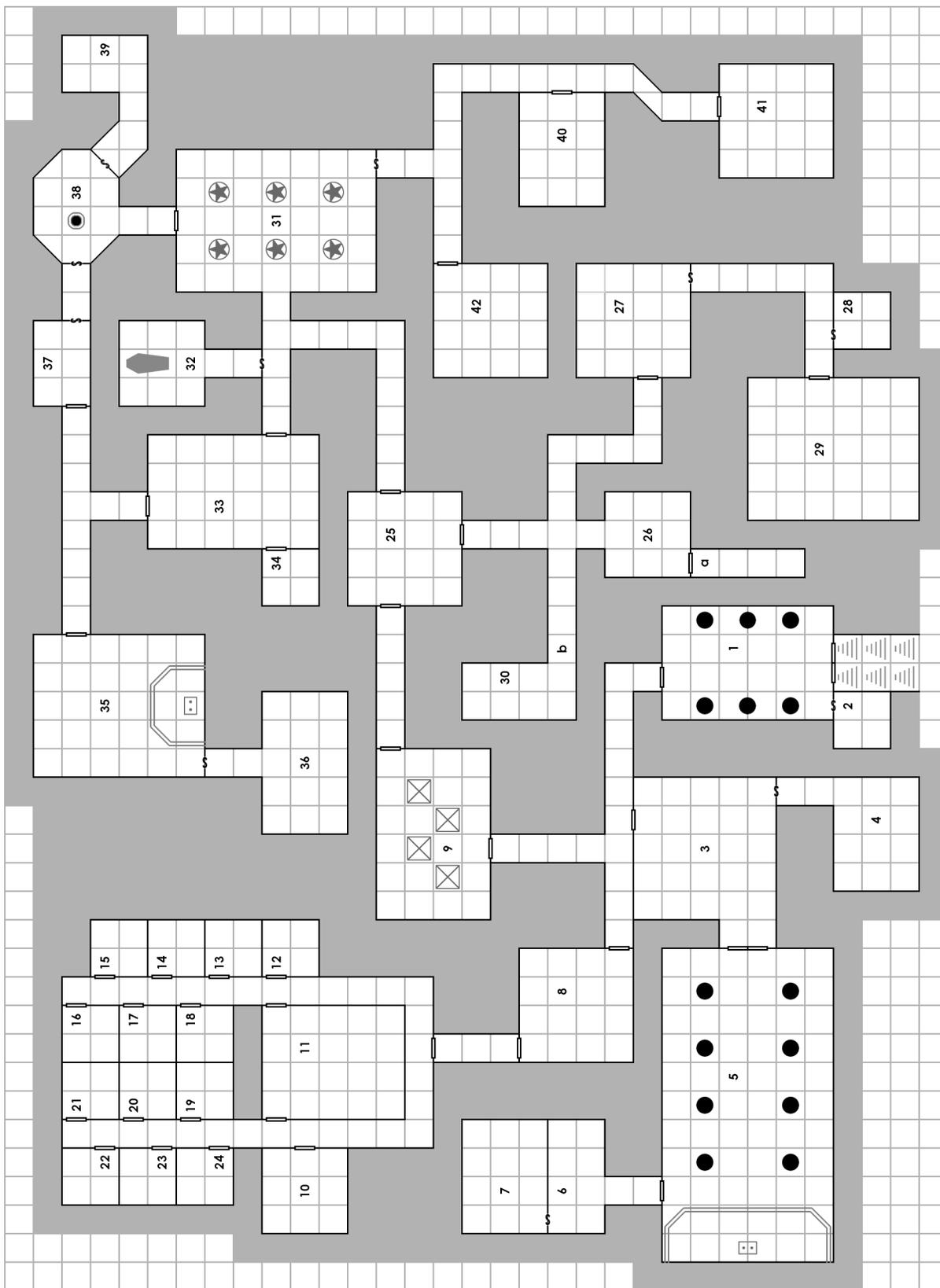
Juvenile Salamander: AC 4/2, HD 5+2,
 #At 1 touch/1 constrict/1 weapon,
 Dam 1d6/2d4+1d6/2d6, Mv 9", AI C
 HP 20 □□□□□ □□□□□ □□□□□ □□□□□

42. SUMMONING ROOM:

A large circle has been drawn with chalk on the floor of this otherwise-empty room, and inside the circle are arcane markings. Six black candles stand in tall candleholders evenly spaced around the circle.

Any magic-user who carefully examines the circle will notice it is broken, and that some of the symbols have been scuffed and partially erased. If the candles are all lit, four hell hounds will appear and attack the party. Remember that each hell hound may breathe fire three times per day.

4 Hell Hounds: AC 4, HD 4, #At 1 bite or 1 breath,
 Dam 1d6 or 4d6, Mv 12", AI C
 HP 13 □□□□□ □□□□□ □□□
 16 □□□□□ □□□□□ □□□□□ □
 18 □□□□□ □□□□□ □□□□□ □□□
 18 □□□□□ □□□□□ □□□□□ □□□



Scale: 1 square = 10 feet

The Abandoned Tower

About This Adventure

The Abandoned Tower first appeared in **The RPG Primer and Old-School Playbook**. The original version was written for use with another rule system, but this version has been revised for compatibility with Iron Falcon. This adventure is not only suitable for beginning player characters but for beginning players, as it presents many traditional dungeon elements in a compact adventuring area.

Introduction

In order to start the adventure, read (or paraphrase) the boxed text below to the players:

The old tower has stood on the hill overlooking the river for longer than anyone remembers. There's not much left of the tower itself, but according to the old stories there's a dungeon underneath it. Some say a treasure lies buried there... but others say that monsters lair inside.

Wandering Monsters

An encounter check should be rolled every three turns. Roll 1d6; on a 1, roll 1d6 to choose among the monsters below, and again as given for the number appearing. The monsters below are limited in number, as shown; when the number listed have been met and defeated, no more of that sort will be encountered. Of course, those that flee may return again if indicated.

1. **1d4+1 Goblins** (6 total)
AC 6, HD 1-1, #At 1, Dam 1d4, Mv 6", AI C
HP 3 □□□ 3 □□□
5 □□□□□ 5 □□□□□
2 □□ 4 □□□□
2. **1 Giant Spider** (2 total)
AC 6, HD 1, #At 1 bite, Dam 1d4 + poison, Mv 6", AI N
HP 6 □□□□□ □
7 □□□□□ □□
3. **1d4 Giant Beetles** (5 total)
AC 4, HD 1+2, #At 1, Dam 2d4, Mv 12", AI N
HP 7 □□□□□ □□
7 □□□□□ □□
5 □□□□□
5 □□□□□
4 □□□□

4. **1d6 Giant Rats** (8 total)
AC 7, HD ½, #At 1 bite, Dam 1d4 + disease, Mv 12", AI N
HP 2 □□ 3 □□□
3 □□□ 4 □□□□
2 □□ 3 □□□
3 □□□ 3 □□□

5. **1d6+1 Kobolds** (8 total)
AC 7, HD ½, #At 1 dagger, Dam 1d4, Mv 6", AI C
HP 2 □□ 4 □□□□
1 □ 2 □□
2 □□ 2 □□
1 □ 2 □□

6. **1d6 Giant Bees** (8 total)
AC 7, HD ½, #At 1 sting, Dam 1d4 + poison, Mv 3" Fly 15", AI N
HP 2 □□ 2 □□
1 □ 2 □□
3 □□□ 3 □□□
3 □□□ 4 □□□□

Dungeon Level 1 Key

1. STAIRCASE:

The tower is little more than a shell, but inside you can see that the rubble and brush has been cleared away from a staircase which descends into darkness.

The landing of this staircase has a concealed tripwire, really just a thread, which may trigger an alarm in area 2 below. The tripwire is very thin and hard to see, and so fragile and sensitive that it will not be noticed if it is tripped.

The chance to see the tripwire is 1 on 1d20, unless the character is actively looking out for it, in which case the chance is 1-2 on 1d6. Add 1 to the range if the character is a thief, and/or 1 if the character is an elf (so the chance for an elf thief is 1-3 on 1d20 "at a glance" or 1-4 on 1d6 if actively looking for it).

If not noticed, the chance that any character passing through this space will trip it is 1-4 on 1d6. If tripped, the goblins in area 2 will be alerted and will not be surprised.

2. GOBLIN PARTY:

The door to this room is not locked or stuck. In fact, it will appear to have been repaired recently, if anyone thinks to check.

If the goblins were alerted by the tripwire in area 1, read or paraphrase the following:

You see six monstrous little manlike creatures with pointed ears and sharp pointed noses, pointing sharp pointed spears at you.

If the goblins were **not** alerted by the tripwire:

You see six monstrous little manlike creatures with pointed ears and sharp pointed noses, playing at some sort of dice game at the far end of the room.

These goblins are a raiding party from a tribe that lives further into the forest. They are opportunistic, and will attack any non-goblins they think they can defeat; at the first sign that they might not win, they will attempt to retreat if possible.

5 Goblins: AC 6, HD 1-1, #At 1 spear, Dam 1d6, Mv 6", AI C

| | | | | |
|----|---|--------|---|--------|
| HP | 4 | □□□□ | 6 | □□□□□□ |
| | 3 | □□□ | 5 | □□□□□ |
| | 6 | □□□□□□ | | |

Goblin Leader: AC 6, HD 2, #At 1 spear, Dam 1d6+1, Mv 6", AI C

HP 10 □□□□□□ □□□□□□

3. CHOICES:

The door to this room opens easily. When it is opened, roll 1d6. On a result of 1-2 one of the wandering monster groups (above) is just entering the room from the door from area 6. See the Wandering Monsters section to determine what is encountered.

This room is littered with bits and scraps of cloth and leather, all rather rotten looking. There are two doors in the far corner, one on each side; the one on the right has some sort of writing scrawled on it.

The writing is in an ancient language; a magic-user might be able to decipher it with an Intelligence roll. It says "Beware the unquiet dead." This is a reference to the skeletons in room 4.

4. SKELETONS:

A pile of bones topped by two human skulls lies in the far right-hand corner of this room. The room is otherwise empty, save for the dust on the floor and cobwebs on the walls and ceiling.

If the room is entered (past the 10' square alcove in front of the door):

The bonepile rattles, and then rises up into the form of three complete skeletons. They advance on you, their bony hands outstretched.

The skeletons are guarding the secret door in the corner, but of course there is no way for the adventurers to learn this. The skeletons will not leave this room, and if the adventurers retreat and close the door behind them, the skeletons will return to the corner and "lie down" again.

3 Skeletons: AC 7, HD ½, #At 1, Dam 1d6, Mv 12", AI C

| | | | | |
|----|---|-----|---|------|
| HP | 3 | □□□ | 4 | □□□□ |
| | 2 | □□ | | |



5. SECRET ROOM:

Inside this small room you find a chest... but it's been smashed open. Coins litter the floor around the wrecked bits of chest.

Someone else has already looted this treasure, but they left behind the smaller denominations of money. A turn spent gathering the coins will yield 300 copper pieces and 200 silver pieces.

6. PIT TRAP:

The doors (both of them) leading from area 3 to this room are in good condition and open easily, but with a loud squeak. Roll 1d6 when the room is entered; on a 1, one of the wandering monster groups is entering this room from the staircase.

This large room appears to be empty. There is what appears to be a burnt-out torch against the right-hand wall, and a rivulet of water runs down that same wall, across the room and down the stairs ahead and to your left. There is also a door set in the back of an alcove at the right end of the far wall.

The pit trap has a 1-2 on 1d6 chance of being tripped if any character stands on or walks across it. Add one to the chance for each additional character who is on the trapdoor at the same time

(so three characters on the trapdoor would result in a 1-4 on 1d6 chance of the trap opening). Anyone on the trapdoor when it opens must save vs. Death Ray (with any Dexterity bonus added to the die) or fall 10' to the bottom of the pit, taking 1d6 points of falling damage.

Anyone who makes the save will have jumped to safety at the last moment, and the referee must decide where on the map they end up. The pit closes and resets automatically after one turn.

At the bottom of the pit lies the skeletal remains of some adventurer. His corpse still wears a suit of **chainmail +1**, and a normal dagger and a **shortsword +1** both lie nearby. The contents of his belt pouch lie scattered on the floor around him: 18 GP and 5 PP.

The false door is bolted to the wall, and is of course a lure to tempt adventurers to their doom in the pit.

Dungeon Level 2 Key

1. ZOMBIES:

There are five caskets lying more or less randomly on the floor of this room. Suddenly, you see two of them moving...

The two caskets mentioned are occupied by zombies armed with rusty swords. The other three contain ordinary corpses. Of course, the players won't know this.

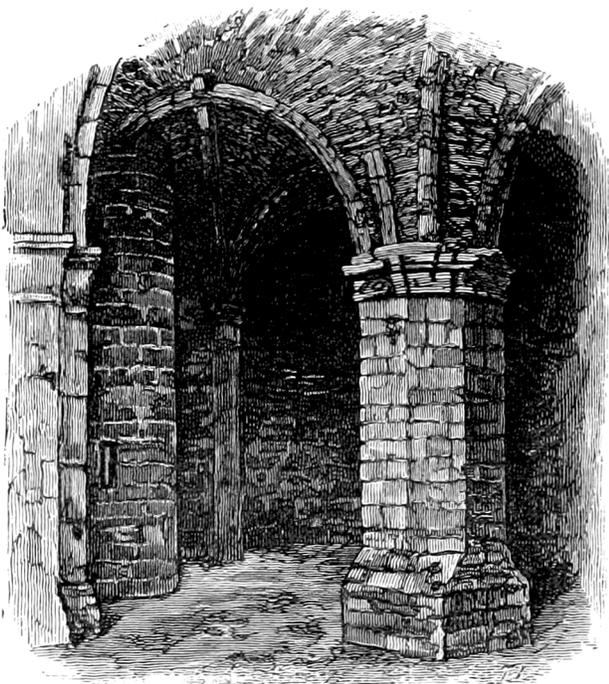
2 Zombies: AC 8, HD 1, #At 1 sword, Dam 1d8, Mv 6", AI C

HP 6 □□□□□ □
5 □□□□□

2. EMPTY:

This room appears to be empty except for a shallow puddle in the southeast corner and two half-rotten doors leaned up against the west wall.

This room is, in fact, empty other than the items described above.



3. TRAP:

This room contains a poison gas trap. Each character who walks diagonally across the center of the floor has a 1-2 on 1d6 chance of stepping on the trigger stone; if this happens, the room fills quickly with a noxious gas, requiring a save vs. Poison. Failing the save results in 1d4 points of damage. Note that each round a character remains in the room requires another such save, with failure inflicting additional damage.

4. SECRET ROOM:

In the middle of the floor of this room you see a pair of boots, surrounded by a pile of copper coins. The boots appear to be filled to the tops with silver coins.

The treasure consists of 721 CP and 400 SP. The boots are a pair of **boots of levitation**. The treasure may tend to distract the player characters from the monster in the room... a giant spider hanging from the ceiling, which will surprise the adventurers on 1-3 on 1d6 unless they are specifically looking for it.

The spider was lured into this room and then trapped inside by the kobolds in area 6. They intend to claim this treasure for themselves (indeed in their minds they already have) and so have placed the spider here to guard it.

