

CRYPT OF THE MAGICIAN

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WARNING

You will need to download the maps for this module on your own. They can be found on the Wizards site (www.wizards.com/dnd), in the Map-a-Week archives. The following files are used: 914_r2.jpg, 831_r1.jpg, 921_u1.jpg, and 907_c1.jpg. All of these were uploaded around October 2000. Modifications to the maps are detailed below.

Foreword

First of all, this module is a fairly straightforward dungeon crawl. There are no twisted plots or opportunities for deep-immersion storytelling (whatever that means). Furthermore, there are some extremely unfair traps and challenges, which may bother some DMs. The abundance of treasure is another thing to consider - worshippers of Game Balance shall be disappointed.

Some monsters don't have all of their feats/skills detailed. Passive feats like Improved Initiative or Iron Will are already included in the stats. Skills that won't be used by that particular monster are likewise omitted. And, finally, in a few instances, I feel that giving critters certain skills is a bad idea. Ogres with Spot+n? Bah. They are dumb, lazy and don't deserve it.

Feedback is always welcome, praises especially (see e-mail address above). Please note that I have no connection at home, so I can't answer in July/August, as I don't visit my university during the summer break.

Special thanks to: Reutbing0 for his site, Necromancer games for their boards, the guy who did the music for DeusEx (esp. Chateau DuClare, a hauntingly beautiful piece) and the playtesters (only a portion of the maze was explored, but at least there was *some* playtesting - so thanks to Dark_Fire the half-demon thief, Ferris the Cleric and the six barbarian henchmen who followed them).

I. The legend of Zarakaides

Tales tell of a wizard by the name of Zarakaides, who once ruled a labyrinthine fortress below a mountain. It is said that his power was only rivalled by his thirst for it. He made a pact with the cult of Juiblex, demonic master of slimes and oozes, promising him support in exchange for power.

His armies conquered many lands, but the city of Koren Banhir, home of the mythical god Kadorto was never taken. Foolishly, the wizard challenged the deity to try and defeat him. He was so sure of his powers that he didn't even think of the consequences: Kadorto rose from his temple and summoned an earthquake to teach the puny mortal a lesson. Much of the underground maze was destroyed that day, along with the army of Zarakaides. Even the archmage was wounded and no magic could heal him - he got worse by the day.

Understanding that death would await him soon, he hid most of his treasures in concealed locations and began the construction of his tomb. As time was running short, there was no time for elaborate traps and summoning guardian daemons - he had to rely on what he had at the moment. When the construction was completed, he ordered his closest guards to kill everyone who could know about his secrets. During the night, most of the workers and clerics were slain (angering Juiblex, who lost some of his most powerful acolytes in the region), though a few could escape the carnage and reestablish the church of Juiblex in the sewers of Koren Banhir. Content, Zarakaides destroyed the remaining guards and retreated to his final rest. He didn't die, though he wanted to: his former sire cursed him to haunt his crypt for eternity, to serve as a lesson for his treachery and vanity. To make his humiliation even worse, he was stripped of all spells and arcane knowledge.

In the following two hundred years, the location of the crypt was forgotten. Some tomb robbers tried to find it, but they didn't meet with success. All this changed two months ago, when a group of shepherds happened upon a hidden valley among the mountains - and the entrance to the lower levels of the maze! Words spread quickly and adventurers, never-do-wells and common ruffians started to flock to the rediscovered labyrinth.

II. Enter the PCs

As always, the player characters hear about the place and they are (hopefully) drawn to the promise of treasures. Though the adventure is designed for 4-6 characters of levels 2-4, you might find some encounters a bit too hard (that is the point, BTW) and wait until they gain a level or two.

Should anyone meet his death, it will be easy to find new recruits, as the nearby village, Crimson Moor is crawling with would-be heroes, pickpockets and entertainers who try to earn a quick buck from adventurers.

The wilderness trek to the dungeon entrance takes three days on foot. The entrance itself is a gaping tunnel in the side of the mountain. There is a rude carving to its left. The carving is faded, but a brief examination reveals it to be the figure of a mantichore. 300 feet to the east, a mountain stream disappears in a sinkhole. The underground flow leads to section 921_u1, area 40, though using this route is rather hazardous: there is no air, but lots of sharp rocks.

Crimson Moor - Village (Nonstandard, Isolated)

Pop 700 (650 regulars), AL CN (usually N)
Demogr.: Bbn 1*1, Brd 1*4/2*2/4*1, Clr 1*6/2*3/4*1, Ftr 1*7/2*3/4*2, Pdn 1*3, Rog 1*6/2*4/4*2/8*1, Src 1*1, Wiz 1*1, Aris 1*3/5*1, Com 593*1, Exp 1*3/20*1, War 1*4/2*2/32*1

Militia: 8 nightwatchmen (War 1), 31 soldiers (15*War 1/16*Com 1)

Capt of Watch: Sir Bragalot, Ftr 5/Aris 2

Authorities: Usually Village Elders (6*Exp 1),

now direct control by Sir Bragalot

Gp limit: 250, Total Cash: 7500

Healing: Father Interficius (Clr 6), the Cleric of Muir (LG)

Random Encounters in Crimson Moor (night, 20%/hour)

01-15 Villagers (d6)

16-30 Mercenaries (d6)

31-45 Watchmen (d4+1)

46-60 Riff-raff (2d6-1)

61-70 Thief (1)

71-80 Adventurers (d4+1)

81-90 Cutthroats (2d6)

91-00 Combination

Villagers (d6): Com 1/Exp 1. These people are heading home from a tavern or just passing time.

Mercenaries (d6): War 1. A small group of drunk sell-swords, who are going from one pub to another, or looking for a fight.

Watchmen (d4+1): War 1. A patrol unit, these people are very reluctant to fight, unless they think they will win with no serious effort.

There are 8 watchmen on duty every night.

Riff-raff (2d6-1): Com 1. Prostitutes, jugglers, beggars and minstrels.

Thief (1): Rog 1. He will not approach armed strangers, unless there is a good escape route (like a crowd).

Adventurers (d4+1): War 1 or something else.

Cutthroats (2d6): Com 1 with 50% chance lead by a Rog d2. They ambush weak-looking opponents.

Combination: roll twice. Examples: thief lurking among entertainers, cutthroats mugging a villager, etc. Double results are possible (e.g. 4d6 cutthroats - a small mob).

Random Encounters in the Wilderness

(10%/6 hours)

01-10 Herdsmen (d4 + 5d6 Herd)

11-20 Charcoalers (2d4)

21-30 Bandits (3d4)

31-40 Wolves (d8)

41-50 Wild Animals

51-55 Adventurers (d4+1)

56-60 Bear (1)

61-65 Ogre (1)

66-70 Troll (1)*

71-75 H M Spider (1)*

76-80 Dire Wolf (1)*

81-90 Nothing

91-00 Combination

Herdsmen (d4 + 5d6 Herd): Com 1 - suspicious of strangers.

Charcoalers (2d4): Com 2. Hardened wood-dwellers.

Bandits (3d4): Com 2, with 30% chance of a War 2 leader. They attack from ambush if possible. The bandits are led by Brunatz, a Hill Giant. Their hideout is a small camp in the mountains.

Wild Animals: deer, etc.

Adventurers (d4+1): War 1. Most of them don't even venture near the labyrinth.

Troll, Huge Monstrous Spider, Dire Wolf: these are unique critters (there are two Trolls, one Spider and three Dire Wolves). If they are killed, they are gone. Treat results like this as „nothing”.

Combination: roll twice.

Commoner, HD 1, CR 1/6
 Hp d4
 Init +0, Spd 30, AC 10/12 (+2 Leather)
 Attk +0 Knife d4 (19-20/*2)
 +0 Club d6
 +0 Morningstar d8
 +0/+0/+0
 All stats 10

Commoner Lvl 2, HD 2, CR 1/2
 Hp 2d4+3
 Init +0, Spd 30, AC 12 (Leather)
 Attk +1 Morningstar d8
 +0/+0/+0
 All stats 10
 Toughness

Rogue Lvl 1, HD 1, CR 1
 Hp d6
 Init +6, Spd 30, AC 14 (+2 Dex, +2 Leather)
 Attk +0 Shortsword d6 (19-20/*2)
 +2 Thr Dagger d4 (19-20/*2)
 +0/+4/+0
 Dex 14
 Impr Init, Dodge

Warrior Lvl 1, HD 1, CR 1/2
 Hp d8+3
 Init +0, Spd 30, AC 13 (+2 Leather, +1 Buckler)
 Attk +2 Longsword d8+1 (19-20/*2)
 +2/+0/+0
 Str 12, all else 10
 Toughness

Warrior Lvl 2, HD 2, CR 1
 Hp 2d8+5
 Init +0, Spd 20, AC 16 (+4 Scale, +2 Wooden Shield)
 Attk +4 Longsword d8+2 (19-20/*2)
 +4/+0/+0
 Str 14, Con 12, all else 10

Wolf HD 2, CR 1
 Hp 2d8+4
 Init +2, Spd 50, AC 14 (+2 Dex, +2 Nat)
 Attk +3 Bite d6+1
 +5/+5/+1
 Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
 Trip

Bear, brown, HD 6, CR 4
 Hp 6d8+24
 Init +1, Spd 40, AC 15 (-1 Siz, +1 Dex, +5 Nat)
 Attk 2*+11 Claws d8+8
 +6 Bite 2d8+4
 +9/+6/+3

Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
 Improved Grab

Ogre, HD 4, CR 2
 Hp 4d8+8
 Init -1, Spd 30, AC 16 (-1 Siz, -1 Dex, +5 Nat, +3 Hide)
 Attk +8 H Greatclub 2d6+7 (*2), 10' reach
 +3 Big Boulders d10+7 (Thrown)
 +6/+0/+1
 Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7
 Intimidate +5
 Wpn Focus (H Greatclub)

Troll, HD 6, CR 5
 Hp 68
 Init +2, Spd 30, AC 18 (-1 Siz, +2 Dex, +7 Nat)
 Attk 2*+9 Claws d6+6
 +4 Bite d6+3
 +11/+4/+3
 Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
 Rend (Ex): 2d6+9
 Regeneration 5, regrow body parts in 3d6 min

Huge Monstrous Spider, HD 10, CR 4
 Hp 70
 Init +3, Spd 30, Cl 20 AC 16 (-2 Siz, +3 Dex, +5 Nat)
 Attk +9 Bite 2d6+6 + Poison (DC 22, 2*d8 Str)
 +8/+6/+3
 Str 19, Dex 17, Con 12, Int -, Wis 10, Cha 2
 Webs (Ex): Escape DC 28, Break DC 34, Hp 14

Dire Wolf, HD 6, CR 3
 Hp 50
 Init +2, Spd 50, AC 14 (-1 Siz, +2 Dex, +3 Nat)
 Attk +10 Bite d8+10
 +8/+7/+6
 Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
 Trip

III. The Dungeons of Zarakaidus

The Maps

The dungeon is divisible into four distinct parts. The PCs will enter section 914_r2, which was once part of the fortress. To the southwest lies 831_r1, a multilevel complex, badly damaged by the earthquake. To reach the tombs, the PCs have to go through the caverns of 921_u1, before arriving at 907_c1, the tomb itself.

Before playing, you have to modify the maps in the following way: each map contains 3-6 subsections, which should be numbered in the order of locations, from left to right

(example: in the case of 914_r2, areas 1-12 belong to subsection I, 13-27 belong to II and 28-47 belong to III). When done, each section will be arranged in the following way:

The entrance to 914_r2 is in subsection I, to the south (near room 8.). A passage to the west connects it to subsection II, near 1. Close all other passages. Subsection II connects to I (to the east, near 21.), III (to the southwest, near 22) and 921_u1 (to the northeast, near 15). Close the western passage. Subsection III connects to II (to the northeast, near 34) and 831_r1 (to the south, near 46 and 39). Close all other passages.

831_r1 consists of 4 levels above each other (though the upper isn't detailed in this module). Subsection I connects to 914_r2 (to the north, near 2) and II (upward stairs from area 10). Close all other passages. Subsection II connects to I and III, both through the staircase found at 17. No other exits exist (heh). Subsection III connects to II (via the staircase at 27) and IV (the hallway to the west - area 25). Close all other passages. Subsection IV connects to III (hallway to the east, near 44) and V (staircase between locations 39-40). Subsection V is empty and left to individual DMs to develop.

921_u1 is a bit more tricky. Subsection I connects to 914_r2/II to the west-southwest (near 9) and to Subsection II: one connection is the corridor near 7, the other is from room 10, which is a large cavern with one exit to the northeast. Subsection II connects to Subsection I (the corridors north and south of room 12), III (south, near 20) and IV (two corridors: one east of 18 and another one to the north of the first). All other exits lead to dead ends and/or empty rooms. Subsection III (the galley wreck) is essentially the same place as 38 (which is a cross-cut view). There is a passage to the north (leading to II/20) and a passage to the east (leading to VI/45). The dark grey something on the southern part is the river. Close all western passages. Subsection IV has two connections to II (western passages near 33) and one to VI. (southeast). Close the remaining passage. Subsection V is the underground river. Room 38 contains the wrecked ship and that is that. Subsection VI (the lair of the tar dragon) connects to III (passage to the southwest, near 45), IV (passage to the north, near 44) and 907_c1 (to the northeast). Close the passage to the southeast.

Don't leave, there is not much left! 907_c1 is the tomb, divided into two smaller and one

large levels. Subsection I connects to 921_u1 (to the south, near 3) and Subsection II (staircase down at 7). The two corridors to the north form a loop, with a short flight of steps down. Subsection II connects to I and III (both through the stairs at 22). There are no further exits from this level. Subsection III connects to II (staircase), IV (the small sublevel on the lower left side of the map, through the western double doors to the south (understandable? Oh well...)) and V (double doors to the south, eastern ones - they lead to a corridor that arrives at 49. Subsection IV is rather small, connecting to III (corridor north and V (narrow corridor to the east, near 41). The southern exit is blocked and the stairway down is a deathtrap. Subsection V is the grand finale. It connects to III (northern hall, 49) and IV (western hall, near 44). The very eastern portion of this map (rooms 55, 56 and the corridors leading to them) don't exist. The southwestern exit is also blocked and 60 is yet another deadly trap, but even worse than the other one.

Hint: if the following instructions are confusing, you should: download the maps (they do make sense), print them out and draw some arrows for visualization. And, if you want to extend the module, just open up a passage and insert your own sublevel.

IV. 914_r2

Random encounters (20%/hour)

01-20 Dire Rats (2d6)

21-40 Skeletons (2d6)

41-60 Zombies (2d4)

61-68 Violet Fungus

69-76 Ghouls (d4)

77-84 Adventurers (d6)

85-92 Ogres (d2)

93-00 Combination

Dire Rats (2d6), HD 1, CR 1/3

Hp d8+1

Init +3, Spd 40, AC 15(+1 Siz, +3 Dex, +1 Nat)

Attk +4 Bite d4

+3/+5/+3

Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Disease (Ex): Filth Fever. DC 12, incubation in d3 days, Dmg d3 Dex + d3 Con

Skeletons (2d6), HD 1, CR 1/3
 Hp d12
 Init +5, Spd 30, AC 13 (+1 Dex, +2 Nat)
 Attk 2*+0 Claws d4
 +0/+1/+2
 Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

Zombies (2d4), HD 2, CR 1/3
 Hp 2d12+3
 Init -1, Spd 30, AC 14 (-1 Dex, +2 Nat, +2
 Leather, +1 Sm Iron Shd)
 Attk +2 Longsword d8+1
 +0/-1/+3
 Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1
 Toughness, Undead

Violet Fungus (1), HD 2, CR 3
 Hp 2d8+6
 Init -1, Spd 10, AC 13 (-1 Dex, +4 Nat)
 Attk 4*+3 Tentacles d6+2 + Poison (DC 14,
 2*d4 Str + d4 Con) (10' Reach)
 +6/-1/+0
 Str 14, Dex 8, Con 16, Int 2, Wis 11, Cha 9

Ghouls (d4), HD 2, CR 1
 Hp 2d12
 Init +2, Spd 30, AC 14 (+2 Dex, +2 Nat)
 Attk +3 Bite d6+1 + Paralysis (DC 14, d6+2
 min)
 2*+0 Claws d3 + Paralysis
 +0/+2/+5
 Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16
 Multiattack, +2 Turn Resistance

Warrior Lvl 1, HD 1, CR ½
 Hp d8+3
 Init +0, Spd 30, AC 13 (+2 Leather, +1 Buckler)
 Attk +2 Longsword d8+1 (19-20/*2)
 +2/+0/+0
 Str 12, all else 10
 Toughness

Ogres: Crak&Monstro from 33.

