

DUNGEON DELVE

Fantasy Game Adventure

Labyrinth of the Dweller

by R. Nelson Bailey

AN ADVENTURE FOR CHARACTERS LEVELS 6-8



Wise seers and sages believe the Caverns of Azek-Vhool hold a great and powerful treasure. They say that the Gate of the Gods — created at the dawn of time and hidden from the eyes of mortals for eons — lies within its deepest pit. Finding it is no simple matter as hordes of giants, ogres, and worse dwell within these benighted caves. The labyrinth only gives up its dark secrets and fabulous treasures to those bold and lucky enough to survive its terrors.

This challenging module contains two dungeon levels, two maps, and nine new monsters. Detailed notes, encounter descriptions, and optional gameplay rules are included for the Game Master.

DUNGEON DELVE SPECIAL #2

THE LABYRINTH OF THE DWELLER

by R. Nelson Bailey

A FIRST EDITION ADVENTURE FOR 5-7 CHARACTERS LEVELS 6-8



Wise seers and learned sages believe the Caverns of Azek-Vhool hold a great and powerful treasure. They say that the *Gate of the Gods* — created at the dawn of time and hidden from the eyes of mortals for eons — lies within its deepest pit. Finding it is no simple matter, as hordes of giants, ogres, and worse dwell within these benighted caves. The labyrinth only gives up its dark secrets and fabulous treasures to those bold and lucky enough to survive its terrors.

This challenging module contains two dungeon levels, two maps, and nine new monsters. Detailed notes, encounter descriptions, player handouts, and optional game play rules are included for the Game Master.

DUNGEON DELVE SPECIAL adventures by Dungeoneers Guild Games are classic-style modules designed to fit into any campaign for the Advanced 1st edition game. With little effort they can easily be adapted to most fantasy role-playing games, including the Advanced 2nd edition game, the Original game, the B/X and BECM1 ("Basic") games, and most old-school renaissance (OSR) role-playing systems.

© 2022 Dungeoneers Guild Games. All rights reserved.



ISBN 978-1-7923-5706-0
ISBN 978-1-7923-5707-7 (E-book)

1008e

DUNGEON DELVE SPECIAL #2

LABYRINTH OF THE DWELLER

LABYRINTH OF THE DWELLER is an adventure designed for 5 to 7 characters of levels 6 to 8 (about 40 levels in total). The characters will explore the Caverns of Azek-Vhool — a vast cave system home to a tribe of hill giants and their allies. The **player characters' (PCs)** ultimate goal, however, is to locate a fabled artifact called the **Gate of the Gods**. Before commencing play, the **Game Master (GM)** should read the entirety of the module to familiarize themselves with the denizens of the caves, its traps and tricks, and the adventure's basic plot and structure. At least two fighter-type characters, optimally one a ranger or paladin, and one or two clerics are essential to ensure that the players have a chance to survive. Additionally, the party must contain at least one magic-user to overcome the **Gate's** magical wards.

Introduction

Long ago, in that golden age when the footsteps of the gods still shook the land, the exultant ones took rest and surveyed the newly-formed world. Delighting in their handiwork, they conceived of a gift to bestow on their most favored creation — humankind. This gift, so they believed, would be of inestimable benefit to the humans who populated its lands. Combining their divine knowledge, the great immortals created a magic portal of unparalleled potency — called by some the "**Gate of the Gods**". The artifact allowed mortals to summon beings from other planes, or to travel the multiverse. Humanity, however, soon showed it lacked the wisdom to use this gift for the greater good. Instead, they exploited its powers only for selfish purposes, using it to dominate and clash with their own kind and other races. In their insensate rage, the gods smote the ground under which their creation rested. The earth swiftly swallowed the gate, hiding it from those who would misuse its power. The secreted portal came to rest in the bowels of a lightless cave system — the Caverns of Azek-Vhool. With it, the gods placed formidable wards to thwart those foolish enough to seek out the Wondrous Gate.

In the intervening millennia, the tales of the **Gate of the Gods** survived, though much knowledge concerning its powers was lost. Kings and rogues, sorcerers and adventurers, all sought after this legendary artifact. Sages spent decades studying tomes of forgotten lore for a mere passing mention that could shed light on its whereabouts. Countless fortunes were gambled and lives were risked on these fruitless pursuits for power and glory. None, however, were successful in their efforts to find the gate.

In recent years, a number of enterprising individuals and parties have sought after the Wondrous Gate in earnest. Enough clues have been pieced together to provide those bold enough a location to start their search. It is believed that the Gate's hiding place lies somewhere within a range of inhospitable hills beyond the civilized lands of humankind. These forlorn crags have a reputation for harboring fell monsters — humanoids, giants, dragons, and more. However, few who have ventured into these desolate hills have ever returned to tell their tales.

BACKGROUND & NOTES FOR THE GAME MASTER

Innumerable creatures and races have inhabited the caverns of Azek-Vhool in the many years since the gate first appeared there. The most recent residents are a tribe of hill giants. These fearsome monsters dominate the upper cave system (**MAP I**, p. 34), along with their ogre and troglodyte allies.

The lower level of the complex (**MAP II**, p. 35) is a vast labyrinth of twisting passages and gloomy caves. An yg'nalath demon, named Asumu, rules over this maze. Hordes of undead and mi-

nor demons that dwell in this black pit serve as its legions. Herein also lies the **Gate of the Gods**. It consists of the **Three Veils** (AREA 49) that prevent access to the chamber of the **Tetrahedron Monolith** in AREA 50.

The hill giants revere Asumu — whom they call the "**Dweller in the Pit**" — as the protective spirit of their clan. They supply this demon with the victims it desires, and keep interlopers from locating its sanctuary. Periodically, these giants descend from their hilly redoubt to raid human settlements in the lowlands. When they do, they always return with a prize of human and demi-human captives to present to the Dweller as an offering.

Getting Started

This work provides no predetermined scenario to get the PCs involved in the expedition to the caverns. Instead, the GM should design one that best fits their own campaign needs. A few starting possibilities include:

- 1) A benefactor hires the PCs to locate the **Gate of the Gods**.
- 2) The PCs hear rumors of the giants attacking human settlements and head out to battle them.
- 3) The party stumbles across the caverns whilst traveling to another locale.

ABBREVIATIONS

The following abbreviations appear throughout this module:

AC = Armor Class; **MV** = Move; **MC** = Maneuverability Class; **HD** = Hit Dice; **hp** = hit points; **#AT** = Number of Attacks; **Dmg** = Damage; **SA** = special attack; **SD** = special defense; **MR** = magic resistance; **INT** = monster's intelligence rating; **AL** = alignment; **L** = large size; **M** = medium size; **S** = small size; **xp** = experience point value; **THACO** = the number to hit AC 0; **C** = chaotic; **L** = lawful; **E** = evil; **G** = good; **N** = neutral; **F** = Fighter; **MU** = Magic-User; **C** = Cleric; **T** = Thief; **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **CH** = Charisma; **d** = type of die; **rd/rds** = round/rounds; **cp** = copper piece; **sp** = silver piece; **ep** = electrum piece; **gp** = gold piece; **pp** = platinum piece.

RESIDENTS OF THE CAVERNS

Giants & Their Allies: The current tribe's chief, an ambitious hill giant named Mjemmorg, seeks to expand the influence of his folk beyond the caves of Azek-Vhool. The hill giants numbers are greatly increased by the presence of many ogre and mogruan allies — the latter being a hybrid of ogre and hill giant parentage (see the "**New Monsters**" section, pp. 25-26). Furthermore, the chief has the vassalage of a tribe of troglodytes. Bolstered with these additional forces, Mjemmorg plans to eliminate all neighboring groups of giants and humanoids who compete with his clan for treasure and food. He also believes that additional sacrifices to Asumu will help the giants overcome their enemies in battle.

When humans or demi-humans are encountered, the hill giants and their allies attempt to capture as many as possible. They do this by pummeling the PCs unconscious, or by grappling and overbearing them with their greater strength. However, being thick-headed brutes, these monsters only think to do this in 50% of all encounters with the party.

Adult combatant giants, mogruans, and ogres who reside in the caverns carry a variety of weapons. Roll 1d20 and consult the following table to determine what type of arms each individual wields in combat. Optional rules provided in this work to scale specific weapon type damage to a monster's size. See **APPENDIX: SCALED WEAPON DAMAGE**, p. 27, for these rules.

1d20	Result
1-3	Axe, battle
4	Axe, great*
5-6	Axe, hand
7-11	Club
12	Flail, footman's
13	Mace, footman's
14-17	Morning star
18-20	Spear

* Treat as a halberd.

Most of the adult hill giants possess some sort of personal treasure. Juveniles and young never have any. Roll 1d12 on the table below to determine the type and amount each individual carries on their person, typically in a large sack:

1d12	Result
1-4	None
5-6	1d6 x 100 sp, 1d3 x 100 ep
7-9	1d4 x 100 gp
10	1d4 x 100 gp, 1d4 x 100 ep
11	1d4 x 100 gp, 1d4 base 10 gp gems
12	1d4 x 100 gp, 1d3 pieces of 50 gp jewelry

Adult ogres typically carry 2d12 gp each on their persons, while each mogruan has 5d12 gp each. In addition to coinage, there is a 20% chance that each individual mogruan also carries 1d6 base 10 gp gems.

If an alarm has yet to be raised by the giants and their allies, these dim-witted monsters might mistake the PCs for guests or visitors. That the chief is currently hosting guests in AREA 28 (q.v.) lends credence to this assumption. Giants have a 30% chance to misidentify the party as such, while the ogres, mogruans, or trolls have a 50% chance to do so. Reduce chances by 20% if dwarves are present in the party. Monsters that believe the PCs are guests refrain from attacking them. However, they still might bully, harass, or intimidate the party for food, treasure, and/or fun. This ruse no longer succeeds once the giants are aware of intruders in their home.

Troglodytes: The troglodyte clan that resides in the caverns serve as vassals to the hill giants. They provide military assistance by fighting the enemies of the giants when needed. They also perform menial tasks for their masters, and pay them tributes of food and treasure. However, resentment has grown amongst the troglodytes due to the unequal conditions of their servitude. In battles, they bear the brunt of attacks, suffering great losses. Furthermore, they must surrender 70% of any treasure and food they find to the hill giants. Enterprising characters could exploit this resentment by recruiting the troglodytes to help battle the giants. Characters have a 3% chance per point of Charisma to successfully persuade a group of troglodytes to join with them. Subtract 2% for each troglodyte the party has slain. Add 1% for each 100 gold pieces worth of tribute given to the humanoids to a maximum of 10%. If the party convinces Yuruz, the troglodyte chieftain (see AREA 3), to switch sides, he brings 50% to 80% (1d4+4 x 10%) of the tribe with him. If the chieftain is not involved in the negotiations, a single group of no more than 2d4 troglodytes at a time will defect.

Roll on the table below to determine the weapon type carried by a troglodyte warrior:

1d20	Result
1-6	No weapon carried
7-8	Axe, battle (stone)†
9-10	Club
11-15	Javelin-darts* (2)
16-17	Morning star (stone)†
18-19	Spear (stone)†
20	Sword**

† **Optional Rule:** Stone weapons are less durable than those fashioned from metal. As such, they shatter whenever a *natural* "1" is rolled on a d20 during melee. Broken weapons are useless for any further attacks.

* These weapons inflict 2d4 damage. Troglodytes gain a +3 'to hit' when throwing them.

** Roll 1d6 to determine the type of sword used: 1) bastard; 2-3) broad; 4-5) long; 6) two-handed.



Returning to the Caverns: If the party assaults the complex and then withdraws, the giants set an ambush in AREA 1. A great 20' x 30' weighted net is strung from the ceiling in the tunnel just east of this area; this net is stored in AREA 33. A mixed group consisting of 1d8+8 hill giants, ogres, mogruans, and/or troglodytes waits on the hidden shelf ("A"), in the side cave ("B"), and in the main passageway to the west of this area. The GM should determine the exact composition of the group based on the number of these monsters still living. The party has a base 25% chance plus 5% per individual present to spot the net. If not discovered, it is dropped on them as they walk under it. Each PC must save vs. Breath Weapon, or become pinned under the net. Trapped characters can extricate themselves, or other PCs, by cutting their way out. A total of 12 points of damage to the net with a small-sized slashing weapon, such as a dagger, will free a single PC. The ambush party attacks once the trap is sprung, starting with hurling boulders. Attacks on pinned PCs are +4 'to hit'. They also lose any Armor Class bonuses from Dexterity and cannot employ shields. Spells with somatic components fail 100% of the time. If possible, the giants attempt to capture the party members. Any PC who surrenders or is seized are stripped of their gear and taken to the stockade pen in AREA 33. Additional ambushes elsewhere in the caves as devised by the GM are encouraged. Incautious players who think they can just stroll back in after wreaking havoc are in for a rude awakening!

Physical Properties of the Caverns: The system of caves that makes up Azek-Vhool is formed from limestone. As such, flowstones, cave curtains, stalactites, and stalagmites are common in most areas. Loose boulders and scree often cover the floors. Fifty percent (50%) of individual caves have uneven floors. This makes hasty movement in these areas difficult, reducing a PC's Move Rate by one-third (33%) for safe movement. Ceiling height in passages ranges from 11' to 16' (1d6+10). Caves have ceiling heights from 12' to 22' high (2d6+10), with some larger caves having ceilings up to 25' or higher.

Entrance: A well-worn track runs up a rocky slope to the cave opening that serves as the entrance to the caverns. A vertical cliff face rises 60' above it. Thick brush and a few large shrubs flank the 30' high, 20' wide opening. The passage inside leads 50' to AREA 1. Tracks of giants, humanoids, and other monsters leading into and out of the entrance are plentiful.

DUNGEON LEVEL I — THE UPPER CAVERNS

RANDOM ENCOUNTERS

A variety of monsters roam the upper cavern complex. They typically fall into one of two categories: vermin/scavengers (i.e., slimes, giant rats, giant beetles, etc.), or giants and their minions (i.e., ogres, mogruans, troglodytes, and trolls). The former category has a nearly unlimited number of each type the party can encounter. The latter category possesses a finite number of individuals that can appear randomly. No exact number of these monsters has been given in this text. However, as the party clears out areas, those types of monsters become less common with fewer numbers encountered. For instance, if the party has depopulated all or most of the troglodytes in the numbered areas, the GM can reduce their numbers by 50%, or choose to ignore that encounter altogether. Use your best judgment to determine if an encounter makes sense for the situation.

Check for random encounters once every three turns; encounters occur on a roll of a 1 on a d6. If the die indicates an encounter, roll a d20 and consult the table below to determine the type of creature and the number appearing.

1d20	Encounter	# Appearing
1-2	Troglodyte	2d4
3-4	Ogre/mogruan	1d6
5-6	Giant rat	4d4
7-8	Giant bat	2d4
9-10	Hill giant	1d3
11-12	Giant lizard	1d3
13	Giant boring beetle	1d3
14-15	Green slime	1d4
16	Troll	1d2
17-18	Stirge	1d6+1
19	Leucrotta	1d2
20	Boggart	1

1-2. TROGLODYTE

There is a 70% chance this is a group of males either transiting to a numbered area, patrolling the complex, or returning from a hunting expedition outside the complex. If the encounter consists of females (30% chance), they are either transiting to a numbered area, or heading out to gather food elsewhere in the caves.

Troglodyte: AC 5; MV 12"; HD 2 (females: 1 + 1); hp 10 each (females: 5 each); #AT 3 or 1; Dmg 1d3/1d3 claws, 1d4+1 bite, or by weapon type; SA **revulsion odor** (humans & demi-humans must save vs. Poison or lose 1 point of STR per rd. for 1d6 rds., lasts 10 rds.); SD surprise on 1-4 on a d6 when camouflaged; INT low (5-7); AL CE; Size M; xp 56 each (females: 38 each); THACO 16 (females: 18); MM 97.

3-4. OGRE/MOGRUAN

Of the 1d6 ogres encountered, there is a 50% chance that 1d2 of their number are actually mogruans. These monsters are most likely scavenging for food or looking for trouble to relieve their boredom. Sixty percent (60%) of these monsters are male, and 40% are female. See "**Giants & Their Allies**", p. 3, to determine any personal treasure they might carry.

Ogre: AC 5; MV 9"; HD 4 + 1; hp 20 each (females: 16 hp each); #AT 1; Dmg 1d10 or by weapon type +2 (females: 2d4); INT low (5-7); AL CE; Size L (9' + tall); xp 190 each (females: 170 each); THACO 15; MM 75.

Mogruan: AC 4; MV 12"; HD 6 + 3; hp 30 each; #AT 1; Dmg 2d6 or by weapon type +6; SA hurl rocks for 2d6 damage (**range:** S=5"/M=10"/L=15", min. 1"); INT low to average (5-8); AL CE; Size L (10' + tall); xp 590; THACO 13; New Monster.

5-6. GIANT RAT

An unlimited number of these large vermin roam the cave system looking for food. With the exception of fire, few things can frighten them away.

Giant rat: AC 7; MV 12"/6"; HD 1/2; hp 3 each; #AT 1; Dmg 1d3 bite; SA bite inflicts disease (5% chance); INT semi- (2-4); AL N(E); Size S; xp 10 each; THACO 20; MM 81.

7-8. GIANT BAT

There is only a 30% chance that these bats will attack the party. Typically, they will make several close flybys to determine if the PCs are suitable as food before leaving. However, they defend themselves if attacked.

Giant bat: AC 8; MV 3"/18" (MC: C); HD 1; hp 5 each; #AT 1; Dmg 1d4 bite; SD -3 'to hit' with missile weapons; INT non- (0); AL N; Size S (5'-6' wingspan); xp 15 each; THACO 19; FF 14.

9-10. HILL GIANT

Fifty percent (50%) of randomly encountered hill giants are males, 40% are females, and 10% are adolescents. These giants roam the cave complex looking for fun, such as harassing troglodytes, pitching boulders at wandering giant beetles, and so forth. These lazy giants rarely hunt, leaving that up to their ogre and troglodyte underlings. However, they frequently leave the complex to look for victims to ambush or rob. There is a 15% chance that 1d2 giant lizards (see below) accompany these giants, and 10% that one carries a **stink pot** (see AREA 25, p. 10, for details). See the “**Giants & Their Allies**” section, pp. 2-3, for possible treasure carried by individual hill giants.

Hill giant: AC 4; MV 12”; #AT 1; SA hurl rock (**range:** S=5”/M=10”/L=20”, min. 1”); SD catch hurled boulders 30%; INT low (5-7); AL CE; MM 45.

Males: HD 8 + 1-2; hp 42 each; Dmg 2d8 melee attack or hurled rock; Size L (10 ½’ tall); xp 1804 each; THACO 12.

Females: HD 6; hp 28 each; Dmg 2d6 melee attack or hurled rock; Size L (9 ½’ tall); xp 518 each; THACO 13.

Young: HD 6 to 1; hp 26 each (6 HD); 23 each (5 HD); 20 each (4 HD); 16 each (3 HD); 10 each (2 HD); 6 each (1 HD); Dmg 1d10 (HD 6 to 4) or 1d8 (HD 3 to 1) melee attack or hurled rock; Size S to L; xp varies; THACO 13 to 19. Roll 1d6 to determine the Hit Dice of each young encountered.

11-12. GIANT LIZARD

These stupid, oversized reptiles serve as guards and companions for the hill giants. They are usually encountered wandering the caves looking for a meal, or simply resting in a passage. Giant lizards immediately attack any non-giant or ogre they encounter 50% of the time.

Giant lizard: AC 5; MV 15”; HD 3 + 1; hp 16 each; #AT 1; Dmg 1d8 bite; SA attack rolls with a *natural* “20” indicate the lizard has locked its jaws onto its target inflicting double damage; INT non-(0); AL N; Size L (15’ long); xp 189 each; THACO 16; MM 61.

13. GIANT BORING BEETLE

Wandering giant boring beetles are scavenging for fungi or mold to feed on when encountered. They are smart enough to avoid the giants, ogres, and troglodytes that live in the complex. They aggressively protect their territory, attacking anything that does not keep its distance.

Giant boring beetle: AC 3; MV 6”; HD 5; hp 22 each; #AT 1; Dmg 5d4 bite; INT animal (1); AL N; Size L (9’ long); xp 200 each; THACO 15; MM 9.