Giant Spider: AC 6, HD 1, #At 1 bite, Dam 1d4 + poison, Mv 6", AI N
 HP 7 □□□□□ □□

5. CROSSING:

The tunnel leading off the map to the west runs another 120' to a cave opening in the side of a bluff. The cave mouth is well hidden from the outside by brush and vines, but many creatures use it to enter this dungeon.

Roll 1d6 when this area is entered; on a 1, one of the wandering monster groups is entering this room from the tunnel.

6. KOBOLD LAIR:

You see a sizable group of small dog-faced humanoids, more than ten of them at a glance. They are armed with daggers and appear to be hostile.

The kobolds in this area are only surprised on a 1 since they have probably been monitoring the adventurers since they entered the second level. They know about the secret door, and will use it to approach the adventurers from behind. If they are not surprised, the second leader and half of the regular kobolds have already passed through the secret door and will come up behind the adventurers at the start of the second round of combat. If the kobolds are surprised, they will all remain in this room; in this case they will only open the secret door if they fail a morale check and flee.

The room contains bedding, a wooden bucket of water with a plain but serviceable cup nearby, and two bags of kobold rations: bad-smelling dried meat and hard bread, for the most part. Any human or elf who eats the kobold rations must make a save vs. Poison or become sick for 2d8 turns, unable to do more than move at half speed and groan in pain.

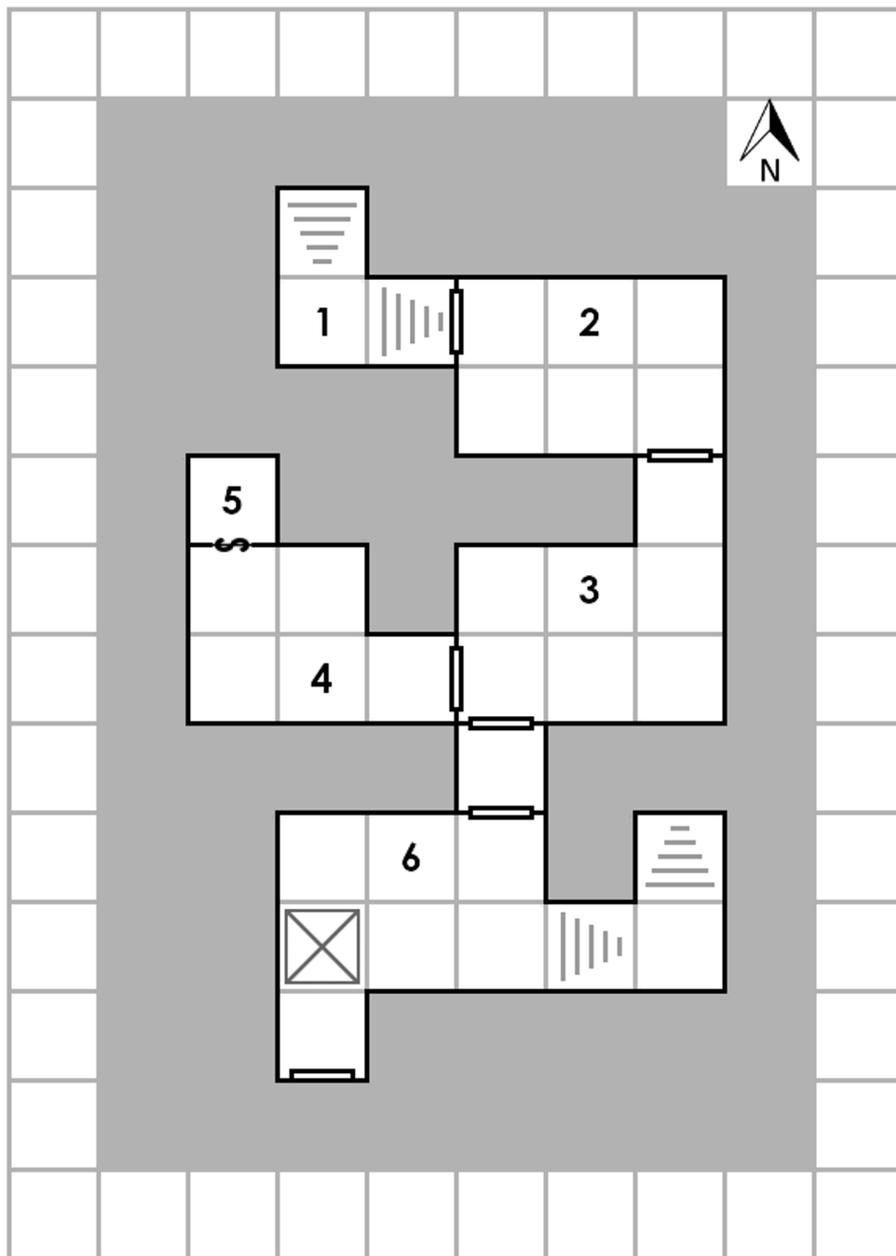
10 Kobolds: AC 7, HD ½, #At 1 dagger, Dam 1d4, Mv 6", AI C

| | | | | |
|----|---|------|---|------|
| HP | 2 | □□ | 2 | □□ |
| | 4 | □□□□ | 3 | □□□ |
| | 4 | □□□□ | 4 | □□□□ |
| | 1 | □ | 4 | □□□□ |
| | 3 | □□□ | 3 | □□□ |

2 Kobold Leaders: AC 13, HD 1, #At 1 shortsword, Dam 1d6, Mv 6", AI C

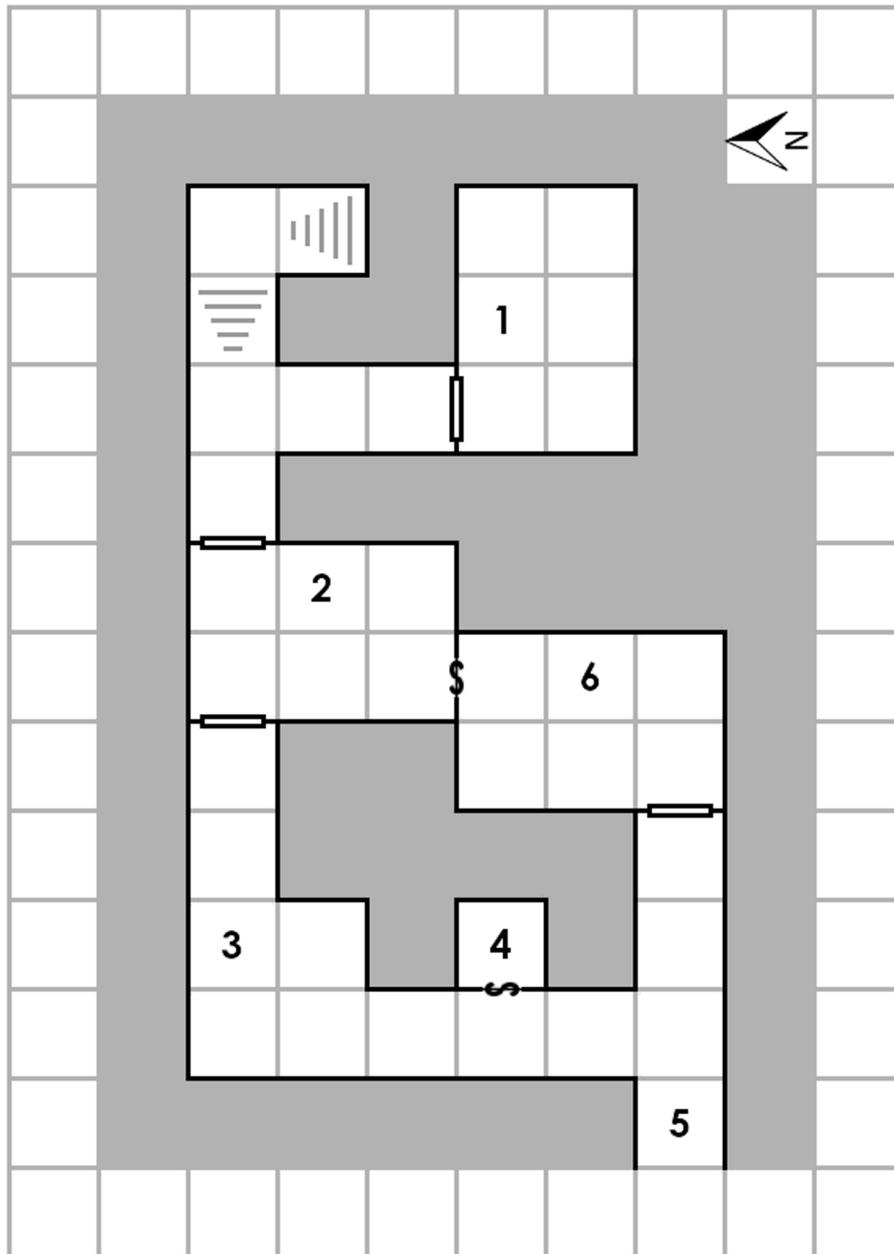
HP 5 □□□□□ 7 □□□□□ □□

Level 1 Map



Scale: 1 square = 1 scale inch (10 feet)

Level 2 Map



Scale: 1 square = 1 scale inch (10 feet)

The Dragon of Duncaster

What's Going On Here

The dragon **Sygoresh** (SIGH-gor-eth) lives in a cave on the bluff side. His statistics are given in area 24, below. He does as dragons normally do, hunting for food or raiding for treasure in the surrounding area.

Sygoresh has encouraged a number of **giant wasps** to nest in the bluff-face. They do not challenge him (as his breath weapon can readily destroy them) but the threat of their poisonous stingers has kept adventurers from entering by that avenue.

Also living within the dungeon is a Chaotic Cleric (anti-priest) named **Hazor** (HAH-zor), who is found normally in area 23, below. They are not exactly allies, but in time of serious need Sygoresh may call upon Hazor for aid. Hazor's sole interest is in serving the god of undeath, mainly by animating corpses as his servants.

A substantial raiding party of **gnolls** uses the upper level as a base camp, but they know better than to challenge either the dragon or the anti-priest; the dragon permits both the gnolls and the anti-priest to remain as protection for the "back door" connecting his cavern with the dungeon.

Thus, although these monsters are not particularly friendly, they all recognize the advantage of combining their numbers.



Rumors

Should the adventurers seek advice in town before entering the dungeon, the referee may wish to consult the following rumors table, rolling for or selecting a rumor each time the player character gets a favorable reaction roll from a local NPC.

1. A necromancer is in league with the dragon. *Misleading; this is actually a reference to the anti-priest Hazor.*
2. An evil wizard lairs in the dungeon. *Misleading; this is a reference to Sygoresh, in human form due to his **wand of polymorph**.*
3. Calling the dragon by its true name will give you power over it. *False.*
4. The dragon's name is Sygoresh. *True.*
5. Humanoids with the the heads of dogs have been seen at night on an old road leading up to the bluff near the dragons lair. *True; a reference to the gnolls.*
6. In times gone by, the castle on the bluff housed a temple to the god of the underworld. *True.*
7. Evil magic-users once lived in the fortress on the bluff, and one of them still lives on as a ghost. *Mostly false; there are no ghosts in this adventure, but the historical bits are true.*
8. In a cave beneath the fortress lies an ancient temple to the god of the sea. *False... maybe? No such temple exists in this adventure, but such could be added by an enterprising referee.*
9. In ancient times, both priests and magic-users lived in the fortress, working side by side. *True.*
10. When the fortress was abandoned, much of the underground was beginning to collapse, and people were crushed to death inside. *True.*
11. The dragon's true name is (1d4): 1) Sygoren; 2) Slygoresh; 3) Sygorax; 4) Vanamien. *All false.*
12. The complex has two levels. *True.*

The Bluff Approach

As mentioned in the introduction, approaching the dragon's cave by way of the bluff-face is very dangerous. Giant wasps infest many smaller caves surrounding the entrance to the dragon's cave, and they guard their territory fiercely. They know well enough not to bother the dragon, and the dragon in turn tolerates their presence, knowing that they provide excellent protection.

The dragon's cave entrance (or rather, the floor level of the cave) is about 100' above the rocky beach at the foot of the bluff. At high tide, the waves cover the rocks, but anyone falling from the cliff will still hit them (as the water is not deep enough to cushion the blow). A character (such as a Thief) attempting the climb will require a full turn to complete it; if the character fails, the referee should roll percentiles to determine the distance fallen, applying the usual damage of 1d6 per 10'.

Climbing down from above would look easier; the distance is just 45' from the cliff-top, so descending by rope would seem to be the best choice, but this is not necessarily so. The bluff overhangs the entrance to the dragon's cave, so falling en route means the character will fall all the way to the rocky beach. Making things more complicated, the cave entrance is directly below a crumbling section of the ruined castle's wall (not shown on the map), which leaves only a narrow ledge to stand on before climbing down. Characters wishing to climb the wall will find that it is just 15' tall at present, but there is a 1 on 1d6 chance per character climbing it that it will collapse, carrying all characters atop it off the bluff. This means the first character climbing up has only a 1 on 1d6 chance of collapsing it; when another character climbs up, the chance becomes 1-2 on 1d6; with a third, 1-3 on 1d6; and so on.

Assuming none of those risky situations deter the characters, recall the wasps. There are 17 of them in total; each round that a character climbs up or down the bluff, there is 1-4 on 1d6 chance that 1d4



of them will fly out and attack. Any character attempting to fight the wasps while hanging from a rope (or from his or her fingertips) must save vs. Death Ray each time an attack is made (either by the character, or against the character), with failure leading to a fall. Obviously the character must hang on, so only one handed weapons may be used in this situation.

17 Giant Wasps: AC 3, HD 2, #At 1 sting, Dam 1d6 + poison, Mv 6" Fly 18", AI N

| | | |
|----|----|------------------|
| HP | 9 | □□□□□ □□□□ |
| | 6 | □□□□□ □ |
| | 7 | □□□□□ □□ |
| | 11 | □□□□□ □□□□□ □ |
| | 7 | □□□□□ □□ |
| | 13 | □□□□□ □□□□□ □□□ |
| | 5 | □□□□□ |
| | 12 | □□□□□ □□□□□ □□ |
| | 10 | □□□□□ □□□□□ |
| | 12 | □□□□□ □□□□□ □□ |
| | 14 | □□□□□ □□□□□ □□□□ |
| | 9 | □□□□□ □□□□ |
| | 4 | □□□□ |
| | 12 | □□□□□ □□□□□ □□ |
| | 8 | □□□□□ □□□ |
| | 8 | □□□□□ □□□ |
| | 13 | □□□□□ □□□□□ □□□ |

Wandering Monsters

The referee should roll a wandering monster check once per 3 turns; on a roll of 1-2 on 1d6, one of the following encounters will occur. To choose an encounter, roll 1d8 and add the level (0 for the above-ground level, 1 for the first dungeon level, or 2 for the second dungeon level) to the roll.

1. **2d4 Giant Wasps:** These are from the group described on the preceding page.