1. Lesser Crypts (2*EL 3)

This partially collapsed hall holds the remains of Zarakaides's lesser warriors. Twelve small stone buildings are reserved for those who demonstrated courage and strength in the wizards many conquests, while the bones of rank-and-file soldiers were unceremoniously piled up near the walls after being stripped of valuables, including weapons and armor. The large heaps of bones were strewn all over the place by looters seeking gold and by scavengers.

The small buildings are protected by locked iron doors (DC 24), except for the three buried ones to the south – their ceiling collapsed under the weight of the rockslide. Alas, they are filled with numerous rocks, making excavation hazardous and unrewarding. All mausoleums house three stone coffins with stone lids, each the resting place of a warrior clad in chain or scale, with a random martial weapon, a shield and 2d20 gp worth of silver jewelry. The doors of the two large crypts in the middle of the chamber are adorned with a relief showing the mage's symbol (a crescent moon with an octagram (eight-pointed star) in the middle). They are the resting places of two sergeants, who were raised as Ghosts to await the day when Zarakaides returns to the world of the living.

Ghast Warriors (1-1), HD 4, CR 3
 Hp 30, 32
 Init +2, Spd 20, AC 21 (+7 H-Plate, +4 Nat)
 Attk +7 Greatsword 2d6+3 (19-20/*2)
 +1/+3/+6
 Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16
 Stench (Ex): 10', DC 15, -2 to attk, saves, skills
 for d6+4 min
 Paralysis (Ex): by touch, DC 15, d6+4 min

Both ghouls have 200 gp worth of golden adornments. The first one looted has a plain looking curved *dagger +1* in his belt.

2. Workroom

A small workbench and a pile of rotting wooden boards are the only contents of this room.

3. Empty Room

4. Supply Closet

This room was used as a storage for the workroom. It has more wooden boards, two rusty locks, iron bands for barrels, a half finished wooden door and a richly carved wooden chest (the latter is still in good form and could fetch 10-20 gp if sold, depending on the buyer.

5. Dwarven Outpost (EL 4)

Seven dwarven warriors (Erik, Olaf, Snefi, Skeggi, Harold and Hrafn) occupy the room. They were lured here by promises of treasure, especially legends of a magical dwarven waraxe once held by Hilda Bloody-hands, champion of the extinct Cleavestone clan,

supposedly hidden somewhere in the maze. They are eager to team up with other adventurers in exchange for a cut of treasure and the promise that they will receive the axe if it is somehow found.

Eriks Executioners (as they call themselves) have explored 914_r2/I. and II. so far, but, having lost Argil, Eriks half-brother to the ogres in area 33, are somewhat reluctant to explore on their own. Of course, if the characters are rude to them, they will get insulted and will try to prove their worthiness by charging the ogres while they are asleep, beating the party to various treasures and getting drunk in taverns, paying bards substantial sums to praise their heroic deeds. After gaining a level or two (becoming Fighters with Olaf becoming a Cleric and Harold gaining expertise in traps, getting Rogue levels), they will bring in even more warriors from the clan to establish a base and eventually occupy the whole underground complex. If they don't get killed, that is.

Erik's Executioners (7), HD 1, CR 1/2
Hp: Erik 11, Olaf 5, Snefi 8, Skeggi 6, Harold 9, Hrafn 4
Init +0, Spd 15, AC 17 (+5 Chain mail, +2 L Iron Shield)
Attk +4 Dw Waraxe d10+2 (*3)
+5/+0/+0
Str 14, Dex 10, Con 12, Int 10, Wis10, Cha 8.
Erik has Str 18 and Con 16, Olaf has Wis 14, Harold has Str 12 and Dex 16.
X-weapon prof. (Dw Waraxe)

The room is locked when they are away (DC 20 – bought by Harold, who used to be a smith before becoming an adventurer).

6. Empty

7. Cavern

A heap of rotting wood and other decomposed matter litters the natural grotto. Small, colorful mushroom patches are sprouting everywhere. If someone takes the time to search through all the stinking wreckage (DC 14), a small, rotten chest can be found with 8 flasks of alchemist fire. 2 of the flasks will not light, but the others are OK.

One of the rear walls has a fresh, half finished carving depicting the monstrous Lord Juiblex among his beloved slimes. It takes a Theology check (DC 18) to figure out what the

picture depicts, as Juiblex isn't as well known as other figures of the demonic nobility.

8. Guardroom (EL 4)

The entrance is protected by Zombies of Asphodar, the priest in charge of guarding the labyrinth until the arrival of a larger invasion force (which will arrive in a few months with Cardinal Foul (Lvl 14), Archgnostics Marge and Langner (Lvl 11) and numerous Lesser Gnostics, Sub-gnostics and Incantators). Until then, the aspiring Asphodar is charged with slaying everything that moves and resurrecting them as zombies, ghouls being a bit too much for a Lvl 3 Cleric. If the guardians are slain, they will be replaced in a few days. All of these corpses wear black leather armour, emblazoned with the symbol of Juiblex.

Zombie Guardians (6), HD 2, CR 1/3
Hp 15, 16, 19, 17, 4 and 12
Init -1, Spd 30, AC 14 (-1 Dex, +2 Nat, +2 Leather, +1 Sm Iron Shd)
Attk +2 Longsword d8+1
+0/-1/+3
Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1
Toughness, Undead

9. Chapel Entrance (EL 4)

Worn, wet reed rugs and obscene paintings showing demons feasting on humans (or human bodyparts) adorn this den of corruption. Six Zombies patrol the place at all times and the others in room 10 join them if the fighting goes badly. As this is a chapel dedicated to a demon prince, undead gain 1 additional HD against turning attempts.

Zombies (6), HD 2 (3 vs turn), CR 1/2
Hp 16, 8, 16, 9, 13, 23
Otherwise see area 8.

10. Guardroom (EL 6)

Eight Zombies in chain mail, armed with greatswords serve as elite troops for the temple.

Elite Zombies (8), HD 2 (3 vs turn), CR 1/2
Hp 20 each
Init -1, Spd 20, AC 16(-1 Dex, +2 Nat, +5 Chain mail)
Attk +2 Greatsword 2d6+1 (19-20/*2)
+0/-1/+3
Str 12, Dex 8, Con -, Int -, Wis 10, Cha 2

11. Pit of Glorious Ascension (EL 7)

Once a well, this room now serves as the chapel of Juiblex. The room is shaped like a funnel: apart from a small (1,5' wide) ledge, the slippery floor slides towards a pit (15' diameter) filled with a special Gray Ooze, the gift of Juiblex to his dedicated servant. If a living or dead humanoid is thrown into the slimy depths, there is a 30% chance that it will rise as a Zombie and all of its possessions remain intact. Otherwise, the remains are consumed and gone forever. Anyone fighting, running or doing unbalancing things on the ledge (including spellcasting with somatic components) has to do a Rfx save (DC 10) each round to avoid plummeting into the ooze. If he fails, there is still the chance that he can crawl out: breaking free of the sucking monstrosity requires an opposed Str check, while climbing up the slope without aid can be accomplished by a Climb 15. If this check fails by more than 5, the unfortunate victim falls back into the ooze.

If Asphodar is in his room, he will set up his personal guardians at the entrance of the chamber. They try to use their ranseurs to push attackers into the funnel. This requires a Disarm check that provokes AOOs against the weapons (remember that Ranseurs have a 10' reach and gain a +2 to Disarm attempts). Meanwhile, the vile cleric uses his *Command*, *Fog Cloud* and *Darkness* spells to increase the turmoil.

If the players repeatedly harrass him in his lair, Asphodar will send a messenger to Cardinal Foul, requesting something to aid in his defense. He gains a *ring of the ram* with 25 charges left (command word: Martellus) and maybe even two 1st level clerics to aid him.

Huge Gray Ooze (1), HD 7, CR 6

Hp 67

Init -5, Spd 0, AC 3(-5 Dex, -2 Siz)

Attk +5 Slam d8+2 + d6 Acid

+1/-4/-4

Str 14, Dex 1, Con 11, Int 1, Wis 1, Cha 1

Ooze, Blindsight, Improved Grab, Immune to cold/fire/acid.

Acid (Ex): Metal objects in contact with the critter must roll Rfx DC 19 or get dissolved.

Constrict: Automatic acid and physical damage, -4 to Rfx saves.

Camouflage: looks a lot like water at first sight, Spot 12 to detect exact nature (water doesn't have dust on the surface...).

Be warned that this place is deadly for beginning parties. You might get killed by your very players if you don't let at least a few of them escape with their bare lives!

12. Asphodar's Chamber

The sleeping quarters and study of the cleric. It is furnished with a straw bed and a writing desk salvaged from pieces found in room 2. It also contains food and water for four days, a small shrine dedicated to Juiblex, a pouch with 140 sp, a set of ceremonial robes (embroidered) and four zombies armed with ranseurs and shortswords.

Asphodar is a short, deathly pale and round man in his early thirties. After having spent a decade in an isolated underground monastery beneath the City of Koren Banhir, he was all too eager to accept the assignment of securing the entrance of the maze of Zarakaides until the arrival of a larger force. If he succeeds, he will take his place among the leaders of the newly opened sanctum, with enough slaves, fine silks and lustful concubines of his choice to live like a prince of the city. This is the reason he is so reluctant to ask for more servants – sharing the future riches is not to his liking. He understands that the price of failure is eternal damnation, though, so he will not hesitate if he is in grave danger.

He uses his treasured *potion of Gaseous Form* only as a last resort. Then, he tries to either hunt the characters down (if his superiors get word of his failure, he will be promptly sacrificed) or flee, never to return.

Asphodar (1), Clr 3

Hp 30

Init +0, Spd 30, AC 10

Attk +3 Heavy Mace +1 d8+1 (*2)

+6/+1/+4

Str 11, Dex 10, Con 17, Int 10, Wis 12, Cha 13

Balance +3

Power Attack, Brew Potion

Spells: 0: 4, 1: 3+1, 2: 1+1. Water, Destruction (Smite - +4 Attk, +3 Dmg, 1/day)

1: Command, Cause Light, Sanctuary, Cure Light

2: Fog Cloud, Darkness (20', 30 min)

Zombies (4), HD 2 (3 vs turn), CR 1

Hp 20, 15, 16, 17

Init -1, Spd 30, AC 14 (-1 Dex, +2 Nat, +2

Leather)

Attk +2 Ranseur 2d4+1 (*3), 10', +2 Disarm

+0/-1/+3

Str 12, Dex 8, Con -, Int -, Wis 10, Cha 2
Toughness

If the characters manage to destroy the juiblexite outpost, award them some XP in addition to the amount gained for killing the guardians. They deserve it.

13. Watch Your Head

This recess in the large cavern is a cunning deathtrap placed here to amuse its (now deceased) creator. A small tunnel leads SW from the ledge (the small opening shown on the map), too tight for anyone except for someone who is suitably slim (a 3e Halfling, for example). At the end of the tunnel is a pile of copper coins (with gold on the top to deceive the victims), a mirror (cleverly placed to make the pile look even larger and more attractive) and a Scything Blade trap just before the small hoard (Search DC 21). It is extremely sharp, gaining +10 for attacks, damage is d8+4 (*3) and severs unprotected appendages on a critical hit. The treasure is 30 gp and 250 cp.

14. Weighty Matters

The chamber holds a crypt much like the others in area 1, except for the brass plaque on the door: „Here lies Veltharr the Alert, Serving his Master for eternity". The door is wide open and two of the stone sarcophagi are looted. The third in the middle is undisturbed – what's more, iron chains are spun around it, the locks (DC 16) tucked away behind the strange sepulcher.

It is the resting place of Veltharr the Alert, a Barbarian/Fighter in the service of Zarakaides. Fortunately, the rituals used to make him an undead failed, although they kept the corpse completely intact. Veltharr is a bearded, morbidly obese man, wearing an XXL-sized chain mail, a MW longsword, a small diamond ring (value 600 gp) and a *cursed ring of sustenance*. This ring works like a normal *ring of sustenance* (the person wearing it is nourished by the ring and needs no more than two hours of sleep per day), but it doesn't eliminate hunger. Naturally, someone who eats normally in addition to the effect of the ring is going to need custom-tailored armor very soon. The ring can only be removed by a Remove Curse cast by a Mage or Cleric of at least 12th level. The Remove Curse doesn't

remove the weight gained after putting on the ring.

15. Disturbed Crypt (EL 2)

This building was a crypt like the one in area 14, but it was completely looted. Even the plaque telling about the inhabitants is gone. The remains are occupied by a nest of hungry Dire Rats.

Dire Rats (6), HD 1, CR 1/3

Hp 3, 8*2, 6, 5, 9

Init +3, Spd 40, AC 15(+1 Siz, +3 Dex, +1 Nat)

Attk +4 Bite d4

+3/+5/+3

Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Disease (Ex): Filth Fever. DC 12, incubation in d3 days, Dmg d3 Dex + d3 Con

The passage leading NE is littered with bones and skeletons of innumerable sacrificial victims. The corridor leads directly to section 921_u1.

16. Entry Room

The room is shaped like a dome. The following is carved over the door to the North: „*The Venerable Zarakaides, Faithful Disciple of the Demon Lord Juiblex, Master of the Empire to Come*".

17. Wrecked Guardroom

Once a checkpoint, this chamber is now in ruins. The wooden table in the middle collapsed under the heavy iron chandelier that fell on it. There is nothing of value here, only some broken pottery in a corner.

18. Empty Room

Two messages are written on the wall with charcoal: „Dorstag, we are past that damned undead priest, meet us there." and „To the Hell with that, Dorstag, you haven't showed up in days! Come to us and bring the boys, we have found something!"

19. Spider Room (EL 2)

A Medium Monstrous Spider lurks in the many webs of the storeroom. It has already caught a careless Goblin (now an empty husk suspended by sticky strands of webbing), so it will not show itself unless the players try to reach the two barrels (full of oil and sour wine, respectively).

Spider (1), HD 2, CR 1

Hp 10

Init +3, Spd 30, AC 14 (+3 Dex, +1 Nat)

Attk +4 Bite d6 + Poison (DC 14, 2*d4 Str)
+4/+3/+0

Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Hide +10, Climb +12

Webs (Ex): Escape DC 20, Break DC 26

20.-21.-22. Empty

These rooms were occupied by Goblins (who were killed except for those remaining in area 23). The stone blocks on the floor of area 21 were removed and formed into a fire pit. It is full of charcoal and ash.

23. Goblins (EL2)

Three Goblins and two Hobgoblins are all that remains of a small warband that tried to explore the caverns. The last time they tried to escape, three of them were cut down by Asphodars Zombie warriors. They are desperate and hungry, attacking everyone they see.

Goblins (3), HD 1, CR 1/4

Hp 3, 3, 6

Init +1, Spd 30, AC 15 (+1 Siz, +1 Dex, +3 Studded)

Attk +1 Morningstar d8-1 (*2)
+3 Javelin d6-1 (*3) (Ranged)

+2/+1/+0

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8

Hobgoblins (2), HD 1, CR 1/2

Hp 5, 8

Init +1, Spd 30, AC 15 (+1 Dex, +3 Studded, +1 S Shield)

Attk +1 Longsword d8 (19-20/*2)
+2 Javelin d6 (*3) (Ranged)

+3/+1/+0

Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Listen +3, Spot +3

They still have the treasure they collected in a sack: 130 gp, 250 sp and a small moonstone worth 35 gp.

24. Empty25. Sprung trap

The floor is covered with rags and debris here. An empty pedestal sits at the opposite end of the room. A goblin is nailed to a „kissing maiden” trap – a spiked plank that sprung from the floor.