14-15. GREEN SLIME

Colonies of green slime grow profusely in the cave complex, feeding on carrion and small creatures, such as bats and rats. However, slime-eating predators like boring beetles and puddings keep their numbers in check. Ninety percent (90%) of the time, green slimes encountered cling to the ceiling unseen to drop onto prey underneath. The other 10% of the time, they lie on the floor of a passageway or room waiting to be stepped on.

Green slime: AC 9; MV nil; HD 2; hp 9 each; #AT nil; Dmg nil; SA consumes wood, leather, and metal, infects living flesh, turning it into a green slime in 1d4 rounds; SD immune to most physical attacks and spells, harmed by fire; INT non-(0); AL N; Size S (3’ patch); xp 628 each; THACO nil; MM 49.

16. TROLL

Few trolls reside within the cave system, so most likely (85%) of these fellows are visiting from elsewhere. The giants consider these creatures allies, allowing them to enter the complex freely as long as they respect the clan’s rules.

Troll: AC 4; MV 12”; HD 6 + 6; hp 28 each; #AT 3; Dmg 1d4+4/1d4+4 claws, 2d6 bite; SA divide attacks against up to 3 opponents; SD **regenerates** 3 hp/rd., killed by fire or acid; INT low (5-7); AL CE; Size L (9’+ tall); xp 749 each; THACO 13; MM 97.

17-18. STIRGE

These flying vermin roam the complex, preying on warm-blooded creatures (i.e., ogres, hill giants, giant bats, giant rats, etc.). Once satiated by draining a victim of 12 hit points of blood, the stirge flies back to its roost to rest.

Stirge: AC 8; MV 3”/18” (MC: C); HD 1 + 1; hp 6 each; #AT 1; Dmg 1d3 proboscis; SA strikes as a 4 HD monster, drains 1d4 hp of blood/rd.; INT animal (1); AL N; Size S; xp 48 each; THACO 15; MM 92-93.

19. LEUCROTTA

Leucrotta prowl the cave system hunting for an easy meal. Their usual victims include vermin and an occasional young troglodyte or ogre. However, these monsters’ preferred meal are humans and demi-humans.

Leucrotta: AC 4; MV 18”; HD 6 + 1; hp 32 each; #AT 1; Dmg 3d6 bite; SA mimic voices; SD 1d6 rear kick; INT average (8-10); AL CE; Size L (9’ long); xp 731 each; THACO 13; MM 60-61.

20. BOGGART

These elusive creatures typically take the form of a troglodyte whelp or juvenile gnome to attract prey. They prefer to attack lone victims. When confronted by larger groups, such as a group of adventurers, a boggart uses its **confusion** ability before concentrating physical attacks on a single target.

Boggart: AC -6; MV 18” (MC: A); HD 6; hp 28 each; #AT 1; Dmg 2d6 electrical touch; SA discharge electricity up to 10’ (save for half damage), **polymorph** (at will into demi-human, humanoid, or will-o-wisp forms), **confusion** (1/day; 30’ radius, 1d6+6 duration), become **invisible** up to 12 rds., (**limited**) **ESP**, **pass through solid objects**; SD immune to all spells except **magic missile**, **protection from evil**, and **maze**; INT very to exceptional (11-16); AL CE; Size S (2’ tall); xp 793 each; THACO 13; MM 19-20.

KEY TO THE UPPER CAVERNS (USE MAP I)

1. SENTRY POST

A. Hidden Shelf: Four troglodytes (hp 14, 12, 10, 9) stand guard on a 5’ high recessed shelf to the north side of the main passage. Three of the guards are armed with two javelin-darts apiece (see the “**Residents of the Caverns, Troglodytes**” section, p. 3, for details concerning these weapons), while the fourth (hp 14) wields a stone battle axe. They conceal themselves using their **chameleon** ability (q.v.). If unseen, these guards wait for the PCs to pass by before hurling a volley of javelin-darts, surprising them on a 1-4 on a d6. They bellow warning cries to alert the ogres across the passage (see below). The largest troglodyte wears a crudely carved ivory necklace (25 gp value); the other three possess no treasure.

B. Side Cave: A moth-eaten skin conceals the entrance to a side cave that holds two ogre sentries (hp 24, 22) armed with

morning stars. The pair rush out to investigate any noises in the main passage, such as the sounds of battle or loud voices. The 24 hp ogre also carries a signaling horn to warn the rest of the complex of intruders. However, this thickheaded lout has only a 30% chance to actually use it should trouble occur. For treasure, one has 43 gp, and the other has 28 gp and a base 10 gp obsidian gem. The small chamber contains a few stone stools, and a maggot-ridden haunch of unidentifiable meat.

2. TROGLODYTE DEN

Seven shallow pits lined with dried rushes serve as sleeping pallets for troglodytes who reside here. Hordes of fleas and ticks crawl throughout the smelly bedding. The only other items of note are a dozen stone stools. Currently, 18 troglodytes — 10 males (hp 14, 13 [x2], 12, 10, 9, 8 [x2], 7 [x2]) and eight females (HD 1 + 1; hp 9 [x2], 8 [x3], 6 [x2], 5) — occupy this cave. These creatures spring up to attack anyone entering their den other than a fellow troglodyte or hill giant. Five males attack with teeth and claws, three have stone battle axes, and two have stone morning stars. Any melee or similar commotion occurring here draws the attention of the troglodytes in AREA 3, who arrive in 1d2 rounds.



3. TROGLODYTE CHIEFTAIN'S CAVE

The tribe's chieftain, Yuruz, resides in this large cave. A crude throne constructed of stone slabs and decorated with human and demi-human skulls abuts the north wall. The cave holds four sleeping pits (see AREA 2) and a great stone slab table. Currently, 14 male (see below) and six female troglodytes (HD 1 + 1; hp 9 [x2], 8, 7, 6, 5) sit around the table feasting on a half dozen giant bats, giant beetle eggs, and some squirming rot grubs. Two cracked clay pots hold fermented **violet fungi wine**. This beverage acts much like alcohol to troglodytes. However, any non-troglodytes who drinks it must successfully save vs. Poison, or die from their organs rotting in 1d3 turns. Even with a successful save, the drinker becomes violently ill and incapacitated for 1d4 hours. A **cure disease** (q.v., 3rd-level cleric spell) prevents the drinker from dying or becoming sickened.

Nine of the male troglodytes are the standard type (hp 15, 14, 12, 11 [x4], 10 [x2]). Five are armed with stone battle axes, and four have stone morning stars. The chieftain's four bodyguards (AC 4; HD 3; hp 21, 20, 19, 16) are armed with broad swords and shields. Furthermore, they each have a single javelin-dart coated with paralytic poison that they throw in the initial round of combat. Those struck with these missiles must successfully save vs. Poison or become paralyzed for 1d6 turns. The chief-

tain, Yuruz, has 6 Hit Dice, 36 hit points, and uses a **shield +2**, giving him an Armor Class of 2. He wields a **battle axe +1** in melee. Additionally, he wears two gold armbands (200 gp value each) and a **necklace of missiles** (one 5-HD and two 3-HD globes). He uses these deadly missiles should combat begin to go against his people.

Treasure: The chieftain stores his treasure in a cavity under the seat of his throne (locate as a secret door). The treasure consists of 5,247 sp, 988 ep, and eight base 50 gp rock crystals. Yuruz fears that one of his enemies or rivals will attempt to steal his treasure. As such, he has placed an underfed giant spitting cobra in the cavity. This creature spits at anyone opening the lid, surprising on a 1-4 on a d6.

Giant spitting cobra: AC 5; MV 12"; HD 4 + 2; hp 18; #AT 1; Dmg 1d3 bite + poison; SA spit poison up to 3"; INT animal (1); AL N; Size M (8' long); xp 480; THACO 15; MM 88-89.

4. TROGLODYTE DEN

Six rush-lined sleeping pits (see AREA 2) and the broken stumps of several stalagmites line the floor of this cave. Twenty-four troglodytes currently occupy this area: 14 males (hp 14 [x2], 12 [x2], 11 [x2], 10 [x2], 9 [x3], 8, 7, 6), six females (HD 1 + 1; hp 9, 7, 6, 4, 3, 2), and four non-combatant young (hp 3, 2, 1 [x2]). Additionally, a trained giant boring beetle (hp 25) is tethered to a small stalagmite. If melee breaks out here, a troglodyte untethers the insect, who joins the fray. No treasure is found in this location.

5. FUNGUS GARDEN

Thick clusters of toadstools rising up to 4' tall cover the floor of this cave. A narrow path that winds through the garden leads to an opposite exiting tunnel. Six troglodyte guards (hp 12, 11 [x2], 10, 9, 7) armed with two javelin-darts each watch both passages while hiding amongst the fungi growths. As such, anyone entering here has only a 10% chance to notice them. They attack any non-allied intruders entering their cave. Twelve of the toadstools in here are violet fungi. The troglodytes can easily avoid these growths and their deadly touch. However, PCs moving off the path into the fungi growths have a 50% chance each round to be struck by 1d3 violet fungi branches. (Note that these fungi must make an attack roll to successfully strike a target.) Additionally, each troglodyte carries a gourd of fermented **fungi wine** (see AREA 3).

Violet fungi (12): AC 7; MV 1"; HD 3; hp 17 (x2), 16, 15 (x2), 13 (x3), 12, 11, 8 (x2); #AT 1d4; Dmg 1d4 touch; SA touch rots flesh in 1 rd. (save vs. Poison to avoid); INT non- (0); AL N; Size M (4' tall); xp varies; THACO 16; MM 42.

6. THE DRIPPING STALAGMITES

Numerous icicle-like stalactites hang from the ceiling of this cave, while stump-like stalagmites, ranging from 1 to 3' tall, rise from the floor to meet them. Water dripping from the former gathers in a shallow pool in the western portion of the cave. The pool is 2' at its deepest. While the water is clear, it contains heavy amounts of mineral deposits that makes it unpotable to humans and demi-humans. A passage containing a rising set of naturally-formed stairs leads south out of this area.

7. FUNGI FOREST

A dense fungi forest sprouts from the loamy earth of this cave, while large shelf fungi grow from the walls. Toadstools up to 5' tall are found here. A narrow path cuts through the forest before forking. Harmless cave crickets and beetles, both up to 1' long, crawl through the growth. Periodically, a large bat from AREA 9 flies through the cave, snatching up one of the insects.

8. CAVE OF THE BLACK PUDDING

On first inspection, this small, featureless cave appears empty. Just to the left of the entrance, however, a deadly black pudding awaits on an 8' high recessed shelf-like alcove. As such, it is nearly undetectable in its ambush position, surprising anyone who nears it on a roll of a 1-5 on a d6. This creature's initial attack is to ooze down on to anyone who nears its shelf; otherwise, it creeps up the ceiling to drop down on them. There is nothing else of interest here.

Black pudding: AC 6; MV 6"; HD 10; hp 40; #AT 1; Dmg 3d8 touch; SA destroys wood and metal by touch, including weapons; SD weapon blows and lightning cause it to divide, immune to cold attacks; INT non- (0); AL N; Size M (6' dia.); xp 1910; THACO 10; MM 10.

9. DOMED CAVERN

Thousands of ordinary bats cling to this cave's walls and ceiling. The low din of their chittering echoes across the stony walls. A 3' wide chimney pierces the 45' high, domed ceiling at its apex. The bats that roost here use the chimney (marked with a "C" on **MAP 1**) as a point of egress to the surface. The chimney rises 55' to the top of the hill that the cave complex lies under. Player characters unencumbered by armor or extra weight can climb the chimney, if they can reach it.

Eight giant bombardier beetles crawl atop a thick layer of guano that coats the floor. These irritable insects attack any PC who gets too close with their acid cloud attack. Unfortunately, this attack panics the roosting bats, causing them to fly about in a confused swarm for 2d4 rounds as they search for exits from the cave. Each round the PCs are in the cave, they suffer damage from the buffeting of dozens of bats. Damage accrued depends on the type of armor the character wears. Those with no armor suffer 1d4 points of damage per round; those in leather, studded leather, or hide suffer 1d3; those in ring, scale, or chain armor suffer 1d2 points; those in banded, splint, or plate armors suffer 1 point. Additionally, the swarm has a 50% chance each round to extinguish lit torches, and a 30% chance for lanterns.

Bats (12,000): AC 8 (4 when flying); MV 1"/24" (MC: B); HD ¼; hp 2 each; #AT 1; Dmg 1 bite; SA swarm; INT animal (1); AL N; Size S; xp 1 each; THACO 20; MMII 15-16.

Giant bombardier beetles (8): AC 4; MV 9"; HD 2 + 2; hp 15 (x3), 13, 11 (x2), 10, 7; #AT 1; Dmg 2d6 bite; SA fire an 8' x 8' x 8' **acidic cloud** (2/day) inflicting 3d4 damage to all within it (plus 20% chance to stun any creature within 16' for 2d4 rounds and 20% to deafen for 2d6 rounds); INT non- (0); AL N; Size M (4' long); xp varies; THACO 16; MM 9.

10. BAT GORGE

The walls of this long, gorge-like cave reach 35' up from the guano covered floor. A colony of 73 giant bats (hp 4 each) along with 18 stirges (hp 6 each) hang from the cave's ceiling and roost in clefts in the walls. The giant bats attack only if disturbed. However, each round the party remains in here, 1d6 stirges fly down to attack them.

11. REALM OF THE PETRIER

The western section of this cave holds seven randomly placed, odd-looking statues. These appear as troglodytes (2), giant beetles (2), ogre, giant lizard, and a human in adventuring gear with a torch held aloft. Some of these statues have surprised looks on their faces, or are positioned as if they are about to turn and flee. Several of them have fallen over and are broken. The master of this abode — a terrible gorgon — waits in the cave's eastern portion. Unless the party enters without any light source and is

relatively quiet, it detects their presence 80% of the time. This splenetic beast attacks anyone who enters here, charging forth to douse the closest group of PCs with its petrification breath. The gorgon fights to the death to defend its lair.

Gorgon: AC 2; MV 12"; HD 8; hp 34; #AT 1; Dmg 2d6 horns; SA **petrification** breath weapon (½" cone at base, 6" long, and 2" terminus, save vs. Petrification or turn to stone, usable 4/day); INT animal (1); AL N; Size L; xp 2090; THACO 12; MM 49.

Treasure: The gorgon's treasure lies strewn about the floor in the eastern half of the cave. It consists of 3,744 gp, a **potion of frost giant strength** (*container:* gourd; *appearance:* fuming dun-colored liquid with blue flecks; *smell:* greasy; *taste:* spicy), and a black lacquered box covered with silver filigree (150 gp value). The box holds a 6-inch orb made of a strange golden-green metal. This object is the **Key Orb** that controls the **Tetrahedron Monolith** found in AREA 50. See that area for additional details concerning this item's appearance and function.

12. LAIR OF THE MINOTAUR LIZARDS

A powerful reptilian stench issues from this cave. Heaps of ordure, some old sloughed off skins, and a half-eaten troglodyte litter the rocky floor. Two fearsome minotaur lizards lair in the southern part of this cave. Other than a few discarded troglodyte weapons, such as javelin-darts and stone-headed axes, there is little else of interest here. The troglodytes both revere and fear these beasts.

Minotaur lizards (2): AC 5; MV 6"; HD 8; hp 53, 44; #AT 3; Dmg 2d6/2d6 claws, 3d6 bite; SA surprise on a 1-4 on a d6, jaws hold prey man-sized or smaller with a *natural* "20" bite (victim cannot attack, bite damage is automatic each round thereafter); INT non- (0); AL N; Size L (40' long); xp 1405, 1315; THACO 12; MM 61-62.

Treasure: A large pouch containing 58 cp, 44 sp, 32 ep, and two base 50 gp bloodstones lies in the southern end of the cave.

13. SANDY CORNER

Other than a few large rocks strewn across the floor, this cave is empty. However, a stoppered bone scroll tube lies hidden in a floor recess. When the PCs enter this area, they have a 20% chance to spot it. This increases to 60% if they actively search the floor. The tube holds a **cleric scroll** (*locate object, remove curse, and abjure* cast at 9th-level usage) and a **cursed scroll**. If inspected, the latter magic item appears to have a *fireball* spell written on it. However, if a magic-user casts the spell from the scroll, a 6d6 fireball detonates on the caster.

14. FEMALE TROGLODYTE'S DEN

Fifteen females (hp 9 [x2], 8 [x4], 7 [x2], 6 [x2], 5, 4 [x2], 3 [x2]) dwell here along with 17 young (hp 4 [x5], 3 [x6], 2 [x3], 1 [x3]). The females defend their cave from intruders with berserk rage, giving them a +1 'to hit' and to damage. Other than a few rush-lined sleeping pits and some baskets, this area holds nothing of interest or value.

15. EGG CHAMBER

This side cave serves as an incubation chamber where 24 eggs lie partially buried in the sandy floor. Female troglodytes regularly tend to the eggs, turning them over or repositioning them, as needed. Five such females (hp 7, 6, 5 [x2], 4) are in here watching over their tribe's future. They defend their eggs with the same fury as those in AREA 14.

16. YOUNG MALES' DEN

Young male troglodytes reside in these two joined caves. The now ubiquitous sleeping pits and a dozen stone stools are



the only items of interest here. Presently, 13 male troglodytes (hp 16, 13 [x2], 12, 11, 10 [x4], 8 [x3], 5) occupy this area, sitting on stools drinking **fungi wine** from gourds (see AREA 3). Six of these males are unarmed, three have stone battle axes, three have two javelin-darts each, and one has a bastard sword and shield (AC 4). Note that the sounds of combat in this area draws the attention of the troglodytes in AREA 17.

Treasure: A total of 188 cp, 98 sp, and 19 gp lie hidden throughout the five sleeping pits found here.

17. COMMUNAL TROGLODYTE CAVE

Sleeping pits and stone stools comprise the only furnishings in this cave. A few baskets hold the rotting carcasses of many rats, along with a few giant bats, bats, and giant cave crickets. Two troglodyte leaders (AC 4; HD 4; hp 26, 21), 15 males (hp 16, 15, 13 [x2], 12 [x2], 10, 9 [x4], 8, 7, 6, 5), eight females (hp 9, 8, 7 [x2], 6, 5 [x2], 3), and 13 young (hp 4 [x3], 3 [x2], 2 [x3], 1 [x5]) occupy this cave. Six male troglodytes are unarmed, five have two javelin-darts each, and four wield stone morning stars. The two leaders fight with broad swords and use shields. One leader wears a necklace of obsidian chunks (140 gp value), while the other wears a silver ring (50 gp value) and has six malachite gems (base 10 gp value each) in a pouch.

18. GUARD STATION

Six troglodytes (hp 15, 12, 11, 10, 9, 7) and two ogres (hp 24, 21) guard the northwest and east passages. These creatures are not particularly vigilant, thus only noticing someone passing by 40% of the time, or 70% if they carry a light source. The cave contains a few stone stools and a guttering fire pit over which the ogres are currently roasting rats and rot grubs on skewers. The small cave at the end of the narrow passage to the west serves as a latrine. Dozens of rot grubs writhe in the heap of vile-smelling ordure found there. The largest ogre carries 109 gp in a pouch.

19. SUNKEN CAVE

GMs Note: The cacophony of raucous shouting and bestial hissing issuing from this area can be heard up to 60' distant. Due to the noise, excitement, and drama of the battling lizards, the party can surprise the monsters here on a 1-4 on a d6 under normal conditions (i.e., moving without being stealthy and carrying a light source).

The middle section of the floor of this cave sinks 8' forming a flat-bottomed depression. Currently, nine troglodytes (hp 14, 12, 11, 10 [x2], 9 [x2], 7, 6), three elite troglodytes (HD 3; hp 18, 15, 14), three ogres (hp 27, 25, 22), a troll (hp 28), and two hill giants (hp 44, 40) stand around the cavity's rim, shouting frantically and gesticulating wildly as they watch two giant lizards (hp 19 [currently 15], 17 [currently 11]) fight on the bottom. These reptiles battle it out for dominance, ceasing their attacks only when their opponent is dead.