2-4. 2d4 Gnolls (14 total):

AC 5, HD 2, #At 1 weapon, Dam 1d8, Mv 9", AI C, Morale +2

| | | |
|----|----|------------------|
| HP | 13 | □□□□□ □□□□□ □□□ |
| | 14 | □□□□□ □□□□□ □□□□ |
| | 13 | □□□□□ □□□□□ □□□ |
| | 9 | □□□□□ □□□□ |
| | 8 | □□□□□ □□□ |
| | 13 | □□□□□ □□□□□ □□□ |
| | 10 | □□□□□ □□□□□ |
| | 11 | □□□□□ □□□□□ □ |
| | 9 | □□□□□ □□□□ |
| | 12 | □□□□□ □□□□□ □□ |
| | 8 | □□□□□ □□□ |
| | 10 | □□□□□ □□□□□ |
| | 6 | □□□□□ □ |
| | 7 | □□□□□ □□ |

5-6. 3d8 Zombies (34 total):

AC 8, HD 1, #At 1, Dam 1d8, Mv 6", AI C

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

These monsters are carrying out some service for their master Hazor, but will attack adventurers on sight. They will ignore gnolls if any such are encountered, unless they are attacked by them.

7. **Hazor, Cleric of Chaos:** See room 23 for his statistics. He is accompanied by his personal guard, as described in area 22.

If encountered randomly, Hazor will usually prefer to avoid conflict, and will simply order the adventurers out of his way; if they refuse, he will only attack if he believes he is likely to win. Otherwise, he will back down, attempting to return to room 23.

8-9. 1 Giant Spider (2 total):

AC 6, HD 4, #At 1 bite, Dam 1d6 + poison, Mv 6" Web 12", AI N

| | | |
|----|----|-----------------------|
| HP | 12 | □□□□□ □□□□□ □□ |
| | 18 | □□□□□ □□□□□ □□□□□ □□□ |

This monster has built a nearly invisible web across the corridor, and is hiding in the shadows near the ceiling waiting for a victim to stumble into it. The web effectively surprises on 1-4 on 1d6, or 1-3 for elves; if the party is surprised, characters in the front row will become entangled. Escaping requires an "open doors" roll, which may be attempted each round until successful; while entrapped, a character cannot perform any offensive actions. The webbing burns only very poorly, but can be cut with a sharp blade; a character who is not entrapped may thus free one who is in a single round.

10. **Sygoeth the Green Dragon:** See room 24 for his statistics. Sygoeth will be encountered in human form courtesy of his **wand of polymorph**, which he carries in a sheath on his belt. He is armed with the **battle axe +1, +3 vs. lycanthropes** found in his hoard in room 25, and is wearing the **elven cloak** found there as well.

If he is not surprised, he will attempt to parley, pretending to be an adventurer who is searching for the dragon, but his vanity may give him away if the adventurers unknowingly speak ill of him. If faced with combat, he will attempt to retreat to a space large enough to resume his normal form (preferably his lair, of course) so that he can fight at full effectiveness. He can cast spells in human form and will use them to his best advantage if possible.

Above Ground Key

1. HARD BRIAR ENTRANCE:

This gap in the briars leads toward the westernmost tower. The entrance to the tower is overgrown with thorny briars.

A full character-hour (6 turns) of hacking with a sword or axe is required to clear the briars sufficiently to allow characters to approach the door. Up to three characters may work together to shorten the time. The door is warped and stuck, requiring the usual roll to force it open.

Remember to roll encounter checks while the adventurers hack at the briars.

2. WEST TOWER:

Two horribly ugly statues stand side-by-side in the southeast corner of this room. They appear to depict demonic creatures, manlike bodies with horns and fangs and wings.

The statues are two gargoyles which were placed in this room as defenders long ago. If surprised, they will choose to remain motionless so as to appear to be just a pair of ugly statues, thus possibly mitigating the surprise and even perhaps allowing them to attack the adventurers from behind. The denizens of the dungeon know better than to enter this room, so no random encounters should be rolled here.

A loose stone in the southeast corner of the room conceals their treasure: 598 CP and 367 SP.

2 Gargoyles: AC 5, HD 4, #At 2 claws/1 bite/1 horn, Dam 1d3 1d3 claw, 1d6 bite, 1d4 horn, Mv 9" Fly 15", AI C

HP 20 □□□□□ □□□□□ □□□□□ □□□□□
 23 □□□□□ □□□□□ □□□□□ □□□□□
 □□□

3. EASY BRIAR ENTRANCE:

This winding path through a gap in the wall is narrow but well-traveled. Roll an encounter check every turn while the adventurers are in this area, due to the high level of traffic here.

4. AMBUSH:

A flock of rare poisonous stirges live in the briars here. They are in all ways identical to normal stirges, except that each time a character is damaged by one he or she must save vs. Paralyzation or be paralyzed for 2d4 rounds, during which time the stirge may feed in peace.

22 Poisonous Stirges: AC 7, HD 1, #At 1 bite (+2 to hit), Dam 1d4 + 1d4 blood drain + paralysis, Mv Fly 18", AI N

| | | | | |
|----|---|-----------|---|-----------|
| HP | 7 | □□□□□ □□ | 7 | □□□□□ □□ |
| | 5 | □□□□□ | 3 | □□□ |
| | 4 | □□□□ | 6 | □□□□□ □ |
| | 5 | □□□□□ | 5 | □□□□□ |
| | 7 | □□□□□ □□ | 4 | □□□□ |
| | 3 | □□□ | 6 | □□□□□ □ |
| | 6 | □□□□□ □ | 6 | □□□□□ □ |
| | 3 | □□□ | 8 | □□□□□ □□□ |
| | 4 | □□□□ | 5 | □□□□□ |
| | 8 | □□□□□ □□□ | 5 | □□□□□ |
| | 4 | □□□□ | 8 | □□□□□ □□□ |

5. EAST TOWER:

The door to the east tower has been completely removed. Standing just inside the doorway are a pair of hyena-headed humanoids, each a bit taller and more muscular than the average human man. In the gloom beyond them you can see other similar humanoid forms.

A party of gnolls guards this entrance. They will grant access to the dungeon for 10 GP per person; if attacked, one gnoll will fall back to the stairs and blow a horn, alerting the gnolls in areas 10 and 13, below. They have a ceramic pitcher with a broken handle into which they put their "toll payments;" at present, it contains 10 gold pieces.

12 Gnoll Guards: AC 5, HD 2, #At 1 weapon, Dam 1d8, Mv 9", AI C, Morale +2

| | | | | |
|----|----|----------------|---|-----------|
| HP | 7 | □□□□□ □□ | 8 | □□□□□ □□□ |
| | 5 | □□□□□ | 5 | □□□□□ |
| | 11 | □□□□□ □□□□□ □ | | |
| | 12 | □□□□□ □□□□□ □□ | | |
| | 9 | □□□□□ □□□□ | | |
| | 12 | □□□□□ □□□□□ □□ | | |
| | 8 | □□□□□ □□□ | 6 | □□□□□ □ |
| | 8 | □□□□□ □□□ | 4 | □□□□ |

Level 1 Key

6. STORE ROOM:

The corridor outside this room has thick dust on the floor, and it does not appear that anyone uses it regularly. (The referee should remember that anyone going up the stairs from here will enter area 2 and encounter the gargoyles there).

A solid oak door with a metal grill still stands firm and locked. The door will require a thief to pick the lock, or a Strength Roll on a d8 to force it open. (Opening the door by force will trigger a wandering monster check.)

Anyone peering through the grill (or actually entering the room) will see the following:

There are a variety of racks and shelves on the walls, and a large oak table in the middle of the room. The racks contain two pikes, a longsword, a shield, two helmets, and a mace, all of which are in a very poor state of repair. There are also two lanterns, a length of chain, and a broom, which are equally degraded by age.

Inside one of the helmets is a ring of keys, which is the only useful item in the room. The five keys are as follows:

Key 1: room 8 (door broken)

Key 2: room 10

Key 3: rooms 13, 14, 15 and 17

Key 4: rooms 20 and 21

Key 5: room 19 (both doors)

7. SKELETON CLOSET:

The anti-cleric Hazor has left 12 skeleton guards in this small room. Each character who enters the space in front of the door has a 1-2 on 1d6 chance of activating a pressure plate that will open the door, allowing the skeletons to attack. Only a successful Remove Traps roll will indicate the existence of the pressure plate.

The skeletons are each equipped with a shield complete with Chaos insignia, improving their armor class to 6, as well as a plain but serviceable sword. This equipment is can be sold for a total of

80 GP. In addition, one of the skeletons wears a circlet of silver which is worth 60 GP.

12 Skeletons: AC 6, HD ½ (1d4), #At 1, Dam 1d8, Mv 6", AI C

| | | | | |
|----|---|------|---|-----|
| HP | 3 | □□□ | 1 | □ |
| | 2 | □□ | 2 | □□ |
| | 3 | □□□ | 3 | □□□ |
| | 3 | □□□ | 1 | □ |
| | 4 | □□□□ | 3 | □□□ |
| | 3 | □□□ | 2 | □□ |

8. STORE ROOM:

This room contains only a few scraps of very old wood and bits of tattered fabric.

This room is immediately downstairs from the groll guards at area 5. It is assumed that the party will already have encountered the gnolls upstairs. If this is not the case, unless the party is extremely quiet in this area the gnolls will become aware of them. In this case the gnolls will attempt to trap the characters in the room if possible. The gnolls don't know about the secret passage, which may provide an escape route for trapped adventurers.

9. COLLAPSED STAIR:

A staircase ascending to the ground level has collapsed after the first 10' and the stair is entirely blocked with rubble.

A character who investigates the collapse for one full turn will discover that the entire ceiling area is unstable and water has found its way in from above; if the character is a dwarf, he or she will notice this at a glance. Attempting to excavate the rubble will cause more to fall, doing 2d6 points of damage to any character making such an attempt (with a saving throw vs. Death Ray allowed to avoid the damage).

10. GNOLL ENCAMPMENT:

The door to this room is not locked, but note that it can be locked with one of the keys found in area 6. The door locks from either side with the key, so if locked from the outside, the gnolls will not be able to open it from the inside unless they force it.

A group of 27 gnolls are encamped here. They are part of a larger group that includes the guards in room 5, above, and the gnolls in room 13, below. If attacked in this room, one gnoll will bang on the south wall with the pommel of his sword to alert the gnolls in area 13, who will move to flank the attackers if possible.

Note that canny adventurers may choose to tell the gnolls that they have paid the toll at the entrance; with a good reaction roll, they may be allowed to pass unmolested (assuming they do not otherwise offend the gnolls).

These gnolls have the following treasure in three leather sacks: 2,449 CP, 1,680 SP, 1,242 GP.

27 Gnolls: AC 5, HD 2, #At 1 weapon, Dam 1d8, Mv 9", Al C, Morale +2

- HP 14 □□□□□ □□□□□ □□□□□
- 12 □□□□□ □□□□□ □□
- 13 □□□□□ □□□□□ □□□
- 10 □□□□□ □□□□□
- 11 □□□□□ □□□□□ □
- 6 □□□□□ □
- 6 □□□□□ □
- 7 □□□□□ □□
- 5 □□□□□
- 12 □□□□□ □□□□□ □□
- 13 □□□□□ □□□□□ □□□
- 6 □□□□□ □
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- 7 □□□□□ □□
- 3 □□□
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- 12 □□□□□ □□□□□ □□
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- 8 □□□□□ □□□
- 5 □□□□□

11. SECRET ROOM:

The south and west walls of this room are lined with scroll-shelves; of the many nooks, surely more than a thousand, well more than half appear to contain scrolls.

Each wall has 36 scroll-nooks going across by 18 nooks high; that results in 648 nooks per wall, or 1,296 nooks total. 777 of them contain scrolls; most are ancient tax and game-keeping records from before the castle was abandoned, but 6 of them are **Magic-User scrolls**, each with a single spell:

1. Detect Magic
2. Light
3. Protection from Evil
4. Detect Evil
5. Detect Invisible
6. Protection from Evil, 10' Radius

There is also a **cursed scroll** which causes the reader to become deaf; a saving throw vs. Spells is allowed to resist this effect.

Casting **detect magic** will reveal the locations of all seven of the enchanted scrolls immediately. Otherwise, each turn a character searches the scrolls, he or she has a 1-2 on 1d6 chance of finding one of them; the referee may distribute them however he or she sees fit, typically by die roll. Of course, it is necessary to unroll and view a scroll to determine if it is magical, so whoever discovers the cursed scroll by this means must make a saving throw as given above or be affected by it.

12. ROOM WITH PIT:

This larger space at the junction of two corridors contains two doors. Signs of traffic on the floor indicate that the door to the west is frequently used, but you see no signs that the door to the south is used at all.

The pit trap in this room was part of the original tower defenses, and has been repaired by the gnolls for the purpose of trapping potential invaders. The pit is 10' deep and has metal spikes at the bottom, which add an additional 1d6 points of damage (for a total of 2d6). The trap also makes a loud noise when activated, which has a 50% chance of alerting either the gnolls or Hazor. (Roll 1d4: 1 = gnolls, 2 = Hazor, 3-4 = not detected.)

Falling into the trap can be avoided with a successful save vs Death Ray, but the loud noise will

still occur. The pit counts as a secret door for the purposes of detection.

13. ENTRANCE TO SECOND LEVEL:

The door to this room is not locked, but note that it can be locked with one of the keys found in area 6. The door locks from either side with the key, so if locked from the outside, those in the room will not be able to open it from the inside without the use of force.

A group of 22 gnolls are encamped here; they are the second half of the group described in room 10, above. If attacked in this room, one of the gnolls will bang on the north wall of the room with the pommel of his sword, alerting the gnolls in room 10, who will move to flank the attackers (if they are still alive, of course).

Note that canny adventurers may choose to tell the gnolls that they have paid the toll at the entrance; with a good reaction roll, they may be allowed to pass unmolested (assuming they do not otherwise offend the gnolls).

These gnolls have the following treasure in three leather sacks: 2,445 CP, 1,628 SP, 1,246 GP.

22 Gnolls: AC 5, HD 2, #At 1 weapon, Dam 1d8, Mv 9", AI C, Morale +2

- HP 12 □□□□□ □□□□□ □□
- 16 □□□□□ □□□□□ □□□□□ □
- 11 □□□□□ □□□□□ □
- 11 □□□□□ □□□□□ □
- 12 □□□□□ □□□□□ □□
- 14 □□□□□ □□□□□ □□□□
- 16 □□□□□ □□□□□ □□□□□ □
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- 12 □□□□□ □□□□□ □□
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14. STRANGE ROOM:

Empty picture frames in a variety of sizes hang on all walls of this room, tilted randomly. There is a sweet fragrance in the air, like flowers or good red wine. The floor of the room has been painted

in alternating red and black squares. Everything in the room is dusty, and there is no indication that anyone has been inside in a long time.

After a few moments the smell becomes oppressive; a foul hint underlies the sweetness, and as time passes the foulness becomes stronger, though the sweetness does not diminish. After 1 turn, elves must save vs. Poison or be driven from the room; after two turns, humans, halflings, and half-elves will be similarly affected; dwarves will only be affected after a full three turns. Characters who successfully save must save again each turn thereafter.

15. ILLUSION:

The walls of this room are covered in moth-eaten tapestries, primarily blue with yellow embroidery; the tapestries are so damaged that the patterns of the stitches can no longer be made out. In the center of the far wall is a large chest, secured with chains and a heavy padlock.

The tapestries are real, but the chest is a persistent illusion. Any character touching the chest is allowed a saving throw vs. Spells to "see through" the illusion; if that save fails, the character will not only believe the chest is real but will become certain it contains a huge treasure. If such a character attempts to move or lift the chest, he or she will believe it is far too heavy to move, no doubt because of the vast treasure it contains.