26. Trap

Like 25, but the trap is still operational (Search DC 18, Attk +8, Dmg 2d6 (*3)) and there is a bag of 50 gp and 200 sp on the pedestal.

27. Empty28. Dragon

A relief of a dragon is carved into the walls of the chamber. It is rendered in stunning detail (and shows a younger red dragon). Fresh sacrificial offerings (small dead lizards, dried roots, spilled beer) lie below it (brought by the Lizardmen living on the River Level). A stone amulet hangs in its neck, suspended on a leather cord.

29. Hall of Bones (EL 2)

The corridor contains the bones of those juiblexian novices who didn't pass the rigorous tests of the cult and died trying. Most alcoves hold two to five skeletons. Some bones are horribly gnarled and deformed, as if they had been transformed to slime at a point. A Giant Praying Mantis hides in one of the recesses.

Giant Praying Mantis (1), HD 4, CR 2

Hp 24

Init -1, Spd 20, AC 14 (-1 Siz, -1 Dex, +6 Nat)

Attk +6 Claw d8+4

+1 Bite d6+2

+6/+0/+3

Str 19, Dex 8, Con 15, Int -, Wis 14, Cha 11

Jump +8

Improved Grab, Vermin

Squeeze (Ex): Automatical claw damage and bite attack +6.

30. Ruined Library

Empty, collapsed shelves line the walls of this abandoned room. Once, the whole room was covered in wood and banners depicting the glory of Juiblex and Zarakaides, but nothing remains now, save for a thick coating of dust and a few moldy, useless books (one about fungi, three about slimes). Still, a strange aromatic scent permeates the air of the library which keeps natural predators away. It is completely safe to camp here.

The chamber houses a very well hidden stash, abandoned and forgotten after Kadorto shook the ground and the power of the wizard was undone. One of the stones in the arched

ceiling pivots out of place and reveals a cavity filled with treasure. The workmanship of the hiding place is so delicate that only a very thorough search (DC 26) can reveal it. The treasure includes nine silver bars (worth 15 gp each) and three small, perfectly polished orbs of identical sizes: one of mountain crystal (200 gp), one of amethyst (120 gp) and one of diamond (900 gp).

31. Oracle

Two water basins at the sides and a large pool in the middle are in the room. All of them are decorated with carvings of swirling, laughing or crying demons and robed men wielding daggers in their hands. A mural depicting a well and a floating black book above it is displayed between the library doors, while the night sky is emblazoned on the ceiling with all the important constellations. Even now, after so many years, a faint smell of incense and herbs lingers in the air.

The room was used for divinations and communions. Even now, someone using *Contact Other Plane* or similar rituals will have an increased chance of receiving an answer, though only if the target is Juiblex or one of his cohorts – any other attempt causes a magical backlash that drives the caster mad unless a Will save of DC 12 is made.

32. Circular Room

Four butchered Centipedes lie in the center of the room. On subsequent expeditions, the Centipedes are replaced with Acid Beetles, Shriekers and such. The exact reasons of this strange occurrence are left to individual DMs.

33. Toll Gate (EL 4)

Two Ogres occupy this point, demanding outrageous amounts of money (or food) for passage. They gleefully attack anyone who refuses them. Most of the time, only one of them is here – the other is sleeping, cooking or just sitting idly in their cavernous abode (area 34.). The Ogres are twins and despite spending hours arguing and swearing at each others, are surprisingly loyal to each others, a trait very rarely found in ogres (even twins). Monstro usually just pounds intruders to a bloody pulp if they complain, Crak is a bit more polite (or just a coward), preferring threats and foul words to actual deeds.

Ogre Twins (1), HD 4, CR 2

Hp Monstro 31, Crak 34

Init -1, Spd 30, AC 16 (-1 Siz, -1 Dex, +5 Nat, +3 Hide)

Attk +8 H Greatclub 2d6+7 (*2), 10' reach

+3 Big Boulders d10+7 (Thrown)

+6/+0/+1

Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Intimidate +5

Wpn Focus (H Greatclub)

34. Ogre Lair

This filthy grotto smells of sweat and unwashed bodies. The occupants, detailed above, sleep, eat and drink here. The furniture consists of several animal pelts (one of them came from a Dire Wolf – though it is too filthy to be valuable), a huge cauldron of soup, two cots, various foodstuffs (smoked meat, cheese, a barrel of orcish ale) and an unlocked chest on a rocky „shelf”.

The chest contains all of the various odds and ends the brothers have accumulated during their two week-long reign here: 400 gp, 250 sp, 100 cp, four vials of holy water (the Ogres think it is some kind of magic potion), a MW war pick and a MW dwarven half plate. The pick and the armor used to belong to Argil, one of the dwarves at area 5, who was killed and devoured by the hungry Ogres.

35. Smelly Cavern

This is the point where the foul odors coming from the south become strong.

36. Room of the Goblin Shaman (EL 3)

Glubglub, a lucky survivor of the goblin expedition lairs here. He is the happiest of them: he found a wonderful place to live, a new friend (the Otyugh in area 47.) and even a few treasures: a smelly pair of old, tattered boots and a shiny copper ring he dug up while searching through the trash. What he doesn't know is the identity of these objects: the boots are *boots of striding and springing* and the ring is a *ring of protection +1*! He hasn't noticed the peculiar quality of the ring yet and attributes his speed to the blessing of his ancestor spirits. He intends to stay here and prefers to be left alone. If treathened or attacked, he runs away and hides in the refuse.

Glubglub the Goblin, Adept 5

Hp 42

Init +8, Spd 40 (20 without boots), AC 16 (+1 Siz, +4 Dex, +1 Ring)

Attk +6 Dagger d4+1 (19-20/*2) + Poison (L Scorp, DC 18, 2*d6 Str, 6 doses)
+5/+5/+5Str 13, Dex 18, Con 18, Int 8, Wis 12, Cha 12
Concentration +12, Jump +10 (granted by boots)

Wp Finesse (Dagger), Improved Init

Spells: 0:3, 1:3, 2:1

0: Ghost Sound*2, Light

1: Obscuring Mist, Sleep*2

2: Invisibility

37. Trash

This is the outer boundary of the large piles of refuse, trash and carrion to the south. The stench is almost overbearing. Anyone who proceeds beyond this point has to roll a DC 12 Fort save or gain -1 to attacks and skill checks due to nausea. There is also the chance of contracting some nasty diseases while here (including, but not limited to: Filth Fever, Cackle Fever and Red Ache). This is even more likely if the players spend hours searching for treasure (and there is a lot of treasure here!) or come here with untended wounds.

38. Chute with trash

The small room is the bottom of a natural chute that served as a garbage disposal facility for the denizens of the labyrinth. If the players take the time to climb up (DC 14) the steep incline, they will reach a sublevel isolated by the earthquake, detailed later in the module. (Aww, not quite detailed. Sorry.)

39. Even more trash

Purplish fungi sprout from piles of decomposed vegetation here (the piles were created by a *staff of foliage*, detailed later in the module. The fungi are young Violet Fungi that will mature in a few weeks (only about ten will reach fully grown state). After that, they seek out a good location for capturing prey and wait for food.

40. Secret room (EL 5&6)

A secret treasure of Zarakaides lies beyond the stairs to the south. This is the first line of defense that keeps intruders out: a demonic, black statue in the likeness of Lord Juiblex himself squats in the corner, peering at intruders with sightless eyes. If a living being

enters the chamber, he bellows in a low, booming noise: „*You have entered a forbidden place, intruder! Speak the secret name of my most faithful cohort or unite with my progeny!*”. Unless the unfortunate intruder speaks the secret name of Zarakaides (Lu-Mlubbz, not given in the module), the statue opens its mouth and starts to vomit gooey bile upon everything and everyone.

Huge Demonic Statue (1), HD 4, CR 5

Hp 50 (and see below!)

Init +4, Spd 0, AC 8 (+15 Nat, -2 Siz, -5 Dex)

Attk 2*+6 Ooze Spit 2d6 Acid (Ranged touch attack)

+7/-10/-10

Str 0, Dex 0, Con 19, Int -, Wis 1, Cha 1

Acid (Ex): Dissolves wood and metal unless a Rfx save (DC 19) is made.

If the statue is destroyed, it melts into a puddle and shows its true nature: an enormous Black Pudding that was transformed into the form of a statue!

Slightly Weakened Black Pudding (1), HD 6, CR 6

Hp 66

Init -5, Spd 20, Climb 20, AC 3 (-2 Siz, -5 Dex)

Attk +8 Slam 2d6+4 + 2d6 Acid (10' reach)

+7/-2/-2

Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1

Improved Grab, Ooze

Acid (Ex): Dissolves metals and organic matter on contact. Rfx DC 19 to avoid.

Constrict (Ex): Automatic slam and acid damage to grabbed creatures.

Split (Ex): No dmg from weapons, but splits into two half-strength puddings.

The doors to area 41 are made of tough steel (Pick and force DC 26).

41. Chamber of the ring

The walls, floor and ceiling of this chamber are covered with mystical runes glowing with an eerie yellowish light. A disembodied voice commands: „Show a token of your true faith or be consumed by my masters power!”. Anyone not holding a symbol of Juiblex is struck by a Poison spell, save DC 19. The spell repeats in a minute. The room has similar doors to those in area 40. The spiral staircase leads to a small chamber with a delicate sandalwood box - holding a *ring of wizardry (II)*.

42. Large Room

The former function of this spacious hall is a mystery. It is abandoned now, with only the remains of a few campfires and heaps of rubble remaining.

43. Statues

Three large, crumbling statues sit in the three alcoves here. The central figure is Juiblex (a somewhat humanoid, slightly amorphous demon), with Zarakaides (a stern, tall, bearded man in wizard's attire) on his right and a hooded figure (depicting Bishop Malefor, the second-in-command of the cult at that time, who fled the underground vaults after the earthquake and later established his own chapter in the city of Koren Banhir) on his left. The statues radiate magic. If someone is kneeling before the three statues at the same time, the secret door to area 40. opens. This happens even if they are somehow destroyed.

44. Rubble (EL 2)

The ceiling partially collapsed and buried this room. A huge, dented brass gong lies below the debris. The rubble is also home to a Large Viper.

Viper, Large, HD 3, CR 2

Hp 18

Init +3, Spd 20, AC 15 (-1 Siz, +3 Dex, +3 Nat)

Attk +4 Bite d4 + Poison (DC 11, 2*d6 Con)

+3/+6/+2

Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 10

Hide +8

45. Rubble

Even more rubble. This time, however, the rubble contains shards of broken glass (the remains of a mirror) and various broken bits of lifelike humanoid statues. Mention a hissing sound from the door leading to area 44. (this is caused by the snake, but don't tell them that!) and watch the players with an evil grin as they try their best to slink away in the most silent way possible.

46. Empty Room

A testament to the not quite endless fantasy of the Humble Author, this room is left empty for the aspiring DM.

47. Otyugh Lair (EL 5)

Here dwells, among the highest piles of trash, an Otyugh. It is content to wallow in the

filth and feed. Most of the time, only its eyestalk protrudes from the smelly mountain. It doesn't pose much of a threat unless it is actively attacked.

Otyugh (1), HD 8, CR 5

Hp 53

Init +0, Spd 20, AC 17 (-1 Siz, +8 Nat)

Attk 2*+4 Tentacle Rake d6

+0 Bite d4

+3/+2/+6

Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6

Hide +5 (+13 in lair), Listen +6, Spot +9

Alertness, Improved Grab

Constrict (Ex): Automatic damage to grabbed opponents.

Disease (Ex): Filth Fever. DC 12, Incubation in d3 days, d3 Dex + d3 Con

If the players are sick enough to excavate all the filth, they can recover a d2 level treasure every day (five total). If they insist on digging even deeper and have the patience to remove all the aggravated whatnot from a deep, stinking pit, they find a trunk with 800 gp, a *mithril chain mail* (for dwarves) and a *wand of Charm Person* (command word Razuken, carved into the thick lead end of the small baton, 45 charges). The trunk also contains the following note: „No more treasure here, Persistent One!“.

V. 831 r1**Random encounters (10%/hour)**

01-15 Acid Beetles (d4)

16-30 Fire Beetles (d6)

31-45 Carrion Crawler

46-60 Ghouls (d6+1)

61-68 Rust Monster

69-76 Violet Fungus

77-84 Adventurers (d6)

85-92 Gurbsh + Zombies

93-00 Combination

Acid Beetles (d4), HD 2, CR 2

Hp 2d8

Init +0, Spd 30, AC 16 (+6 Nat) and 14 (+4 Nat)

Attk +2 Bite d4+1

+5/+0/+0

Str 13, Dex 10, Con 10, Int -, Wis 10, Cha 9

Vermin

Acid Spray (Ex): 10' cone, Fort DC 13, Dmg d4+2 Hp. 1/round.

Fire Beetles (d6), HD 1, CR 1/3

Hp d8
 Init +0, Spd 30, AC 16 (+1 Siz, +5 Nat)
 Attk +1 Bite 2d4
 +2/+0/+0
 Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7

Carrion Crawler (1), HD 3, CR 3

Hp 3d8+6
 Init +2, Spd 30, AC 17 (-1 Siz, +2 Dex, +6 Nat)
 Attk 8*+3 Tentacles Paralysis (DC 13, 2d6 min)
 -2 Bite d4+1
 +3/+3/+5
 Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6

Ghouls (d6), HD 2, CR 1

Hp 2d12
 Init +2, Spd 30, AC 14 (+2 Dex, +2 Nat)
 Attk +3 Bite d6+1 + Paralysis (DC 14, d6+2 min)
 2*+0 Claws d3 + Paralysis
 +0/+2/+5
 Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16
 Multiattack, +2 Turn Resistance

Rust Monster (1), HD 5, CR 3

Hp 5d8+5
 Init +3, Spd 40, AC 18 (+3 Dex, +5 Nat)
 Attk +3 Antenna Rust
 -2 Bite d3
 +2/+4/+5
 Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8
 Rust (Ex): Rusts everything in contact with the critter. Magic items get a Rfx save (DC 20).

Violet Fungus (1), HD 2, CR 3

Hp 2d8+6
 Init -1, Spd 10, AC 13 (-1 Dex, +4 Nat)
 Attk 4*+3 Tentacles d6+2 + Poison (DC 14, 2*d4 Str + d4 Con) (10' Reach)
 +6/-1/+0
 Str 14, Dex 8, Con 16, Int 2, Wis 11, Cha 9

Warrior Lvl 2, HD 2, CR 1

Hp 2d8+5
 Init +0, Spd 20, AC 16 (+4 Scale, +2 Wooden Shield)
 Attk +4 Longsword d8+2 (19-20/*2)
 +4/+0/+0
 Str 14, Con 12, all else 10

Guurbsh&Co: see 35 below.

1. Portcullis

Once protecting this section of the labyrinth from invaders, four winches lie

broken in this room. They can only be operated with the utmost difficulty (requiring a Str check, DC 22). They can raise and lower the portcullises in room 2. There is a 20% chance after each attempt at operating the winch that it jams, rendering the mechanism useless and possibly trapping the party. The fourth portcullis is in the collapsed southern passage and can't be lowered by any means. If the players spend too much time playing with the noisy contraptions, roll to see if they attract something.

2. Circular Room

Three archways with three heavy bronze portcullises serve as a defense to the level. They have a hardness of 8, 50 Hp and they require a DC 25 Str check to lift.

The collapsed mound of rubble to the south hides a slightly dented copper Full plate. This section of the ceiling is very unstable and there is a 10% chance that it will collapse if disturbed (Attk +8, Dmg 5d6).

3. Beware the shrooms (EL 5)

A large pile of dead vegetation (result of the *staff of foliage*) sits in the center of the room. Various colorful (mostly orange, purple and green) fungi sprout everywhere. Two Violet Fungi sit atop the heap, always eager to add some more nourishment to their „hoard“.