If the monsters mistake the party for the visitors in AREA 28 (see the **"Giants & Their Allies"** section, pp. 2-3.), they invite them to throw down a wager on the match. After the fight between the lizards, there is a 70% chance that the largest ogre in the group challenges one of the party members to single combat, so long as the PCs have money to wager. How this plays out depends on the judgment of the GM. Note that the hill giants have an immense dislike of dwarves. Therefore, if any dwarves are present in the party, the PCs must convince these monsters that they pose no threat to avoid being attacked. Since these giants are not overly-bright, this should not prove difficult to a quick-thinking party.

Treasure: A pot sitting on the ground near the largest hill giant holds the wagers on this fight: 662 cp, 489 sp, 510 gp, and four chunks of amber (base 100 gp value each).

20. HIDDEN GROTTTO

GMs Note: A massive 2' thick stone plug blocks the opening to this side cave. A dwarf or gnome inspecting this area will note that the stone here has a different coloration and texture than in the rest of the cave. They also have a 65% chance to determine that the plug seals a passageway. Due to the unusual nature of the stone, non-dwarf or gnome PCs can also determine this 30% of the time. To gain access to the cave beyond, up to three Medium-sized PCs can push on the stone simultaneously. Start by adding up the Strength scores of all the PCs pushing on the stone. The chance for success is 5% per point of Strength applied greater than 18.

A small, featureless cave lies beyond the opening. The dried husks of two dwarves and a human sit on the cave's floor next to a brass-bound wooden coffer. The key found on the second dwarf's body opens this container (see below). It holds 8,812 sp, 1,185 gp, and 444 pp.

Brittle leather packs and moldering gear (i.e., torch stubs, waterskins, coil of rope, etc.) indicate that, in all likelihood, this was a trio of adventurers. The dwarves wear rusty chain mail, and hold pitted axes and hammers. One dwarf wears a gold brooch (300 gp value), an engraved electrum beard ring (100 gp value), and a **phylactery of healing** (see the “**New Magic Items**” section, p. 26, for details). The other dwarf’s pouch holds four chalcedony gems (base 50 gp value each), a **potion of ventriloquism** (*container*: glass vial; *appearance*: effervescent silver with fuchsia ribbons; *smell*: honeyed; *taste*: bitter), and a brass key that opens the coffer. Unfortunately, yellow mold hides under the corpse’s mail and cloak, and in its pouch. Anyone inspecting the body has a 25% chance to spot the mold. Disturbing the dwarf’s body or the pouch causes the mold to release a 10’ cube cloud of spores.

Yellow mold: AC 9; MV 0”; HD n/a; hp n/a; #AT 1; Dmg 1d8 spores; SA release a 1” x 1” x 1” spore cloud (save vs. Poison or die); SD immune to all attacks and spells except fire, goes dormant in the presence of a **continual light** spell; INT non- (0); AL N; Size S; xp n/a; THACO n/a; MM 71.

The faded robes worn by the human suggests that it may have been a magic-user. A gold ring set with a chrysoberyl (750 gp value) rests on its bony fingers, and a sheaf of yellowed scrolls lies tucked into its robes. All but two scrolls crumble to dust when moved. One is a **magic-user scroll** containing the spells **dig**, **hold monster**, **passwall**, and **push**, all cast at 10th-level usage. The other appears to be a vellum page torn from an illuminated manuscript. The crumpled, smudged page contains the following passage (give the players **HANDOUT 1**):

“It was in his 153rd year that Empheiro did leave his coveted post as High Thaumaturge for the Grand Tyrant of Aadri-mach. At this time, the great arch-mage had reached the pinnacle of his might, and none could match his sorcerous talents. In his hubris and pride, Empheiro insisted that he was destined to ascend to a higher plane to sit next to the gods on their shining thrones. It was said that he spent five years in preparation for his weird. He consulted countless tomes of esoteric lore and communed with the Lords of the Higher and Lower Realms for answers to mysteries known to no mortal. In his notes on the matter (now lost due to the destruction of the fabled library of Vucarn-moth) did Empheiro enumerate his upcoming labors. He would travel to the Caverns of Azek-Vhool to seek out the Gate of the Gods. There, in the deepest and blackest pit, would he find the penultimate secret that he has sought after so single-mindedly. He warned that therein dwells a most abhorrent guardian, the fiendish Dweller that feeds on men’s life-essences. In his masterwork, the Septnulum, did the sage, Cyndru, record that the arch-mage was last seen riding a great roc in the direction of those lethiferous caves. Thereafter did Empheiro vanish from all further works of history.”

21. ILLUMINATED CAVE

GMs Note: Anyone approaching this area observes flickering lights emanating from the fire beetles found therein (see below).

Boulders cover much of the floor of this large cave and stalactites drip from its ceiling. A swarm of 13 fire beetles crawl and flit about the cave, their wings buzzing angrily as they do so. These creatures pose no threat to the party as long as they are not disturbed. A cluster of seven piercers lurking on the ceiling have learned to use the beetles as bait to catch prey. They drop on anything that enters the cave to investigate the insects. The piercer cluster consists of three with 2 HD, three with 3 HD, and one with 4HD.

Fire beetles (13): AC 4; MV 12”; HD 1 + 2; hp 10 (x2), 9, 8 (x3), 7, 6 (x2), 5 (x4); #AT 1; Dmg 2d4 bite; INT non- (0); AL N; Size S (2 ½’ long); xp varies; THACO 18; MM 9-10.

Piercers (7): AC 3; MV 1”; HD 2, 3, or 4; hp 10 (x3), 16 (x3), 22; #AT 1; Dmg 2d6 (2 HD), 3d6 (3 HD), or 4d6 (4 HD); SA 95% chance to surprise; INT non- (0); AL N; Size S or M; xp 40 each (2 HD), 83 each (3 HD), or 148 (4 HD); THACO 16 (2-3 HD), 15 (4 HD); MM 78.

The dotted circle marked “D” on **MAP I** indicates a weakened section of the cave’s floor. For each 50 lbs. placed here, there is a cumulative 20% chance that a sinkhole opens. If this occurs, anyone standing in this area that successfully saves vs. Breath Weapon with a –2 penalty leaps away just as the floor begins to collapse. Those who fail their save fall down a 60’ deep shaft, landing on the floor of a 30’ cave. They suffer 6d6 points of damage from the fall plus an additional 1d12 damage from being struck by falling rocks and boulders. (There are no exits at the bottom of the pit. However, the GM may wish to expand the adventure by adding exits that lead to deeper levels of the cavern complex.)



22. CRAGGY GALLERY

Bat guano covers the floor and the numerous ledges that line the uneven walls of this gallery-like cave. The shelves are placed from 7’ off floor to just below the 22’ high ceiling. A colony of 47 giant bats (hp 4 each) roost on the ledges and hang from the ceiling. Additionally, five margoyles wait on the upper ledges. These wicked creatures delight in the opportunity to ambush victims such as the PCs. Their favored tactic is to glide down from their perches to either rake victims with claws or spear them with their horns. After they attack, they land on another high ledge out of the reach of melee weapons, repeating the process the next round. If hard pressed, these winged terrors attempt to flee through the chimney (50% chance) (see below), or bargain for their lives with their treasure (50%).

Note: Melee within the cave panics the giant bats, causing them to fly in confused patterns that obscure vision and prevent targeting. Each melee round, spellcasting and missile fire have a 30% chance to be disrupted, resulting in the loss of the spell or attack.

Margoyles (5): AC 2; MV 6"/15" (MC: C); HD 6; hp 35, 33, 25, 23, 22; #AT 4; Dmg 1d6/1d6 claws, 2d4 bite, 2d4 horn; SA 80% undetectable in rocky areas; SD +1 or better weapon to hit; INT low (5-7); AL CE; Size M; xp varies; THACO 13; MMII 83.

A natural chimney situated in the smaller eastern section of the cave serves as an outlet to the surface (marked with a "C" on **MAP I**). This 5' wide opening is located 15' up the cavern wall, surrounded by a small ledge. The sloping passage rises 40' before debouching on to a rocky hillside.

Treasure: The margoyles' treasure lies tucked into a cleft located on a high ledge in the southwest section of the cave. Player characters can only discover it by physically searching the ledge. It consists of 624 gp and a gourd of fermented **violet fungi wine** in a rotting leather pouch (see AREA 3 for effects of the wine).

23. OGRES' DEN

G. Guard: At all times, an ogre guard (hp 20) stands here watching the main passage that leads deeper into the complex. Player characters bearing light sources have only a 1 in 8 chance (a roll of a 1 on a d8) to surprise the guard. The sentry confronts anyone passing that he does not recognize. He demands to know their business (60% chance), or attacks outright (40%). Unless melee occurs quickly and relatively quietly, the ogres and mogruans in the main chamber notice the exchange and rush to defend their kin (see below).

A crude table and two stone slab benches furnish this large cave. Two dozen pallets consisting of heaps of pest-ridden hides and skins cover the floor. A few stone stools ring a lit fire pit. Stinking refuse and broken junk litter the floor. Currently, seven male ogres (hp 29, 28, 25, 23, 21, 19, 18), five females (HD 6; hp 23, 22, 16, 14, 12; Dmg 2d4), four young (HD 1-1; hp 7, 6, 5, 3; Dmg 1d6), and three adult mogruans (hp 37, 33, 24) lounge about the cave. These monsters attack anyone, other than their own kind or hill giants, that enters their lair.

Treasure: A small chest with a broken lock holds the ogres' treasure of 4,122 sp.

24. HILL GIANT QUARTERS

A group of four male hill giants (hp 48, 45, 37, 35), four females (HD 6; hp 40, 37, 35, 33; Dmg 2d6), and three young (HD 5, hp 28; HD 4, hp 22, 16; Dmg 1d10) inhabit this cave. The adults sit on the floor, eating, drinking, talking, or resting. The youngsters kick around a ball fashioned from a mummified head of a dwarf. If melee or similar loud noises occur here, the giants in AREA 25 come to investigate.

Furnishings here include a few stone stools, a couple wooden benches, and a dozen filthy pallets of skins and furs. Many skins hang on the walls, and a few barrels sit on the floor. The latter containers hold mostly worthless oddments and broken junk. Some battered wooden crates in the northwest alcove hold foul foodstuffs no human or demi-human could stomach without becoming sickened for 2d6 turns.

Treasure: The pallet belonging to the 48 hp giant hides a sack that holds 1,008 gp, a dented trumpet, and a broken wand. The latter two objects have no monetary value.

25. SUB-CHIEF'S RESIDENCE

Three hill giants — two males (hp 54, 37) and a female (HD 6; hp 35; Dmg 2d6) — occupy this cave along with two giant lizards (hp 17, 15). The larger male, named Usargg, serves as chief Mjemmorg's second in command. He wears thick hides and uses a great shield in combat that gives him an effective Armor Class of 2. With a Strength score of 20, he inflicts 3d6 damage per hit in melee. This brute is also the current chief's foremost rival for control of the tribe. As yet, he has not the strength or clout to overthrow Mjemmorg.

The two males each carry a **stink pot**, a stoppered clay vessel filled with distilled **troglydye musk juice**. When thrown at a hard surface, it releases a nauseating stench cloud. (Note that the container must fail a save vs. Crushing Blow on the **ITEM SAVING THROW TABLE** to break open.) Anyone within this 20' cloud must save vs. Poison. Those failing their saving throw succumb to fits of retching, and are unable to take any action for 1d4+1 rounds. The cloud lingers for an additional 1d4+4 rounds. Anyone in, or entering into it, must save each round to avoid its effects. Normally, troglydye musk affects only humans or demi-humans. Because of its concentrated form, however, this stench affects other types of creatures, including hill giants. They receive a +2 bonus to save, and the duration is halved (round fractions up). Furthermore, anyone hit with this disgusting liquid reeks of troglydye stink for the next 24 hours, increasing the probability of wandering monsters detecting their presence by 16% (i.e., encounters occur on a roll of 1-2 on a d6).

The cave contains six sleeping pallets, three stone stools, an unlit fire pit, two barrels filled with spoiled ale, and a few useless odds and ends. The alcove in the northern section of the cave holds a 25' deep sinkhole filled with garbage and ordure. A swarm of 24 rot grubs (hp 1 each) wriggle through this stinking morass. Given the opportunity, one of the giants attempts to grapple a PC during melee and hurl them into the pit.

26. CAVE OF THE POOL

The ceiling of this cave drops to 6' just past its entrance, as denoted on **MAP I** with a dotted line. Obviously, larger creatures, such as giants and ogres, must stoop to enter the cave proper. A large pool fed by a natural spring fills the eastern half of this cave. The pool's pure water has a depth of 4' and contains a few small blind fishes.

27. GUARDED CAVE

Three mogruans (hp 39, 34, 33) guard this location. The largest one (hp 39) carries a pot of **troglydye musk juice** (see AREA 25 for details) that it throws prior to melee, whilst his companions hurl rocks. This trio ostensibly monitors this area for unauthorized visitors; however, their main charge is to watch the visitors in AREA 28.

28. GUESTS ACCOMMODATIONS

A hanging hide curtain masks the entrance to the visitors' chamber. A brazier mounted on a tall tripod provide light here. In addition to the dozen skins hanging from the walls and carpeting the floors, six human-sized stone beds, a wooden table with six stools, a wooden bench, and a chest furnish this cave. Heaps of furs cover the beds, and wooden bowls, cups, and two flagons of wine cover the table top.

Two magic-users — an elf named Cinestra and a human named Orlemond, along with four fighter bodyguards and a quasit familiar — guest within this cave. These evil spellcasters are emissaries representing the interests of a powerful cabal of wizards. They have come in search of the **Three Veils** (AREA 49) that they believe lie hidden in this complex. (If the GM has access to

DD1 Tower of the Black Sorcerers, this pair represents the wizard, Basharn the Orotund, who dwells in that infamous spire.) They believe that the giants know the location of the veils. To curry the favor of chief Mjemmorg, the magic-users brought with them tribute consisting of treasure (see below) and captives (see AREA 33). These devious, arrogant spellcasters believe they can easily sway the giants with smooth talk and lavish gifts. However, they know well the cunning and brutish nature of giants, thus remain wary for any hint of treachery at all times.



Cinestra attempts to parley with the party should they wander into this area. Her main goal is to determine their intentions, and whether or not they know any information concerning the whereabouts of the **Veiled Cave**. Cinestra claims she and her companions are "captive guests" of the giants. A week ago, she elaborates, they were traveling through the hills when a band of giants and troglodytes ambushed them. She managed to convince Mjemmorg that they would be useful in destroying the enemies of their tribe. Before long, the giants intend to raid a nearby clan of stone giants backed by their sorcerous aid. The spellcasters have been biding their time to escape the caverns, but, as yet, have not found a suitable opportunity to do so.

If this group learns of the presence of the adventurers in the complex via the quasit spy or from the giants, Cinestra leads a preemptive assault on the party. Her motivation in doing this is threefold: 1) to gain the trust of the hill giants; 2) to obtain any useful intelligence from the PCs; and 3) loot whatever magic and treasure the party possesses. In regards to the latter, she instructs her underlings to capture one or more of the party members. Once questioned thoroughly, any surviving PCs are presented to the giants as gifts. They are jailed in AREA 33 for some time before being sacrificed to the **Dweller in the Pit** (see AREA 38).

Cinestra of the Silver Wand, female elf, 7th- (8th-) level magic-user: AC 4 (DEX, *cloak* +3) or 2 (w/*armor* spell); MV 12"; hp 18 (21); #AT 1; Dmg 1d4+2 *dagger* +2; AL CE; Size M; xp 1035; THAC0 19; S 11; I 16; W 12; D 16; C 10; CH 17. While intelligent and charmingly haughty, Cinestra is also extremely ruthless

and unforgiving. She has ivory-colored robes, electrum choker (300 gp value), two electrum wristbands (200 gp value each), **cloak of protection +3**, **dagger +2**, small key (see below), and **wand of lethargy** with 16 charges remaining (see "New Magic Items", p. 27, for details concerning the functions of the wand). Note that the enchantress has precast the *armor* and *stoneskin* spells on herself.

Cinestra is considered an 8th-level magic-user when her quasit familiar, Ghzin, is within one mile (see below). These statistics are indicated in parenthesis (). Cinestra has memorized the following spells:

Level 1: **charm person**, **friends**, **light**, **magic missile**
 Level 2: **darkness 15' radius**, **invisibility**, **web**
 Level 3: **dispel magic**, **lightning bolt**, (**suggestion**)
 Level 4: **dimension door**, (**fear**)

Orlemond the Flagitious, male human, 5th-level magic-user: AC 10 (none); MV 12"; hp 18; #AT 1; Dmg 1d6 staff; AL CE; Size M; xp 295; THAC0 19; S 13; I 14; W 8; D 12; C 15; CH 5. Sequacious Orlemond serves Cinestra with unctuous fervor, defending his mistress to the death. He wears black robes, a red hat, red cloak affixed with a gold brooch (200 gp value), and a **ring of blinking**. He carries a staff and has a **potion of healing** (*container*: glass bottle; *appearance*: smoky glowing aquamarine; *smell*: sweet; *taste*: fiery). Cinestra has pre-cast *stoneskin* on Orlemond. He has memorized the following spells:

Level 1: **burning hands**, **detect magic**, **shocking grasp**, **sleep**
 Level 2: **mirror image**, **stinking cloud**
 Level 3: **fireball**

Guards, human, 4th-level fighters (4): AC 3 (*chain mail* +1, shield); MV 9"; hp 32, 26, 22, 21; #AT 1 or 2 (bow); Dmg 1d8+1 *long sword* +1, 1d6+1 *spear*, or 1d6/1d6 *long bow*; AL CE; Size M; xp varies; THAC0 18. Each fighter has a Strength score of 17 (+1 'to hit, +1 to damage). The fighters are each armored with quality (non-magical) *chain mail* +1 and shield, and armed with a quality (non-magical) *long sword* +1, *spear*, *long bow*, and a quiver of 20 arrows. Each guard carries 4d12 gp of wealth on their person.

Ghzin, quasit: AC 2; MV 15"; HD 3; hp 16; #AT 3; Dmg 1d2/1d2 claws, 1d4 bite; SA claw attacks **drain** 1 point of DEX for 2d6 turns (save vs. Poison to avoid), **regenerates** 1 hp/rd., **fear blast** (3" radius, 1/day), **detect good or magic** (at will), turn **invisible** (at will), **polymorph** into a bat or wolf (at will); SD cold iron or +1 or better weapon to hit, immune to cold, fire, and lightning attacks; saves as 7 HD monster vs. spell effects; MR 25%; INT low (7); AL CE; Size S; xp 373; THAC0 16; MM 80. A **telepathic** link allows Cinestra to instantaneously receive Ghzin's sensory information. When the quasit is within 30', she gains its magic resistance and regenerative abilities. Once per week, Cinestra can ask it six questions as per a **commune** spell (q.v., 5th-level cleric spell). If her familiar is slain, Cinestra loses four levels of experience.

This odious creature serves as a spy for Cinestra. As such, it is only present in this area 40% of the time. Masked by invisibility, Ghzin creeps through the caverns looking for valuable information for its mistress. This includes the locations of monsters and treasures, and the movements of the giants and their allies. While out performing its duties, the quasit has a 30% chance to spot the PCs each hour they spend in the caverns. Once spotted, it follows them for the next 1d3+2 turns to listen in on conversations and watch their movements. If discovered, Ghzin uses its **fear blast** ability before escaping back to AREA 28.

Chest: Cinestra keeps the key that opens this bronze-bound wooden chest on her person (see above). A poison needle trap located in its lock strikes anyone attempting to pick it. The thief struck by the needle must successfully save vs. Poison, or die. In addition to some extra clothing and personal effects, the chest contains treasure in three sacks, a bone **scroll tube**, and two **spellbooks**. The sacks hold cheap treasures used to bribe giants. It consists of 140 rings (5 gp value each), 80 necklaces (5 gp value each), 22 buckles (10 gp value each), 10 silver cups (20 gp value each), and 50 10 gp value ornamental gems.

Scroll Tube: A scroll in the tube contains information concerning the **Veiled Cave** (AREA 49) written in a cypher. A PC using **comprehend languages** (q.v., 1st-level magic-user spell), or the successful use of a thief's **read languages** ability, can decipher the text. Otherwise, a PC who studies the scroll for at least 1d4 turns has a 3% chance per point of Intelligence to crack the code. The scroll reads as follows (give the players **HANDOUT 2**):

"Created by forgotten and eldritch gods, in their sublime wisdom did they hide the Wondrous Gate from the eyes of men by means of the Three Veils. Only by potent magicks can one lower these mighty wards. The ancient text I consulted advise that humble magical bolts could affect one. Of the other two, no word or suggestion is mentioned."