Anyone not touching the chest will not be able to tell that it is an illusion. A thief attempting to detect traps will always find one; generally, he or she will believe the lock is designed to explode if picked. Attempting to pick the lock anyway will always fail if the saving throw fails but the "trapped" lock will not, in fact, explode. Note that attempting to detect traps does not require touching the chest, but attempting to pick the lock does.

The only odd thing about the chest's appearance is that it is totally dust free. Any character who notices this is allowed a second saving throw if he or she failed the first save. Pointing this fact out to another character also grants that character a second save, if needed.

16. COLLAPSED STAIR:

This stair is similar to area 9, but in this case there is no continued danger of a collapse if rubble is removed, and the party will notice that there is no sign that water has penetrated from above. Buried in the rubble in this stairwell is the crushed skeleton of a human man who wears a badly tarnished silver ring on his finger. The ring still holds a beautifully cut **star ruby** worth 500gp.

Level 2 Key

18. CELLS:

This section of corridor is lined with doorways, two on each side. The furthest on the right is missing its door; the other three have wooden doors bound with rusty iron bands, and each has a smaller "peephole" with a hinged cover. The doors are all arranged to be barred from this side.

These cells were used to confine the prisoners of the castle's long-dead masters. Their individual contents are as follows:

18a. DEAD PRISONER:

A skeletal figure dressed in tattered rags lies on a pallet of rotten, stained straw against the far wall of this room.

The figure is an ordinary corpse, and there is nothing of interest in this room.

18b. GRAFFITI:

The walls of this cell are covered in scrawled writing, apparently made using charcoal.

The writing is pure nonsense, combining characters from Common, Elvish, and Dwarvish in seemingly random fashion. Here and there a single, clear word stands out from the nonsense (such as "help" or "tree" or "spoon") but there is no meaning to be found in the writing.

17. STOREROOM:

This room is filled with wooden crates. All the ones you can see clearly appear to have been opened, and those you can see into are empty.

In fact, all the crates in this room are empty. They are piled up high against the secret door, obscuring it from vision. Searching all the crates will take a full character-hour (6 turns, divided among the characters performing the search) to complete.

18c. BROKEN DAGGER:

This room is empty except for a dagger with a broken blade, lying in the middle of a large brown stain on the floor.

The stain is blood, of course, long since dried up.

18d. ZOMBIES:

Nine human corpses in an advanced state of decay lie randomly scattered on the floor of this room. As you look upon them, they begin to move.

Hazor (from area 23, below) has placed all his less successful zombies here. They are lying on the floor of the cell as if dead, but if the door is opened they will arise and fight.

9 Zombies: AC 8, HD 1, #At 1, Dam 1d8, Mv 6", AI C

| | | | | |
|----|---|----|---|----|
| HP | 2 | □□ | 2 | □□ |
| | 2 | □□ | 2 | □□ |
| | 2 | □□ | 2 | □□ |
| | 2 | □□ | 2 | □□ |
| | 2 | □□ | | |

19. TORTURE CHAMBER:

Both doors to this room are soundly locked and will require the key (room 6), a successful Open Locks roll by a thief, or an Open Doors roll on a d10 rather than a d6 to open either one.

This room was evidently a torture chamber, though it appears it has been a long time since it was used. A stretching rack stands at the center of the room with a skeleton still tied to it. In the

south area is a spiked torture chair, and on the north wall stands an iron maiden. The east wall has several rusted sets of manacles set into the walls. On a bench in the north east corner are a variety of hand held torture instruments such as thumbscrews and a poker. There is also an old brazier in the corner.

Upon seeing this, players may expect an undead encounter, but in fact the room is home to an Invisible Stalker that was summoned by an ancient wizard and never released. Its job was to assist in the torture of the wizard's enemies. Now, it simply wants to harm anyone who enters the room.

Being invisible, the monster should gain surprise on 1-5 on 1d6.

Invisible Stalker: AC 3, HD 8, #At 1 Dam 4d4, Mv 12" Fly 24", AI C

HP 40 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□

All attacks made on the creature will be at a penalty of -4, unless the attacker has some way of seeing invisible things. There does not appear to be any treasure in the room, and the party's best option may be an instant retreat. (The Invisible Stalker cannot leave the confines of the room.)

20. FALLING ROCKS:

A large number of chairs, end tables, and various small cabinets are piled haphazardly in the north end of this room. The room appears otherwise empty.

Anyone who mentions examining the ceiling will notice the extensive cracks in it, and anyone who looks carefully at the floor will notice it is particularly dusty with scattered bits of stone.

Walking across the room has a 1-2 on 1d6 chance (for each character doing so) of causing the ceiling to collapse partially. Anyone within a 10' radius of the character causing the collapse (including, of course, that character) must save vs. Death Ray or suffer 1d12 points of damage.

There is nothing of value in this room.

21. VESTRY:

The door to this room has been smashed down. Mouldering fabric litters the floor, apparently the remains of numerous sets of robes along with other clothing and moth-eaten blankets. There are also small bits and fragments of wood scattered on the floor.

The gnolls broke down the door, searched the room (finding nothing of value), then dismantled the vestry wardrobes for firewood.

22. DEFILED TEMPLE:

This temple was once dedicated to the god of the underworld (hence its underground location). It has been defiled, however, and is now dedicated to the god of undeath.

Hazor, the chaotic anti-priest in room 23, below, will watch the battle here as described in that area, and may intervene if he thinks his zombies will be defeated.

10 Zombies: AC 8, HD 1, #At 1, Dam 1d8, Mv 6", AI C

| | | | | |
|----|---|----------|---|----------|
| HP | 4 | □□□□ | 4 | □□□□ |
| | 8 | □□□□□□□□ | 8 | □□□□□□□□ |
| | 5 | □□□□□ | 5 | □□□□□ |
| | 8 | □□□□□□□□ | 7 | □□□□□□□ |
| | 6 | □□□□□□□ | 6 | □□□□□□□ |

23. SECRET ROOM:

Hazor has taken up residence in this room, formerly a storeroom used by the priest assigned to the temple in room 22. Hazor can see into room 22 by means of a peephole in the secret door. He will attack anyone who appears likely to be able to destroy his zombie servants, but if the zombies are winning, he will be content to merely watch.

Hazor, 7th Level Cleric: AC 3, HD 7d6, #At 1 weapon or spell, Dam 1d6+2 or by spell, Mv 9", AI C

Str 16, Int 13, Wis 17, Con 12, Dex 11, Cha 7

Spells: Protection from Good, Cause Light Wounds, Hold Person, Silence, 15' Radius, Continual Light, Speak with Dead, Cause Serious Wounds

Equipment: Plate Mail, Shield, **Mace +1**, **Scroll of Protection from Undead**, **Aspergillum of Blood** (see below)

HP 26 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □

The **Aspergillum of Blood** is a magic item made from a defiled holy water sprinkler, taken from the temple wherein a Lawful priest was murdered. The aspergillum, with its attendant aspersion (the bucket meant to hold the holy water) can be used to cast the spell **animate dead** once per week. In order to be so used, the aspersion must be filled with fresh blood from a warm-blooded creature, which is then sprinkled on the corpse or the bones to be animated.

24. DRAGON'S LAIR:

This cavern is the lair of the dragon Sygoreth. Note that Sygoreth has a 60% chance of being found in his lair, and if he is there, he has a 40% chance of being asleep (unless, of course, the adventurers have made a lot of noise while approaching).

The area marked "a" on the map at the rear entrance to the dragon's cave is a **trap**. The dragon can collapse the ceiling in that area by means of pushing hard against an outcropping in the main cavern due east of the marked area. Any characters in the area at the time suffer 3d6 points of damage, with a save vs. Death Ray reducing this figure by half; anyone who makes the save has either moved 1" north or south of the trapped area. The corridor will be blocked by the rubble from the collapse, and those who failed their saving throws will be trapped in that rubble; such characters may attempt to free themselves (treat as if opening a door) but if three such attempts fail, the character cannot then escape without help.

Sygoreth, Green Dragon: AC 2, HD 8,
 #At 2 claws/1 bite or 1 breath, Dam 1d4 claw/
 2d10 bite or breath, Mv 9" Fly 24", AI C
 HP 40 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□

Spells: Magic Missile, Shield, Invisibility, Wizard Lock

Equipment: **Wand of Polymorph**, on a slender but strong chain around the dragon's neck.

Sygoreth speaks Dragon, Common, and Elvish quite well. He is a vain creature, proud of his shining metallic green scales as well as his handsome countenance and muscular, powerful build, and will delay slaying a creature who flatters him, so long as Sygoreth believes his intended victim is being sincere.

If he has warning, Sygoreth will first cast **shield**, then **invisibility** if he has time, giving him an advantage in his first round of combat. He is unlikely to use either of his other spells, though **magic missile** might be employed against a hard-to-hit foe. He will always use his breath weapon in the first round of combat if he faces 3 or more foes who are all within the area of effect; after that, use the usual 6 or less on 2d6 rule to determine if he uses his breath weapon or not.

If Sygoreth fails a morale check, he may use the wand to take the form of a pegasus in order to be able to flee at maximum speed.

25. SECRET TREASURE ROOM:

*Note: The secret door to this room has been **wizard locked** by the dragon.*

The dragon's treasure is piled rather haphazardly in this room; the coins are all mixed together in a pile, with the other items scattered among them. When properly sorted out and counted, the following items will be found:

Coins, including 4,322 CP, 12,939 SP, and 13,651 GP.

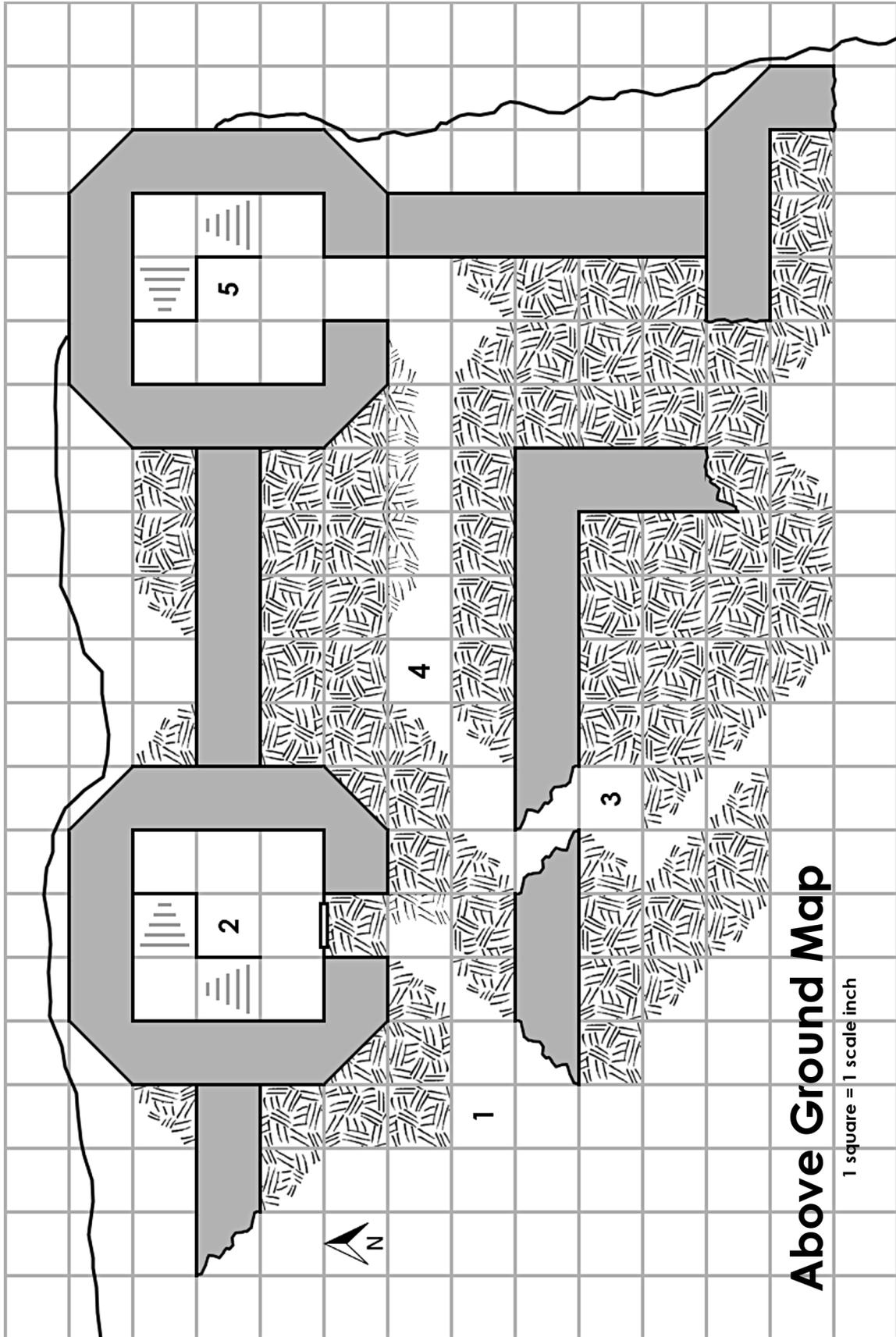
A number of items of jewelry, including:

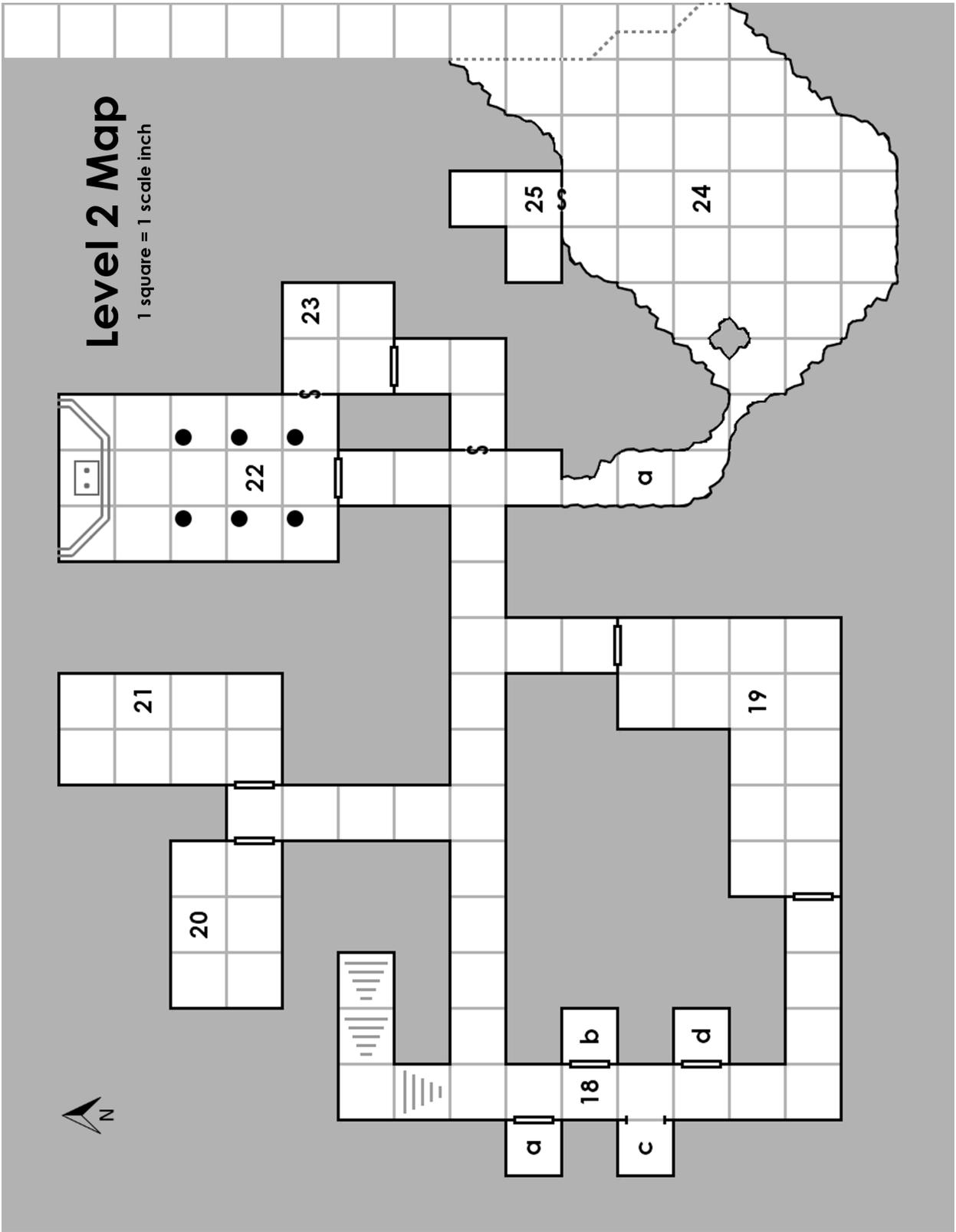
- Anklet (3,000 GP) Necklace (4,500 GP)
- Armband (3,250 GP) Ornament (2,750 GP)
- Badge (2,750 GP) Ornament (3,500 GP)
- Bracelet (4,250 GP) Pendant (3,500 GP)
- Brooch (4,000 GP) Pendant (3,750 GP)
- Buckle (3,000 GP) Pendant (4,000 GP)
- Earring (1,500 GP) Ring (4,000 GP)
- Necklace (3,750 GP) Ring (3,500 GP)
- Necklace (4,250 GP) Torc (4,750 GP)

Magic items, including:

- Battle Axe +1, +3 vs. Lycanthropes**
- Elven Cloak**
- Potion of Poison**
- Scroll of Magic-User Spells: Animate Dead.**

Note that adventurers will not be able to tell that the jewelry items listed aren't magical at a glance, but will need to resort to **detect magic** (or possibly just try them on) before they'll know for sure.





The Temple of Fear and Madness

Player's Introduction

Long ago a temple was built, about an hour's walk from town. It was consecrated to Lashmeki, the god of fear, and his twin Phorulon, the god of madness. They were not gods which men chose to worship, so much as gods they chose to propitiate. A common man made sacrifice to cause them to look away; a bold man, or a foolish one, made sacrifice in hopes they would turn a baleful eye upon his foeman.

But some men did choose to worship them, and those men became their priesthood. The temple was built, sacrifices were accepted, and prayers were raised up to the twin gods by the priests and acolytes. Thus it was for many years.

In time, though, the priesthood began to become corrupt. The priests skimmed from the sacrifices, making themselves wealthy and comfortable at the expense of the worshipers who hoped to curry favor with the gods. Times moved on and the corruption became worse, until the gods received only those sacrifices which were beneath the interest of the priests, and at last the twins rained down their retribution on the priesthood.

They were driven gibbering from the temple, in terror of dark and nameless things which pursued them. The highest of the priests were driven mad and spent the rest of their days writhing in the dark cells where the townsfolk put them, chanting words that seemed devoid of meaning yet caused dread in all who heard.

The last of the mad priests died decades ago; only a few elders remember the time they were driven from the temple. But it is well known that they kept most of their ill-gotten gains in the catacombs beneath the temple, and from time to time brave men seek to loot the place. Those who returned from such missions came back empty-handed, driven forth by monsters out of the deepest realms of nightmare. Many never returned at all.

Notes for the Referee

This adventure is designed such that it can be inserted into almost any campaign; other than the gods noted in the introduction, there is little to tie this adventure to any specific world.

The entire adventure area (both the ground level and underground areas) should be treated as a 5th dungeon level. However, there are no random encounters of any sort in the temple and trap levels, while the catacomb level encounters are rather special.

This adventure is somewhat challenging for the referee. It is strongly recommended that you read the entire adventure at least once before beginning play; it does not present a typical "knock down the door, kill the monsters, take their loot" situation.

Temple Key

There are no random encounters on this level, as stated above. Sensible creatures don't come here, and in fact non-intelligent normal animals will absolutely refuse to enter; only powerful magical inducement or use of overwhelming force will get an animal inside the temple.

The walls throughout this level are covered in vividly-colored mosaic tiles, each approximately 2" square. The floors are mostly covered in larger tiles about 8" square.

1. FRONT STEPS:

The two doors here are made of bronze. Each has cast into it a bas relief of a face; each face is masculine and coarse featured, with the one on the left depicting a fearful expression while the one on the right has wild eyes and an idiotic grin.

The doors are stuck firmly, requiring an open doors roll to be made on 1d8 rather than the usual 1d6.

2. THE SOUND OF DRUMS:

This foyer area is devoid of furnishings. The walls are tiled in a mosaic pattern, muddled greens at floor level shading to yellows and then to orange

going up to the fifteen foot ceiling. It isn't what you see, but what you hear that captures your attention, though, for in the distance you can hear the sound of drums, a savage cadence that fills you with unease.

The sound of drums will follow the adventurers throughout the ground level of the temple. At certain points it will grow louder or otherwise change in character, but it never goes away. There is nothing else of interest here.

3. CORRIDOR:

The sound of drums becomes a little louder as you enter this short section of angled corridor. A large bronze door in the angled wall to your left bears a relief identical to the fearful face you saw on the outer door. The remaining door at the end of the corridor is wooden, and is entirely covered with relief carvings that appear to be faces, though they are too small to make out at a distance. The walls of the corridor are covered with mosaic tiles, again in an abstract pattern shading from light grey near the fifteen-foot-high ceiling down to dark slate grey at floor level.

The wooden door is, in fact, covered with reliefs of faces. All are in the form of the fearful face which is associated with Lashmeki. There is nothing of interest in this corridor.

4. TWIN TEMPLE:

This large room is a chapel or sanctuary of some sort. Two large altars of white granite are the only furnishings in the room. The curving walls are completely covered in a spectacular mosaic, all the way up to the twenty-foot ceiling; it consists mostly of strange faces, some fearful, some wild-eyed and grinning, surrounded or sometimes merged with strange symbols and impossible shapes. The room is illuminated by hundreds of candles in a heavy wooden chandelier hanging from the center of the ceiling; the light dances and flickers over the strangely-decorated walls. The effect is disturbing, yet mesmerizing.

This room is magically connected to area 6, below. Specifically, if any character touches either altar, he or she will be instantly transported to the same

place in the other area. The transportation is so smooth and seamless that, if the character is looking at other party members, he or she will believe that it is they who have disappeared. If the character touches a particular altar (say, the one on the left), touching the same one in the other room will have no effect until the character leaves the room and then re-enters it (either by magic or simply by walking out the door). Touching the *other* altar will still work, however, permitting a character to move back and forth between the rooms in just a few steps.

When this magic is activated, any items on the altar touched will be transported also. Note that it is entirely possible to place items on an altar, or to remove them, without touching it. If the referee feels it would be difficult to do so (especially when removing items), he or she may require a Dexterity ability roll, with failure indicating the altar was inadvertently touched.

The magic of the altars was used by the priests in ceremonies of sacrifice; this room and the other were both used for this purpose, and those who were not members of the priesthood were not permitted to go any further into the temple.

The chandelier hangs from a fixed chain (there is no provision to lower it) and the candles are just painted wooden sticks. The candle flames are a permanent magical effect, and do not give off any heat.

The mosaic on the walls is *almost* the same between the two rooms. Of the 62,640 tiles, three are different. One of the three is just a foot from the floor on the flat wall behind the left-hand altar; the second around five feet from the floor in the curved wall section between the altars; and the last is seven feet up on the flat section behind the right-hand altar. Finding each is a task equivalent to finding a secret door, and to do so a character must spend a turn traveling by means of the altars back and forth between the rooms. If all three of these tiles are touched in one room (in any order), the magical **fog of madness** filling the catacomb level will disappear for 3d6 hours. (See the catacomb level key for details of this effect.)

5. CORRIDOR:

The sound of drums becomes a little louder as you enter this short section of angled corridor. A large bronze door in the angled wall to your right bears a relief identical to the wild-eyed face you saw on the outer door. The remaining door at the end of the corridor is wooden, and is entirely covered with relief carvings that appear to be faces, though they are too small to make out at a distance. The walls of the corridor are covered with mosaic tiles, again in an abstract pattern shading from light grey near the fifteen-foot-high ceiling down to dark slate grey at floor level.

The wooden door is, in fact, covered with reliefs of faces. All are in the form of the crazed face which is associated with Phorulon. There is nothing of interest in this corridor.

6. TWIN TEMPLE:

This area is magically connected to area 4, above, and is exactly identical to it; see that room for details about this one.

7. PIT TRAP:

The walls of this corridor are tiled in greens, darker near the floor shading to lighter near the ceiling. The ceiling is covered in swirls of light green and white tiles, while the floor is paved in larger tiles of very dark green.

As you enter the corridor, the sound of drums becomes a little louder and faster.

Each character who steps on the cover of the pit has a 1-4 on 1d6 chance to trigger the trap; if this happens, each character standing in the 10' area in front of the door must save v.s Death Ray or fall into the pit. Victims drop 20' down to room 44 on the trap level (detailed below), taking the usual falling damage; those making the save manage to leap back to the safe area just in time. The pit doors close 1d4 rounds after opening.

8. CORRIDOR:

The sound of drums becomes quite loud and insistent as you enter this depressingly grey-tiled corridor. A large bronze door in the angled wall

to your right bears a relief identical to the fearful face you saw on the outer door, while the heavy wooden door at the far end to your left is decorated with a full-body relief of a male figure with the same face, dressed only in a kilt.

If the door at the far end is touched by someone not wearing or holding a holy symbol of Lashmeki, the relief on the door will come to life, stepping out as a man-sized figure made of wood. This apparent living statue will attack any character not wearing or holding an appropriate holy symbol. The statue will not pursue interlopers out of this corridor; if all potential targets leave the corridor, it will resume its place as a relief on the door.

The "living statue" is actually a sort of illusion, similar to the random encounters found in the catacombs (see below). If slain, it turns to sawdust, which then slowly disappears over the course of 2d8 turns; as it fades, the relief on the door is restored, and when it is fully restored, the relief will once again be ready to step forth and do battle with intruders.

Living Wooden Statue: AC 6, HD 8, #At 2, Dam 1d6/1d6, Mv 12", AI N

HP 30 □□□□ □□□□ □□□□ □□□□
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9. STATUE OF LASHMEKI:

This room is dominated by a huge white marble statue, at least ten feet tall; it depicts a muscular, coarse-featured man with a frightened look on his face. The statue's left arm is held across its body at an angle with the palm facing outward as if warding off some danger. The right hand, however, is outstretched toward you, palm upward.

The walls of this room are tiled in a vertically-striped mosaic pattern of blues and yellows. As you step into the room, the sound of drums fades into the distance.

The statue is of Lashmeki, god of fear. Any character who steps into the room will immediately feel uneasy, and any character not wearing or holding one of Lashmeki's holy symbols who touches the statue must save vs. Death Ray or flee in terror for 2d8 rounds.

The statue was used by the priests to consecrate holy symbols. The high priest would place a properly-made holy symbol in the palm of the statue's right hand, then walk backwards around the statue three times in a counterclockwise direction while casting a **bless** spell. At the end of the third pass, he would stop in front of the statue, bow to it, touch the holy symbol (thus consecrating it), take it from the statue's hand, and bow once more to complete the ritual.

10. PIT TRAP:

The walls of this corridor are tiled in purples, darker near the floor shading to lighter near the ceiling. The ceiling is covered in swirls of lavender and white tiles, while the floor is paved in larger tiles of very dark purple.

As you enter the corridor, the sound of drums becomes a little louder and faster.

Each character who steps on the cover of the pit has a 1-4 on 1d6 chance to trigger the trap; if this happens, each character standing in the 10' area in front of the door must save v.s Death Ray or fall into the pit. Victims drop 20' down to room 43 on the trap level (detailed below), taking the usual falling damage; those making the save manage to leap back to the safe area just in time. The pit doors close 1d4 rounds after opening.

11. CORRIDOR:

The sound of drums becomes quite loud and insistent as you enter this depressingly grey-tiled corridor. A large bronze door in the angled wall to your left bears a relief identical to the crazed face you saw on the outer door, while the heavy wooden door at the far end to your left is decorated with a full-body relief of a male figure with the same face, dressed only in a kilt.

The door at the far end has the same magic as the one in area 8, save of course that the door and statue ignore those holding or wearing the holy symbol of Phorulon.

Living Wooden Statue: AC 6, HD 8, #At 2,

Dam 1d6/1d6, Mv 12", AI N

HP 30

12. STATUE OF PHORULON:

This room is dominated by a huge white marble statue, at least ten feet tall; it depicts a muscular, coarse-featured man with a wild-eyed, crazed look on his face. The statue's right arm is held at an angle away from its body, palm downward. The left hand, however, is outstretched toward you, palm upward.

The walls of this room are tiled in a horizontally-striped mosaic pattern of reds, greens, and purples. As you step into the room, the sound of drums fades into the distance.

The statue is of Phorulon, god of madness. Any character who steps into the room will immediately feel uneasy, and any character not wearing or holding one of Phorulon's holy symbols who touches the statue must save vs. Death Ray or be affected as if by the **confusion** spell for 2d8 rounds.

The statue was used by the priests to consecrate holy symbols. The high priest would place a properly-made holy symbol in the palm of the statue's left hand, then caper madly around the statue three times in a clockwise direction while casting a **bless** spell. At the end of the third pass, he would stop in front of the statue, bow to it, touch the holy symbol (thus consecrating it), take it from the statue's hand, and bow once more to complete the ritual.

13. TRAPPED CORRIDOR:

This high-ceilinged area is obviously a foyer before some important room. The walls and ceiling are covered in mosaics depicting swirls and stripes in a riot of colors. The floor is covered in larger black tiles. The large double doors to the west appear to be made of gold, and are decorated with reliefs of the fearful and crazed faces that appear identical to those on the front doors of this temple.

The sound of drums is quite loud now, and seems to be coming from whatever room is beyond the double doors.

This area houses a sloping floor trap. It is normally safe to walk over; it will only be activated under the conditions described in area 14, below. If the trap

is activated, the floor in the hatched area slopes down steeply. Characters in the area must save vs. Death Ray or fall into room 42; however, characters who are running when they enter the area do not get a saving throw. Because this is a slope instead of a straight drop, affected characters suffer a fall of only 10 feet.