Violet Fungi (2), HD 2, CR 3

Hp 14, 17
 Init -1, Spd 10, AC 13 (-1 Dex, +4 Nat)
 Attk 4*+3 Tentacles d6+2 + Poison (DC 14, 2*d4 Str + d4 Con) (10' Reach)
 +6/-1/+0
 Str 14, Dex 8, Con 16, Int 2, Wis 11, Cha 9

4. Room in Disarray (EL 4)

This place is a wreck. A small, toppled cabinet, broken shards of pottery and wood are all that is left of a minor officer's quarters. Two Acid Beetles have made a small nest out of rags, bits of wood and a hooded, soiled robe. One of the beetles has large, rotting brownish patches on its carapace (caused by the Fungus outside). They are occupied with their prey, a partially eaten Carrion Crawler.

Acid Beetles (2), HD 2, CR 2

Hp 12, 4
 Init +0, Spd 30, AC 16 (+6 Nat) and 14 (+4 Nat)
 Attk +2 Bite d4+1
 +5/+0/+0

Str 13, Dex 10, Con 10, Int -, Wis 10, Cha 9
Vermin
Acid Spray (Ex): 10' cone, Fort DC 13, Dmg
d4+2 Hp. 1/round.

5. Wrecked Room

This was another officers quarters, decorated with many trophies and animal skins. They are all moldy and worn now, diminutive orange and gray specks (mushrooms) growing on them. A large stuffed bear stands in the corner. There is a looted cabinet, an empty chest and a table against the wall.

6. Sooty Room

The sleeping quarters of the officer, this room fell victim to a Scroll of Fireball employed by a careless thief. Her charred remains are crouched in the corner. Under her burned leather gloves, she wears a silver ring (*ring of swimming*). A pouch full of small, irregular crystals (20 total, worth 2 gp each) is in her backpack. There is nothing else of value in this room.

7. Cavern (EL 6)

The ground is covered with slippery clay. Even more small mushrooms grow in patches. Some of them emit a ghostly light. Some sections of the clay floor are gone, revealing the original stone blocks of a corridor running south. Small tunnels open from the chamber to the northwest. A swarm of Dire Rats lairs in the warrens.

Dire Rats (30), HD 1, CR 1/3

Hp 6 each
Init +3, Spd 40, AC 15(+1 Siz, +3 Dex, +1 Nat)
Attk +4 Bite d4
+3/+5/+3
Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Disease (Ex): Filth Fever. DC 12, incubation in
d3 days, Dmg d3 Dex + d3 Con

8. Spring

The faint smell of rusty iron lingers in this natural cavern, occupied by a deep depression. A small spring of mineral water gushes forth from cracks between rocks. The water tastes a bit like iron, but it is perfectly safe to drink. If searched carefully (DC 14), thirteen small white crystals (worth d4 gp each) can be recovered from the basin. The crystals are very fragile

and shatter if dropped, falling into small, sharp pieces.

9. Officers Room

A table (with a drawer) sits in front of the door. The chair behind it is upturned. The drawer contains a small eagle figurine carved from yellowish bone. A rotting banner with Zarakaides's octagram hangs on the rear wall.

10. Empty

11. Armory (EL 3)

The iron door that protected this chamber is no more and the weapons (sabres, daggers, spears and other assorted implements of destruction) are soon to follow, satiating the ravenous appetites of a Rust Monster chewing on a partially eaten breastplate!

Rust Monster (1), HD 5, CR 3

Hp 20
Init +3, Spd 40, AC 18 (+3 Dex, +5 Nat)
Attk +3 Antenna Rust
-2 Bite d3
+2/+4/+5
Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8
Rust (Ex): Rusts everything in contact with the critter. Magic items get a Rfx save (DC 20).

12.-13. Empty

14. Carrion Crawler Nest (EL 1)

A crate of rotten leather armors, a dead goblin, a dead Acid Beetle and a wounded Carrion Crawler are the occupants of this room.

Wounded Carrion Crawler (1), HD 3, CR 1

Hp 4
Init +2, Spd 30, AC 17 (-1 Siz, +2 Dex, +6 Nat)
Attk 8*+3 Tentacles Paralysis (DC 13, 2d6 min)
-2 Bite d4+1
+3/+3/+5
Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6

15. Empty

The remains of a large ballista, facing west are rotting away here.

16. Deadly Deception (EL 6)

This room is luxuriously adorned with white marble walls, intricately patterned tiles on the floor depicting arcane symbols. An eerie white light issues forth from the very walls of the sanctum. A small marble pedestal in the

middle holds a human skull. The jawbone is missing and the upper half of the bony relic is covered with a golden plating. Faint wisps of fog billows from the eyes of the apparition! Slowly, it rises into the air to face the intruders! „FOOLISH SUB-HUMANS! YOU HAVE ENTERED THE CHAMBERS OF MIRAS ATHRAN, MASTER WARLOCK AND COMMANDER OF FORCES INFERNAL!! SURRENDER YOUR MAGIC ITEMS OR BE ANNIHILATED BY MY UNDERWORLD POWER!!!”

It points out the most powerful magic items of each character with the deadliest accuracy and demands them in exchange for their lives. If they refuse, he warns them that „I WILL BE FORCED TO USE LANKWILER’S PRISMIC SPIRAL OR ELLINGER’S MENTAL CANCELLATION IF YOU DON’T COMPLY!” He will listen to pitiful grovelling and pleading, though, and allow them to sacrifice their second strongest items instead.

The skull is actually fairly harmless and possesses no intellect or magic itself. Standing behind the pedestal, however, is an invisible Deception Demon of a reasonably high magnitude. It raises and moves the skull to frighten intruders and bully them into submission. If attacked, it uses its power to manifest illusionary spells (starting with an illusionary Kytton, after bellowing the words „INCANTARE KYTONIS!”), two each round. The demon is a good actor and knows when to stop. Its actual powers are totally harmless. If someone is „killed” or otherwise „disabled” by the „Demilich”, he will awaken a few hours later before the doors of the room, stripped of all loot but otherwise intact. The demon will be gone by that time, retreating into the recesses of the room. To make sure no one bothers him, he inscribes some harmless glowing glyphs on the door.

This encounter works well against experienced players, who know oh-so-well how a Demilich looks like (or have even had an encounter with them before). If they attack, make a worried look and pretend to be unprepared, then whip out the Monstrous Manual and open it at the letter D. If it is still not intimidating enough, try high level spells and even more worried looks.

Deception Demon of a Reasonably High

Magnitude (1), HD 2, CR 6

Hp 20

Init +8, Spd 30, AC 14 (+4 Dex)

Attk +2 Unarmed d4

+2/+6/+6

Str 10, Dex 18, Con 10, Int 18, Wis 12, Cha 16

Invisibility (Su): Active till dead.

Illusions (Su): Any kind, unlimited. Use your imagination!

The demon keeps its treasure in a pit under a loose tile in the back of the room (Search DC 22). The treasure consists of four golden globes (80 gp each), a small quartz wand worth 20 gp, a quartz disk (polished, worth 60 gp), a replacement Demilich, three flasks of Alchemist Fire, a *folded +1 studded leather armor*, a *potion of Cure Poison*, a *divine scroll (Cure Serious, Speak with Dead, Flamestrike (8d6))*, a *wand of Ghoul Touch (28 charges left, no command word on it – it is „Mortis Carnivores”)* and a *staff of foliage (20 charges, command word (Naturam Expellas) carved into the shaft)*, which creates large mounds of vegetable matter in a few seconds, which sprout random fungi and other plants suitable to the location in a few minutes. This power costs 1 charge. It can also cast *Entangle (1 charge)*, *Shillelagh (1 charge)* and *Summon Nature’s Ally IV (always summons Assassin Vines, 2 charges)*. The staff can’t be recharged.

17. Dead Bodies

A small group of dead adventurers lie in this room, stripped of all valuables. There is a fat, moustached man, a tall, snarling woman, a blond dwarf in fine green clothes and two very similar short men, both wearing leather armor. These people fell victim to the poisoned water in area 33., on the level above. They are unnaturally pale and (if examined) their tongues are purplish. None of their equipment remains.

18. Campfire

Some burnt logs, a clay pot full of pickled onions, a cauldron and five bedrolls can be found here. The location seems to have been abandoned in a rush, as most of the equipment is in disarray.

19. Dead Centipedes

Three Large Centipede corpses are left on the floor.

20. Abandoned Storage

Large sacks of moldy flour, decomposed dried fruits and worm-eaten loaves of smoked meat are piled up on wooden shelves.

Someone must have conducted a thorough search of the food, because most of it lies on the floor now, covered by swarming small beetles.

21.-22.-23. Empty

These rooms were storage areas, but they are all empty now.

24. Stash

An orderly array of equipment, salvaged from the dead adventurers in location 17 is stored here: a breastplate and a large iron shield (both engraved with serpents), two studded leather armors, a slightly rusty dwarven chain shirt, a greatsword, a MW longsword with ornaments, a shortspear, a warhammer, six throwing daggers, a shortbow with 20 arrows and a mighty (+1) longbow. A small table holds 82 gp in towers, 5 mithril pieces (worth 50 gp each), a plain silver medallion (10 gp), a small brass cauldron, a pouch filled with spools of strong black thread and a small wand made of a greenish metal, suspended on a leather cord.

25. Hallway of the Miraculous Salve (EL 4)

Large niches in the wall used to hold blue and yellow ceramic statues (now lying in shards on the floor). One of them still holds something – a large glass vial of golden-yellow liquid, emitting a strong amber radiance (*potion of heroism*). In fact, it is not floating at all, just suspended in a Gray Ooze hiding in the niche. A Spot check against DC 15 is needed to detect the almost invisible predator. If the ooze is hit by a strong bludgeoning attack, roll a Reflex save for the vial (DC 10). If it fails, it shatters, bestowing the benefits on the ooze!

Gray Ooze (1), HD 3, CR 4

Hp 27

Init -5, Spd 10, AC 5 (-5 Dex)

Attk +3 Slam d6+1 + d6 Acid

+1/-4/-4

Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1

Ooze, Blindsight, Improved Grab, Immune to fire/cold/acid

Acid (Ex): Dissolves wood and metal on contact, Rfx DC 19 to avoid.

Constrict (Ex): Automatic Slam and Acid damage, -4 to Rfx saves.

26. Kennels

The large chambers on both sides of the hall once held trained Dire Wolves, secured by a long iron chain. Fortunately, they are all gone now.

27. Vegetation

The whole floor is covered by vegetable matter (created by, of all things, a Wand of Foliation). Two Violet Fungi lie hacked to bits near the stairs. There is a strong vinegary smell in the air.

28. Empty Cell

Formerly a prison cell this place is empty (save for a pair of empty manacles and a blackish, gooey patch of slime on the floor).

29. Empty Cell

30. Ghouls (EL 5)

Five ghouls, clad in filthy rags charge out as soon as the locked (DC 14) door is opened.

Ghouls (5), HD 2, CR 1

Hp 3*10, 2*6

Init +2, Spd 30, AC 14 (+2 Dex, +2 Nat)

Attk +3 Bite d6+1 + Paralysis (DC 14, d6+2 min)

2*+0 Claws d3 + Paralysis

+0/+2/+5

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Multiattack, +2 Turn Resistance

31. Ghast (EL 2)

The prisoner in this cell is a Ghast Woman, a minor cleric imprisoned for her lack of faith. She is secured to the wall with an iron chain and an iron collar on her neck.

Ghast (1), HD 4, CR 2

Hp 20

Init +2, Spd 30 (can reach 20'), AC 16 (+2 Dex,

+4 Nat)

Attk +4 Bite d8+1 + Paralysis (DC 15, d6+4

min)

2*+1 Claws d4 + Paralysis

+1/+3/+6

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Multiattack, +2 Turn Resistance

Stench (Ex): 10', DC 15, -2 to Attk, Skills, Saves for d6+4 minutes

32. Dretch Statue

The decapitated statue of a squat, fat demon stands atop a stone cube. Its inside is

hollowed out, but whatever it held is gone now.

33. Quench Your Thirst – Forever!

This small natural cavern has a small wall fountain fashioned of carved marble, a copper plaque above it: „*Drink Now and Forget Your Woe*”. The water is a strong, bitter tasting poison (takes 30 minutes to work, DC 12, 2*d4+1 Con) that quickly loses its potency unless it is stored in a stone or ceramic container.

34. Carpenter’s Workshop

This was another workroom used for creating doors and other woodwork for the complex. A bench with a box of iron nails, a hammer and a saw stands along the wall, logs in a pile await their turn on the long table. A depression under the logs is hidden by a trapdoor covered by sawdust (Search DC 18). In the depression is a small pouch made of pure white silk with yellowish stains. Four vials of Sassone Leaf Residue (a contact poison, DC 16, 2d12 Hp/d6 Con) are its contents. A fifth vial was accidentally broken and spilled out. Handling the bag requires a save vs the poison. Luckily, it has lost most of its potency, hence its DC of 10 and damage of 2d6 Hp/d4 Con.

35. The Grim Guardian (EL 7)

Guurbsh, an orcish Cleric of Orcus, supreme Lord of the Undead occupied the cavern to the SE. He erected a makeshift altar to his master and started to accumulate an undead army that will enable him to take on Asphodar, eliminating his presence, then raising the bones in the crypt and finally conquering the underground region. Guurbsh is a zealot who took his own life in order to please his lord. As a result, he lost access to his Destruction domain, but can use the feared Death Touch twice per day (!). His „army” is limited to ten goblin zombies (remains of the slain warband), but this is soon to change with the arrival of the players.

Guurbsh is clad in heavy, expensive black robes. He wears a metal box in his neck, containing the carefully flayed skin of an elven infant. He wields an enormous scythe, the favored weapon of his dark mentor. If he senses an imminent attack, he will start by casting Bull’s Strength on himself, bolsters his zombies and charges from room 38 to annihilate opposition. If he is still protected by

the goblins, he casts his two Spiritual Scythes, continues with Shield of Faith, then wades into melee with Contagion prepared for particularly nasty opponents (priests of good, especially). If cornered, he Melds Into Stone and vows to exact vengeance at a later date. Guurbsh discovered the stash at area 36, but left it alone until getting strong enough.

Guurbsh (1), Undead Cleric 6

Hp 50

Init +1, Spd 20, AC 17 (+2 Nat, +5 Chain mail)

Attk +9 *Scythe* +1 2d4+4 (*4)

+5/+3/+8

Str 19, Dex 12, Con -, Int 10, Wis 16, Cha 12

Death Touch (Sp): 2/day. If opponent touched has less than 6d6 HPs, he is slain.

Spells: 1: 4+1, 2: 4+1, 3: 3+1

1: *Deathwatch*, *Command**2, *Inflict Light*, *Shield of Faith*

2: *Death Knell*, *Bull’s Strength*, *Desecrate*, *Spiritual Scythe**2

3: *Contagion* (Shakes – DC 13, d8 Dex), *Animate Dead*, *Meld Into Stone*, *Bestow Curse* (-6 to an ability)

Goblin Zombies (10), HD 1, CR 1/4

Hp 12, 13, 5, 4, 6, 14

Init -1, Spd 30, AC 11 (+1 Siz, -1 Dex, +1 Nat)

Attk +1 Slam d4

+0/-1/+2

Str 11, Dex 8, Con -, Int -, Wis 10, Cha 1

36. Treasure Trove

This room is sealed by a carefully hidden (DC 20) secret door. It contains a wooden crate that holds twenty copper bars (worth 5 gp each), ten silver bars (worth 50 gp each) and four gold bars (worth 200 gp each). Next to the crate lies a complete dwarven battle gear befitting a nobleman: a silver-covered *small shield* +1, a MW chain mail with the accompanying horned helmet and *Kinslayer*, a +2 *dwarven waraxe*.

Kinslayer performs as a normal magical weapon in combat and in wartime. If the wielder stays at home for more than a month, though, he must roll a Will save (DC 10+months spent idle, cumulative) to resist the overwhelming urge to do bodily harm to his relatives and companions. The possessor (or, more accurately, the possessed) feels a strong attraction to the weapon, viewing everyone as an enemy who wants him to part with it. The axe once belonged to Hilda Bloody-hands, a Valkyrie of the now extinct Stonecleave clan.