Cinestra's Spellbook: A warding spell protects the enchantress' traveling spellbook from prying eyes. Anyone opening it who does not first speak the passphrase 'endrobida cicatrix' is struck with a **polymorph other** spell (q.v., 4th-level magic-user spell). A failed saving throw vs. Polymorph indicates that the character is turned into a snail. This spell-trap functions only once. The book contains the following spells:

Level 1: **burning hands, charm person, detect magic, erase, friends, hold portal, light, magic missile, read magic**

Level 2: **darkness 15' radius, detect evil, ESP, knock, invisibility, locate object, web**

Level 3: **clairvoyance, dispel magic, lightning bolt, protection from evil 10' radius, suggestion, slow**

Level 4: **dimension door, extension I, fear, polymorph other, stoneskin**

Orlemond's Spellbook: This traveling spellbook is not trapped. The following spells are inscribed on its pages:

Level 1: **burning hands, detect magic, identify, read magic, shield, shocking grasp, sleep**

Level 2: **audible glamor, continual light, mirror image, stinking cloud**

Level 3: **clairaudience, detect illusion, fireball**

29. FORGOTTEN CHAMBER

GMs Note: Magics prevent creatures of non-Good alignment from locating the secret door that leads to this area. Searches by Neutral or Evil creatures always fail. However, a **detect magic** or **true seeing** spell focused on the doorway allows anyone to locate the door regardless of their alignment.

None who dwell in the Caverns of Azek-Vhool know of this long-forgotten chamber. The small room of worked stone contains a bed, desk, and chair, all fashioned from stone. Rotting floor rugs and bedding crumble to dust if touched. A quill, dry inkwell, sheaf of scrolls, brass candleholder (5 gp value), platinum stamp seal (350 gp value), and a small book rest atop the desk. The

parchment scrolls are blank and fall to shards when handled. The stamp seal bears the sigil of Empheiro, a rune depicting five eyes set in a pentagon. Player characters have a 1% chance per level of experience to correctly identify it as the wizard's persona sigil.

The small book is titled *The Hidden Worlds Beyond*, authored by the poet, Pseudo-Tristigé (200 gp sale value). This volume details a purported tour of 27 planes by the author. He made these trips whilst asleep and dreaming, guided by a couatl named Seyquihalta. The pair visited many strange and wonderful alternate Prime Material Planes, along with some of the Outer and Inner Planes. The volume reads like the phantasmic ravings of a madman. However, there is a 15% chance that a character can locate some reliable general information concerning a specific plane given 1d6 turns of study. Additionally, the book contains a folded vellum sheet with the following information in handwritten script (give the players **HANDOUT 3**):

"This morrow shall I foray into that Black and Vertiginous Pit wherein resides the Dweller. My energies have returned after many long and arduous days of summoning manifold Spirits, Genies, and Demons. Their infernal lies, half-truths, and vituperations do so tax one's resolve. From those reprobate creatures did I learn that Three Veils secure the entrance to the Gate of the Gods — a triumvirate of wards, each of a different color and property. It seems that the path to the Veils is further protected by a maddening maze of furcating passages. The providence of the Heavens is with me, however, since I recovered the Orb from Nezlucalli, the foul hag of the Erp-Kappe Marshes. For without it, all these prodigious efforts would be for naught as the Orb is the Key which unlocks the power of the Monolith."

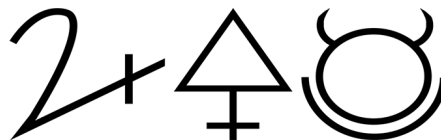
The text goes on to list five sequences of three runes each followed by a cryptic comment:



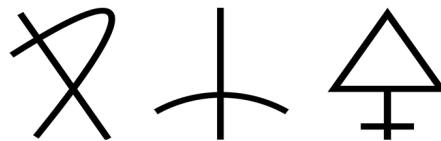
The Key to the Baphomet's Mazy Halls



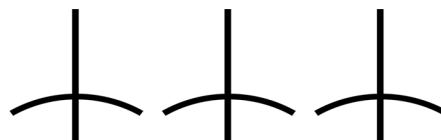
The Key to the Paradisaical Shores of Thalassa



The Key to the Fiery Gates of Fabled Brass



The Key to the Lost Realm of Ys



The Master Key

The "Mazy Halls" refers to the demon lord, Baphomet's, domain located on the 419th layer of The Abyss; Thalassa is the outermost layer of the plane of Elysium; "Fabled Brass" is the city of the efreeti located on the Plane of Fire; Ys is a legendary kingdom found on an alternate Prime Material Plane; see AREA 50 for details on the **Master Key** and the mysterious runes.

30. HILL GIANT QUARTERS

This huge, irregular-shaped cavern with uneven floors serves as quarters for hill giants. Its furnishings consist of a handful of stone stools and numerous sleeping pallets. Crockery, utensils, and tools line the cave's natural shelves. Currently, six male hill giants (hp 45, 41, 40, 39, 35, 34), six females (HD 6; hp 41, 33, 31, 30, 29, 24; Dmg 2d6), and five young (HD 4, hp 19, 15, Dmg 1d10; HD 3, hp 16, 9, Dmg 1d8; HD 1, hp 5, Dmg nil) occupy this area. The males play knucklebones and sip sour wine from a cask, while the females sew animal skins into garments. Four troglodyte servants (hp 18, 13, 9, 7) work at butchering the corpse of a giant boring beetle with flint knives. They add its flesh to a large pot of gruel suspended over a lit fire pit. The young giants shout in delight as they "play" with a trapped and agitated pet giant lizard (hp 14) by poking it with sticks (treat as quarterstaff) and hurling stones at it.

31. SHAMAN'S RESIDENCE

GMs Note: This area smells strongly of troglodyte musk (see below).

This funnel-shaped cave contains a crude stone bed lined with furs and skins, trestle-style table, and wooden stool. Hanging animal skins drape the walls. Dozens of skulls of beasts, humanoids, and humans hang suspended from the ceiling by twine. A bullroarer and hand drum rest on the natural shelves that protrude from the walls. Two 5' tall baskets sit on the ground near the table. Powdered lye fills one basket, while the other holds twenty severed heads of various humanoids and dwarves. A guttering fire pit over which hangs a bubbling cauldron lights the dank cave. The malodorous stink that befouls the air here issues from the yellowish-green brew in this vessel. The liquid is an unfinished batch of **troglodyte musk juice** that only the shaman knows how to prepare (see AREA 25). A sack next to the cauldron holds 17 dried troglodyte musk glands.

Numerous gourds, baskets, bowls, and dishes clutter the table, along with a half dozen small clay pots used to store the troglodyte juice. The other containers hold an assortment of dried herbs, fungi, animal organs, and odd powders or pastes. One covered dish contains a pinch of **dust of choking and sneezing**. The thick paste in one of the gourds is a **healing unguent**. If smeared on wounds, this non-magical substance heals 1d4+2 points of damage over a period of 2 rounds. The gourd holds five applications.

The tribe's shaman, Grundrz, occupies this cave along with her cave bear companion, Lluska. When the PCs first enter this area, she stands next to the cauldron stirring it with a rod, while the bear rests on the bed. Despite her long years and gray hair, the sinewy, cantankerous shaman can hold her own with the toughest of hill giants. Furthermore, she is an intelligent, cunningly dangerous opponent who replies to most questions with cryptic riddles.

If confronted by a powerful party, Grundrz avoids a direct confrontation, preferring to parley instead. She asks them what they are doing in the complex, and what their intentions are. If asked about the pit, the **Dweller**, or the **Veiled Cave** (AREA 49), her cagey answers give little specific information. She hints that the **Dweller** is a powerful being — nearly a god. She also claims that the party can find the entrance to its lair by taking the passage



that leads south to AREA 32. Of course, Grundrz refrains from mentioning anything about the monstrous loathly worm, Skjeldrdrast, who resides there. This is her little joke on the adventurers who have most likely slain her kinfolk.

Should the party prove hostile, Grundrz fights to the death to defend her life and property. She first shouts a command to Lluska, who rises to its full 13' height before letting out a deafening roar. While her bear companion engages with the party, the shaman grabs the dish holding the **dust of choking and sneezing** and hurls it toward the nearest group of PCs. She avoids catching Lluska in the 20' cloud of deadly dust. She then casts **protection from good** on herself, followed by **darkness** placed on the head of one of the PC spellcasters to blind them.

If possible, Grundrz attempts to incapacitate or capture party members. Captives are bound and delivered to the Dweller as sacrifices. She removes any weapons and armor from the PCs before binding them.

Grundrz, 5th-level hill giant shaman: AC 2; MV 12"; HD 9 + 2; hp 49; Dmg 2d8 staff; #AT 1; SA hurl rocks for 2d8 damage (range: S=5"/M=10"/L=20", min. 1"); SD catch hurled boulders 30%; I 10; W 13; AL CE; Size L (10' tall); xp 2486; THAC0 12; MM 45. The giantess wears an amber talisman (600 gp value). She carries a gnarled oak staff, an **elixir of life** (container: ceramic jar; appearance: bubbling luminous mauve; smell: greasy; taste: herbal), and a **stink pot** (see AREA 25 for details). The shaman currently knows the following spells:

Level 1: **cure light wounds, darkness, detect magic, protection from good**
 Level 2: **augury, chant**
 Level 3: **dispel magic**

Lluska, cave bear: AC 6; MV 12"; HD 6 + 6; hp 35; #AT 3; Dmg 1d8/1d8 claws, 1d12 bite; SA hug for 2d8 damage; INT semi- (4); AL N; Size L (13' tall); xp 755; THACO 13; MM 9.

32. LAIR OF THE LOATHLY WORM

A 12' high terrace bisects this cave in half. A line of piled, jagged boulders form a haphazard staircase to the elevated western portion. The domed ceiling reaches nearly 25' above the floor. Striated bands of dark gray sediment alternate with the pale reddish-tan tones of the rough limestone walls. Light striking these bands causes small crystals imbedded in the sediments to sparkle coldly.

A horrid loathly worm, named Skjelndrast, lairs atop the boulder-lined terrace. This monster is on friendly terms with the hill giants, especially the shaman, Grundrz, who periodically feeds it (see AREA 31). Nevertheless, the loathly worm attacks any creature it does not recognize who wanders into its lair. When intruders arrive, the beast moves to the edge of the terrace to survey the situation. It then sprays the party with its acid breath from its vantage point. Skjelndrast leaves its perch to attack with claws and teeth only when it has dispatched most of its opponents from this position. If the PCs wish to engage the worm in melee, they must first climb the staircase. This requires an entire round of movement and a successful Dexterity check to accomplish. While climbing, the PCs receive no *Dexterity Defensive Adjustment* and cannot utilize a shield.

Skjelndrast, loathly worm: AC 2 MV 18"; HD 13; hp 62; #AT 4; Dmg 1d8+1/1d8+1 claws, 3d6 bite + poison, 3d4 constriction; SA breath a cloud of **acidic gas** (3/day; 2" wide, 2" deep, 1" high; inflicts 5d8+13 damage), constriction, poisonous bite (save vs. Poison or die); SD immune to poison and acid; INT low (7); AL CE; Size L (45' long); xp 8416; THACO 9; New Monster.

In addition to speaking its own tongue and that of black dragons, Skjelndrast knows a smattering of Common and hill giant. If overwhelmed by the party, it attempts to flee via a side passage located to the southeast of its cave (see below). Should escape prove impossible, the loathly worm uses its treasure to bargain for its life.

(The southwest passage leading from the loathly worm's lair snakes 380' to end 30' up a narrow, high-walled gully on the surface. Alternately, if you wish to expand the adventure, you can add one or more side passages that lead to deeper levels of the complex. Of course, you must decide the nature of the levels, populating them with monsters and detailing any treasures found there.)

Treasure: The loathly worm's treasure sits in a niche in the northwest spur of its cave. The loose mound consists of the following items: 6,478 sp, 1,432 gp, 12 gemstones (six base 10 gp blue quartz, three base 50 gp zircons, two base 1,000 gp opals, and a base 1,000 gp sapphire), silver dagger (20 gp value), ivory syrinx (25 gp value), three silver rings (50 gp value each), five gold nuggets (100 gp value each), coral clasp (250 gp value), braided gold-gilt belt (450 gp value), platinum and ivory chain (1,500 gp value), and a platinum pin set with gems (3,750 gp value).

33. STOCKADE

A pen constructed of rough-hewn logs partitions the western half of this cave. A crude door secured with a bar allows access to this area. Currently, six bedraggled captives languish within the pen (see below). An ettin named Drut watches over the captives. This dullard lounges on a stone stool, sipping spoiled beer from a barrel. He threatens anyone who enters his cave with violence

unless they hand over gold coins. Drut repeatedly bellows "*Give us the gold!*" in broken Common until they comply with his request. Giving the ettin 200 to 500 gp (1d4+1 x 100) will make him shut up. He attacks anyone who refuses his demands.

Drut, ettin: AC 3; MV 12"; HD 10; hp 52; #AT 2; Dmg 3d6 club (right arm), 2d8 club (left arm); SD surprised on a '1' on a d6; INT low (5); AL CE; Size L (13' tall); xp 2730; THACO 10; MM 40. He carries 1,571 cp and 244 gp in a sack looped around his waist.

The captives in the pen include two adult male humans (0-level; hp 4, 3), an adult female (0-level; hp 5), a young female (0-level; hp 2), a female half-elf druid (3rd-level; hp 14; no spells currently known), and a young male stone giant. All of the captives have been poorly cared for and maltreated. The elf enchantress, Cinestra, presented the two human females to the hill giant chief, Mjemmorg, as tribute (see AREA 28). The remainder were captured in raids on nearby settlements by the giants and their minions. The captives will be lowered into the pit in AREA 39 in a few days as sacrifices to the demon of the labyrinth. The stone giant, however, is being held for ransom.

Young stone giant: AC 0; MV 12"; HD 5 + 1; hp 30; #AT 1; Dmg 1d10 fist; SA hurl rocks (2d6 damage, range: S=10"/M=15"/L=30", min. 1"); SD catch hurled boulders 90%; INT average (8); AL N; Size M (6' tall); xp 480; THACO 15; MM 45.

Additionally, a folded-up 20' x 30' net is stored here. See "**Returning to the Caverns**" section, p. 4, for details concerning its use.



34. THE GREAT CAVERN

GMs Note: The first time the PCs approach this area, they hear a great tumult of sounds echoing down the passage ahead. The clamor emanates from a group of giants playing a game of nine pins. The party first hears the fleeting sound of a ball rolling on stone, followed by a thunderous crash as it strikes the wooden pins. An eruption of either pithy groans of defeat or triumphant shouts of victory are heard, depending on the outcome of the roll. All of this noise provides excellent cover for the party to gain surprise. In most instances, this occurs on a roll of 1-3 on a d6.

This immense cavern serves as a communal gathering room for the giant clan. Two large hearths that illuminate the area fill it with a smoky haze. A few crude wooden tables and benches occupy the eastern section of the cave. Various objects clutter the grimy table tops: cracked mugs, chipped platters, dinged knives, greasy meat haunches, wormy cheese hunks, half-eaten bread loaves, and guttering candles melted down to waxen slag. A handful of barrels containing sour beer sit on the floor or table tops. A few large sacks of coal lie near the hearths.

The floor of the western half of the cave has been smoothed down to form a bowling lane. A favorite pastime of the giants is to hurl a severed head preserved with lime down the lane to knock over nine wooden pins. Dozens of severed heads used in this gruesome sport line the natural shelves that ring the cave's walls. The heads come from enemies of the giant clan, such as dwarves, elves, humans, orcs, hobgoblins, ogres, and other giants.

Presently, a boisterous group of monsters occupy their time here eating, guzzling, carousing, and playing nine pins. Most occupy the eastern half of the cave. Those listed below who play in the bowling game include two male hill giants (the 42 and 37 hp ones), a female hill giant (hp 30), a mogruan (hp 31), and two ogres (hp 28, 18). The revelers consist of the following:

Male hill giants (5): hp 48, 43, 42, 37, 34.

Female hill giants (3): HD 6; hp 35, 30, 26; Dmg 2d6.

Mogruans (4): hp 36, 35, 31, 25. The 35 hp one also carries a **stink pot** (see AREA 25).

Ogres (5): hp 28, 26, 21, 20, 18.

Troglodyte servants (6): hp 13, 11, 10, 8, 6, 5. Four of these humanoids wait on the giants, serving them food and drink, while the other two work as pinsetters for the bowling game.

Giant lizards (3): hp 20, 15, 13. They lurk under the tables looking for scraps of food to snatch.

Hop-Frog, insane dwarf: AC 10; MV 9"; HD 1; hp 6; #AT 1; Dmg by weapon type; AL CN; S 12, I 11, W 5, D 14, C 16, CH 6. Kept alive solely for the amusement of his captors, years of abuse have driven this wretched creature thoroughly insane. The dwarf wears a grimy fool's motley and holds a large femur bone topped with a human skull (what he calls his "*wand of Orcus*"). He also carries a bucket that he uses to catch the vomit of drunken revelers. Hop-Frog wanders about the cavern gibbering incoherently and dancing wildly. Periodically, he points his "wand" at others and shouts, "*Die, foolish mortal!*", followed by an eruption of mad cackling. This dwarf is obsessed with fire and burning things. One of his favorite "jokes" is to fill his bucket with hot coals from a hearth and douse someone with it causing 1d6 points of damage. If melee breaks out in this area, Hop-Frog has a 30% chance each round to do this to a randomly determined PC or monster.

Sounds of melee, or loud spell effects (e.g., fireballs or lightning bolts), draw the attention of the monsters in AREA 35. They arrive in 1d2+1 rounds to join in the battle.

The two hearths natural chimneys rise vertically 60' to open on top of the hill that the caverns lie under. Each chimney is 3 1/2' wide. Thieves and those with magical climbing abilities (e.g., **spider climb** spell) can ascend the shaft easily. Those without either of these can attempt to freeclimb it with a 3% chance of success per point of Dexterity.

35. CHIEF'S RESIDENCE

G. Guards: Two troll (hp 37, 29) lackeys who serve chief Mjemmorg stand guard in this alcove. They challenge any unauthorized persons who approach his chamber.

Chief Mjemmorg, two female hill giants (HD 6; hp 27, 21; Dmg 2d6), and a sabre-tooth tiger occupy the cave proper. As noted previously, loud noises and the sounds of battle from AREA 34 alert these monsters to any threats.

The furniture here consists of a great stone bed piled with furs and a wooden table flanked by two benches. Skins cover the floor and hang from the walls; note that the door to AREA 36



hides behind one of these skins. Three barrels hold beer (2) and cheap wine (1). Other items of interest include a lit hearth, a sack of coal, a rolled-up tapestry (500 gp value; 600 gp weight), and six wooden crates. Five of the crates hold plundered rations of good quality. The sixth crate holds dried smoking leaf.

Mjemmorg, hill giant: AC 0; MV 12"; HD 10 + 4; hp 72; #AT 1; Dmg 4d6+1 club + 1; SA hurl rocks (2d10 damage, range: S=5"/M=10"/L=20", min. 1"); SD catch hurled boulders 30%; INT average (10); AL CE; Size L (11 1/2' tall); xp 3708; THACO 10 or 9 (club).

Mjemmorg is aggressive, cunning, and unpredictable. Stronger and smarter than the average hill giant, he possesses a 21 Strength and 10 Intelligence. In combat he wields a **club +1, dwarf crusher**. This massive magical weapon (treat as morning star) inflicts double damage to dwarves (see "**New Magic Items**", p. 26). He wears a ivory tusk necklace (600 gp value), a sabre-tooth tiger skin cloak, and a helm decorated with its fangs. A **bag of holding** (1,000 gp weight limit) strapped to his belt holds three throwing rocks, 597 gp (loose), a gem encrusted gold cup (1,000 gp value), a bottle of rare wine (120 gp value), a set of loaded dice, a half wheel of cheese, a short sword (non-magical), a large wooden shield, and a ring with three keys. The keys open the doors to AREAS 36 and 37, and the cell door in AREA 33. Mjemmorg's sabre-tooth tiger companion, Kraag, always accompanies him. This creature obeys his commands.