14. GRAND SANCTUARY:

This large room is obviously the main sanctuary of the temple. Three statues depicting the fear-faced god line the left-hand wall, each in a different pose of warding or cowering; three similar statues of the wild-eyed god seem frozen in mid-caper, leering at you from the right-hand wall. Two altars stand side-by-side near the back wall of the room. The walls and ceiling are decorated with huge mosaics depicting scenes of people running, cowering, and dancing madly; one figure hangs upside-down, with another cowering behind him. The ceiling mosaic seems to represent the sky, with clouds that depict the fearful and crazed faces of the twin gods looking down on you.

The sound of drums is so loud and insistent that you find it necessary to yell to be heard by your compatriots.

If any character who is not holding or wearing (for instance, on a chain around his or her neck) the holy symbol of Lashmeki touches the left-hand altar, a visible orange wave of magical energy will explode from it, feeling like a cold wind blowing over all the characters in the room. All characters who are touched by the wave of energy must save vs. Spells or flee in terror for 2d8 rounds. The character who actually touched the altar suffers a penalty of -3 on the saving throw against its effect.

Similarly, if any character who is not holding or wearing the holy symbol of Phorulon touches the right-hand altar, a visible green wave of magical energy will explode from it, feeling like a hot wind blowing over all the characters in the room. All characters who are touched by this wave of energy must save vs. Spells or be affected by the spell **confusion** for 2d8 rounds. The character who actually touched the altar suffers a penalty of -3 on the saving throw against its effect.

Furthermore, activating either or both of these effects also activates the trap in area 13, above. For 2d8 hours thereafter, any character moving more than halfway across the hatched area of the floor in that area (toward either door) will trigger the floor to tilt down, with the effects described above. Note that characters fleeing in terror are *running*, and so do not get a saving throw against the sloping floor.

15. HIDDEN STAIRS:

These secret stairs descend twenty feet to a ten-foot-square landing, then turn left and descend further. As you step into the stairwell, the insistent sound of drums fades slightly.

The sound of drums will, in fact, fade completely away by the time a character reaches the landing. The second flight of stairs descends an additional 20 feet to area 16 on the catacomb level, detailed below; as the adventurers descend the latter part of the stairs, they will see thick fog below them (the **fog of madness**, as described in the next section).

The secret door to this staircase is plainly visible from the inside, and in fact has a large, easily-operated handle for opening and closing it.

The Catacombs

The defining feature of the catacombs beneath the temple is the **fog of madness**. It is an eldritch fog, and thus will be detected as magical if appropriate magic is employed. It obscures vision of all sorts, permitting sight to a maximum of just 2" regardless of the light source or type of vision. Likewise the fog muffles sound; voices cannot be understood beyond 2", while even the shrillest of screams will not be audible beyond 4".

Despite the muffling of sounds, characters moving about in the fog will hear strange, distant moans or shrieks from time to time. The referee should mention these sounds just often enough to encourage paranoia on the part of the players.

There are random encounters on this level, but all of the monsters are conjured from the fog itself. All monsters encountered will be Chaotic, regardless of the normal alignment of the creature type, and all will fight as if crazed, never checking morale. When slain, these nightmare creatures will turn to

mist and rejoin the fog. Note that monsters found in the rooms (i.e. placed encounters) are real and thus will leave bodies and possibly loot when slain.

The most significant effect of the fog is the way it alters the layout of the catacombs. Two maps are provided, one without the fog showing the real organization of the level, and one showing how the level appears while the fog is present. Note that each and every numbered location on the **no-fog map** appears at least twice on the **fog map**; in fact, some appear many more times than just twice.

So long as the party stays together and no spells are cast, they may move around the fog map in an orderly fashion. **If the party splits up**, and then two groups meet again in the same numbered area but in two different parts of the fog map, the referee should choose randomly a location with that number on the fog map (which might be either of the locations actually visited, or even a different location altogether if there are more than two) and consider the entire group to be located there. A similar effect happens **if any spell is cast** (including spells cast by means of wands, scrolls, rings of spell storing, or other such items, but not including consuming a potion). In this case, the referee should randomly select where the party has "moved" on the fog map. For convenience, multiple spells cast in the same area may be treated as a single spell... the player characters will not know that they have "moved" so it is not necessary to keep randomly choosing a location each additional time a spell is cast.

There are two kinds of areas in the catacombs: corridors and rooms. All of the information above applies to corridors, i.e. the areas numbered from 16 to 28. The rooms are numbered from 29 to 41. The fog is less significant in the rooms; it fills the lower two feet or so of each room, permitting all items taller than that to be plainly visible regardless of distance, and does not affect hearing. **When player characters enter a room**, the referee should refer to the no-fog map (regardless of the state of the fog) when describing the room. **Traversing from one corridor section to another by means of the rooms** (for example, from 23 through 39 to 28) requires the referee to randomly select which of the target locations on the fog map the adventurers have actually entered. Players may

not realize the irrationality of the map until they try to map some of the rooms, as the connections are usually logical impossibilities.

Note that the fog can be removed temporarily, as described in room 4, above. If this is done, player characters will be able to move around on the no-fog version of the map, suffering no limitation of vision or hearing and encountering no monsters, as all of these things are effects of the fog. Note that there are a few sections of straight corridor on the fog map that do not appear on the no-fog map; adventurers in those sections when the fog is lifted will remain in fog until they move out of the section, at which point they will also walk out of the fog itself. If they look behind them after walking out, it will be as if the fog never was.

Area 16 contains the stairs from the temple level. It appears on the fog map twice; when first entering the level, the party will enter at the instance of area 16 marked with an asterisk.

The catacombs contain many **secret doors**. Most of them are opened by pressing small stones in the wall, which will move and make a *clicking* sound. The secret doors will all close by themselves within 2d4 rounds unless spiked or otherwise blocked.

Random Encounters

The creatures encountered in the catacombs are not entirely real, as explained above. Instead of the usual random check for an encounter, the referee should roll 1d6 when the adventurers enter the level; the result is the number of corridor sections the party will traverse before encountering monsters. When an encounter is indicated, the monsters will walk (or run, or fly, or whatever) out of the fog and attack the adventurers immediately; after the battle is over, assuming the adventurers survive, the referee should again roll 1d6 to determine the number of areas that may be traversed before the next encounter.

Remember that these magical denizens of the fog leave neither bodies nor loot behind when killed.

The following monster encounters are provided as a starting point. If the adventurers are still in the catacombs when all of the encounters below are exhausted, the referee should roll additional encounters as normal for the 5th dungeon level, using the tables given in the Iron Falcon rulebook.

1. 11 Gargoyles: AC 5, HD 4,
 #At 2 claws/1 bite/1 horn, Dam 1d3 claw,
 1d6 bite, 1d4 horn, Mv 9" Fly 15", AI C
 HP 20 □□□□□ □□□□□ □□□□□ □□□□□
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2. 4 Giant Lizards: AC 5, HD 4+2, #At 1 bite,
 Dam 2d4, Mv 12", AI C
 HP 19 □□□□□ □□□□□ □□□□□ □□□□
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3. 3 Phase Spiders: AC 6, HD 5, #At 1 bite,
 Dam 1d6 + poison, Mv 6" Web 15", AI C
 HP 28 □□□□□ □□□□□ □□□□□ □□□□□
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4. 4 Carnivorous Apes: AC 6, HD 4, #At 2 claws,
 Dam 1d6 per claw, Mv 12", AI C
 HP 17 □□□□□ □□□□□ □□□□□ □□
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5. 12 Shadows: AC 7 (magic to hit), HD 2+2, #At 1,
 Dam 1d4 + Strength loss, Mv 9", AI C
 HP 11 □□□□□ □□□□□ □
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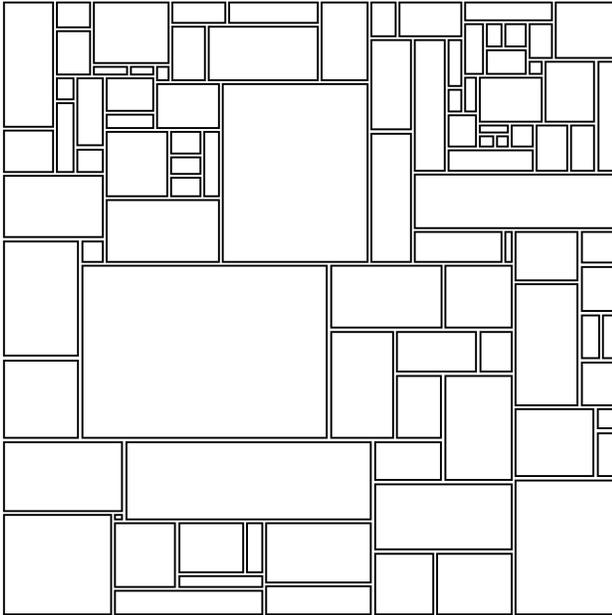
6. 6 Werewolves: AC 5 (silver or magic to hit), HD 4,
 #At 1 bite, Dam 2d4, Mv 15", AI C
 HP 15 □□□□□ □□□□□ □□□□□
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7. 4 Giant Weasels: AC 4, HD 5, #At 1 bite,
 Dam 2d4 + 1d6 per round blood drain, Mv 15",
 AI C
 HP 21 □□□□□ □□□□□ □□□□□ □□□□□
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8. 8 Ogres: AC 5, HD 4+1, #At 1 huge club,
 Dam 1d10, Mv 9", AI C
 HP 17 □□□□□ □□□□□ □□□□□ □□
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9. 10 Bugbears: AC 5, HD 3+1, #At 1 spiked club,
 Dam 2d4, Mv 9", AI C
 HP 24 □□□□□ □□□□□ □□□□□ □□□□□
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10. Five Headed Hydra: AC 5, HD 5, #At 5 bites,
 Dam 1d6 per bite, Mv 12", AI C
 HP 23 □□□□□ □□□□□ □□□□□ □□□□□
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Catacomb Key**16. STAIRCASE:**

As you enter this fog-filled intersection, you notice that the walls are not tiled here as they were above. Instead, they are covered with grey granite stones of varying sizes. The fog here is very dense, limiting your vision severely... you can only see perhaps twenty feet in any direction. As you consider which way to go, you hear a distant shriek, which cuts off suddenly.

Other than the stairs, there is nothing of interest in this area.

17. CORNER:

Note: You will need to choose the correct words for directions below.

You see a corner ahead of you, where the corridor turns to the { right / left }. As you approach it, you see a strange shadow flicker across the far wall, like someone running away from you.

The shadow is an illusion, created to lead intruders away from the secret door. Like most of the secret doors on this level, it is opened by pressing a small stone; when this is done, the door *clicks* and can be swung open by pushing. It opens exactly the same way from the inside, and in that case swings outward.

18. CORNER:

Note: You will need to choose the correct words for directions below.

You see a corner ahead of you, where the corridor turns to the { right / left }. As you approach it, you hear a long, low-pitched moan coming from behind you.

The moan is just one of the spooky sounds heard on this level. The referee may wish to change the sound heard on subsequent visits to this area, or omit it entirely in some cases.

The secret door is a typical one for this level.

19. INTERSECTION:

Note: You will need to choose the correct words for directions below.

You see an intersection ahead of you, where the corridor you are in { branches to the { right / left } / tees to the right and left }. As you approach it, you see the fog suddenly move as if by a brief wind, perhaps a door opening or closing just out of your sight.

The fog movement has no particular meaning, and is intended to cause suspicion (if not paranoia) among the adventurers.

20. CROSSING:

You are approaching a crossroads where the corridor you are in branches to the left and right. You feel the barest of breezes on your skin, but are not sure which direction it is coming from.

The secret doors in this area are activated by pressing small stones in the wall. However, each secret door is opened not by the "button" near it but by the one associated with the door that is diagonally opposite; thus, the button at 33 opens the door at 36 (and vice versa) while the one at 34 opens the door at 35 (and vice versa again). Each door remains open 1d6 rounds, unless held or spiked, then closes again. The fog will make it hard to notice a door opening... some character will have to be within 20 feet to see a door open, or 40 feet to hear it.

21. INTERSECTION:

Note: You will need to choose the correct words for directions below.

You see an intersection ahead of you, where the corridor you are in branches to the { right / left } / tees to the right and left }. You hear the sound of laughter ahead of you... and you feel certain that the person laughing is not expressing happiness.

The laughter has no particular meaning, and is intended to cause suspicion (if not paranoia) among the adventurers. The secret door is typical for this level.

22. CORNER:

Note: You will need to choose the correct words for directions below.

You see a corner ahead of you, where the corridor turns to the { right / left }. Suddenly you feel a tremor in the floor beneath your feet, and dust falls in thin streams from the ceiling overhead.

The tremor and dust are illusions, intended to cause paranoia among the players. The secret door is a typical one for this level.

23. CROSSING:

You are approaching a crossroads where the corridor you are in branches to the left and right. A reddish, flicking light is dimly visible through the fog in the corridor ahead; it seems to be moving away from you.

If the adventurers pursue the light, it will disappear from sight at about the point where they cross the dotted line on the map. At no point will the light source be clearly visible; as you may have guessed, it is an illusion. The referee may wish to mention the sound of mad laughter when the light disappears.

The secret door is typical for this level.

24. CROSSING:

You are approaching a crossroads where the corridor you are in branches to the left and right. As you consider which direction to go, you hear footsteps approaching from behind you... they begin faintly, but are becoming ever louder.

The footsteps are an illusion. They will climb in volume until it is so loud that the creature making the sound would have to be amongst the party, and then they will suddenly stop.

If a random encounter is indicated for this area, the encounter will come from a different direction than the footsteps, and the encountered monsters will arrive before the footsteps cease.

Like other mysterious sounds in this dungeon, the footsteps will only be heard the first time this area is entered. The referee may wish to substitute other sounds on subsequent visits.

25. CORNER:

Note: You will need to choose the correct words for directions below.

You see a corner ahead of you, where the corridor turns to the { right / left }. In the distance you hear the sound of someone whistling a strange, disquieting tune.

The secret door is typical for this level.

26. CORNER:

Note: You will need to choose the correct words for directions below.

You see a corner ahead of you, where the corridor turns to the { right / left }. You hear the sound of whispering, but it is so faint that you cannot even tell if it is one person or several.

The secret door is typical for this level.

27. INTERSECTION:

Note: You will need to choose the correct words for directions below.

You see an intersection ahead of you, where the corridor you are in { branches to the { right / left } / tees to the right and left }. You hear a faint hissing noise, but you aren't sure where the sound is coming from.

The hissing noise comes from the secret door, and will be heard every time this area is entered. It is a leak in the gas pipe that feeds the fire trap (described below). The gas is supplied from a subterranean source and will not be exhausted in the course of this adventure. The location of the sound can be found by listening at the walls, with the usual rolls to determine success.

The secret door here *appears* typical, in that there is a small stone that can be depressed and which will then make a *click*. However, this will not make the door itself open, but rather causes a larger stone (about 12 inches wide by 7 inches high) to be unlocked and opened. This stone is an inch-thick cover which swings open to the left, exposing an opening a bit more than 10 inches wide. Inside is a handle, oriented horizontally within the space.