Most dwarves recognise the axe on sight (History or Lore check DC 14) and will want it for themselves if the wielder isn't a dwarf himself. Otherwise, they follow him and consider him a strong leader. The wiser ones who know more about its dark past give it and its possessor a wide berth.

37. Painted Hallway

Murals of endless rows of marching warriors are painted on the wall. The hallway once led into a smaller chapel of Juiblex, but it is collapsed now.

38. Makeshift Altar

This is the dwellings of Guurbsh, the orc cleric. He has only a few worldly possessions: a small wooden box with two *scrolls*, one arcane, one divine. The first holds *Burning Hands*, *Reduce* and *Mirror Image*, the second *Contagion*, *Animate Dead* and *Remove Curse*.

The altar in the center is a little more than a pile of humanoid skulls, a pole mounted with a ram skull and two iron braziers stolen from some other room of the dungeon.

39. Carpenter's Closet

A small cot, a bottle of rotgut spirits and a clay jar full of rotten fish remains here.

40. Carpenter's Storage

Six finished wooden doors and four coffins await their fate in the alcove. Each one has a key in its keyhole. The locking mechanisms are completely intact, as are the hinges.

The walls are painted, showing a large snow-covered mountain with a pale, rising sun above it. Most of the paint has peeled away, revealing the empty wall behind.

41.- 54. Nothing Here, Move Along Now

Sadly, this level of the dungeon didn't appeal to me (lame layout), and was left empty. If, on the other hand, the DM wants to invest some work in it, here is a tip: the level is occupied by a large group of fairly low level adventurers, who were enthralled by a *crystal hypnosis ball*. Their only aim now is to keep others away from their „possession“. They use ambushes and guerilla tactics to drive intruders out. Or maybe this level doesn't exist at all.

VI. 921 u1

Random encounters (20%/hour)

01-12 Dire Rats (3d4)

13-24 Skeletons (3d4)

25-36 Zombies (2d6)

37-48 Darkmantle

49-60 Lizardmen (d6)

61-72 Ghouls (d6)

73-79 Centipedes, M (d6)

80-86 Adventurers (d4)

87-93 Belthor

94-00 Combination

Dire Rats (3d4), HD 1, CR 1/3

Hp d8+1

Init +3, Spd 40, AC 15(+1 Siz, +3 Dex, +1 Nat)

Attk +4 Bite d4

+3/+5/+3

Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Disease (Ex): Filth Fever. DC 12, incubation in d3 days, Dmg d3 Dex + d3 Con

Skeletons (3d4), HD 1, CR 1/3

Hp d12

Init +5, Spd 30, AC 13 (+1 Dex, +2 Nat)

Attk 2*+0 Claws d4

+0/+1/+2

Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

Zombies (2d6), HD 2, CR 1/3

Hp 2d12+3

Init -1, Spd 30, AC 14 (-1 Dex, +2 Nat, +2

Leather, +1 Sm Iron Shd)

Attk +2 Longsword d8+1

+0/-1/+3

Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1

Toughness, Undead

Darkmantle (1), HD 1, CR 1

Hp d10

Init +4, Spd 20, Fl 30 (Poor), AC 17 (+1 Siz, +6 Nat)

Attk +5 Slam d4+4

+3/+2/+0

Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10

Hide +11

Improved Grab, Constrict

Darkness (Su): cast as lvl 5 Sorcerer

Lizardmen (d6), HD 2, CR 1

Hp 2d8+2

Init +0, Spd 30, AC 15 (+5 Nat)

Attk 2*+2 Claws d4+1

+0 Bite d4

or +1 Javelin d6+1

+1/+3/+0

Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

Multiattack

Ghouls (d6), HD 2, CR 1

Hp 2d12

Init +2, Spd 30, AC 14 (+2 Dex, +2 Nat)

Attk +3 Bite d6+1 + Paralysis (DC 14, d6+2 min)

2*+0 Claws d3 + Paralysis

+0/+2/+5

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Multiattack, +2 Turn Resistance

Medium Centipedes (d6), HD 1, CR 1/2

Hp d8

Init +2, Spd 40, AC 14 (+2 Dex, +2 Nat)

Attk +2 Bite d6-1 + Poison (DC 13, 2*d3 Dex)

+2/+2/+0

Str 9, Dex 15, Con 10, Int -, Wis 10, Cha 2

Warrior Lvl 2, HD 2, CR 1

Hp 2d8+5

Init +0, Spd 20, AC 16 (+4 Scale, +2 Wooden Shield)

Attk +4 Longsword d8+2 (19-20/*2)

+4/+0/+0

Str 14, Con 12, all else 10

Belthor: the Tar Dragon from 46

1. The Hermit (EL 1)

Veskar, an old, filthy wreck of a man spends his numbered days in this room. Fleeing justice, he wound up here and contracted a vile (although not infectious) disease. Once a master of the martial arts, he is now content to sit here and ambush passersby. He is unreliable, appearing friendly at first and turning hostile when no one expects it. He believes everyone is out to get him. In fact, there is a sizable bounty on his head (200 gp).

Veskar (1), Mnk 1

Hp 9

Init +1, Spd 30, AC 13 (+2 Wis, +1 Dex)

Attk +2 Fist d6+1

+3/+3/+4

Str 12, Dex 12, Con 12, Int 10, Wis 14, Cha 4

Wp-Focus (Fist), Dodge, Evasion

Stunning Strike (Su): 1/day. DC 12 or lose actions and Dex bonus in next round, attackers gain +2 to hit.

His only treasure is a silver medallion depicting a lily (worth 60 gp), hanging on a leather cord around his scrawny neck.

2. Empty3. Corpse Pit (EL 6)

Veskar uses the cavern under this room to dispose of his victims. The place looks like a completely empty, deserted room, but its floor is extremely unstable, collapsing as soon as a weighty person steps on it. Anyone tumbling down to the 20' deep pit takes d6+4 damage (Rfx 12 half). The under-room is full of old, decaying corpses and a swarm of tiny black Centipedes. There is another exit from here, through a small opening that leads SE to area 8.

Centipede Swarm (60 Tiny Centipedes), CR 4

Hp 15

Init +2, Spd 20, AC 14 (+2 Siz, +2 Dex)

Attk Auto Bite Poison (DC 16, d6 Dex/round, -1/armor category)

+2/+2/+0

Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2

Weapon resistance (Ex): 1/2 damage from edged weapons.

4. Ruined Barracks

Twenty cots and two upturned wooden tables are the furniture of this room. The beddings are rotten and infested with lice. Three Medium Centipedes attack anyone who enters.

Medium Centipedes (3), HD 1, CR 1/2

Hp 1, 3, 4

Init +2, Spd 40, AC 14 (+2 Dex, +2 Nat)

Attk +2 Bite d6-1 + Poison (DC 13, 2*d3 Dex)

+2/+2/+0

Str 9, Dex 15, Con 10, Int -, Wis 10, Cha 2

5. Common Room

An empty, sooty fireplace occupies the far end of the chamber. A wooden stool with a tray of four pewter mugs, a wooden box of playing cards and an iron key is all that remains. The key opens all doors in section 914_r2, except for the crypts.

6. Guard Post (EL 2)

A ruined ballista guards the passage to the south. Among the stalagmites of the ceiling, two Darkmantles wait patiently for their prey.

Darkmantles (2), HD 1, CR 1

Hp 7, 10

Init +4, Spd 20, Fl 30 (Poor), AC 17 (+1 Siz, +6 Nat)

Attk +5 Slam d4+4

+3/+2/+0

Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10

Hide +11

Improved Grab, Constrict

Darkness (Su): cast as lvl 5 Sorcerer

7. Grotto

Various colorful stalagmites and stalactites decorate the room. Some of them have been broken off.

8. Crawlway

A small, tight passage leads SW to area 3. An abandoned black boot lies at the entrance.

9. Cage

One of the alcoves in the corridor is sealed by iron bars embedded in the stone wall. A small heap of gnawed gnomish bones lies on the floor inside.

10. Cavern (EL 7)

The large cavern is the hunting ground of two Dire Bats and seven Darkmantles. The Darkmantles use darkness on entrants, while the bats swoop down to attack (using sonar to locate them). After the first round, the Darkmantles join the fray.

Dire Bats (2), HD 4, CR 2

Hp 22, 28

Init +6, Spd 20, Fl 40 (Good), AC 16 (-1 Siz, +6 Dex, +5 Nat, -2 Tight Quarters)

Attk +5 Bite d8+3

+7/+10/+6

Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6

Listen +11, Sneak +11, Spot +11

Blindsight

Darkmantles (7), HD 1, CR 1

Hp 3, 4, 2*5, 6, 8, 10

Init +4, Spd 20, Fl 30 (Poor), AC 17 (+1 Dex, +6 Nat)

Attk +5 Slam d4+4

+3/+2/+0

Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10

Hide +11

Improved Grab, Constrict

Darkness (Su): cast as lvl 5 Sorcerer

11. Throne Room

A lone stone throne faces the entrance to the room. It was once decorated with gems and gold, but all of it was removed and stored elsewhere. Scrawled words on the wall read:

*„I woz here,**here I woz.**Woz I here?**Yes, I woz. - Asberdies”*12. Empty Room With Flagstones13. Giant Lizards (EL 4)

A pair of giant lizards lair here. The floor is covered with sand and hides twelve large white eggs buried in a corner.

Giant Lizards (2), HD 3, CR 2

Hp 18, 25

Init +2, Spd 30, AC 15 (+2 Dex, +3 Nat)

Attk +5 Bite d8+4

+6/+5/+2

Str 18, Dex 15, Con 17, Int 2, Wis 12, Cha 2

14. Central Room

Roll a random encounter check when characters pass through the room.

15. Grave

Gromos, a treasure-seeker is buried under the sands here. He and his companions were ambushed by Lizardmen and Gromos met his fate here. A rusty sword marks the mound. If the players dig up the grave, they find a skeleton clad in rusty scale mail, with a gold pin fastening his cloak. The pin is worth 30 gp.

16. Giant Beetles (EL 4)

Four Giant Beetles feast on mushrooms here. They only attack if provoked.

Large Giant Beetles (4), HD 2, CR 1

Hp 12, 14, 2*16

Init +0, Spd 30, AC 16 (+7 Nat, -1 Siz)

Attk +2 Bite d6+1

+5/+0/+0

Str 13, Dex 10, Con 14, Int -, Wis 10, Cha 9

The tunnel to the west holds an abandoned backpack. It contains a ceramic jar full of dried green slime, a worm-eaten lump of cheese, a loaf of moldy bread and a necklace

of mountain crystal beads (worth 180 gp).

Tucked into the side pocket of the backpack is a scroll case, holding the following message:

„As per my instructions, you are to find the hidden entrance to the caverns (hidden by a Manticore Carving, as it is rumored) and locate the Axe (most likely in the upper levels, near the hall), the spellbooks (in the crypt, I presume) and maybe even the Kwalish (no doubt somewhere near the river... If only the conjured Spirit had been of more help!). You have my word that I will not be ungrateful... Make sure that the agents of Malvent don't interfere - he watches me still, the wretch. - Ellinger the Sage, Master Transfixant of the 14th Rank”

17. Empty

18. Piercers (EL 3)

A small colony of Piercers shower down on intruders.

Piercers (6), HD 1, CR 1/2

Hp 2*2, 6, 8

Init -3, Spd 5, Cl 5, AC 16 (+2 Siz, -3 Dex, +7 Nat)

Attk +2 Pierce 2d6 (19-20/*2)

+2 Acid Spray d6 (Only in defense)

+2/-3/+0

Str 10, Dex 4, Con 11, Int -, Wis 11, Cha 9

Hide +19

Improved Critical

19. Abandoned Storeroom (EL 4)

Barrels, crates and other supplies are stored in the room. Four hungry Ghouls lurk behind the large crates.

Ghouls (4), HD 2, CR 1

Hp 7, 12, 13, 17

Init +2, Spd 30, AC 14 (+2 Dex, +2 Nat)

Attk +3 Bite d6+1 + Paralysis (DC 14, d6+2 min)

2*+0 Claws d3 + Paralysis

+0/+2/+5

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Multiattack, +2 Turn Resistance

The loot includes twenty torches, eleven heavy maces (plus a MW Light Mace), six coils of rope, lots of spoiled foodstuffs (mainly smoked meat), three barrels of lamp oil, a small barrel of spirits and a vial of unholy water.

20. Torchholder

A brass torchholder, depicting a bestial devil-face hangs on the wall. The corridor to the south leads to the abandoned shipwreck (area 38, containing areas 21-32).

21-31. Abandoned Ship

An enormous, broken wreck of a galley lies in the sands of the colossal room. How it wound up here is a mystery, as even with one half of it missing, it barely fits into the cavernous hall. Its build is unknown to the characters (including anyone with a background as a sailor). The main mast still holds the intact sails - emblazoned upon it is an eight pointed crimson arrow-cross with an open eye in the middle. Painted yellow beams radiate from the central star.

The front of the wreck sports a most unusual statue - a wooden carving of a fiendishly grinning, unnaturally slim angel, wielding a wicked looking long sword in his right hand.

Intruders entering the cave are immediately fired upon by the Skeletal Archers on the tower (28.).

The galleon has three decks. The lowest deck holds the ruined cargo: bales of decaying silks, sacks of moldy saffron, cinnamon and other spices, exotic woods covered with mildew, hanging baskets of rotten fruits and anything the DM seems fit to include here. The second deck was reserved for the slaves and the crew: the central part is divided into two rooms, one with hanging beds, the other with straw. Both are littered with slaughtered corpses - the ones in the first room were sailors, the ones in the second slaves, clad in loincloth. The two sides were the oar rooms. They are full of even more slave corpses, chained to the oars. The floor is covered with bloodstains. The remains of a Slave Master, wearing colorful silk breeches and a spiked chain lies among the bodies, his skull crushed by a lucky (?) mutineer.

Rooms 21-31 are the quarters of the officers. They are protected by a wooden ceiling and decorated with elaborate (if somewhat disturbing) carvings. The undead on the ship receive a +2 turn resistance due to their emotional link to the vessel. Also note that they won't pursue fleeing characters. They won't leave the ship, either, even if the players somehow manage to light the wet wood on fire.

21. Skeleton Crew (EL HIGH)

The soldiers of the vessel, twelve skeletons in laquered wooden scale mail, brandishing curved sabres assault the intruders. Three rounds later, the Undead Slave Masters from 26. and 27. join them. Meanwhile, the Sorcerer in 31. picks up his sword and attacks, preferably knocking out mages and clerics with his spells, then dealing with the fighter types.

This is a grim and nasty battle and might claim a PC or two. Or all of them. Oh well, some people never retreat.

Skeleton Crew (12), HD 1, CR 1/2

Hp 6*12

Init +5, Spd 30, AC 16 (+1 Dex, +2 Nat, +3 Wooden Scale)

Attk +1 Scimitar d6+1 (18-20/*2)

+0/+1/+2

Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

Undead Slave Masters (2), Ftr 4

Hp 2*26

Init +1, Spd 20, AC 11 (+1 Dex)

Attk +9 Spiked Chain 2d4+5, 10' Reach

+4/+2/+0

Str 20, Dex 13, Con -, Int 6, Wis 9, Cha 8

Expertise, Improved Trip, Improved Disarm,

X-weapon (Chain)

Undead Sorcerer-Fighter (1), Src 3, Ftr 4

Hp 44

Init +4, Spd 30, AC 15 (+1 Bracers of Armor, +4 Dex)

Attk +10 Angelbane Longsword d8+3 (19-20/*2)

+5/+6/+4

Str 10, Dex 18, Con -, Int 18, Wis 10, Cha 14

Weapon Finesse (Longsword), Weapon Spec

(Longsword), Combat Reflexes, Spell Focus

(Enchantment), Dodge, Scribe Scroll

Spells (Sp): 0:4, 1:3, 2:2

0: Dancing Lights, Ghost Sound, Daze*2

1: Sleep*2, Color Spray

2: Tasha's H Laughter, Hypnotic Pattern

The sorcerer wields *Angelbane*, a +1 celestial-bane longsword. The sword bestows a negative level on good aligned people who handle it. He also wears a *bracers of armor +1*. A large fire opal, suspended by a golden chain hangs around his neck (worth 1200 gp).