Kraag, sabre-tooth tiger: AC 6; MV 12"; HD 7 + 2; hp 44; #AT 3 or 5; Dmg 1d4+1/1d4+1 claws, 2d6 bite; SA +2 'to hit' with bite, rake with rear claws for 2d4/2d4 if both foreclaws hit; SD surprise only a 1 on a d6; INT animal (1); AL N; Size L; xp 990; THACO 13 or 11 (bite); MM 94.

36. HIDDEN TREASURE ROOM

GMs Note: The concealed door to this area is locked and trapped. Mjemmorg keeps the key on his person at all times (see AREA 35). When fully opened, a wire attached to the door pulls the trigger of a heavy crossbow aimed at the doorway; the position of the crossbow is marked on **MAP 1** with an "X". The crossbow's poisoned-tipped quarrel strikes anyone standing in the door's threshold as a 6 Hit Dice monster (THACO 13). If it hits, it inflicts 1d4+1 damage (or 1d6+1 vs. Large-sized creatures), and the victim must save vs. Poison or die.

The small, featureless room beyond the secret door holds a large chest. The chest is not locked. Instead, a pin holds its hasp tight. In addition to the chief's treasure, the chest also contains a starving will-o-wisp. This creature angrily thumps on the chest when anyone approaches its prison. It rush out to attack those who opens the chest lid. If taken below 10 hp, the will-o-wisp flees elsewhere to seek easier prey.

Will-o-wisp: AC -8; MV 0"/18" (MC: A); HD 9; hp 37; #AT 1; Dmg 2d8; SD limited **invisibility**, immune to all spells except **magic missile**, **protection from evil**, and **maze**; INT exceptional (15); AL CE; Size S; xp 1644; THACO 12; MM 101.

Treasure: The chest holds loose coinage totaling 12,586 cp, 5,085 ep and 8,438 gp along with four ivory tusks (200 gp value each), a gold serving platter (550 gp value), a sack containing a mix of gold nuggets and dust (1,500 gp value), a platinum brooch set with polished opal (3,200 gp value), a bejeweled gold crown (4,000 gp value), and a set of **horseshoes of speed**.

37. CHIEFTAINS' CRYPT

GMs Note: The door to this area is locked; Mjemmorg keeps the key in his bag of holding (see AREA 35). A thief gains +10% to their open locks roll due to the lock's rudimentary design.

A set of stairs descend 25' to a cave lined with natural shelves. The yellowing and cracked bones of scores of hill giants lie haphazardly stacked on the shelves. Five giant rats (hp 4 [x2], 3, 2, 1) nest within the heaps of bones. They attack anyone who disturbs them. Nothing of value is found here.

The east wall bears a crude mural drawn with pigments. This painting depicts a powerful hill giant warrior offering a dozen human and demi-human captives to a misty being with five eyes and four tentacles (i.e., the **Dweller**; see AREA 50) hovering at the bottom of a deep pit. A frightful throng of human-like corpses and skeletons draped in rags (i.e., juju zombies and huecuva, respectively) lurk behind this being.

38. PIT OVERLOOK

A 10' wide ledge overhangs a massive open pit that drops 120' to a sandy floor. A thick 150' long coil of rope lies on the ledge. A 4' wide wooden plank attached to the rope allows seated persons to be lowered to the pit's floor. The hill giants use this device to offer living captives to the mist demon who lives in the labyrinth below.



DUNGEON LEVEL II — THE DEMON'S MAZE

This level consists of a labyrinth of twisting natural tunnels and a handful of caves. A layer of fine sand, a few inches deep, covers the floors throughout the maze. The ceiling height in the tunnels ranges from 10' to 12' (1d3+9), and 13' to 18' (1d6+12) in caves unless noted otherwise in the area's keyed text. An yg'nalath demon, named Asumu, rules this level with its undead and demon minions. This horror guards the **Tetrahedron Monolith** located in AREA 50.

RANDOM ENCOUNTERS

Check for random encounters once every four turns; encounters occur on a roll of 1 on a d6. If the die indicates an encounter, roll a d8 and consult the table below. Monsters on this level carry no personal treasure.

1d8	Encounter	# Appearing
1-2	Juju zombie	1d4+2
3-4	Huecuva	1d8+2
4-6	Minor demon	See below
7	Yg'nalath demon	See below
8	Lost treasure	See below

1-2. JUJU ZOMBIE

These hateful creatures attack all that they encounter, other than the demons or other undead that dwell on this level. They fight until destroyed.

Juju zombie: AC 6; MV 9"; HD 3 + 12; hp 22 each; #AT 1; Dmg 3d4 fist; SA +1 or better magical weapon to hit, 92% *climb walls*; SD half damage from piercing and blunt weapons, turn as spectre; MR immune to mind-affecting spells, poison, *magic missiles*, death magic, plus fire, electrical, and cold-based spells; INT low (5-7); AL N(E); Size M; xp 198 each; THACO 13; MMII 131.

3-4. HUECUVA

These skeletal undead roam the labyrinth in small packs. Like the juju zombies, they unheedingly attack any adversaries without fear of destruction.

Huecuva: AC 3; MV 9"; HD 2; hp 14 each; #AT 1; Dmg 1d6 claw; SA touch **causes disease** (save vs. Poison to avoid); SD **polymorph self** (3/day), turn as wight, silver or +1 or better weapon to hit, immune to mind-affecting spells, poison, and paralysis; INT semi (2-4); AL CE; Size M; xp 109 each; THACO 16; FF 51.

4-6. MINOR DEMON

When encountered, demons will attempt to capture humans or demi-humans to give to their master, Asumu, if possible. Roll a 1d8 and consult the table below to determine the type encountered.

1d8	Result	# Appearing
1-3	Dretch	1d4+2
4-5	Rutterkin	1d4
6-7	Vechtke	1d3
8	Ublalux	1

Dretch: AC 2; MV 9"; HD 4; hp 18 each; #AT 3; Dmg 1d4/1d4 claws, 1d4+1 bite; MR 30%; INT semi- to low (2-7); AL CE; Size S (3'-4' tall); xp 247 each; THACO 15; MMII 38.

Spell-like Abilities: **cause darkness** (5' radius), **scare**, **stinking cloud** (1/day), **telekinesis** (500 gp weight), **(limited) telepathy**, **teleport without error** (1/day), and **gate** in a single Type I demon with a 5% chance of success. Each spell-like ability is usable one at time, once per round, as a 4th-level caster.

Rutterkin: AC 1; MV 12"; HD 5 + 1; hp 23 each; #AT 2 or 1; Dmg 1d6+1/1d6+1 claws or by weapon type; MR 40%; INT average (8-10); AL CE; Size M (5'-7' tall); xp 563 each; THACO 15; MMII 41-42.

Spell-like Abilities: **cause darkness** (5' radius), **cause fear** (by touch), **fly**, **telekinesis** (1000 gp weight), **(limited) telepathy**, **teleport without error** (1/day), and **gate** in a single chasme with a 15% chance of success. Each spell-like ability is usable one at time, once per round, as a 5th-level caster.

Vechtke: AC 0; MV 9"/15" (MC: C); HD 5 + 3; hp 23 each; #AT 2; Dmg 2d4/2d4 tentacles; SA tentacles **cause paralysis** for 5d4 rds., *climb walls*; SD half damage from *magic missiles*; MR 40%; INT low to average (5-10); AL CE; Size M (5'-6' tall); xp 763 each; THACO 15; New Monster.

Spell-like Abilities: **blur**, **cause darkness** (5' radius), **cause fear** (by touch), **detect magic**, **ray of enfeeblement**, **teleki-**

nesis (1500 gp weight), **(limited) telepathy**, **teleport without error** (2/day), and **gate** another vechtke with a 20% chance of success. Each spell-like ability is usable one at time, once per round, as a 5th-level caster.

Ublalux: AC -2; MV 6"; HD 6 + 6; hp 34; #AT 1; Dmg 2d8 tentacle; SA squirt **corrosive juices** (60' range, 4d6 damage once every other round, save for half damage), psionics; SD **regenerate** 1 hp/rd., immune to cold-based attacks, fire attacks save at -1 and cause +1 per die of damage; MR 65%; INT average (8); AL CE; Size M (7' cone or 10' blob); xp 1297; THACO 13; New Monster.

Spell-like Abilities: **cause darkness** (10' radius), **cause fear** (by touch), **detect good**, **levitate**, **putrefy food & water**, **stinking cloud**, **telekinesis** (1,750 gp weight), **(limited) telepathy**, **teleport without error**, and **gate** in another ublalux with a 25% chance of success. Each spell-like ability is usable one at time, once per round, as a 6th-level caster.

7. YG'NALATH DEMON

The demon, Asumu, is encountered (see AREA 50 for statistics and notes on battle tactics). This being uses caution when it encounters a group of armed adversaries. Its first action is to **gate** in demonic assistance before combat occurs. However, if the party seems especially powerful, it **teleports** away to gather a horde of 3d4 juju zombies and 3d6 huecuva. It drives these undead to attack the PCs while supporting them with its magical abilities. Once its opponents are sufficiently weakened, the yg'nalath moves in to engage in combat. If the encounter goes against the demon, it **teleports** away to a safe place, such as AREA 50.

8. LOST TREASURE

By happenstance, the PCs find a valuable item partially buried in the sandy floor. Each item can be found only once; re-roll any duplicate results. Roll a d10 and consult the table below to determine what item they discover.

1d10	Result
1	A base 5,000 gp emerald.
2	Ring of sustenance.
3	Potion of polymorph self (<i>container:</i> bottle; <i>appearance:</i> thick cloudy charcoal color; <i>smell:</i> tart; <i>taste:</i> honeyed).
4	Pouch with seven base 50 gp gems.
5	Necklace of strangulation. This item appears as an electrum choker set with five aquamarine gems with an apparent value of 800 gp. It detects as magic, if checked for.
6	Gold medallion (450 gp value) imprinted with the sigil of Empheiro (see AREA 29).
7	Pouch containing five vials of holy water.
8	Potion of delusion (<i>container:</i> tin flask; <i>appearance:</i> watery rust color; <i>smell:</i> perfumy; <i>taste:</i> buttery). Tests indicate that it is a <i>potion of invulnerability</i> .
9	Platinum ring set with a topaz (2,000 gp value).
10	Magic-user scroll containing protection from evil and lightning bolt cast at 9th-level usage.

KEY TO THE DEMON'S MAZE (USE MAP II)

39. PIT OF THE DWELLER

This 120' deep pit is conical in shape, being wider on the bottom than at its top. As such, scaling its walls is difficult. Those with ropes and climbing gear can easily descend into the pit. However, ascending it proves nearly impossible. Thieves attempting

to scale the pit suffer a –80% penalty to their *climb walls* rolls due to its severe angle.

The broken bones and mummified corpses of dozens of humans and demi-humans litter the sandy floor of the pit. Bits of rusting armor, rotting leather gear, and broken weapons lie interspersed amongst them. None of these items have any value.

40. RUBBISH HEAP

The only thing of interest here is a large pile of rubbish. It includes useless items such as busted armor, broken weapons, torn packs, shredded clothing, rotted rope, shattered flasks, splintered bones, and so forth. Each PC searching through this worthless junk has a 15% chance to find an **iron flask** hidden under a crushed helmet. Opening this container releases a hostile salamander.

Salamander: AC 5 (upper body)/3 (lower body); MV 9"; HD 7 + 7; hp 60; #AT 2; Dmg 1d6 spear, 2d6 tail; SA each attack inflicts an additional 1d6 points of heat damage, constriction; SD +1 or better magic weapon needed to hit, immune to fire-/heat-based attacks, *sleep*, *charm*, and *hold* spells, cold attacks add 1 point of damage per die; INT highly (14); AL CE; Size M (7' long); xp 1185; THACO 12; MM 85.

41. GOLEM GALLERY

A handful of ruined helmets, shields, and pieces of plate-type armor litter the floor of this long, gallery-type cave. If inspected, the armor appears to have been smashed with great force. A stone golem stands on a 2' high stone pedestal in the southern portion the cave. It animates and attacks anything that enters its domain. Fleeing characters are pursued for up to 300' before it returns to its pedestal.

Stone golem: AC 5; MV 6"; HD 14; hp 60; #AT 1; Dmg 3d8; SA cast a **slow** spell once every other round (1" range); SD +2 or better magic weapon needed to hit; MR immune to all spells except **rock to mud**, **mud to rock**, and **stone to flesh**; INT non-(0); AL N; Size L (9 1/2' tall); xp 8950; THACO 8; MM 48-49.

42. CURSED SPRING

A pool of water fills a natural basin located in the southern part of this cave. The clear water of the pool appear potable, smelling clean and tasting sweet. It detects as magic, if checked for. Any living creature that drinks from the pool loses all memory of the last seven days, and is driven permanently insane. No saving throw is allowed to avoid this Lethan fate, and the effects occur instantaneously. Spellcasters also lose all of their memorized spells. The insanity takes the form of *hallucinatory insanity* (50%), *mania* (25%), or *hebephrenia* (25%). (See **DMG**, pp. 83-84, for rules on insanity.) A **remove curse** spell has a 5% chance per level of the caster to restore the lost sanity and memory of an afflicted character. Otherwise, the use of a **heal**, **restoration**, **limited wish**, or **wish** spell, or an **elixir of health**, has a 100% chance to succeed.

43. SAND TRAP

This featureless cave with many exits appears empty. However, a 20' deep pit filled with sand lies in its central portion (its boundaries are shown **MAP II** with a dotted line). The sand floor concealing the pit appears no different than those found throughout the labyrinth. Player characters can discover its presence by either inadvertently blundering into it, or by probing the floor. Those walking over this area must successfully save vs. Breath Weapon to avoid falling into the pit. Once this occurs, the hapless PC fully sinks into the fine sand in 1d3+1 rounds. They can extract themselves by succeeding with a Strength check with a +2 penalty to the roll (i.e., roll their STR or less on a d20). Once the PC disap-

pears below the sand, they suffocate in as many rounds as they have Constitution points divided by three (round any fractions up). Of course, other PCs can attempt to extract their compatriot by pulling them out with a hand, pole, rope, or similar object before they go under.

To make matters worse, a couple rounds after the party enters this area, eight juju zombies (hp 29, 28 [x2], 25, 23 [x2], 22, 19) hidden beneath the sand burst forth to attack. They attempt to grapple any PCs stuck in the sand pit first, pulling them in deeper so that they might suffocate faster. Each zombie has a 60% chance per round to pull itself on to the solid cave floor to engage in melee. One attempt is allowed per round.

44. THE TAINTED STATUE

A life-sized statue of black marble standing atop a 3' tall pedestal is the only thing of interest found here. The sculpture depicts a graceful human youth with six finger hands and a face that hints at a demonic nature. When touched, by object or by hand, the statue's eyes turn fleshy with glowing green pupils. This magical statue allows the demon, Asumu, to see and hear all that occurs within this cave. This includes use of its infravision capabilities. The demon can speak through the statue's mouth, if it wishes to do so. Characters possessing a Wisdom score of 15 or greater sense the presence of a powerful and malignant evil when the statue animates. Furthermore, 1d3+1 rounds later Asumu **teleports** here along with an ublath demon (hp 39) to do battle with the party. The yg'nalath **teleports** to AREA 50 if reduced to less than half of its hit points. Refer to the "**New Monsters**" section, pp. 22-26, for complete descriptions of these two demons.



45. CAVE OF MANY LEDGES

A dozen ledges ring the walls of this circular, high-walled cave. The ledges are 9' to 18' (1d10+8) off the floor, and range from 4' to 7' (1d4+3) in width. Six juju zombies (hp 30, 27, 24, 23, 22, 21) conceal themselves on these shelves. A few rounds after the PCs enter this area, they leap down to attack. Due to their innate quietness as undead and being hidden, they surprise the party on a roll of 1-4 on a d6. Each leaping zombie attempts to land on a victim directly below their ledge. Any PC successfully struck by one must make a saving throw vs. Paralyzation or be knocked prone. Furthermore, a trio of vechtke demons (hp 34, 28, 25) **teleport** into the cave at the end of the second melee round. These demons join in the fray, using their spell-like abilities, such as **ray of enfeeblement**, **cause fear**, and **darkness** to cause chaos amongst the adventurers. They use **telekinesis** to rip weapons or magic items from the hands of PCs before

engaging in melee. See the “**New Monsters**” section, p. 24, for details regarding these demons.

46. SANCTUARY OF THE SLUG

A giant slug lairs in a raised passageway located 10' up the western wall of this huge cave with a 22' high ceiling. This dead-end tunnel is marked “**A**” on **MAP II**, with a dashed line denoting its edge. Always hungry, the slug keeps watch from its vantage point for any potential meal. This monstrosity surprises anyone who wanders into its domain on a 1-4 on a d6; reduce this number by one if the party uses no light source. The slug looses its acid spittle from the safety of its sanctuary 3 to 4 (1d2+2) times before oozing down to the cave floor to attack with its bite. Until this time, player characters must use ranged spells or missile weapons to attack the slug. There is nothing of value in this area.

Giant slug: AC 8; MV 6”; HD 12; hp 52; #AT 1; Dmg 1d12 bite; SA spit acid up to 6” for 4d8 damage; SD immune to blunt weapons; INT non- (0); AL N; Size L (36' long); xp 2832; THACO 9; MM 88.

47. SHATTERED GOLEM

The broken remains of a stone golem lie scattered on the floor of this small cave. The blade of a sword thrust nearly to its hilt is lodged in the construct's stony head. This weapon is an intelligent **sword +2, demon slayer** (INT 14; EGO 8; AL LG; speaks Common, Lawful Good; **detects evil** or **invisible objects** in a 1” radius) (see the “**New Magic Items**” section, pp. 26-27). Only a Good-aligned character can prise the sword from the golem's head. Furthermore, any character who does not have a Lawful and/or Good aspect to their alignment suffers 8 points of damage each time they touch the sword.

48. CAVERN OF THE FLAME

A quavering heatless flame the size of a torch springs from the floor of this irregular cavern. The flame expands into a 10' wide pillar that nearly touches the 20' high ceiling whenever anyone approaches within 20' of it. Those viewing the pillar must save vs. Spells or become spellbound by the dazzling blaze. During this time, they can take no actions. The charm lasts for 10 rds., or until the PC is struck with a blow. Note that the pillar's magic does not affect any of the demons or undead that dwell on this level.

A group of giant juju zombies — two ogres, a hill giant, and a stone giant — plus an ublulux demon (hp 34) wait in the smaller side cave to the west (marked “**B**” on **MAP II**). (See the “**New Monsters**” section, p. 24, for a full description of these creatures.) A round after the pillar appears, this ghastly band of monsters moves into the main cavern to do battle with the party. Transfixed PCs are struck with a +4 ‘to hit’ on the die roll.

Giant juju zombies (4): AC 4; MV 9”; HD 5 + 12 (ogres), 7 + 12 (giants); hp 44, 30 (ogres), 43, 36 (giants); #AT 1; Dmg 4d4 (ogres)/5d4 (giants) fist or rocks; SA +1 or better magical weapon to hit, hurl rocks, 70% *climb walls*; SD half damage from piercing and blunt weapons, turn as vampire; MR immune to mind-affecting spells, poison, *magic missiles*, death magic, plus fire, electrical, and cold-based spells; INT low (5-7); AL N(E); Size L; xp varies; THACO 12 (ogres), 10 (giants); New Monster.

B. Side Cave: The only thing of note in here is an empty 2' tall, 10' wide stone pedestal identical to the one in AREA 41 (q.v.).

49. THE THREE VEILS

Three sequentially placed curtains of shimmering energy span the entire breadth of this hall. In order, the **Three Veils** are denoted by their color — opal first, then ruby, and lastly, ebony. Each magical veil must be lowered in successive order to gain entry to AREA 50. Listed below are the means to destroy each veil, and

what result occurs when one is touched. Note that characters cannot physically force their way through a veil; each round they remain in contact with one, they suffer its malignant effects.

Opal Veil: This curtain of opalescent energy is destroyed after taking 20 points of damage from *magic missiles* or by blows from enchanted weapons. Weapon blows inflict damage equal to its magical “plus” only (e.g., a +2 weapon inflicts two points of damage). Touching the veil inflicts 20 points of damage (no saving throw allowed). However, any character protected by an *armor*, *blur*, *bless*, or *prayer* spell takes no damage.