If the handle is grasped and pulled, a gout of flame will spray from between several of the stones near the opening, filling the 10' square area directly in front of the secret door. All within the area suffer 5d6 points of damage, with a successful save vs. Dragon Breath reducing the damage by half; the character who pulled the handle suffers a penalty of -3 on this saving throw. Each time the handle is pulled a new blast of flame issues forth.

Twisting the handle (like the throttle of a motorcycle) will release the door, but pulling the handle to open it will still fill the area before the door with flames. The only way to open the door is to push on it.

From the inside, the secret door can be opened by an obvious handle, but of course the player characters will have no idea that the inside handle is safe to pull on. Remember that secret doors in this dungeon will eventually close on their own if not spiked or held.

28. CORNER:

Note: You will need to choose the correct words for directions below.

You see a corner ahead of you, where the corridor turns to the { right / left }. A distant howling sound, like wolves perhaps, is audible from around the corner ahead of you.

The secret door is typical for this level.

29. SECRET ROOM:

Fog fills the floor of this room to a depth of about two feet. The room appears otherwise empty.

The room is, in fact, empty. This is the terminal point of the teleportation magic in area 45, below; characters who step on the septagon will arrive in the center of this room. Remember that the secret door is as hard to find on this side as on the other.

30. SECRET ROOM:

This small room appears entirely empty; however, as you look more closely you see writing engraved on a large stone roughly in the center of the far wall.

If the adventurers step closer and read the inscription:

Here lies Tamydd Weadric
Born 781 Died 812
Victim of the Purple Plague

If the stone is disturbed in any way, wisps of purple vapor will puff out around it. However, there is no such thing as the "purple plague;" it is just a ruse to protect the treasure hidden in the niche behind the stone.

The treasure consists of the following jewelry and bejeweled items: A **bracelet** worth 1,200 GP; a **brooch** worth 500 GP; a pair of **earrings** worth 200 GP; and an engraved **flagon** worth 800 GP.

If it is allowed to close, the secret door to this room opens exactly the same way as it does from the outside (in area 17), namely by pressing a small stone which *clicks*. When opened from the inside, it swings outward.

31. SECRET ROOM:

The entire twenty-foot length of the left-hand wall of this room is covered with a mural from floor to ceiling. The mural depicts people dancing and capering around a fire at the left end, and a version of the now-familiar fearful face covering almost all of the right end.

The face image covers the secret door. The small stone which releases the secret door is not on the mural wall, but rather in the wall to the right (i.e. around the corner). When released, the door pivots on its center, but will only turn clockwise; it is nine feet wide, and so allows about a four foot wide space on each side when open. As with other secret doors on this level, if left open but not spiked or blocked, it will close on its own after a few rounds. Note that closing the secret door will result in the opposite face becoming part of the mural; one side of the door has the fearful face of Lashmeki, while the other bears the crazed image of Phorulon.

32. SECRET ROOM:

The entire twenty-foot length of the back wall of this room is covered with a mural from floor to ceiling. The mural depicts people fleeing from a huge green manlike form at the left end, and a version of the now-familiar wild-eyed face covering almost all of the right end.

See room 31, above, for an explanation of the secret door. It is opened in exactly the same way on this side as on the other.

33. SECRET ROOM:

You see four large coffins piled in the corner of the room. Two rest at angles to each other on the floor; a third sits astride the two where they are closest, and the last rests at an angle, partly on the floor and partly over one of the bottom coffins. The fog here doesn't quite cover the coffins on the floor.

All four of these coffins contain the skeletal remains of priests of the temple from long ago. All four were interred with their **holy symbols** (three are for Lashmeki, one is for Phorulon). The occupant of the coffin on the floor at the back of the pile wears his **holy symbol** (one of the Lashmeki symbols) on a

heavy gold chain worth 100 GP, and he was also buried with a **warhammer +1** by his side.

34. SECRET ROOM:

Against the far wall of this room you see the top of a chest, just visible above the low-hanging fog.

The two back corners of this room are fitted with a number of small, cleverly-hidden apertures; any character walking more than halfway across the room will be the target of 2d4 tiny poison darts, each attacking as if a 1st level Fighter and doing 1 point of damage on a successful hit. If the target is struck by any of these darts, a saving throw vs. Poison must be made or the character is dead; regardless of the number of hits, only one saving throw is required. If for some reason more than one character is in the target area at the same time, divide the attacks more or less evenly among them. In the latter case, *each* affected character must save vs. Poison or die.

The darts are magical in nature; the trap will reset after 2d8 turns.

The chest is bolted to the floor, and is locked but not trapped. Inside are worthless rocks.

35. SECRET ROOM:

Along the far wall of this room you see the top of a chest peeking up from the low-hanging fog.

The chest is bolted to the floor, and is locked and trapped with a poison gas trap; if the lock is disturbed without first disabling the trap, the whole room fills with greenish mist, and all characters must save vs. Poison or be affected as if by a **confusion** spell for 2d8 rounds.

Inside is treasure: 835 CP, 506 SP, a sardonyx (a smooth opaque orange stone banded with white) worth 50 GP, a star rose quartz (a pinkish translucent stone marked with a six pointed star pattern) worth 50 GP, and a **potion of plant control**.

36. SECRET ROOM:

You see four large coffins piled in the corner of the room. Two rest at angles to each other on the floor; a third sits astride the two where they are closest, and the last rests at an angle, partly on the floor and partly over one of the bottom

coffins. The fog here doesn't quite cover the coffins on the floor.

Each of these coffins contains an emaciated wight. If the room is entered, the two on top will open immediately and the occupants will come out and attack whoever disturbed their rest; the other two will need 1d4 rounds to force their way out from under the now-vacant coffins lying atop their own final resting places.

4 Wights: AC 5, HD 3, #At 1, Dam energy drain, Mv 9", AI C

HP 17 □□□□ □□□□ □□□□ □□
 8 □□□□ □□□
 13 □□□□ □□□□ □□□
 9 □□□□ □□□□

37. ENDLESS CORRIDOR:

Beyond the secret door you see another corridor. Unlike the corridor in which you stand, the new corridor has fog only about two feet above the floor. The corridor extends as far as you can see.

In fact, the corridor is endless, at least as long as the adventurers advance into it. If they turn back, they will reach the secret door in 1d4 turns.

38. SECRET ROOM:

A coffin rests on a bier in this small room, positioned with the head end of the coffin furthest from the door. Dust and cobwebs hang from the coffin. The silence is so complete that it feels like pressure in your ears.

In fact, the room is magically **silent**, as if under the effect of the spell **silence, 15' radius** but limited to the area of the room.

The coffin contains the dessicated remains of a high priest named Sandor Holdmann. He was so greedy and miserly that he arranged matters so that his greatest treasures would be buried with him, not in his coffin but in a secret niche hidden behind a stone in the right-hand wall (found as if it were a secret door). Disturbing his remains will not cause any sort of problem for the adventurers, but if the stone hiding his treasure is touched, he will rise from his coffin as an extra-powerful wraith and attack, quite possibly with surprise.

His treasure includes 2,876 GP, 4 emeralds worth 500 GP each, 3 golden yellow topaz gems worth 100 GP each, a **potion of gaseous form**, a **potion of healing**, a **potion of invisibility**, a **scroll of clerical spells (continual light, speak with monsters)**, and a **scroll of clerical spells (silence 15' radius, create food, cure light wounds, find the path)**.

Wraith: AC 3, HD 5, #At 1, Dam 1d6 + energy drain (1 level), Mv Fly 24", AI C

HP 29 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□

39. ROOM WITH ALCOVES:

The room beyond the secret door has fog only about two feet above the floor. It is about twenty feet square with a ten foot square alcove in the far right-hand corner. The room appears to be entirely empty.

The secret doors that provide access to this room are as well hidden from the inside as from the outside.

Hidden beneath the fog in the northeast corner of the room is a rather decrepit small sack (if picked up, the bottom will fall out); inside is 63 GP and a **scroll of one magic-user spell: fire ball**. In the opposite (southwest) corner is a similar sack containing 974 CP and a **cursed scroll** (any character who tries to read it must save vs. Spells or be turned into a frog; the scroll is not expended when read, and can thus affect many victims).

40. PREPARATION CHAMBER:

This room contains several tables, each sufficient to hold a single body; on one of them lies the dessicated skeletal remains of a man. A smaller table lies on its side on the floor near the occupied table.

The occupant of the table was one of the last corrupt priests, who died just as the retribution was being prepared. He is now cursed to remain in this room as an undead monster; he lies on the table constantly in the hopes that the gods will finally grant him rest. He will only become animated if he or the table he lies on is touched, at which point he will rise up and begin attacking. He is an extra-

strong zombie-like creature, and can be turned as if he were a wraith.

Hidden in the low-hanging fog near the overturned table are a variety of rusty metal tools, having been on the table when it was overturned. The tools include knives, needles, spools of thread, and other things used by an undertaker in the preparation of a body. They are all rusted beyond the point of usefulness, but should anyone approaching the table be barefoot (unlikely, but possible), a saving throw vs. Death Ray must be made to avoid 1d4 points of damage from stepping on a rusty knife.

Undead Priest: AC 7, HD 9, #At 2 fists, Dam 1d4 fist, Mv 9", AI C

HP 48 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□□□□ □□□□□ □□□□□
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41. TREASURE ROOM:

This large, oddly-shaped room is filled with rank upon rank of men in plate mail armor, armed with two-handed swords.

The "men" are actually animated suits of armor (in other words, they are hollow). They will stand, impassive, until someone enters the room; at that point, they will move forward in orderly fashion and attack. Because they are animated by magic, only magic weapons will hit them. They were placed here to defend the treasure, which is stored in two chests in the back of the room.

The left-hand chest contains 1,133 SP and 18 items of jewelry: **3 armbands**, worth 2,200, 2,000, and 1,300 GP; **6 bracelets**, worth 2,000, 1,400, 3,000, 2,000, 800, and 2,400 GP; **4 pairs of bejeweled earrings**, worth 1,100, 2,000, 200, and 1,300 GP; **3 rings**, worth 700, 1,900, and 400 GP; and **2 tiaras**, worth 2,500 and 3,700 GP.

The right-hand chest contains 1,989 GP and a pair of **boots of levitation**.

The secret door can be opened by an obvious handle, but of course the player characters will have no idea that the inside handle is safe to pull on (as noted in area 27, above, the outside handle activates a fire trap). Remember that secret doors in this dungeon will eventually close on their own if not spiked or held.

24 Hollow Warriors: AC 3 (magic weapons to hit), HD 1+2, #At 1, Dam 1d10, Mv 6", AI N

| | | | | |
|----|---|-----------|----|-------------|
| HP | 7 | □□□□□ □□ | 9 | □□□□□ □□□□ |
| | 4 | □□□□ | 10 | □□□□□ □□□□□ |
| | 8 | □□□□□ □□□ | 6 | □□□□□ □ |
| | 7 | □□□□□ □□ | 9 | □□□□□ □□□□ |
| | 3 | □□□ | 9 | □□□□□ □□□□ |
| | 5 | □□□□□ | 3 | □□□ |
| | 4 | □□□□ | 10 | □□□□□ □□□□□ |
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| | 7 | □□□□□ □□ | 6 | □□□□□ □ |
| | 3 | □□□ | 6 | □□□□□ □ |
| | 4 | □□□□ | 9 | □□□□□ □□□□ |

Trap Level Key

The trap level is where characters end up if they fall into either pit (areas) or the sloping floor (area). Like the temple level, this level has no random encounters. Also, characters on this level hear the drums only as a very faint and distant sound, and in fact must listen carefully to notice them.

The **secret doors** on this level are only hidden on one side (as indicated in the room descriptions below). From the "hidden" side, each door is operated by a small stone in the wall which *clicks* when pressed. The door can then be pushed open. If opened, but not being held open (by hand, by blocking the door, etc.) it will close on its own and relock after 1d4+1 rounds. Each secret door is opened from the "non-hidden" side with an obvious handle, which must be turned and pulled to open it.

42. OUBLIETTE:

Note: Victims of the sloping floor trap in area 13 end up in this area. It is likely that characters arriving here will do so in a similarly precipitous manner.

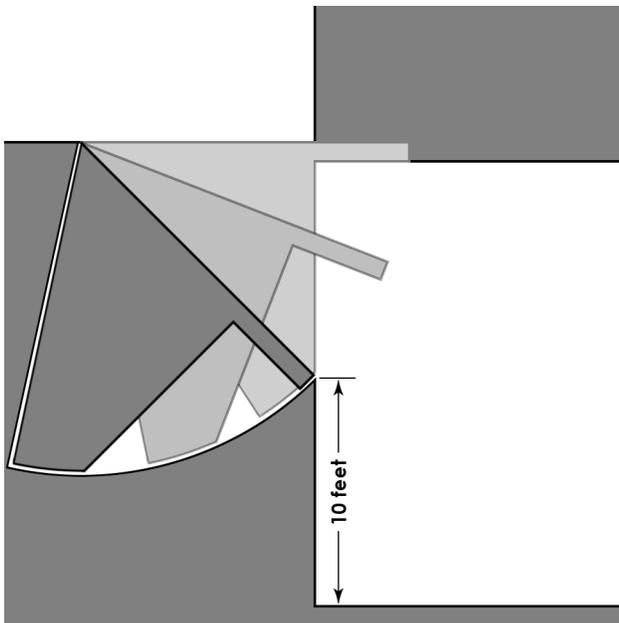
Also note that the following description assumes the characters can see in some way. The referee must amend the description if they cannot.

This room is perhaps twenty feet square. The floor is littered, indeed covered, with the bones and skulls of previous adventurers, as well as various bits of their clothing and equipment. The items visible to you appear rotten or rusted beyond usability.

Characters arriving by way of the trap will likely want to investigate it right away. The sloping floor will close on its own two rounds after opening. Generally, victims of the trap will require a full round to stand up; if there is any discussion at all between the players during the second round, the sloping floor will reset and bar their exit. There is no way to open the trap from within the room.

Fast-thinking adventurers may wish to attempt to climb out immediately; unless under the influence of **haste** or similar magic, such a character is likely to be caught as the trap closes, suffering 3d6 points of damage. A saving throw vs. Death Ray is allowed, with success indicating that the adventurer has slipped back into the room before being crushed. Those crushed by the trap will be cut in two if the damage done kills them, but any character who survives being caught in the trap will prevent it from closing completely. The referee must decide how to proceed from this point, depending on what the player characters try to do to resolve the situation.

For the convenience of the referee in understanding this trap, the following side-view diagram is provided:



When (or if) the adventurers inspect the room, read the following:

The walls that were to your left and right as you entered this room are covered in mosaic tiles like the rooms of the temple proper. The left-hand wall, which you think is to the north, is mostly black with swirling patterns of sky blue and bright orange. The right-hand wall is mostly white with splashes of purple and green.

The other walls of this room are faced with grey granite stones of varying sizes. The ceiling appears to be raw stone, while the floor is covered in large slate-grey tiles.

The secret doors in this room are hidden on the inside and obvious from the outside (see **Secret Doors** on page 42 for details).