22.-23. Soldiers quarters

Four two-level beds, a wooden table and a lantern occupies each room.

24.-27. Barracks of the Slave Masters

Each of these rooms served as a dwelling for a Slave Master. They are furnished with a bed and an open chest. The first one looted contains 30 octagonal gold coins with the eight pointed star, the second six MW curved daggers, the third 11 octagonal coins made of some unknown greenish metal (with a slight yellowish tint), the fourth six blue glass vials of some sedative drug.

28. Tower (EL 6)

A lookout post and a defensive structure, this tower holds an inoperative ballista and eight Skeletal Archers who keep intruders away from the hulk.

Skeletal Archers (8), HD 1, CR 1

Hp 4*8

Init +5, Spd 30, AC 13 (+1 Dex, +2 Nat)

Attk 2*+0 Claws d4

+1 Longbow d8 (*3)

+0/+1/+2

Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

29. Luxurious Cabin

This (locked, DC 24) chamber is as opulent as possible for a seagoing vessel. It has a divan, several silk cushions, exotic skins of unknown animals, satin curtains and carpets. A fairly intact corpse of a young woman is chained to the far wall. She is completely wrapped in clothing suitable for someone of royal blood or some other high status. She is young and extremely beautiful, though her noble, pale face betrays her emotions - extreme terror and sorrow. She wears two golden rings with tiny rubies (2*1000 gp), one with an emerald (850 gp), a bracer on her left arm (made of the same greenish metal as the coins in room 26, fashioned into the likeness of a coiled serpent, with small coral eyes), a copper necklace with the eight pointed star and a lead tiara with a brightly glowing white gem on her head.

An ebony chest of drawers in the corner of the room holds a brass jug and eight small cups. The first drawer is full of small silver pyramids (20*5 gp), the second contains two small round mirrors, four vials of perfume, a round copper box full of mixed silver and gold dust, another copper box with crimson

makeup and the third has two *potions of Sleep*. A heavy folded red cape, embroidered with flowery motifs in golden thread (*cape of the mountebank*) covers the chest.

The silks and rugs in the room can easily be sold for 5000 gp if a prospective buyer is found.

30. Room of the Captain

This is another luxurious suite, though it seems bare in comparison with room 29. A soft bed, four silver chalices and the accompanying pitcher (4*50 + 250 gp) lie to the left. The right corner of the room is an alchemists laboratory, full of vials and lead pipes. Some sealed mixtures are stored in a carved sandalwood box: eight doses of quicksilver, six vials of acid, ten small, sealed copper containers with ruined chemicals, two extremely delicate glass bottles, each holding a dose of Black Lotus extract (they have lost most of their toxicity, having a DC of 14 and inflicting 2*2d4 Con damage on contact) and five doses of opium.

To the left of the table of alchemical paraphernalia squats a small but heavy monstrous statue of a vaguely humanoid figure with two folded wings and a head like an octopus. The idol is made of greenish-black rock and can fetch a fair price on the market - or draw attention from persons and organizations who would be oh-so interested in learning where the players got it. It hides a secret compartment (Search DC 18 to locate) on the bottom. Two dozen thin, engraved copper plates inside the compartment serve as a spellbook for the undead sorcerer. The extremely small and delicate runes require months to decipher, but it is worth the money and effort: along with the spells memorized by the undead mage, it holds the secret of several rare incantations. The details are up to the DM, but this is an excellent opportunity to introduce Relics&Rituals to your players. The compartment also holds five additional doses of opium, pressed into small white pastilles.

31. Navigation Room

A cabin for the captain, this room is lit by two bronze statues, a *Continual Flame* levitating on each of their outstretched hands. A large writing desk of seacharts, maps and navigational tools and a large map of the heavenly bodies offers a glimpse to a world unknown to the characters. The charts are very accurate, complete with notes in arcane runes, warning signs showing reefs and monster-

infested waters. They could be worth a fortune if a way to find the mysterious lands could be found... In their current state, they could be of interest to a collector, a mage or a connoisseur of fine art, but they won't fetch more than 1000 gp under any circumstances, as they are in a most sorry condition.

32. Watch Your Step

A hidden quicksand pit (Spot DC 14 to locate) lies just before the entrance to the cavern. It has an effective Strength of 14 in regards to pulling characters in. It takes a full round to sink. Thereafter, the character has Con*2 rounds to escape. If this period ends, he must make a Con check every round (DC 10 + rounds elapsed). If the check fails, he drops to -1 Hp and dies the next round.

The Skeletal Archers gain a -2 penalty when attacking this location (due to distance).

33. Circular Room (EL 4)

Four Lizardman Warriors camp here. They aren't openly hostile unless actively attacked. They know a lot about this section of the caverns (including the ship, the river and the dragon, but excluding any treasure) and may consider alliance with the players if they provide some incentive (that being food, tools or treasure). If asked too often about the fortifications and layout of their settlement down the river (not described in this module), they will grow suspicious and flee. The Lizardmen have no treasure or weapons. All their worldly possessions are limited to a reed basket full of fresh fish and the loinclothes they wear.

Lizardman Warriors (4), HD 2, CR 1

Hp 2*6, 14, 11

Init +0, Spd 30, AC 15 (+5 Nat)

Attk 2*+2 Claws d4+1

+0 Bite d4

or +1 Javelin d6+1

+1/+3/+0

Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

Multiattack

34.-35. Empty

36. Sacrificial Altar (EL 3)

Another circular chamber, with a hexagonal pedestal in the middle. The pedestal holds a bronze bowl full of charred, broken bones (human and goblin). Faint wisps of dark smoke linger still over the gross fixture.

The „smoke” is a shadow, formed from the torment of the hapless victims. It attacks indiscriminately and reforms in a day if destroyed. The only means to permanently deal with it requires a Remove Curse or the ritual purification of the site. Doing so is a good act and any cleric performing it should receive some bonus experience and/or divine blessings. The shadow stays in the room under all circumstances.

Vengeful Shadow (1), HD 5, CR 4

Hp 32

Init +2, Spd 30, Fl 40 (Good), AC 13 (+2 Dex, +1 Defl)

Attk +4 Incorp Touch d6 Str
+1/+3/+4

Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13
Dodge, +2 Turn Resistance

Incorporeal: +1 or better to hit, 50% hits are negated. Attacks ignore armor.

37. Statue

A statue of a warrior, clad in breastplate, holds a stone bowl in his hands here, water flowing out of his mouth. There is a copper plaque on the bowl: „*You shall get what you pay - and it works in the other way*”. If someone throws a coin into the water, the next swig he takes will have the following results:

-cp/nothing: delicious, nonmagical water

-sp: d6 healing, works 2/day

-gp: 2d6 healing, works 1/day

-pp or more: *Bull's Strength*, works 1/week

If the coins (20 cp, 5 sp, 3 gp) lying on the bottom of the wall are taken, the water turns to poison (DC 12, 2*d12 Hp) and the offender can never benefit from its healing properties again.

38. The Galley (side cut)

This is the same room as described before.

39. Marvelous Treasure (EL 7)

When Zarakaides died, some of his wealth was transported to this hidden room to keep it safe from would-be looters. Three warriors were slain and their spirits trapped in their bodies, to serve as guardians to the small stash of coins and scrolls.

The entrance to the chute leading upwards is hidden below water level, so locating the entrance will prove a challenge itself. An iron ladder with creaky rungs climbs 30' to a reasonably dry cavern. The ghouls and ghost will try to knock assaulting persons off the ladder with their longspear before they

can reach the ledge. If these tactics fail, they engage in melee and do the same to Paralyzed victims, who will doubtlessly drown without help. The ghouls and ghost don't need air, so they will be in no danger - except the latter, who will sink like a rock to the bottom of the underground tunnel (41)!

Ghouls (2), HD 2, CR 1

Hp 10, 11

Init +2, Spd 30, AC 14 (+2 Dex, +2 Nat)

Attk +3 Bite d6+1 + Paralysis (DC 14, d6+2 min)

2*+0 Claws d3 + Paralysis

+2 Longspear d8+1 (*3)

+0/+2/+5

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Multiattack, +2 Turn Resistance

Ghast (1), HD 4, CR 3

Hp 32

Init +2, Spd 20, AC 21 (+7 H-Plate, +4 Nat)

Attk +7 Greatsword 2d6+3 (19-20/*2)

+4 Bite d8+1 + Paralysis (DC 15, d6+4 min)

2*+1 Claws d4 + Paralysis

+1/+3/+6

Str 13, Dex 15, Con -, Int 10, Wis 14, Cha 16

Multiattack

Stench (Ex): 10', DC 15, -2 to attk, saves, skills for d6+4 min

Paralysis (Ex): by touch, DC 15, d6+4 min

The treasure is protected by a trapped iron chest (Lightning Blast, CR 3, 5' wide and 50' long, dmg 3d6, Rfx 13 half, Search/Disable DC 25). The contents are: 600 gp, 50 pp, a pearl (120 gp), two eight-sided crystal dice (2*40 gp) and two arcane *scrolls*. Scroll #1 contains *Cloudkill* and *Wall of Iron*, scroll #2 contains *2*Dimension Door*, *Teleport* and *Greater Shadow Evocation*. All spells are cast at level 13.

40. River

This underground waterway comes from the mountains, entering the underground level through a sinkhole (see Entrances). The current makes swimming very challenging in the middle portions (DC 14 or be swept away).

If the heroes are interested in exploring the underground realm after (or instead of) finishing this module, they can visit the caves of the Lizardmen (who worship an ancient demonic statue of gigantic proportions), get captured by the lackeys of Kor the Beholder or even die horribly at the hands of the Duergar

Disputer-cultists. Ultimately, the underground flow leads to another, much younger dimension, where the ancient cities of almost extinct races still stand and their inhuman, uncaring gods feast on the flesh of hundreds of sacrificed slaves. Adventurers in this realm will likely be regarded as demons, gods or just liars who tell tall tales. (Read „*The Sword of Rhiannon*” by Leigh Brackett - it is a good read. Alternatively, substitute something like Hyboria or „*The eye of Argon*”.) But now back to the adventure.

41. Underwater Cavern

This place is dark, very cold and completely deserted. Old, rusty weapons and armor can be found in the mud if the murky depths are explored.

42. The Apparatus

The most treasured possession of the arch-wizard, an *apparatus of Kwalish* he recovered from the City of Ice and Iron, lies submerged in the water. It is slightly rusty and dented, but still has 150 Hp. It is filled with water - operating the controls before polishing them requires a Str check (DC 16). If the players haven't met the Giant Squid yet, it is recommended that you ambush them now, before they can get away with the monetary equivalent of a +8 sword.

43. Underwater Tunnel (EL 9)

A Giant Squid dwells in the furthest reaches of the submerged passage. It attacks without provocation but doesn't pursue intruders beyond room 41. It is advisable that you don't pull any punches with this encounter - killing a Giant Squid in exchange for a *Kwalish* is a bargain even with half of the party dead.

Giant Squid (1), HD 12, CR 9

Hp 72

Init +3, Sw 40, AC 17 (-2 Siz, +3 Dex, +6 Nat)

Attk 8*+15 Tentacle Rake d6+8

+10 Bite 2d8+4

+9/+11/+5

Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2

Improved Grab, Constrict

Ink Cloud (Ex): 1/round as free action. Grants total cover.

Jet (Ex): travel 320' in a round as double move action. Used only in retreat.

44. Muddy Room (EL 4)

A 10' deep pit of thick mud, full of pottery shards lies in the western corner of the room. Two Darkmantles and four Piercers hide on the ceiling.

Darkmantles (2), HD 1, CR1

Hp 11, 5

Init +4, Spd 20, Fl 30 (Poor), AC 17 (+1 Dex, +6 Nat)

Attk +5 Slam d4+4

+3/+2/+0

Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10

Hide +11

Improved Grab, Constrict

Darkness (Su): cast as lvl 5 Sorcerer

Piercers (4), HD 1, CR 1/2

Hp 4, 4, 5, 8

Init -3, Spd 5, Cl 5, AC 16 (+2 Siz, -3 Dex, +7 Nat)

Attk +2 Pierce 2d6 (19-20/*2)

+2 Acid Spray d6 (Only in defense)

+2/-3/+0

Str 10, Dex 4, Con 11, Int -, Wis 11, Cha 9

Hide +19

Improved Critical

45. Empty Room

46. Domain of the Dragon (EL 4)

Belthor, a very young Tar Dragon moved into this section of the caves a month ago. He hasn't done too much exploring here yet, for he is still tired from the trying journey from the underground tar pits, homeland of his kind. Nevertheless, he views anyone except for Lizardfolk possible thieves or dragon-hunters. Unless he is placated with gifts regularly (gems, especially black gems are welcome), he attacks with singleminded determination. If a group of players returns from the tomb laden with treasure, he demands a cut, one half at first (can be bargained down to a quarter), or just attacks anyway.

Belthor, the Tar Dragon (M,1), HD 8, CR 4

Hp 50

Init +0, Spd 40, AC 16 (+6 Nat)

Attk +9 Bite d8+1

2*+4 Claws d6+1

+6/+5/+5

Str 13, Dex 11, Con 13, Int 8, Wis 11, Cha 8

Listen +7, Spot +7, Search +7, Intimidate +6

Power Attack

Immune to fire, sleep and hold effects.

Breathes under water.

Tar Breath (Ex): 60' line of tar, 4d4 Hp, DC 14.

If hit, halves movement due to tar

47. Abandoned cavern

Only glinting stalactites and stalagmites can be found here.

48. Hoard

Belthor made his lair here. His loot lies on the floor. It consists of 3400 sp, 300 gp, a jasper gem (60 gp), an amber gem (110 gp), ten obsidian droplets (10*10 gp). Hidden beneath a heap of coins is a necklace - a *minor circlet of blasting*.

VII. 907 c1Random encounters (10%/hour)

01-25 Skeletons (3d6)

26-50 Zombies (3d4)

51-75 Ghouls (2d4)

76-85 Shadow

86-95 Combinaton

96-00 Adventurers

Skeletons (3d6), HD 1, CR 1/3

Hp d12

Init +5, Spd 30, AC 13 (+1 Dex, +2 Nat)

Attk 2*+0 Claws d4

+0/+1/+2

Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

Zombies (3d4), HD 2, CR 1/3

Hp 2d12+3

Init -1, Spd 30, AC 14 (-1 Dex, +2 Nat, +2

Leather, +1 Sm Iron Shd)

Attk +2 Longsword d8+1

+0/-1/+3

Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1

Toughness, Undead

Ghouls (2d4), HD 2, CR 1

Hp 2d12

Init +2, Spd 30, AC 14 (+2 Dex, +2 Nat)

Attk +3 Bite d6+1 + Paralysis (DC 14, d6+2 min)

2*+0 Claws d3 + Paralysis

+0/+2/+5

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Multiattack, +2 Turn Resistance

Shadow (1), HD 3, CR 3

Hp 3d12

Init +2, Spd 30, Fl 40 (Good), AC 13 (+2 Dex, +1 Defl)

Attk +3 Incorp Touch d6 Str

+1/+3/+4

Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13

Sneak Auto, Hide +8

Dodge, +2 Turn Resistance

Incorporeal: +1 or better to hit, 50% hits are negated. Attacks ignore armor.

Warrior Lvl 2, HD 2, CR 1

Hp 2d8+5

Init +0, Spd 20, AC 16 (+4 Scale, +2 Wooden Shield)

Attk +4 Longsword d8+2 (19-20/*2)

+4/+0/+0

Str 14, Con 12, all else 10

1. Equipment (EL 2)

A workbench with tools (chisels, hammers and iron spikes) and a half carved, broken stone coffin lid serve as clues to the former function of the room. Two Ogre Skeletons keep away intruders.

Ogre Skeletons (2), HD 2, CR 1

Hp 10, 5

Init +5, Spd 40, AC 13 (-1 Siz, +1 Dex, +3 Nat)

Attk 2*+2 Claws d6+2

+0/+1/+3

If the room is thoroughly searched (DC 14), a small bag of 400 sp and a MW light hammer can be found under a loose stone. The equipment (and the light hammer) are the equivalent of a MW carving kit.