Ruby Veil: 30 points of damage of cold- or lightning-based magics (e.g., **lightning bolt**, **cone of cold**, etc.), or a **dis-integrate** spell, destroys this deep red-colored veil. Touching the veil permanently drains 1d3 points of Constitution, no save allowed. A PC ward by **endure heat**, **flame walk**, **protection from fire**, **ring of fire resistance**, or similar effect, prevents the loss of ability scores. Note that anyone drained to zero Constitution points dies.

Ebony Veil: Three consecutive **light** spells or a single **continual light** cast directly on to this deep blue-black curtain destroys it, as will a **dispel evil**. Touching the veil permanently drains one energy level, no save allowed. Affected PCs lose one level of experience, lowering their hit points, saving throws, THACO, number of spells, etc. However, those safeguarded by a **protection from evil** or **negative plane protection** spell negate this dire effect.



50. CHAMBER OF THE MONOLITH

GMs Note: If the party has yet to defeat Asumu — the Dweller in the Pit and Guardian of the Portal — it **teleports** to this area 1d3 rounds after the PCs lower the *ebony veil* in AREA 49. The demon starts its assault by creating a **fog cloud** in the chamber. While hiding in the vapors, it uses its **gate** ability to summon allies, followed by **detect illusion** and **detect invisibility**. **Hold person**, **fascinate**, and **cause fear** are used to weaken the party before it advances to attack with its tendrils. If the party gives stiff resistance, the yg'nalath moves to the top of the 25' high, vaulted



ceiling to use **telekinesis** to drop PCs into one of the 30' deep open pits found here. **Animate dead** is used on any slain PCs to provide additional allies. Asumu fights until it is destroyed.

Asumu, yg'nalath: AC -4; MV 0"/15" (MC: B); HD 7 + 7; hp 50; #AT 4; Dmg 2d6 tendril x4; SA tendril attacks add up to 50 temporary hp, psionics; SD +1 or better weapon to hit, blessed or holy weapons inflict double damage, cannot be surprised; MR 65%; INT very (12); AL CE; Size M (8' cloud); xp 2750; THACO 12; New Monster.

Spell-like Abilities: **animate dead** (special), **cause darkness** (15' radius), **cause fear** (10' radius), **detect illusion**, **detect invisibility**, **dispel magic**, **fascinate**, **fog cloud**, **hold person** (3/day), **telekinesis** (4,000 gp weight), **(limited) telepathy**, **teleport without error**, and **gate** in 1d4 dretch (50%), or a single vechtke (30%) or ublalux (20%) with a 35% chance of success. Each spell-like ability is usable one at time, once per round, as an 8th-level caster.

If the party has managed to slay the yg'nalath previously, two ublalux (hp 40, 34) and two vechtke (hp 28, 23) demons **teleport** into this chamber in its stead.

A large monolith — the legendary **Gate of the Gods** — dominates this 70' x 60' chamber. Other features include an ivory-inlaid pentagram, four open pits (10' x 10' wide, 30' deep), and six 8' tall alabaster statues depicting ancient, forgotten deities.

The **Tetrahedron Monolith** functions as a magical portal to other planes of existence. This powerful artifact allows its user to open a gateway to physically travel to other planes, or to summon denizens from them. Constructed from an unknown golden-green metal, it consists of a 15' tall pyramidal obelisk that sits atop a 5' high, 25' x 25' square stone platform. A short flight of stairs allows access to the platform. Raised runes in an alien language cover the outer surfaces of the obelisk.

Gateways always open between the monolith and the top of the stairs. They appear as 8' wide, 12' high archways filled with bright stars shining in a black night. All gates stay open for 10 rounds before automatically closing. Note that no form of divination — be it from a spell (e.g., **locate object**, **clairvoyance**, **stone tell**, **legend lore**, etc.) or a magic item (e.g., **crystal ball**) — will ever reveal the location of the monolith, orb, or the veils in AREA 49.

To use the powers of the **Tetrahedron Monolith**, the user must possess the **Key Orb** found in AREA 11 (q.v.). Made from the same strange metal as the monolith, three dials form the middle section of this grapefruit-sized object. Each dial bears an identical set of seven runes. An engraved arrow on the orb indicates a combination key stop. Aligning a combination of three runes with the arrow creates a unique key that corresponds to a specific plane or alternate Prime Material Plane. Give the players **HANDOUT 4**, which shows an illustration of the orb, and **HANDOUT 5**, which depicts all seven runes in their order.

The **Key Orb** has 343 possible combinations. The vellum sheet located in AREA 29 (q.v.) shows four examples plus the **Master Key** setting. The latter key can close any open gate, or returns the user to this chamber. The other 338 combinations are keyed to specific locations on other planes of existence. This work provides no list of those places. The GM is encouraged to come up with their own list as needed. Players can discover new key combinations by randomly selecting one, use of divinations (e.g., **commune**, **legend lore**, etc.), consulting sages or tomes of eldritch lore, or summoning and questioning extraplanar beings for scraps of intelligence. If you wish, roll on the table below to determine the type of plane a particular rune-setting is keyed to:

1d100	Result
01-60	Alternate Prime Material Plane
61-64	Astral Plane
65-68	Ethereal Plane
69-80	Inner Plane
81-00	Outer Plane

To summon beings, the summoner must key the three dials to the plane the desired being originates from. While standing in the pentagram in front of the monolith, they speak the inscription on its surface (see above) followed by the name of the being they wish to appear. If a powerful or unique being has a personal name (e.g., greater devil, planetar), that must be known and spoken at this time. Otherwise, the being's race or species must be named. Like the **gate** spell (q.v., 7th-level cleric or 9th-level magic-user spell), the summoner has no control over any being who strides through the planar portal. Other means of control must be used to do this (e.g., **spiritwrack**, **ensnarement**, **dolor**, etc.). Furthermore, powerful beings, such as demon lords, archdevils, solars, or deities, are never compelled to enter the gate. They appear either out of whim or curiosity, or they send an underling to answer the summons in their name.

To open a gate to travel to another plane, the user keys the orb dials to the chosen plane then speaks the inscription on the monolith. Returning to the monolith's chamber requires the user to set the dials to the **Master Key** setting.

Operating this artifact has a couple of drawbacks for its user:

1. With each usage, there is a cumulative 2% chance that its user will be driven insane. Characters driven insane will select a random plane and step through the open gateway, but not before leaving the **Key Orb** behind in this chamber. The insane PC essentially permanently exiles himself to an unknown, and possibly, highly dangerous world!
2. Each time the orb is used, there is a 5% chance that, unbeknownst to the user, the rune combination changes the exact moment before a gate opens. If the user enters the gate, it takes them to a random plane as selected by the GM. If a being is summoned, a random creature native to the new plane steps through the gate. Most assuredly, it will be angry at being summoned so unexpectedly.

Treasure: The yg'nalath's treasure lies in a pile on the floor between the monolith and the north wall (marked by a "TR" on MAP II). It consists of the following:

- 8,797 sp, 6,142 ep, and 14,847 gp.
- **Gemstones:** Six base 50 gp citrine gems; three base 100 gp tourmalines; two base 500 gp spinels; and two base 1,000 gp sapphires.
- **Jewelry:** Crescent moon-shaped electrum fob (800 gp value); gold and platinum ring set with four small diamonds (3,500 gp value); 12-inch tall gold icon of a saint (4,500 gp value); and a gem encrusted gold crown (8,000 gp value).
- **Oil of timelessness** (container: stone flask; appearance: thick fuming silver; smell: none).
- **Scroll of protection from illusions** in a silver-chased bone scroll case (250 gp value).
- **Ring of shooting stars.**
- **Amulet of life protection.**
- **Staff of thaumaturgy.** This item bears Empehiro's personal sigil. See the "New Magic Items" section, p. 26, for details.

THIS ENDS THE SEARCH FOR THE GATE OF THE GODS.

CREDITS

Design, Development, Layout, & Maps: R. Nelson Bailey

Editing: R. Nelson Bailey, Rob Hand, Dan Shoemaker

Front Cover Art: Frank Scacalossi

Rear Cover Art: Del Teigeler

Interior Art: Yuri Perkowski, Matthew Ray, Frank Scacalossi, Del Teigeler

Playtesters: Greg Earle, John Evans, Rob Hand, Andrew Kennedy, Dan Shoemaker, Michael Zimmerman

SIZE: L (9'-10' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: VIII/4,350 + 14/hp

Gulrahz are a race of violent, warlike demons. They vary in color and appearance, but all resemble large bipedal humanoids with four arms that end in iron-hard claws. Horns, tusks, and fangs adorn their bestial heads. Gulrahz never retreat and never surrender. They are immune to all mind-affecting spells, psionics, and abilities, including illusions.

These powerful demons possess strength equal to a hill giant (19 Strength). In melee, they strike with their four claws (+7 Strength bonus) and a bite. Attacks can be divided amongst up to four different targets. With a successful hit with a *natural* "19" or "20", their iron-hard claws destroy an opponent's armor unless it successfully saves vs. Crushing Blow. If a shield is employed, it is destroyed first. Ruined armor provides no protection to its wearer.

A single opponent from 4' to 10' tall can be grappled when the demon successfully hits with three or more claw attacks in the same round. Those held automatically suffer 1d10+7 points of rending damage per restraining arm on the following round, and can be bitten with +4 'to hit.' The victim can break the hold by successfully rolling their Strength score or less on a d20, or by inflicting 10 or more points of damage to the demon in a single round. Held opponents lose any Armor Class bonuses from Dexterity or shield.

Gulrahz have the following spell-like abilities usable at will, one at a time, as a 10th-level spellcaster: **cause darkness** in a 10' radius, **cause fear** in a 10' radius (as wand), **detect invisibility**, **fly**, **taunt**, **(limited) telepathy**, and **teleport without error**. They can attempt to **gate** in 1d4 rutterkin (40%) or a single gulrahz (60%) with a 20% chance of success.

Demon lords and princes employ gulrahz as frontline shock troops. They gladly work for those willing to pay for their services, typically with slaves or food. However, employment often proves short-lived, as these demons are exceptionally quarrelsome and rebellious.

— NEW MONSTERS (Open Game Content) —

A few of the new types of demons (i.e., gulrahz, ronwe, and skulhd) listed here do not appear in this adventure. Instead, they are presented for the Game Master to use in other adventures, possibly to be found on a plane the party visits if they decide to use the powers of the **Gate of the Gods**.

DEMON, Gulrahz (Major Demon)

FREQUENCY: Rare (Prime Material Plane)

uncommon (The Abyss)

NO. APPEARING: 1d2 (Prime Material Plane); 1d6 (The Abyss)

ARMOR CLASS: -1

MOVE: 15"

HIT DICE: 10 + 10

% IN LAIR: 5%

TREASURE TYPE: Nil

NO. OF ATTACKS: 5

DAMAGE/ATTACK: 1d10+7 (x4) claws, 1d10 bite

SPECIAL ATTACKS: Destroy armor, grapple, see below

SPECIAL DEFENSE: +1 or better weapon to hit, immune to mind-affecting spells, see below

MAGIC RESISTANCE: 50%

INTELLIGENCE: Low to average (5-10)

ALIGNMENT: Chaotic evil



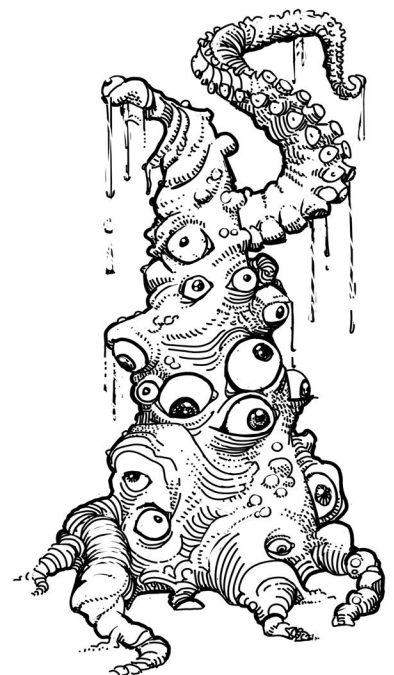
GULRAHZ



RONWE



SKULHD



UBLALUX

DEMON, Ronwe (Minor Demon)

FREQUENCY: Rare (Prime Material Plane);
uncommon (The Abyss)
NO. APPEARING: 1d6 (Prime Material Plane); 3d4 (The Abyss)
ARMOR CLASS: 2
MOVE: 18"
HIT DICE: 4 + 1
% IN LAIR: 15%
TREASURE TYPE: Q, S, X
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1d4/1d4 claws, or 1d6+1 trident
SPECIAL ATTACKS: Burning gaze, see below
SPECIAL DEFENSE: Immune to fire, see below
MAGIC RESISTANCE: 60%
INTELLIGENCE: Exceptional (13-14)
ALIGNMENT: Chaotic evil
SIZE: M (4' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: IV/285 + 5/hp

Ronwe are short bipedal demons with large heads, big noses, big ears, small horns, and the tail of an ass. Their body is hairless, with long, gangly arms and legs. These demons are vindictive, haughty, and impetuous. They use their greater intellect to play less intelligent demons off one another to achieve their own ends, delighting in the ensuing chaos.

Weak in melee, ronwe avoid combat unless absolutely necessary. They attack with two claws that inflict 1d4 points of damage each. On rare occasions (15%), they will be armed with a short-hafted trident. Thrice per day they can use their *burning gaze* on a single opponent. This ability inflicts 1d6+6 points of damage on the victim as their skin bursts into flame. A successful saving throw vs. Spells reduces the damage by half. This power will also ignite any combustible materials the victim wears. Ronwe are fully immune to all sorts of fire, magical or otherwise. As such, they often dwell within areas of intense flames or heat, such as lava pools. Normal weapons will hit these demons.

Ronwe can, at will, use one of the following spell-like powers per round, as a 7th-level spellcaster: **cause darkness** 5' radius, **ESP**, **forget**, **heat metal** once per day, **improved phantasmal force**, **invisibility**, **know alignment**, **pyrotechnics**, **sanctuary**, **telekinesis** (700 gp weight), **(limited) telepathy**, and **teleport without error**. They can attempt to **gate** in a rutterkin (80%) or Type IV demon (20%) with a 30% chance of success.

Ronwe quickly make alliances with other types of demons, and break them just as fast. They always consider themselves in charge in any alliance. Babau demons utterly despise ronwe, attacking them on sight. They often serve greater demons as spies and messengers.

DEMON, Skulhd (Minor Demon)

FREQUENCY: Uncommon (Prime Material Plane);
common (The Abyss)
NO. APPEARING: 1d8 (Prime Material Plane); 3d8 (The Abyss)
ARMOR CLASS: 1
MOVE: 6"/20" (MC: C)
HIT DICE: 5
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3 or 2
DAMAGE/ATTACK: 1d6+1/1d6+1 talons, 1d4 bite
SPECIAL ATTACKS: Disease, weakness, dive, see below
SPECIAL DEFENSE: See below
MAGIC RESISTANCE: 35%
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic evil
SIZE: M (4 1/2' high, 16' wingspan)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: V/355 + 5/hp

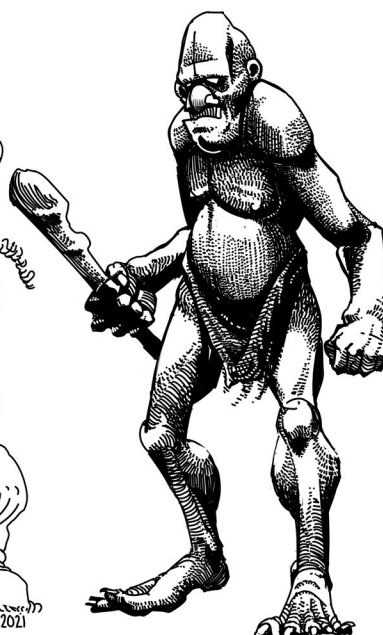
The so-called "plague birds," skulhd demons roam the aerial spaces of The Abyss in ravenous flocks. They appear as large birds with a horrid human-like heads with grayish skin covered in scabs and boils. They have black fangs and short, backward-



VECHTKE



YG'NALATH



MOGRUAN



GIANT JUJU ZOMBIE

curving goat horns on their heads. Their feathers are mottled black, gray, brown, and tan. The smell of rotting flesh always precedes this demon.

A cloud of sickness surrounds the skulhd that affects anyone within a 10' radius, as per a *cause disease* spell (save vs. Poison to avoid). Victims need only make one save per encounter with an individual demon or group. In combat, it attacks with two talons (1d6+1 damage each) and a bite (1d4 damage). Those struck with its bite attack lose one Constitution point. Additional bite attacks result in cumulative ability score loss. Lost points return at a rate of one point per hour. Given at least 60' of elevation, a flying skulhd can dive and rake with its talons with a +2 'to hit', inflict double damage. Normal weapons can strike these demons.

A skulhd can, at will, use the following spell-like powers, one per round, as a 6th-level spellcaster: **cause darkness** in a 5' radius, **detect good**, **enlarge** (self only), **protection from normal missiles** once per day, **(limited) telepathy**, and **teleport without error** once per day. They can attempt to **gate** in a single skulhd (70%) or vrock (30%) with a 10% chance of success.

Skulhd hate most other types of demons. Given the chance they will attack any they encounter so long as they have superior numbers. Their only ally is the Type I demon (vrock), whom skulhd tend to manipulate with their superior intelligence.

DEMON, Ublalux (Minor Demon)

FREQUENCY: Rare (Prime Material Plane);
uncommon (The Abyss)
NO. APPEARING: 1d4 (Prime Material Plane); 2d6 (The Abyss)
ARMOR CLASS: -2
MOVE: 6"
HIT DICE: 6 + 6
% IN LAIR: 15%
TREASURE TYPE: B
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2d8 tentacle
SPECIAL ATTACKS: Spittle, see below
SPECIAL DEFENSE: Regeneration, see below
MAGIC RESISTANCE: 45%
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic evil
SIZE: M (7' tall cone or 10' dia. blob)
PSIONIC ABILITY: 120
Attack/Defense Modes: D,E/G,H
LEVEL/X.P. VALUE: VI/1,025 + 8/hp

Disgusting in the extreme, ublalux resemble a lurching, cone-shaped tower of greenish-brown and ochre colored slime and corruption. It can also flatten itself into an oozing puddle to fit through narrow openings. This demon has a dozen yellow eyes that can appear anywhere on its nauseating body. All other races of demons despise these repulsive creatures.

An ublalux's normal mode of attack is with a pseudopod-like tentacle that inflicts 2d8 damage. Once every other round, it can squirt a stream of corrosive juices at a single target up to 60' distant in any direction it desires. The victim suffers 4d6 damage (save vs. Breath Weapon for half damage). Additionally, the juices destroy any organic matter it touches in a single round with only magic items gaining a save vs. Acid to avoid ruin. Ublalux regenerate 1 hit point per round. Ublalux are immune to cold-based attacks, magical or otherwise. Fire-based attacks are saved with a -1 penalty on the die, and inflict +1 damage per die of damage. Normal weapons can harm these demons.

The following spell-like abilities are available to ublalux at will, one at a time, as a 6th-level spellcaster: **cause darkness** in a 10' radius, **cause fear** by touch, **detect good**, **levitate**, **putrefy food & water**, **stinking cloud**, **telekinesis** (1,750 gp weight), **(limited) telepathy**, **teleport without error**, and **gate** in another ublalux with a 25% chance of success.

DEMON, Vechtke (Minor Demon)

FREQUENCY: Uncommon (Prime Material Plane);
common (The Abyss)
NO. APPEARING: 1d6 (Prime Material Plane); 4d4 (The Abyss)
ARMOR CLASS: 0
MOVE: 9"/12" (MC: C)
HIT DICE: 5 + 3
% IN LAIR: 5%
TREASURE TYPE: P, Q
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2d4/2d4 tentacles
SPECIAL ATTACKS: See below
SPECIAL DEFENSE: See below
MAGIC RESISTANCE: 40%
INTELLIGENCE: Low to average (5-10)
ALIGNMENT: Chaotic evil
SIZE: M (5' to 6' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: V/625 + 6/hp

Though a weaker race of demon, vechtke are particularly vicious and cruel. They roam the many planes of The Abyss in large bands, fearlessly attacking all they encounter. As such, powerful demons often employ them as soldiers or guards. Their appearance is particularly repugnant, having a long snaky neck that ends with a skull-like face. A mass of writhing tentacles sprouts from their lower arms. The demon's slug-like suction foot allows it to climb any vertical surface, and even hang upside-down from ceilings. Small fan-shaped wings permit it to fly for a maximum of 10 continuous rounds at a time.