There is some incidental treasure here. Each turn characters search the room, roll 1d6 for each of the searchers. The list below gives the chance of success and the item(s) found if the character is successful. Proceed through the list from top to bottom; note that the further into the list you go, the less likely the treasure is to be found (as the room is stripped of treasure, it becomes progressively harder to find anything).

| Roll | Treasure |
|------|---|
| 1-4 | Pouch containing 19 GP. The pouch itself falls to pieces when handled. |
| 1-3 | Backpack containing 11 CP, 17 SP, 13 GP. The backpack is as decrepit as the pouch above. |
| 1-3 | Silver Holy Symbol of Lashmeki (a large silver medallion bearing a relief of the fearful face image), worth 25 GP to a follower of that god. |
| 1-3 | Golden Circlet worth 800 GP. |
| 1-2 | Silver vial containing a potion of animal control . |
| 1-2 | Silver necklace worth 300 GP. |
| 1 | Pouch containing 1 PP and an Amethyst worth 100 GP. This pouch is made of some sort of woven metal fibers and is mostly intact, though its leather thong has rotted away; the pouch itself is worth 200 GP. |

43. PIT:

Note: This is where victims of the pit in area 10 are dropped.

You find yourself in a twenty-foot-square space; the pit you fell through is a ten-foot-square hole in the ten-foot-high ceiling above you, in the northwestern corner of the room. As you get to your feet, you realize that there is a skeletal figure here, lying in a puddle of water on the floor near the southeast corner of the room.

The skeleton is a cleric of a rival sect who fell victim to the trap. His chainmail armor and mace are both badly rusted and of no particular use, but he does have a scroll case. Sadly, the scroll within is water damaged, and of the six spells it once contained, only **bless** is still usable. He also has a silver **holy symbol** of Phorulon, worth 25 GP to a follower of that god (and useful in several places in this adventure).

The secret door in this room is hidden on the inside and obvious from the outside (see **Secret Doors** on page 42 for details).

44. PIT:

Note: This is where victims of the pit in area 7 are dropped.

You find yourself in a ten-foot-square space. As you get to your feet, you notice that the floor is covered in small bones.

The bones are those of five giant rats. How they came to be in this area is not evident.

The secret door in this room is hidden on the inside and obvious from the outside (see **Secret Doors** on page 42 for details).

45. SECRET ROOM:

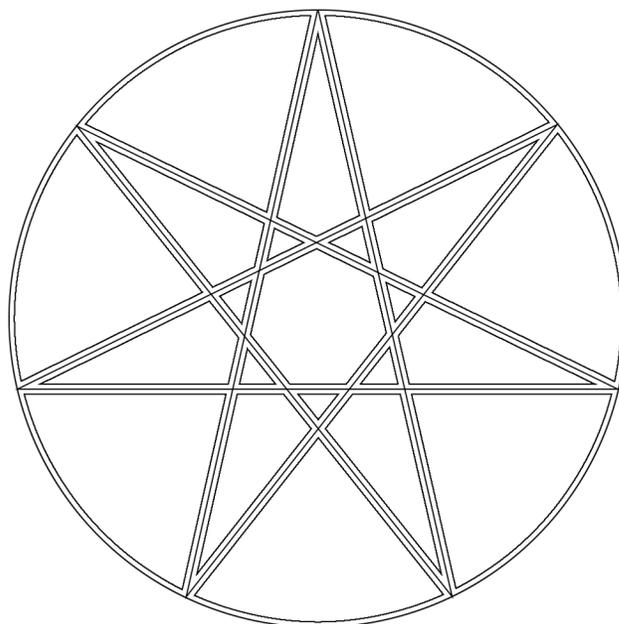
An alcove in the back right-hand corner of this room has a large circular symbol of some sort on the floor within. The room appears otherwise empty.

The symbol is a magical septacle, inlaid into the black-tiled floor in gold. Any character who walks

to the center of the septacle disappears (no saving throw), appearing instantly in area 29, above. Of course, those who have not walked to the center of the symbol will not know what has become of those who did; the referee might wish to delay revealing this for a short while to build tension (at least until the characters have all left this room by one route or another).

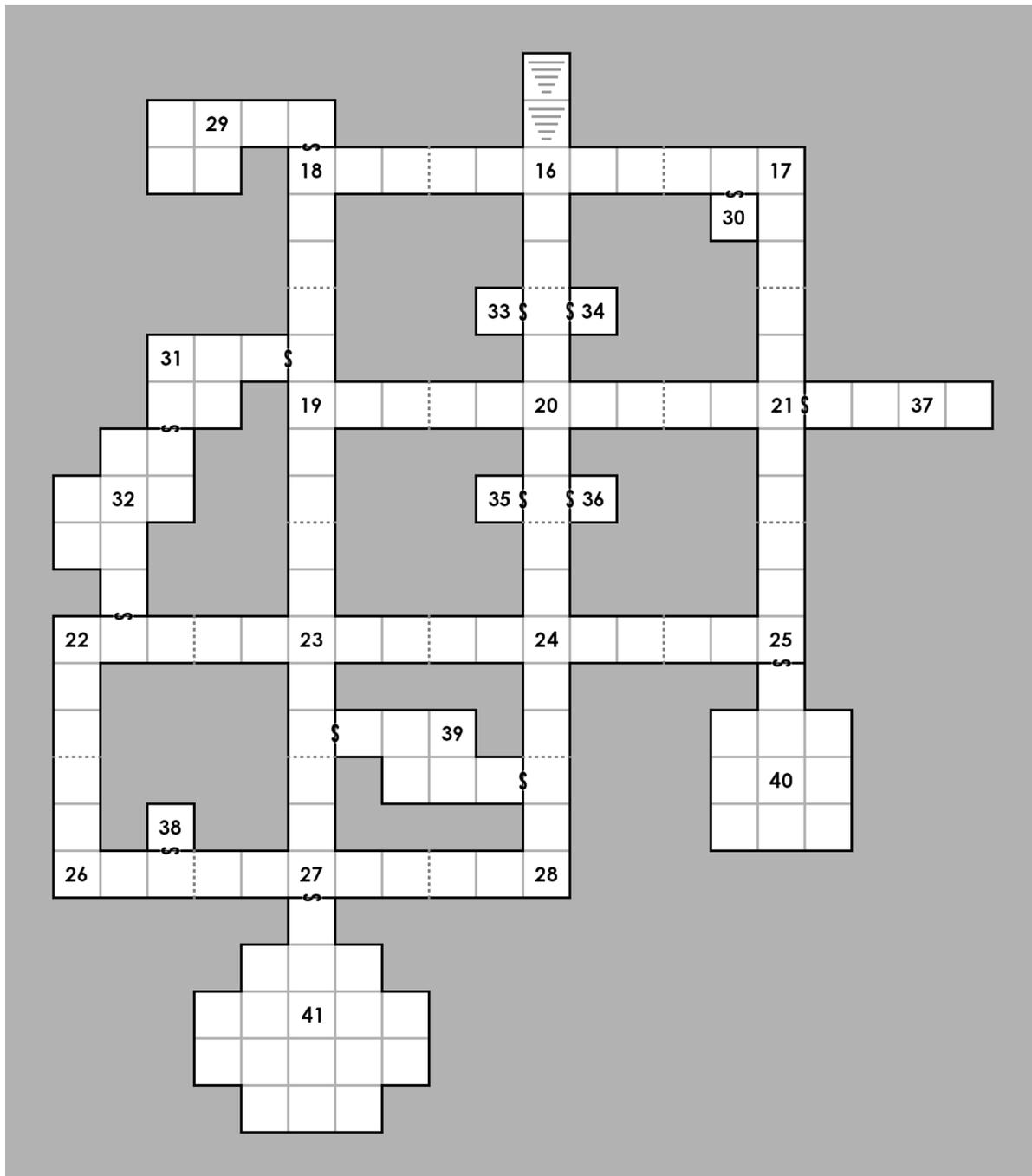
The gold inlay can be removed by enterprising characters, by prying it up in one place and then pulling it out. The soft gold will be badly deformed by this, and the teleportation magic will be instantly spoiled. The gold value of the inlay is about 900 GP. However, the gold is **cursed**; any character who touches it after it is removed (including, of course, the character who removed it) will be plagued by nightmares and thus unable to sleep properly; all normal healing will become impossible, and a penalty of -3 on all attack rolls and saving throws will apply after the first night of bad sleep. **Remove curse** will free a character from these nightmares, but the gold cannot be made free of the curse at all. Even if minted into new coins or otherwise transformed, the gold will spread the curse to any who touch it.

Unlike the other rooms on this level, the secret door in this room is hidden on the outside and obvious from the inside (see **Secret Doors** on page 42 for details).



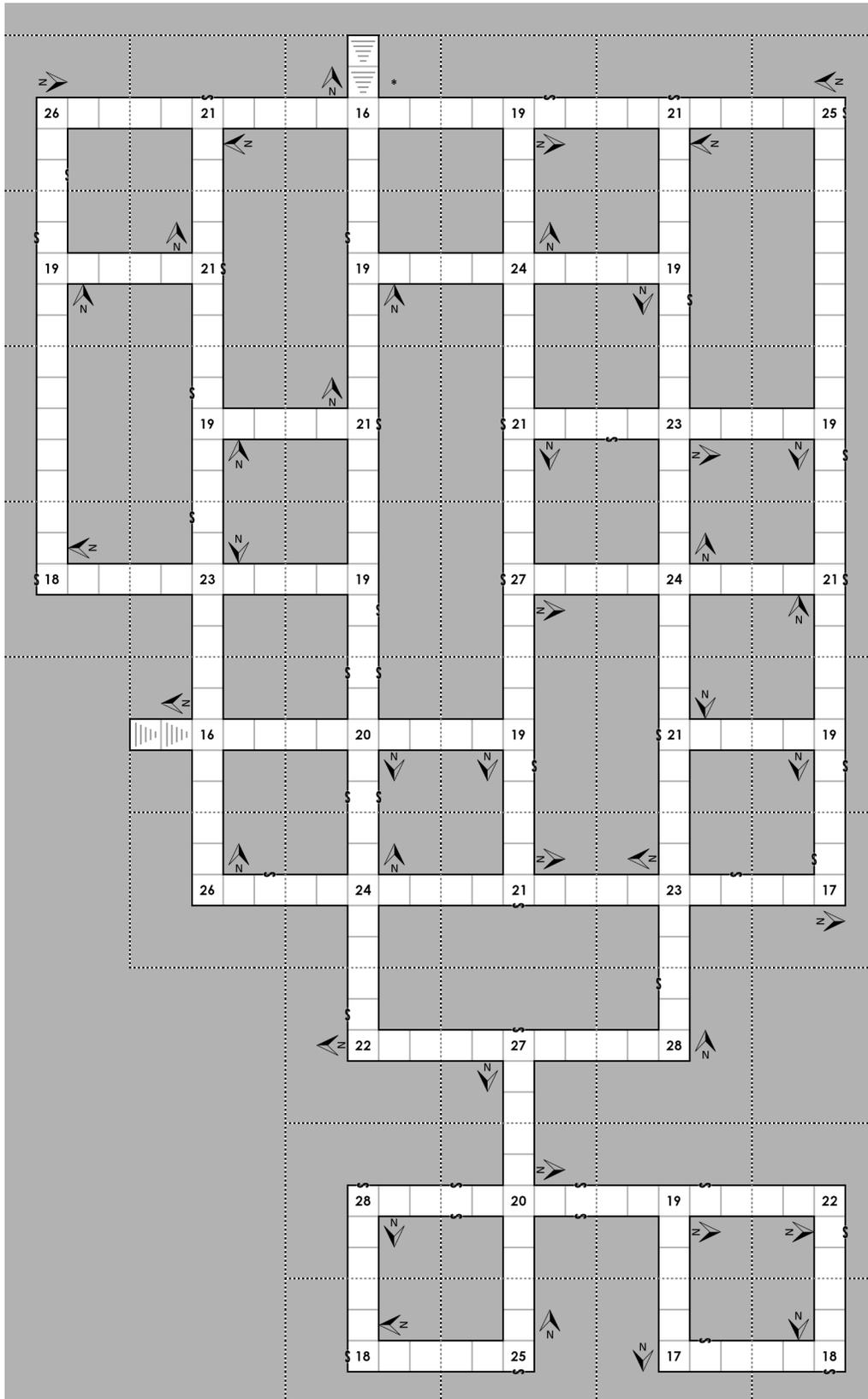
Catacomb Level Map, No Fog

Scale: 1 square = 1 scale inch (10 feet)



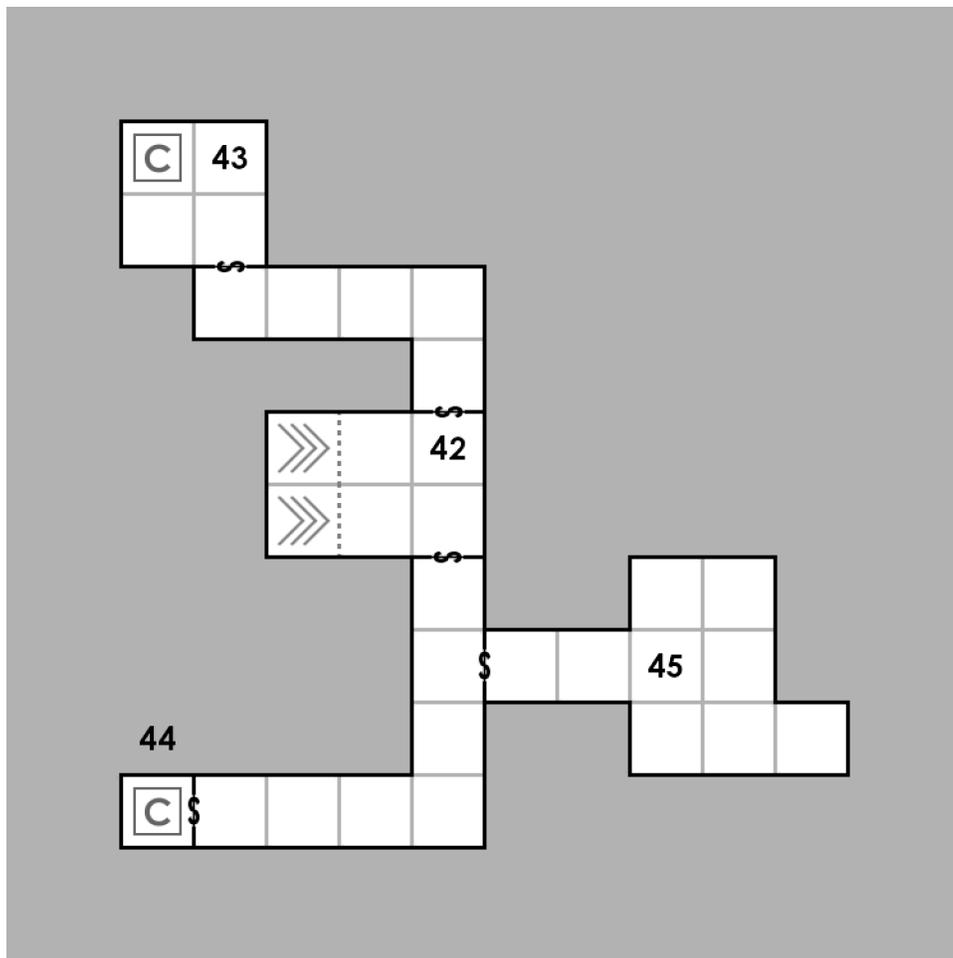
Catacomb Level Map, With Fog

Scale: 1 square = 1 scale inch (10 feet)



Trap Level

Scale: 1 square = 1 scale inch (10 feet)



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