2. Dusty Room

Chipped stone shards, rock dust and small stones remain here.

3. Storage

Ten stone coffin lids are stacked against the wall in an orderly fashion. All of them are plain, with no decoration.

4. Closet (EL 3)

Hungry dire rats rush intruders.

Dire Rats (7), HD 1, CR 1/3

Hp 4, 7, 5, 8, 6, 9, 2

Init +3, Spd 40, AC 15(+1 Siz, +3 Dex, +1 Nat)

Attk +4 Bite d4

+3/+5/+3

Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Disease (Ex): Filth Fever. DC 12, incubation in d3 days, Dmg d3 Dex + d3 Con

5. Marauders (EL 4)

An orcish „adventuring party” (read: common ruffians hiding from the law) established a base in the chamber above this room (the upper and lower chambers are identical). They have just returned from the tombs below and are getting drunk, singing lewd songs and swearing like there is no tomorrow. Their wolf pet guards the lower level. If there is commotion, the orcs come down to see what’s up. They don’t attack if the characters are friendly - they even invite them to drink and hear their bragging. If questioned (a hard task, given their current state), they can tell a bit about the Brown Mold and the „Heck-Cow” on the level below, where they found a coffin full of booty.

If they are offered a share of the treasure (1/2 for each) and drinks, they will consider teaming up with the players. If attacked, they fight, cursing their enemies. Two of them are wounded and just flee at the first opportunity.

They have some travel rations, 110 gp and a *potion of jump*.

Orcs (5), HD 1, CR 1/2

Hp 3, 4, 1 (5), 8, 4 (9)

Init +0, Spd 30, AC 14 (+3 Studded, +1 Buckler)

Attk +3 Greataxe d12+3 (*2)

+1 Javelin d6+2 (*2)

+2/+0/-1

Str 16, Dex 10, Con 12, Int 9, Wis 8, Cha 8

Power Attack

Wolf (1), HD 2, CR 1

Hp 14

Init +2, Spd 50, AC 14 (+2 Dex, +2 Nat)

Attk +3 Bite d6+1

+5/+5/+1

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Trip

The corridor under the trap door is narrow, with walls covered by lichen and

moss. It is smelly, too, for the orcs use it as a latrine.

6. Ain’t it cool? (EL 2)

The walls in the small room are covered in a thick layer of brown mold (CR 2, inflicts 3d6 cold subdual/round, destroyed by cold and grows due to fire). A frozen, stone hard body of an orc stands upright in a menacing pose, clutching his greataxe in one hand and a small box with a *quaal’sfeather token (tree)* in the other. Removing the box is impossible without thawing out the corpse or breaking off the fingers. In the latter case, there is a chance that the token (also frozen and fragile) will shatter into pieces, with a 10% chance of taking root there and then.

7. Staircase

Small, harmless (for now) patches of Brown Mold dot the walls. If there is much traffic, they will soon grow to normal size. Scraping them off is a thankless job, but will prevent further growth.

8. Feeding Room (EL 2)

Two ghouls feast on an orcish corpse. They will not aid their companions in room 9.

Ghouls (2), HD 2, CR 1

Hp 11, 12

Init +2, Spd 30, AC 14 (+2 Dex, +2 Nat)

Attk +3 Bite d6+1 + Paralysis (DC 14, d6+2 min)

2*+0 Claws d3 + Paralysis

+0/+2/+5

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Multiattack, +2 Turn Resistance

Their treasure, a strong wooden chest on a stone shelf is trapped with a Poison Needle trap (Search/Disarm DC 22, CR 1, +2 Attk, Greenblood Oil (DC 13, 1/d2 Con). 1500 cp and a *magical copper coin* are the contents. If the magic coin is flipped, it always falls on the side most favorable to its possessor. Of course, there is a chance it will not be found...

9. Crypt (EL 2)

Four open coffins rest against the far wall. Two additional Ghouls guard the entrance.

Ghouls (2), HD 2, CR 1
Hp 15, 20

One of them has a small copper amulet with a citrine stone (40 gp).

10. Crypt (EL 3)

Wooden coffins are stacked up here in alcoves, three in each. There are 21 total here. The central part of the room has a brazier, used for burning herbs and sacrifices. A shadow hides behind the brazier, trying to look like a normal shadow cast by the entrants. It doesn't attack until the room is left and everyone's backs are turned. It then sneaks upon weak-looking enemies and attempts to drain them.

Shadow (1), HD 3, CR 3

Hp 16
Init +2, Spd 30, Fl 40 (Good), AC 13 (+2 Dex, +1 Defl)
Attk +3 Incorp Touch d6 Str
+1/+3/+4
Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13
Sneak Auto, Hide +8
Dodge, +2 Turn Resistance
Incorporeal: +1 or better to hit, 50% hits are negated. Attacks ignore armor.

No treasure can be found on the bodies.

11. Crypt

This room is identical to 10., except for the door to the east. A plaque („*Keynra, Manslayer Supreme - Saviour and Betrayer*”) is mounted above it.

12. Crypt of Keynra (EL 4)

A marble coffin, flanked by two *everburning torches* serves as the resting place for Keynra, a light-footed assassin who saved Zarakaides and his army on one occasion. Later, he turned on his former master, but got caught when he tried to smuggle some battle plans to the church of Kadorto. As a result, he was flayed alive. The remaining bits (and his favourite items) were interred here. Unbeknownst to the fiendish mastermage, Keynra's spirit returned from the Abyss to torment the living and exact vengeance. As the shade is more concerned with Zarakaides than killing, he will not bother intruders unless they loot his coffin.

Keynra's Shadow (1), HD 6, CR 4

Hp 57
Init +2, Spd 30, Fl 40 (Good), AC 13 (+2 Dex, +1 Defl)
Attk +5 Incorp Touch d6 Str
+1/+3/+4
Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13
Sneak Auto, Hide +8
Dodge, +2 Turn Resistance
Incorporeal: +1 or better to hit, 50% hits are negated. Attacks ignore armor.

His horribly deformed body is clad in a dark green cloak, with a +2, *bejewelled dagger* on his side (inset with six small onyx gems) and a broken *lens of seeing* in a pouch around his neck. There is no way to restore the lens.

13. Crypt

Even more coffins on stone shelves (12 total) and yet another brazier.

14. Just a Crypt

Like 13, except one of the coffins lies empty and open on the floor.

15. Wrecked Crypt (EL 3)

An Undead Minotaur from room 53. found its way here, smashed up the coffins, devoured the bones and meat (and two orcs as well). It now waits for more to come. Fortunately, there is no room to use its charge attack here.

Undead Minotaur (1), HD 6, CR 3

Hp 32
Init +0, Spd 30, AC 14 (-1 Siz, +5 Nat)
Attk +9/+4 Greataxe 2d8+4 (*3)
+4 Gore d8+2
+6/+5/+5
Str 19, Dex 10, Con 15, Int 5, Wis 10, Cha 8
Listen +8
Unnatural Cunning (Ex): never caught flat footed.

16. Urn

A small alabaster pedestal stands in the middle, a copper urn resting on it. A small plaque is mounted upon it: „*Rumpel the Swordsman - His Faithful Vigilance Granted Him Eternal Life*”. The ashes in the urn don't belong to Rumpel: they were procured from a random underling. The real tomb lies in area 17., beyond the secret door (operated by turning the pedestal in a clockwise direction - if done the other way, a shadow is summoned). The

mechanism can be discovered by a Search check (DC 15). If the result is 20 or higher, the good direction is also determined.

17. Rumpel the Marginally Dead (EL 5)

The real burial chamber of the fighter is hidden here. Rumpel's soul was summoned after his death and tasked with guarding an important doorway. Alas, the binding failed and the infuriated shade murdered several warriors before it was rebuked and confined to this small closet. As the characters enter the room, he billows forth from his urn as a wraith and attacks. Fortunately, there is no way for him to leave the room.

Rumpel the Swordsman (1), HD 5, CR 5

Hp 35

Init +7, Spd 30/FI 60 (good), AC 15 (+3 Dex, +2 Defl)

Attk +5 Incorp Touch d4 + d6 Permanent Con drain

+1/+4/+6

Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

Hide +11

Incorporeal

Unnatural Aura (Su): No animals come closer than 30'.

Con Drain (Su): Fort DC 14 negates.

Covered by a blue silk sheet, the treasures of Rumpel are as follows: 1000 gp, 200 gp, a +1 splint mail of arrow deflection, a +1 cavalry sabre, a MW Long Dagger (treat as Short Sword), a *potion of CMW* and a *ring of mind shielding*.

18. Chapel (EL 3)

A grim sacrificial altar to Lord Juiblex stands in the center of the room. It is fashioned of pinkish, spongy rock. If blood from a sentient creature is poured on it (from the iron cup resting on its surface), sixteen long, rubbery tentacles sprout from the rock. If there is a sacrifice tied to the stone block on the top, they start to attack it and drain it of blood. Otherwise, they turn on the offerer instead. When they absorb at least 16 con, there is a 50% chance that a small container of slime (random type) materializes on the altar, and a 10% additional chance that a random minor potion or divine scroll is given to the faithful servants of the archdemon. Further sacrifices aren't accepted until a fortnight has elapsed. If the powers of the altars are abused, Juiblex will take note and smite the infidels who try his patience.

Tentacles (16), HD 2, CR 3

Hp 32 (2/tentacle)

Init +2, Spd 0, AC 12 (+1 Dex, +1 Nat)

Attk Hp/2*+0 Bloodsuck 1 Con, 10' reach
+2/+2/+1

Str 10, Dex 13, Con 10, Int -, Wis 8, Cha 1

Patch: one tentacle dies per 2 Hp damage inflicted.

19. Wrecked Room

Yet another room in ruins.

20. Ransacked Crypt

A fierce battle was waged here between the orcs and eight zombies. The orcs won, looted the coffins and departed, except for one of them, who lies dead on the floor.

21. Shrine

Unlike the altar to the south, this closet was used by normal mourners. There is an idol of Juiblex here. Behind him is a peeled painting of a mountain with the shining symbol of Zarakaides floating over it. Small figures venerate the symbol from the top of the mountain.

22. Stairway

A musty, nauseating stench wafts from down below.

23. Here Lies the Acolyte (EL 6)

It is apparent from the marble walls, the six iron braziers, the heavy bronze sarcophagus (covered by gold leaf) and the four bronze salamander statues surrounding it that someone of great status and importance lays within. Indeed, as the carved stone letters on the floor proclaim, „*This Be the Resting Place of Gazemberg, the Spokesman of the Master*”.

Four trapped locks hold the lid - there is no way to break, melt or otherwise open the sepulcher save for *disintegration*. The traps are explained below, but all are DC 25 to Search/Disarm and DC 24 to pick:

#1: Flame Jet (3d6 dmg, Rfx half)

#2: Hail of Needles (+20 ranged, 3d4 (*3))

#3: A Wall of Iron seals the entrance, trapping everyone in the room (the archway to 24. is walled in). The iron wall has a Hardness of 10, 90 Hp/5'*5' area and a break DC of 31.

#4: Smoke billows from the Salamander Statues. A round later they animate as Small Salamanders.

Salamanders (4), HD 3, CR 2

Hp 10, 16, 10, 12

Init +1, Spd 20, AC 19 (+1 Siz, +1 Dex, +7 Nat)

Attk +5 Halfspear d6+1 (*3) + d6 Fire

+3 Tail Slap d4 + d6 Fire

+4/+4/+5

Str 12, Dex 13, Con 12, Int 14, Wis 15, Cha 13

Multiattack, Fire Subtype, Constrict

Heat (Ex): d6 Fire on contact.

The cleric's corpse, clad in a deep green satin cloak of the finest make (worth 700 gp, due to wear and age), clutches a long, blackish wooden staff in his hand. His other belongings are his unholy symbol, an obsidian necklace (10 stones, total worth 140 gp), a topaz ring (200 gp), a jade bracelet (800 gp), a *potion of endurance*, a *jar of nolzur's marvelous pigments* (1 dose) and a *divine scroll (Searing Light, Summon III - Small Salamanders)*. The black staff is a *staff of swarming insects* with 23 charges. The command word (Dark Rain) isn't given and has to be determined by divination.

24. Guardians

Four large coffins with four Ogre warriors guards the sleep of Gazemberg. Or, rather, don't guard it, for they are inanimate and totally dead. Even if they weren't, the walled in archway to the west would prevent them from accomplishing their purpose.

25. Looted Tomb

The lead coffin in the room is empty. A layer of fine glass shards, four iron spikes and a toppled lantern lie before it. A very lifelike dwarven corpse in fine clothes gazes into the empty coffin with a surprised look on his face. He holds a crowbar in one hand and a dagger in the other. No matter how hard the players try, his stiff body will not budge.

26. Off With Their Heads (EL 5)

A marble pillar with a floating, light-radiating glass orb lies in the center of the northern chamber. The faint glow is the result of a *Continual Light* spell. Two decapitated corpses (a warrior in Chain Mail and another in Scale) lie on the floor. If there is movement in the room, three Vargouilles (floating, headlike hellspawn) swoop down to greet their opposition.

Vargouilles (3), HD 1, CR 2

Hp 3, 5, 6

Init +1, Spd Fl 30 (good), AC 12 (+1 Siz, +1

Dex)

Attk +3 Bite d4 + Poison (DC 12, see below)

+3/+3/+3

Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8

Listen +4, Spot +3

Poison (Ex): inflicted wounds can't be healed by magic or rest unless a Neutralize Poison or Heal is used. Slow Poison allows magical healing, but not natural.

Shriek (Su): 60', Fort DC 12 or Paralysis until attacked or the critter leaves. If the save is made, the person is safe from its effects for a day.

Kiss (Su): Only usable on paralyzed opponents. If the victim fails a DC 19 Fort save, he begins to transform into a Vargouille.

-after d6 hours, all hair is lost

-after an additional d6 hours, ears transform to wings, teeth elongate and become pointed fangs, while tentacles sprout on the top of the head

-d6 hours later, the victim loses d6 permanent Cha/Int

-finally, d6 hours later the head tears itself away from the body and flies away as a new Vargouille

-sunlight (natural) stops the process

The glowing glass globe can be removed and stored or pushed around - it always floats 5' above ground, unless weights are tied to it. It is fragile and unwieldy, making transportation a complicated affair. If it were safely escorted to a potential buyer, it could fetch 400-700 gp for its clarity.

27. Crypt

24 coffins lie on each other, a Zombie stored in each.

Zombies (24), HD 2, CR 1/3

Hp 14 each

Init -1, Spd 30, AC 14 (-1 Dex, +2 Nat, +2

Leather, +1 Sm Iron Shd)

Attk +2 Slam d6+1

+0/-1/+3

Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1

Toughness

28. Mass Grave

A 20' deep pit with sixty bodies (slaughtered servants and labourers).

29. Mass Grave

Another 20' pit with fifty bodies.

30. Games of the Necromancer (EL 6)

The door to this room is locked (DC 20) with a brand new lock and protected by a silent Alarm. Iscar, a corrupt elven necromancer uses it as a base of operations. He intends to study the undead inhabitants of the maze (and loot them, if possible). Thus far, he has met with little success - his three bodyguards (in areas 25. and 26., respectively) were slain and the treasures he has found are meager. Until he can decide if he leaves or not, he spends his time with his five Zombie servitors.

Iscar is a treacherous and unpleasant fellow, whose encounters with death have left him a cold and bitter soul. He is extremely unfriendly but offers to hire characters (provided they don't attack on sight) or accompany them. He turns on them at the first opportunity and conserves firepower in case this opportunity presents itself.