In combat, vechtke attack with both arm tentacles causing 2d4 damage with each hit. A successful attack also paralyzes the victim for 5d4 rounds (save vs. Paralyzation to avoid). *Magic missiles* inflict half damage to these demons. Vechtke have the following spell-like abilities usable at will, one at a time, as a 5th-level spellcaster: **blur**, **cause darkness** in a 5' radius, **cause fear** by touch, **detect magic**, **ray of enfeeblement**, **telekinesis** (1,500 gp weight), **(limited) telepathy**, **teleport without error** twice per day, and **gate** in another vechtke with a 20% chance of success.

DEMON, Yg'nalath (Major Demon)

FREQUENCY: Very rare (Prime Material Plane); rare (The Abyss)
NO. APPEARING: 1 (Prime Material Plane); 1d8 (The Abyss)
ARMOR CLASS: -4
MOVE: 0"/15" (MC: B)
HIT DICE: 7 + 7
% IN LAIR: 20%
TREASURE TYPE: D, Q, T
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 2d6 tendril (x4)
SPECIAL ATTACKS: See below
SPECIAL DEFENSE: +1 or better weapon to hit, see below
MAGIC RESISTANCE: 65%
INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic evil

SIZE: M (8' + cloud)

PSIONIC ABILITY: 150

Attack/Defense Modes: A,C,E/F,G,H

LEVEL/X.P. VALUE: VIII/2,250 + 10/hp

This loathsome demon appears as a cloud of multihued vapors. Its mottled, coruscating colors continuously change from nauseating purples and sanguine reds to sickly greens and vile ochres. Five luminescent silver spheres that float in its eddying mists serve as eyes. The "mist demon", as it is also known, makes discordant chiming noises when excited.

Since an yg'nalath can look in multiple directions at once, it cannot be surprised. In melee, this demon attacks with four 8' long, misty tendrils. It can divide these attacks against multiple opponents. Each attack inflicts 2d6 damage when it hits. Furthermore, a successful hit on a living creature drains its vital life essence, adding the amount of damage inflicted to the demon's hit point total. By this means, an yg'nalath can gain up to twice its maximum hit points. Damage-causing attacks on the demon reduces any temporary hit points first. The extra life force dissipates after 1d4+1 hours. Only magic weapons can harm an yg'nalath. Blessed or holy weapons inflict double damage.

Yg'nalath have the following spell-like abilities usable at will, one at a time, as an 8th-level spellcaster: **cause darkness** in a 15' radius, **cause fear** in a 10' radius, **detect illusion**, **detect invisibility**, **dispel magic**, **fascinate**, **fog cloud**, **hold person** thrice per day, **telekinesis** (4,000 gp weight), **(limited) telepathy**, **teleport without error**, and **gate** in 1d4 dretch (50%), or a single vechtke (30%) or ublalux (20%), with a 35% chance of success. Additionally, the demon can **animate dead** at will, with intact corpses becoming juju zombies and skeletal ones becoming huecuva (qq.v.).

These demons have superior infravision (120') and ultravision (120'). Yg'nalath possess personal names. Asumu, Gogerean, Bel-Shagor, and Yondo are a few of the known individuals.

LOATHLY WORM

FREQUENCY: Rare

NO. APPEARING: 1d2

ARMOR CLASS: 2

MOVE: 18"

HIT DICE: 13

% IN LAIR: 20%

TREASURE TYPE: D, Q

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1d8+1/1d8+1 claws, 3d6 bite (+ poison), 3d4 constriction

SPECIAL ATTACKS: Breathe acid cloud, poisonous bite

SPECIAL DEFENSE: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic evil

SIZE: L (45' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: VIII/7,300 + 18/hp

The loathly worm is a large serpentine monster that dwells in lonesome locales, such as moors, bogs, and hills. It typically lairs underground in dank caves or cavern systems. Thoroughly chaotic and evil, the worm infrequently crawls from its den to wreak destruction on the civilized lands of humans and demi-humans.

This snaky horror attacks with a bite, two claws, and constricting coils. Its venomous bite slays anyone it hits unless a successful save vs. Poison is made. Its powerful coils automatically inflict 3d4 damage to a victim each round they are enveloped. Those held can attempt to escape by making a roll equal to their *bend bars/lift gates* score. Otherwise, the victim's companions can attempt to pull them free by making a similar roll. When two or more characters work together, combine each individual's percentile score into a single roll. Furthermore, three times per day the loathly worm can breathe a 2" wide, 2" deep, 1" high cloud of **acidic gas**. Anyone caught in this deadly cloud suffers 5d8+13 damage, or half that amount if they successfully save vs. Breath Weapon. This monster is immune to all forms of poison and acid, magical or otherwise.

Description: The horned head of the loathly worm appears as a cross between a dragon and a crocodile. Its long, snake-like body has two clawed arms located just below its head. Its top-side is colored drab brown with russet bands while its belly is pale yellow. These creatures speak their own language and that of black dragons.



MOGRUAN

FREQUENCY: Uncommon

NO. APPEARING: 2d4

ARMOR CLASS: 4

MOVE: 12"

HIT DICE: 6 + 3

% IN LAIR: 25%

TREASURE TYPE: Individuals M (x10), Q; C in lair

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2d6 fist or by weapon type +6

SPECIAL ATTACKS: Hurl rocks for 2d6

SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low to average (5-8)

ALIGNMENT: Chaotic evil (10% neutral evil)

SIZE: L (10' + tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: V/350 + 8/hp

Mogruans are the offspring of ogres and hill giants. As such, they resemble stockier-built ogres. The color of their warty hide ranges from reddish ochre to deep rust brown or violet-brown. Rarely

(10%), their skin is mottled with two different colors. Their hair is greenish-brown or ruddy brown, and their eyes are red rimmed. Crude, violent, and rapacious, mogruans often band together with other creatures to raid settlements for food, treasure, and slaves.

In combat, these monsters attack with fist or hurl rocks (**range**: short=5"/medium=10"/long=15", minimum 1") for 2d6 damage. With a Strength score of 18/00, mogruans add +6 damage with each hit when utilizing a weapon. Large spears, clubs, and axes are favored.

Mogruans can live in any type of climate, preferring to dwell in caves or abandoned structures. They typically (60%) share lairs with hill giants, ogres, or, more rarely, trolls. Lairs contain a number of females equal to the males plus 1d4+1 young. Females are equal to males in Hit Dice and combat ability. Young range from 1 to 5 Hit Dice and inflict 2d4 damage in melee or with a hurled rock. These monsters do not have their own language, but speak both hill giantish and ogrish. A few (20%) also speak the tongue of trolls. They possess 90' infravision and a keen sense of smell.

ZOMBIE, GIANT JUJU

FREQUENCY: Rare to very rare
 NO. APPEARING: 1d4
 ARMOR CLASS: 4
 MOVE: 9"
 HIT DICE: See below
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSE: +1 or better weapon to hit, see below
 MAGIC RESISTANCE: See below
 INTELLIGENCE: Low (5-7)
 ALIGNMENT: Neutral (evil)
 SIZE: L (7½' + tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: See below

These undead are created when large humanoids (e.g., ogre, ettin, cyclopskin, etc.) or giants (e.g., verbeeg, hill giant, frost giant, etc.) are slain by means of *energy drain*, as per a juju zombie (q.v.). They possess characteristics similar to their smaller ilk (c.f.): +1 or better magical weapon to hit; blunt and piercing weapons and fire-based attacks inflict half damage; *climb walls* (70% chance of success); immunity to poison, electricity, mind-affecting spells, *magic missiles*, death/necromantic, and cold-based magics. Clerics *turn* giant juju zombies as vampires. These creatures attack by fist, weapon, or thrown boulder (**range**: short=3"/medium=6"/long=12", minimum 1"). The latter attack inflicts damage equal to the giant juju zombie's normal damage dice. Hit Dice, THACO, and attack damage are based on the height of the humanoid as shown below:

Height	Hit Dice	THACO	Dmg	Level/X.P. Value
7 ½' to 10'	5 + 12	12	4d4	V/300 + 6/hp
10 ½' to 13'	7 + 12	10	5d4	VI/900 + 10/hp
13 ½' to 16'	9 + 12	9	6d4	VII/1,800 + 14/hp
16 ½' to 20'	11 + 12	8	7d4	VIII/3,550 + 16/hp
20 ½' +	13 + 12	7	8d4	VIII/4,900 + 18/hp

— NEW MAGIC ITEMS (Open Game Content) —

Club +1, Dwarf Crusher

This 7' long spiked club is equal to a +1 weapon. When used by a giant against a dwarf, it inflicts double damage. It inflicts triple damage if the attack roll is a *natural* "20". The club is treated as a morning star for purposes of weapon speed and hitting armor types. Due to its massive size, beings less than 8' tall cannot wield it as a weapon.

X.P. Value: 800

G.P. Sale Value: 2,500

Phylactery of Healing

This device greatly increases the efficacy of minor healing spells. When worn by a cleric, all cast **cure light wounds** spells heal the maximum number of hit points allowable (i.e., 8 points of damage). The phylactery only functions for any one cleric at a time. If another healer attempts to use this item, it ceases to function for 48 hours.

X.P. Value: 1,750

G.P. Sale Value: 12,500

Staff of Thaumaturgy

The staff of thaumaturgy is a potent magic device that greatly increases the summoning capabilities of a magic-user. It is equal to an enchanted +2 weapon when used in melee, and can be recharged. The staff wielder can use the following spells at will without expending any charges: **know alignment**, **light**, and **protection from evil/good**.

These powers require the expenditure of 1 charge each to use: **dismissal**, **dolor**, **monster summoning I**, and **protection from evil/good, 10' radius**.

Two charges allow the magic-user to employ either of these abilities: **conjure elemental** and **summon spirit**.

Conjure Elemental: This power functions as the 5th-level magic-user spell of the same name (q.v.). However, the elemental will have only 8 Hit Dice. Furthermore, the summoner has the option to conjure an *invisible stalker* or *phantom stalker* (qq.v.) instead. These latter two creatures will perform a single given task over a period of 24 hours. It takes a full turn for the magic-user to conjure the desired being.

Summon Spirit: This allows the magic-user to summon and control a single creature native to the Outer Planes to serve them for up to 1d20+10 rounds. This includes a being such as an archon, demon, devil, einheriar, modron, and so forth with no more than 6 Hit Dice. The type of creature must be known to the magic-user before summoning. The summoned monster appears in 7 segments.

X.P. Value: 10,000

G.P. Sale Value: 50,000

Sword +2, Demon Slayer

This magic sword is equal to a +3 weapon when used against demons or other creatures native to the planes of The Abyss, Tartarus, and Pandemonium. The +3 enchantment does not decrease in power if taken to these planes. Demons suffer *double*

damage when struck with this weapon (base die damage only). Furthermore, when held, its wielder gains a +3 saving throw bonus versus any magical attack originating from a demon.

X.P. Value: 1,200 G.P. Sale Value: 6,500

Wand of Lethargy

The wand of lethargy has four functions that duplicate some magic-user spells:

- 1. **Sleep:** Causes up to 6 Hit Dice of monsters to fall asleep for 5d6 rounds. A successful save vs. Spells negates this effect. One segment to activate, and expends a single charge.
- 2. **Weakness:** As ray of enfeeblement (q.v., 2nd-level magic-user spell) lasting for 12 rounds. Activates in 1 segment, using 1 charge.
- 3. **Slow:** As the 3rd-level magic-user spell of the same name (q.v.) with the exception that it only affects a single target. Duration is 9 rounds. Activation takes 3 segments, and expends 2 charges.
- 4. **Deep Slumber:** Expending 2 charges causes a single target with a maximum of 9 Hit Dice to fall asleep for 4d6 turns (save vs. Spells to avoid) in 6 segments. Expending 3 charges increases the duration to 24 hours; 4 charges for a week; 6 charges for a month; 8 charges for a year.

The *sleep* and *deep slumber* powers of this wand have no effect on undead, constructs, and beings who do not sleep. Magic-users and illusionists can operate it, using only a single function at a time. This wand can be recharged.

X.P. Value: 4,000 G.P. Sale Value: 25,000

— APPENDIX: SCALED WEAPON DAMAGE —

The first edition monster guides give a single standard damage range for all melee attacks by most large humanoids and giants, regardless of the type of weapon they wield. The scaled weapon damage rules detailed below give the Game Master a more precise range of damages based on the specific type of weapon employed by the monster. These rules take into account the size of the weapon and the Strength score of the creature using it.

The **COMPARATIVE SIZE LIST** (shown below) divides large-sized humanoid monsters into six groups based on their height. The **COMPARATIVE STRENGTH TABLE** shows the average Strength score of these monsters. Start by finding which group the monster fits into on the first table, then locate its Strength score on the second table. Lastly, compare the weapon's standard damage die (i.e., the "Man"-Size column) to the monster's group on the **SCALED WEAPON DAMAGE TABLE**. For weapons that use two dice for damage (e.g., morning star) simply use twice the base die type. If a weapon, such as a footman's mace, has a +1 to its damage die, use the scaled base die plus the scaled 1 point of damage as shown on this table. All attacks made by scaled weapons also add the monster's Strength bonus to its damage. Strength bonuses 'to hit' do not apply to their attack rolls.

COMPARATIVE SIZE LIST

"Man"-Size (up to 7' tall): Human, elf, bugbear, gnoll, orc, troglodyte, etc.

- Group A*** (7 1/2' to 10' tall): Annis, cyclopskin, dao, ogre, troll, giant troll, giant two-headed troll, merrow, mogruan, saltwater troll, verbeeg.
- Group B** (10 1/2' to 13' tall): Dao, djinni, efreeti, ettin, firbolg, fire giant, giant troll**, giant two headed troll**, hill giant, ogre mage, spriggan (giant-sized), stone giant.
- Group C** (13 1/2' to 16' tall): Ettin**, formorian giant, frost giant, mountain giant.
- Group D** (16 1/2' to 20' tall): Cloud giant, fog giant, lesser cyclops, marid.
- Group E** (20 1/2' to 24' tall): Greater cyclops, storm giant.
- Group F** (25'+ tall): Titan.

* Monsters from this group often use human-sized weapons.
** Larger-than-average specimens.

COMPARATIVE STRENGTH TABLE

STR Score	Dmg Bonus	Monster Type
18/01-18/90	+2 to +4	Cyclopskin
18/01-18/00	+3 to +6	Merrow, ogre
18/51-18/00	+3 to +6	Verbeeg, troll
18/00	+6	Mogruan, saltwater troll
19	+7	Annis, djinni, firbolg, giant troll, hill giant, spriggan (giant-sized)
20	+8	Dao, ettin, formorian, giant two-headed troll, stone giant
21	+9	Efreeti, frost giant
22	+10	Fire giant, marid, mountain giant
23	+11	Cloud giant, fog giant, lesser cyclops
24	+12	Greater cyclops, storm giant
25	+14	Titan

SCALED WEAPON DAMAGE TABLE

"Man"-Size	A	B	C	D	E	F
1	1d2	1d2	1d3	1d3	1d4	1d6
1d2	1d3	1d4	1d6	1d8	1d10	1d12
1d3	1d4	1d6	1d8	1d10	1d12	2d8
1d4	1d6	1d8	1d10	1d12	2d8	2d10
1d6	1d8	1d10	1d12	2d8	2d10	2d12
1d8	1d10	1d12	2d8	2d10	2d12	3d10
1d10	1d12	2d8	2d10	2d12	3d10	4d10
1d12	2d8	2d10	2d12	3d10	4d10	4d12

Example 1: A hill giant (STR 19, +7 to damage) armed with a spear (1d6 base die damage). These giants are 10 1/2' tall so they belong to **Group B**. Looking across the table the spear's base 1d6 becomes 1d10. When attacking with a spear the giant deals 1d10+7 points of damage (i.e., 8-17 points).

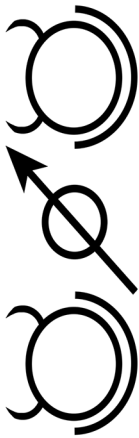
Example 2: A frost giant (**Group C**, STR 21, +9 to damage) wielding a hammer (1d4+1 base die damage). The scaled hammer damage range becomes 1d10+1d3. Including Strength damage bonus, the giant inflicts 1d10+1d3+9 points of damage (i.e., 11-22 points) with this weapon.

Example 3: A storm giant (**Group E**, STR 24, +12 to damage) attacks with a trident (2d4 base die damage). This giant inflicts 4d8+12 points of damage (i.e., 16-44 points) when it hits.

Note: Smaller creatures cannot use any weapon sized for creatures two or more categories greater than their own, even if they have the Strength to wield it. Thus, a human ("Man"-Size) with a *girdle of fire giant strength* cannot use an axe sized for a stone giant (**Group C**). However, they can use weapons sized for creatures one category higher with a -2 penalty 'to hit' and to initiative rolls.

HANDOUT 3

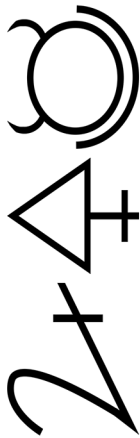
This morrow shall I foray into that Black and Vertiginous Pit wherein resides the Dweller. My energies have returned after many long and arduous days of summoning manifold Spirits, Genies, and Demons. Their infernal lies, half-truths, and vituperations do so tax one's resolve. From those reprobate creatures did I learn that Three Veils secure the entrance to the Gate of the Gods — a triumvirate of wards, each of a different color and property. It seems that the path to the Veils is further protected by a maddening maze of furcating passages. The providence of the Heavens is with me, however, since I recovered the Orb from Nezlucalli, the foul hag of the Erp-Kappe Marshes. For without it, all these prodigious efforts would be for naught as the Orb is the Key which unlocks the power of the Monolith.



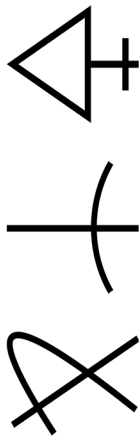
*The Key to the
Baphomet's
Mazy Halls*



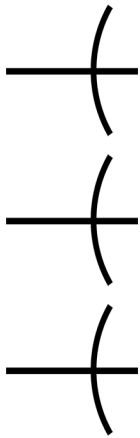
*The Key to the
Paradisical Shores
of Thalassa*



*The Key to the
Fiery Gates of
Fabled Brass*



*The Key to the
Lost Realm of Ys*



The Master Key

HANDOUT 1

It was in his 153rd year that Empheiro did leave his coveted post as High Thaumaturge for the Grand Tyrant of Aadrimach. At this time, the great arch-mage had reached the pinnacle of his might, and none could match his sorcerous talents. In his hubris and pride, Empheiro insisted that he was destined to ascend to a higher plane to sit next to the gods on their shining thrones. It was said that he spent five years in preparation for his weird. He consulted countless tomes of esoteric lore and communed with the Lords of the Higher and Lower Realms for answers to mysteries known to no mortal. In his notes on the matter (now lost due to the destruction of the fabled library of Vucammoth) did Empheiro enumerate his upcoming labors. He would travel to the Caverns of Azek-Vhool to seek out the Gate of the Gods. There, in the deepest and blackest pit, would he find the penultimate secret that he has sought after so single-mindedly. He warned that therein dwells a most abhorrent guardian, the fiendish Dweller that feeds on men's life-essences. In his masterwork, the Septulium, did the sage, Cymdru, record that the arch-mage was last seen riding a great roc in the direction of those lethiferous caves. Thereafter did Empheiro vanish from all further works of history.

HANDOUT 2

Created by forgotten and eldritch gods, in their sublime wisdom did they hide the Wondrous Gate from the eyes of men by means of the Three Veils. Only by potent magicks can one lower these mighty wards. The ancient text I consulted advise that humble magical bolts could affect one. Of the other two, no word or suggestion is mentioned.