Iscar, Elven Necromancer of Little Renown,

Wiz 6 (Nec)

Hp 13

Init +6, Spd 30, AC 12 (+2 Dex)

Attk +4 Darts d4-1

+1/+3/+5

Str 8, Dex 15, Con 10, Int 18, Wis 12, Cha 8

Concentration +8, Spellcraft +12, Knowledge

(arcana) +12, Knowledge (occultism and

anatomy) +12, Sneak +6, Listen +3, Spot +3,

Search +10

Scribe Scroll, Impr Init, Brew Potion, Spell

Focus (Necr)

Spells: 0: 4+1, 1: 4+1, 2: 3+1, 3: 2+1

0: *Disrupt Undead**2, *Light**2, *Dancing Lights* (+)

1: *Ray of Enfeeble**2, *Alarm* (+), *Shield*,

Expeditious Retreat

2: *Ghoul Touch*, *Locate Object* (+), *Web*,

Invisibility

3: *Halt Undead*, *Fireball*, *Haste*

Spells marked with a + are already cast.

Zombies (5), HD 2, CR 1/3

Hp 11, 13, 10, 15, 15

Init -1, Spd 30, AC 14 (-1 Dex, +2 Nat, +2

Leather, +1 Sm Iron Shd)

Attk +2 Slam d6+1

+0/-1/+3

Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1

Toughness

Iscar carries all his treasure on his person: 110 gp, a *potion of CMW*, and two *scrolls*. One has *Fireball*, *Gaseous Form* and *Polymorph Self*, the other, *Invisibility* and 2**Expeditious Retreat*. The second scroll is cursed: using a spell on it causes the reader to double the length of his/her hair.

31. Empty32. Slimy Room (EL 4)

A Gray Ooze is doing its best to gobble up bones and skeletons from the numerous toppled wooden coffins here. It doesn't attack unless provoked. If left alone, it transforms to an Undead Ooze in a day and moves to the location of the staircase on the level above (room 22).

Gray Ooze (1), HD 3, CR 4

Hp 34

Init -5, Spd 10, AC 5 (-5 Dex)

Attk +3 Slam d6+1 + d6 Acid

+1/-4/-4

Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1

Ooze, Blindsight, Improved Grab, Immune to fire/cold/acid

Acid (Ex): Dissolves wood and metal on contact, Rfx DC 19 to avoid.

Constrict (Ex): Automatic Slam and Acid damage, -4 to Rfx saves.

33.-34. Basin

A small basin of unholy water (3 doses each).

35. Room of Bones (EL Varies)

The bones of innumerable human/humanoid skeletons litters the floor of the gigantic hall. If there is movement in the room, there is a 10% chance/round that d4 will animate. As there are some 120-130 skeletons strewn about, this might prove hazardous, especially when hauling large chests full of loot. Fortunately, the bony wardens don't leave the place and collapse back to the floor if ten minutes pass without disturbance.

Skeletons (130), HD 1, CR 1/3

Hp 4 each

Init +5, Spd 30, AC 13 (+1 Dex, +2 Nat)

Attk 2*+0 Claws d4

+0/+1/+2

Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

36. Hall of Trophies

Thirty large *metal shields*, emblazoned with various coats-of-arms hang on the walls of this tall hall. They belonged to minor noblemen slain on the battlefield (or captured and executed). One of them is enchanted (+1), but unless the crest is somehow removed or covered, it will be recognized by members, servants and associates of the noble family it belonged to, which can lead to countless accusations, nasty rumors and misunderstandings.

37. Trophy Room (EL 2)

Another trophy room, this one holds 14 polished human skulls on a shelf (slain noblemen), rusty armor and three tattered battle banners. A huge Fire Giant Skeleton guards the collection.

Fire Giant Skeleton (1), HD 4, CR 2

Hp 27

Init +5, Spd 40, AC 13 (-2 Siz, +1 Dex, +4 Nat)

Attk +4 Greatsword 2d6+4 (19-20/*2)

+1/+2/+4

Str 18, Dex 12, Con -, Int -, Wis 10, Cha 11

38. Crypt

This is the crypt of some minor acolytes. The sarcophagi in the recesses contain a skeleton each, draped in sickly green homespun robes. Each skeleton has d4*5 gp on his body.

39. Looted Crypt

A smallish chamber, decorated with several ornamental murals. The sarcophagus here is broken and empty. An incinerated Mummy lies against the wall.

40. Crypt (EL 3)

Like 39., this is another burial chamber, but it is still intact. A Mummy (desiccated body in a tattered burial shroud) lies under the coffin.

Mummy (1), HD 6, CR 3

Hp 48

Init -1, Spd 20, AC 17 (-1 Dex, +8 Nat)

Attk +6 Slam d6+4 + Rot

+2/+1/+7

Str 17, Dex 8, Con -, Int 6, Wis 14, Cha 15

Despair (Su): Will DC 15 on sight or be paralyzed for d4 rounds.

Mummy Rot (Su): Fort DC 20, incubation 1 day, d6 Con, doesn't heal.

Resist Blows (Ex): ½ damage from physical attacks.

Fire Vulnerability (Ex): double damage from fire.

The sarcophagus holds 120 gp, 200 sp, and a *divine scroll (Invisibility to Undead, Hold Person)*.

41. Master of the Initiates (EL 6)

Bythor, the master of the acolytes rests here - rather uneasily, unfortunately. His crypt is lavishly decorated with carvings, reliefs and murals. The undead cleric is dressed in a green robe like the initiates, but this robe is made of silk instead, with a golden triangle on the back.

Bythor (1), Clr 6

Hp 38

Init +1, Spd 20, AC 19 (+2 Nat, +2 Shield, +5 Breastplate)

Attk +9 Warhammer +1 d8+4 (*3)

+5/+3/+10

Str 16, Dex 12, Con -, Int 8, Wis 16, Cha 14

Weapon Focus (Warhammer), Power Attack

Spells: 1: 4+1, 2: 4+1, 3: 3+1, Destruction, Water

1: *Inflict Light, Command*2, Entropic Shield, Shield of Faith*2: *Shatter, Hold Person*2, Silence, Spiritual Watrhammer*3: *Contagion*2, Deeper Darkness*

Bythor wears a *ring of counterspells (holding Magic Missile)* and also has a *divine scroll (Chill Metal)* and a *potion of Vision*.

42. Staircase (EL 3)

There is a sign on the wall, written in chalk: „*We are down on the lower level, the treasures were hidden there*“. The message is very old and faded. In fact, it is a way to lure adventurers into the staircase: one of the steps is a trap (Spot/Search DC 18), which causes the whole staircase to transform into a ramp. The stairs open above a 60' deep natural cavern (6d6 damage). Getting out of here can be tricky, as there is no exit apart from the one the characters arrived from. Six skeletons are strewn about, with suspiciously shiny bones.

43. Statues

Three statues stand here: an elven woman in loose robes with a staff, a dwarf clad in scale mail (both of his arms are broken off) and a chickenlike monster between them.

44. Supplies

Back when this part of the level served as a temple, the room was used as a storage for ceremonial paraphernalia. Three large candellabra, two boxes full of black candles, five incense sticks and five moldy black robes remain.

45.-46. Urns

These two rooms were converted to hold the ashes of the higher level clerics. As there wasn't enough time, the rooms are rather bare, and the copper urns are stored on simple wooden shelves.

47. Guards (EL 6)

18 Zombies wait in this room. They don't move out of the room, no matter what happens.

Zombies (18), HD 2, CR 1/3

Hp 12 each

Init -1, Spd 30, AC 14 (-1 Dex, +2 Nat, +2

Leather, +1 Sm Iron Shd)

Attk +2 Morningstar d8+1

+0/-1/+3

Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1

Toughness

48. More Guards (EL 5)

Like 47., but with 10 Zombies instead.

49. The First Hall (EL 6)

Once an antechamber to the grand temple of Juiblex, this monstrous, empty hall is now the first line of defense that protects the slumber of the archmage. Four Undead Dire Bats cling to the ceiling.

Undead Dire Bats (4), HD 4, CR 2

Hp 19, 34, 34, 32

Init +6, Spd 20/Fl 40, AC 20 (-1 Siz, +6 Dex, +5 Nat)

Attk +5 Bite d8+4

+7/+10/+6

Attk +5 Bite d8+4

+7/+10/+6

Str 17, Dex 22, Con -, Int 2, Wis 14, Cha 6

Move Silently +11

Blindsight

50. Even More Zombies (EL 5)

Like 47, but 11 Zombies.

51. Surprise, Surprise (EL 5)

10 Zombies.

52. Abandoned Chapel

This room used to be a smaller chapel for meditation. It is empty and barren now, save for the murals, which depict the sacking of an ancient elven city.

53. The Second Hall (EL 6)

The air here is stale and the stench of death is nigh overwhelming. Three Undead Minotaurs protect the rusty iron gate (stuck, DC 20) to the south, pacing back and forth and paying no attention to the outside world. If one listens carefully (DC 20), he hears faint humming from the gate. When the gate is touched by a material being (excluding *Mage Hand*, *Unseen Servant* and the like), a *Magic Mouth* appears and cries: „*Intruders! Wretched thieves! You shall die now, infidels!*”. Immediately, the Minotaurs charge and a battle ensues. The gate is also protected by an invisible *Glyph of Warding* (Search/Disable DC 28), which detonates when the door is thrown open. It inflicts 6d6 damage in 30'

Undead Minotaurs (3), HD 6, CR 3

Hp 34, 47, 40

Init +0, Spd 30, AC 14 (-1 Siz, +5 Nat)

Attk +9/+4 Greataxe 2d8+4 (*3)

+4 Gore d8+2

+6/+5/+5

Str 19, Dex 10, Con 15, Int 5, Wis 10, Cha 8

Unnatural Cunning (Ex): never caught flat footed.

Charge (Ex): 4d6+6

54. Another Chapel55.-56. Nothing Here

This part of the level (including corridors) doesn't exist. Sorry.

57. All This for Nothing?

The iron door to this vault is open and the locking mechanism is dissolved by some sort of acid. Six large stone chests, with a total of 12 gp and a rusty *dagger +1* is all that remains.

58. The Temple of Juiblex (EL 6)

Countless symbols of magic and evil decorates the former cathedral of the Lord of Slimes. The black marble floors is inlaid with shiny copper ornaments, depicting swirling patterns and stars of every possible sort: pentagrams, hexagrams, septagrams, etc. Four large iron braziers are suspended from the ceiling, still burning bright with maximized

Continual Flames. Over the steps lies the altar, with a heavy lead sepulcher resting on its dark surface.

In addition to the menacing nature of the room, a dangerous Undead Ooze guards the place. It is suspended from the ceiling just above the entrance. It tries to fall on the first small group that enters (remember, it is a Huge 10' by 10' critter), needing to roll a ranged touch attack with a penalty of -4 (but possibly attacking by surprise). Due to the dark colour of the ceiling and the smoky haze of the ooze, it gains a +10 bonus to its hide checks while within the confines of the room. Also, when dropping on an unsuspecting adventurer, it engulfs him automatically.

Undead Ooze (1), HD 6, CR 4

Hp 60

Init -2, Spd 25/Cl 25, AC 6 (-2 Siz, -2 Dex)

Attk +4 Slam 2d8

+8/-2/+6

Str 10, Dex 17, Con -, Int 8, Wis 14, Cha 1

Blindsight

Engulf (Ex): take cold damage each round.

Can engulf two M sized creatures.

Cold (Ex): d8/round

Skeletons (Su): 6 at the moment.

Skeletons (6), HD 1, CR 1/3

Hp 6 each

Init +5, Spd 30, AC 13 (+1 Dex, +2 Nat)

Attk 2*+0 Claws d4

+0/+1/+2

Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

The lid of the lead sarcophagus is heavy and hard to lift (DC 22). There is nothing inside save for some kind of blackis, pitchlike goo, which smells of death and inflicts Slimy Doom on touch (DC 14, incubation 1 day, d4 Con and if an additional save is failed, one point is permanent). After a brief moment of silence, a booming voice resounds: „*SEE, HOW I REWARD THOSE WHO FAIL ME? THIS MORTAL TRIED TO USE MY BLESSINGS FOR HIS OWN, BUT HE SUFFERED ULTIMATELY. LEAVE NOW AND NEVER EVER BOTHER A PLACE SACRED TO ME AGAIN*”.

Of course, the voice is just a *Programmed Illusion*. The real mage is hidden better, though he couldn't avoid his fate ultimately. There is a secret doorway to the south that can only be opened by pressing four floor tiles simultaneously. These plates are those four

that have an octagram on them (all others have stars with more or less points). The Search DC is 24, or 10 if someone points out that he is looking for octagrams.

59. The End (EL 8)

A bare, almost empty room hides the bodily remains of Zarakaides and some of his treasure. The corpse is interred in a lead sarcophagus (identical to the one in room 58.), the treasure is locked in four large lead trunks. The trunks are finely engraved by dozens of glyphs and odd magical patterns. If any of these are disturbed, the coffin lid opens and reveals a horrid figure, that of the archmage, cursed to haunt this room for eternity. His wrinkled, parchmentlike skin is black as if blasted by some unholy fire, with empty eyesockets and lumps of charred white hair cling to his bony scalp. The gruesome visage is dressed in a heavy black brocate cloak befitting a prince. Fortunately, he lost his spellcasting powers as part of his punishment, but defeating him will still be a thankless task. The forces that bound the mage make it impossible for him to venture beyond area 53.

Zarakaides, the Mohrg (1), HD 14, CR 8

Hp 118

Init +5, Spd 30, AC 19 (+1 Dex, +4 Nat, +2

Ring, +2 Bracers)

Attk 2*+12 Slam d6+5

+7 Tongue Touch Paralysis (DC 17, d4 min)

+4/+5/+9

Str 21, Dex 13, Con -, Int 20, Wis 10, Cha 14

Impr. Init, Impr. Grab, Mobility, Dodge

+2 ring of deflection, +2 bracers of armor

And what of the rewards? When the undead fiend is defeated, its treasures are ripe for the picking. The four lead chests all contain fiendish traps, which may serve as a revenge of the now departed magician.

Chest #1 is protected by a *Fire Trap* (Search/Disarm DC 28, save DC 18, damage d4+18 in 5'). It contains 3000 sp, 600 gp, a bloodstone worth 60 gp and a large pearl worth 600.

Chest #2 is warded by a *Teleport* trap (S/D 30, save DC 20), which transports the person opening it to the entrance of the labyrinth. It contains 4000 sp, a golden music box worth 1400 gp, a mauve silk belt worth 40 gp and a thin gold chain worth 50.

Chest #3 is protected by *Explosive Runes* (S/R 28, no save for opener, DC 18 for others, damage 6d6 in 10'). It holds 2000 gp, an aquamarine (600 gp) and a sapphire ring (1000 gp).

Chest #4 is protected by *Word of Chaos* (S/R 32, NO save, see PHB for details). It is the most valuable of the lot, as it contains the following items:

*+2 light crossbow

*potions of *Alter Self*, *Levitate*, *Blur*, 2**CMW*, *Tongues and Spider Climb*

*ring of *climbing* (cursed - wearer's sex changes permanently)

*three scrolls (one has *Identify**2 and *Spectral Hand*, the second *Bull's Strength and Lightning Bolt* (10d6), the third *Summon III*, *Lightning Bolt* (8d6), *Invisibility Sphere*, *Greater Magic Weapon*, *Confusion* and *Minor Globe of Invulnerability*)

*wand of *CLW*, 24 charges, no command word given (Bomada) and cursed (only works in darkness)

*wand of *Knock*, 12 charges, no command word given (Xi Xia Xoxen Xax)

*dust of *tracelessness* (6 pinches)

*candle of *invocation* (CE)

*stone horse (cursed: 5% cumulative chance after each use to turn into a flesh horse)

*maul of the titans

Additionally, resourceful (and very-very sick) parties might procure some magic items from the corpse of the wizard (no further enchantment needed): *hand of glory*, *darkskull*, *skull mask*. Deeds like this, of course, will surely draw the attention to good clerics and/or paladins who take part in such grisly deeds.

60. An Additional Deathtrap (EL 4)

This staircase is an illusion. When someone sets foot on it, he must roll a Balance check (DC 14) or fall into a 70' deep pit (7d6) filled with Brown Mold (3d6 cold damage/round). Naturally, the icy cold emanating from the staircase might serve as a nice tip for those who aren't too careless...

***THUS ENDS THE JOURNEY TO THE
TOMB OF THE MAGICIAN***