PRE-GENERATED PLAYER CHARACTERS

The pre-generated characters detailed below are provided for those who do not wish to use their own characters, or do not have time to create new ones. The GM is free to alter the magical equipment or spell lists as they deem necessary. However, judicious restraint in choosing appropriate items must be exercised, so as not to upset the balance of the adventure in the player's favor. The GM can allow players to alter the mundane adventuring gear (e.g., packs, sacks, rope, etc.) listed for each character within reason.

CHARACTER	Wolfric	Kraggen	Celadon	Yadera	Imerwen	Squindal Thyme
SEX	Male	Male	Male	Female	Female	Male
RACE	Human	Dwarf	Half-elf	Human	Elf	Halfling
CLASS	Ranger	Fighter/Cleric	Fighter/ Magic-user	Cleric	Magic-user	Thief
LEVEL	7	5/5	6/5	7	7	8
HEIGHT	6'2"	4'4"	5'2"	5'6"	4'11"	3'8"
WEIGHT	185	136	112	130	96	58
ALIGNMENT	Chaotic good	Lawful good	Neutral	Neutral good	Chaotic good	Neutral
ARMOR CLASS*	2 (4)	2 (3)	2 (3)	0 (3)	6	3
HIT POINTS	50	34	25	35	20	31
MOVE	9"	6"	9"	6"	12"	9"
STRENGTH	17	17	13	14	13	9
INTELLIGENCE	13	11	16	9	17	11
WISDOM	14	14	8	16	11	16
DEXTERITY	14	8	16	10	13	17
CONSTITUTION	16	15	10	11	9	12
CHARISMA	12	6	12	12	13	16
ARMOR	<i>Chain mail +1, shield +1</i>	Plate mail, shield	<i>Chain mail +1, buckler</i>	Plate mail, shield +2	<i>Bracers of defense AC 6</i>	<i>Leather +2</i>
THACO	14	16	16	16	19	19
ATTACK ADJUSTMENT	+1	+1	0	0	0	0
DAMAGE ADJUSTMENT	+1	+1	+0	0	0	0
OPEN DOORS	1-3	1-3	1-2	1-2	1-2	1-2
BEND BARS/LIFT GATES	13%	10%	4%	7%	4%	1%
REA./ATT. ADJUSTMENT	0	0	+1	0	0	+2
DEF. ADJUSTMENT	0	0	-2	0	0	-3
MAG. ATT. ADJUSTMENT	0	+1	0	+2	0	+2
SPECIAL VISION	None	Infravision (60')	Infravision (60')	None	Infravision (60')	None
SAVING THROWS**						
PARA./POISON/DEATH	10	10	11	7	13	12
PETRI./POLYMORPH	11	12	12	10	11	11
ROD/STAFF/WAND	12	13	11	11	9	12
BREATH WEAPON	12	13	13	13	13	15
SPELL	13	14	12	12	10	13
# OF SPELLS/SPELL LEVEL	<u>1ST LEVEL</u>	<u>2ND LEVEL</u>	<u>3RD LEVEL</u>	<u>4TH LEVEL</u>		
Kraggen	5	3	1	--		
Celadon	4	2	1	--		
Yadera	5	5	2	1		
Imerwen	4	3	2	1		

THIEVING ABILITIES FOR SQUINDAL THYME

Pick Pockets	Open Locks	F/R Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
75%	72%	60%	77%	69%	30%	81%	35%

*Shieldless AC is listed in parentheses ().

**Excludes possible adjustments for magic items and/or ability scores.

WOLFRIC

Chain mail +1

Shield +1

Bastard sword +1, +2 vs. magic-using & enchanted creatures

Hand axe

Long bow

Quiver w/24 arrows

Potion of animal control (reptiles)

Sack, large

Backpack

Lantern, hooded

Oil, flask (4)

Waterskin

Grappling hook

Rope, 50'

Languages Known: Common, Chaotic Good, dwarvish, orkish, orcish.

KRAGGEN

Plate mail

Shield

Footman's flail +1

Hammer (2)

Horn of Valhalla, silver

Ring of mind shielding

Sack, large

Pouch, large

Wineskin (2)

Backpack

Rope, 50'

Holy symbol

Languages Known: Dwarvish, Lawful Good, Common, gnomish, goblin, kobold, orkish.

CELADON

Chain mail +1

Buckler

Long sword +1

Long bow

Footman's mace

Boots of elvenkind

Potion of polymorph self

Sack, small

Pouch, large

Iron spikes (6)

Mallet

Wineskin

Quiver w/24 arrows

Spellbook, travelling

Spells in Spellbook:

First Level: **detect magic, enlarge, feather fall, jump, read magic, shocking grasp, spider climb**

Second Level: **acid arrow, darkness 15' radius, ESP, invisibility, pyrotechnics, scare**

Third Level: **dispel magic, haste, lightning bolt, protection from normal missiles**

Languages Known: Elvish, Neutral, Common, gnomish, goblin, halfling, hobgoblin, gnoll, orkish.

YADERA

Plate mail

Shield +2

Footman's mace +2

Hammer (2)

Potion of extra-healing

Clerical scroll (cure critical

wounds, flame strike, spike

stones) cast at 9th-level usage

Pouch, large

Wineskin

Torches (6)

Tinderbox

Holy water (3 vials)

Holy symbol

Languages Known: Common, Neutral Good, bronze dragon, elvish.

IMERWEN

Bracers of defense AC 6

Dagger (2)

Wand of magic detection (24 charges)

Dust of illusion (6 pinches)

Sack, large

Pouch, large

Wineskin (2)

Candle

Chalk, 2 sticks

Spellbook, traveling

Spells in Spellbook:

First Level: **armor, burning hands, charm person, comprehend languages, detect magic, enlarge, floating disc, magic missile, read magic, sleep**

Second Level: **darkness 15' radius, detect invisibility, flaming sphere, mirror image, pyrotechnics, stinking cloud, strength, web**

Third Level: **detect illusion, fireball, item, minute meteors, monster summoning I, slow**

Fourth Level: **charm monster, confusion, ice storm, mnemonic enhancer**

Languages Known: Elvish, Chaotic Good, Common, gnomish, goblin, halfling, hobgoblin, gnoll, orkish.

SQUINDAL THYME

Leather armor +2

Short sword +1

Short bow +1

Dagger (2)

Boots of levitation

Rope of climbing

Sack, large

Pouch, large

Thieves' tools

Wineskin

Oil, flask (4)

Mirror, small, metal

Languages Known: Halfling, Neutral, Common, dwarvish, elvish, gnomish, goblin, halfling, orkish, thieves cant.

OPEN GAME LICENSE

This printing of the “**Labyrinth of the Dweller™**” is done under version 1.0a of the Open Gaming License below.

Notice of Open Game Content: This product contains open game content as defined in the Open Game License, below. Open game content may be used under and in the terms of the Open Game License.

Designation of Open Game Content: All monster and NPC statistics (i.e. ‘stat blocks’) and any content within this book that is derived directly from the **System Reference Document** is hereby designated as Open Game Content, subject to the Product Identity designation below.

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License:

1. The name “**Dungeons Guild Games™**” as well as the logos and identifying marks of Dungeons Guild Games, including but not limited to the Dungeons Guild Games logo and the phrase “**Dungeon Delves™**” as well as the trade dress of Dungeons Guild Games products.

2. All artwork, cartography, depictions, designs, formats, graphic designs, likenesses, maps, poses, and symbols, including any text contained within such items.

3. The descriptions, motivations, names, and/or personalities, of all artifacts, characters, cities, city states, countries, creatures, deities, enchantments, environments, equipment, feats, geographic features, gods, groups, historic events, items, locations, magical abilities, magical effects, monsters, organizations, places, planes, political features, races, skills, spells, supernatural abilities, and supernatural effects in this book as well as the name of any other thing not stemming from the System Reference Document, but not their stat blocks or other game-mechanic descriptions (if any).

4. All histories, plots, stories, storylines, and thematic elements.

5. Any other content previously designated as Product identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

6. Any and all content that is not otherwise Open Game Content by virtue of appearing in the System Reference Document or being provided as Open Game Content in a work listed in Section 15, below.

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions:

(a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content;

(b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

(c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

(d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;

(g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;

(h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Other Dungeoneers Guild Games Titles

If you enjoyed this product, check out these other **DUNGEON DELVE** adventure titles from **Dungeoneers Guild Games**. All titles are available for purchase online at www.dungeoneersguildgames.com.

DD #1: TOWER OF THE BLACK SORCERERS. Rumors in Bal-curz suggest that a secretive cadre of sorcerers is behind recent nefarious activities in the town. All that is needed is a group of inquisitive adventurers to investigate the veracity of these claims. Foul sorcery, evil doings, and horrid beings from the blackest pits stand to thwart the meddlesome heroes. An adventure for characters levels 5-8.

Available now in print or eBook.

DD #2: DUNGEONS OF THE DREAD WYRM. No one has seen the wicked red dragon, Felmurnuzza, ravager of the northlands, for decades. Some believe that she has perished, while others believe that she sleeps away the years ensconced in her fortress-like lair. Rumors suggest that over the centuries she has amassed a vast hoard of treasure that is second to none. Cunning traps, devious tricks, and powerful guardians defend the dragon's dungeons from would-be looters. This challenging adventure is for characters levels 10-15.

Available now in print or eBook.

DD #3: THE MISTY HALLS OF KALÁVORKA. A lost vale located in a high mountain range is home to a clan of mysterious giants. Sages believe the giants have strange powers that no other of their kind possesses. Yet, no one has heard anything from these giants in decades. Do they still dwell in their misty fastness? Do they really possess these reputed powers, and if they do, what are they? Crafty giants, evil gnomes, and a weird guardian await any adventurers who go seeking the lost halls. An adventure for characters levels 5-7.

Available now in print or eBook.

DD #4: SECRET OF THE SILVER SPIRE. Rumors speak of a mysterious silver tower that shines like a polished mirror that has recently appeared out of thin air. Bizarre creatures believed to have emerged from the tower roam the land. The few learned sages that know of it suggest that the tower is really a dimension-hopping fortress. Possibly some adventurers could go to the tower to find out why it has come here? Brave adventurers who gain access to the spire discover a semi-living tower inhabited with weird minions and their enigmatic silver masters. An adventure for characters levels 3-7.

Available now in print or eBook.

DD #5: MYSTERY OF THE WOOD OF DARK BOUGHS. A strange blight has descended on the land turning crops and plant life into ash. Now the village of Alfandi accuses its neighbors of using black magic to destroy their crops. The villagers intend to execute eight men accused of causing this blight in a few days' time. The families of the men implore the adventurers to intervene and search for proof of their innocence before it is too late. The adventurers who investigate will discover a confusing magic forest and a fetid swamp, home to loathsome frogmen. An adventure for characters levels 2-4.

Available now in print or eBook.

DD #6: THE BURNING PITS OF CER-NOTH. Hidden somewhere in the wild, craggy hills lies the lost dwarven stronghold of Cer-Noth. In centuries past, a clan of industrious dwarves mined, smelted ore, and constructed wondrous objects in their labyrinthine dungeons. Their stronghold was said to sit over the 'burning pits', an area of geothermal activity that gave their home its name. The dwarves are long gone now, but the legends of a great treasure hidden in a vault still fire the imagination of treasure-seekers to this day. Does this treasure still exist, or have looters already discovered its secret hiding place? An adventure for characters levels 4-9.

Forthcoming.

DD #7: THE FORLORN CASTLE. Something stirs within the abandoned keep of Huginn's Nest. Legends tell of the betrayal and rebellion of its former masters who were sealed alive in the crypts below the castle's ramparts as punishment for their crimes. Now, strange men creep like furtive shadows through the mountain valleys around the keep at night, returning to the darkness of the castle at dawn. Travelers and shepherds who wandered too close to Huginn's Nest have disappeared without a trace. The adventurers must investigate to find out what these mysterious beings are up to and put an end to their nefarious deeds. An adventure for characters levels 5-10.

Forthcoming.

DUNGEON DELVE SIDE QUEST #1: SHIPWRECK AT HAR'S POINT.

Nothing much usually happens in the sleepy fishing hamlet of Har's Point. Recently, however, a ship has crashed on the rocks outside of town. Now rumors concerning treasure it supposedly carried are running rife amongst the fisherfolk. Some of these rumors hint that dead sailors from the ship are now walking the nearby beaches at night. Even more concerning, a mysterious stranger has been spotted around town. A few inquisitive adventurers might be able to discover what exactly is going on in Har's Point. An adventure for characters levels 1-3.

Available now in print or eBook.

DUNGEON DELVE SPECIAL #1: THE SACRED TEMPLE OF ERWADU.

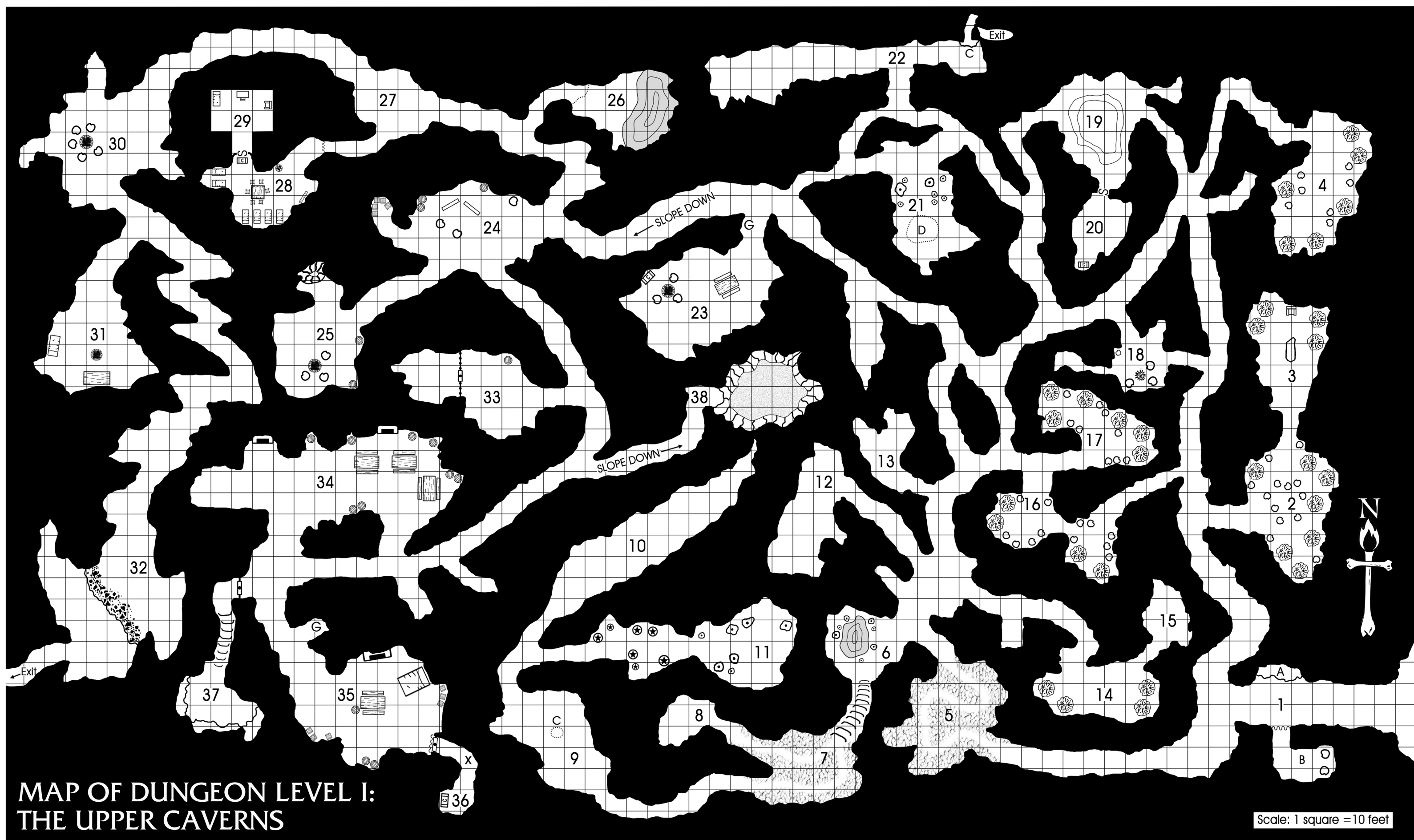
The great ziggurat temple dedicated to the god, Enki, towers majestically over the marshes that cluster along the banks of the broad river delta. No one knows what exactly lies behind its mudbrick walls. Surely vast treasures fill its fresco-lined chambers, and doubtlessly terrible guardians keep the unworthy from claiming them. The referee can opt to play this challenging module one of two ways — as a 'living' or 'lost' temple. An adventure for characters levels 7-10.

Available now in print or eBook.

DUNGEON DELVE SPECIAL #2: LABYRINTH OF THE DWELLER.

Bands of marauding monsters — giants, ogres, and troglodytes — have been raiding settlements that border their rough hilly domain. All signs point to a clan of hill giants who dwell in a cave system many days journey into the hills as those responsible for these heinous crimes. However, rumor has it that something darker than giants and ogres lurks deep within in those gloomy grottoes. A cavern crawl for characters levels 6-8.

Available now in print or eBook.



MAP OF DUNGEON LEVEL I:
THE UPPER CAVERNS

Scale: 1 square = 10 feet

Barrel	Bench	Box/crate	Chair	Curtain	Door, locked	Fire pit	Guard	Pit	Shelf, natural	Stairs down	Stalagmites	Table, large	Table, stone
Bed	Boulders	Brazier	Chest	Desk	Door, secret	Fungi patch	Hearth	Pit walls	Sleeping pit	Stairs up	Stool	Table, square	Water

This is a detailed black and white map of a game area, likely a board game, set on a grid. The map features a central square area labeled '50' containing a pentagon and a triangle. Surrounding this are various numbered regions (40-49) and symbols like stars, circles, and a cross. A compass rose is located on the right side, and a 'SLOPE DOWN' arrow is at the bottom.

The map includes the following elements:

- Central Area (50):** A square region containing a pentagon and a triangle, with the number '50' below them.
- Regions 40-49:** Various numbered regions scattered across the map, some containing symbols like stars or circles.
- Compass Rose:** Located on the right side, indicating North (N) with a cross and a flame.
- Slope Down:** An arrow pointing downwards with the text 'SLOPE DOWN' next to it.
- Other Symbols:** Stars, circles, and a cross are scattered throughout the map, often near numbered regions.



Pedestal



Pit border



Pool



Stairs



Treasure



Scale: 1 square = 10 feet



If you enjoyed this product, check out these other DUNGEON DELVE adventure titles from Dungeoneers Guild Games. All titles are available in print or eBook versions.

DUNGEON DELVE #1: Tower of the Black Sorcerers. An adventure for characters levels 5-8. Available now.

DUNGEON DELVE #2: Dungeons of the Dread Wyrn. An adventure for characters levels 10-15. Available now.

DUNGEON DELVE #3: The Misty Halls of Kalávorka. An adventure for characters levels 5-7. Available now.

DUNGEON DELVE #4: Secret of the Silver Spire. An adventure for characters levels 3-7. Available now.

DUNGEON DELVE #5: Mystery of the Wood of Dark Boughs. An adventure for characters levels 2-4. Available now.

DUNGEON DELVE #6: The Burning Pits of Cer-Noth. An adventure for characters levels 4-9. Forthcoming.

DUNGEON DELVE #7: The Forlorn Castle. An adventure for characters levels 5-10. Forthcoming.

DUNGEON DELVE SIDE QUEST #1: Shipwreck at Har's Point. An adventure for characters levels 1-3. Available now.

DUNGEON DELVE SPECIAL #1: The Sacred Temple of Erwadu. An adventure for characters levels 7-10. Available now.

DUNGEON DELVE SPECIAL #2: Labyrinth of the Dweller. An adventure for characters levels 6-8. Available now.

DUNGEON DELVES by Dungeoneers Guild Games are classic-style adventures with minimal plot for use with the advanced 1st edition game. With little effort they can easily be adapted to most fantasy role-playing games including the advanced 2nd edition game, the original game, the BECMI ("Basic") game, and most old-school renaissance (OSR) role-playing systems.

© 2022 Dungeoneers Guild Games. All Rights Reserved.



WWW.DUNGEONEERSGUILDGAMES.COM

ISBN (E-book)
978-1-7923-5707-7