

Driver Ant Colony

6 - 3 Driver Ants at each location, (h.p. 20, 17, 15), acting as guards

1. 5 Driver Ants, (h.p. 12, 13, 18, 19, 17), acting as reinforcements for the first guard. They will arrive after 3 rounds.

2. This room has an unstable foundation, resulting in a minor cave-in if any character steps in the north corner and sets it off with a result of a 1 on 1d6. A body partially covered by fallen rubble, (only the legs are sticking out), holds a bag with 300 s.p., and 10 g.p. This treasure will be unrecoverable if there is a cave-in!

3. 14 Driver Ants, (h.p. 19, each), are guarding the nest-lair, (4), here. They will fight to prevent anyone from descending further down into the lair.

4. Nest-lair.

This area contains 3000 g.p. worth of gold nuggets. There are only 3 Driver Ants, (h.p. 18, 17, 19), here, (most of the work having been done already). The nuggets weigh 10 times their worth.

5. 4 Wererat prisoners, (h.p. 12, 16, 25, 24), shackled and in irons. If freed, they will assume rat form and turn upon their rescuers.

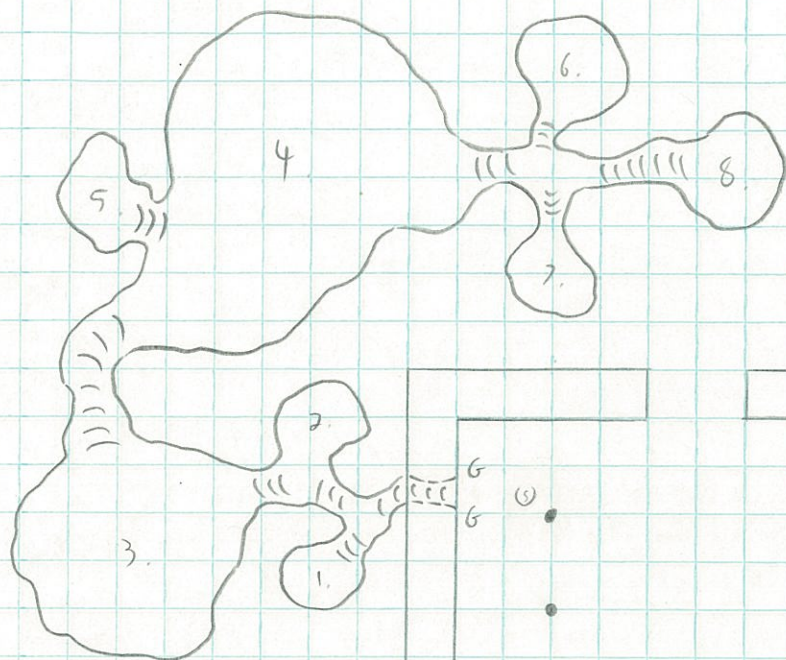
6. 3 Driver Ant guards, (h.p. 19, 20, 17).

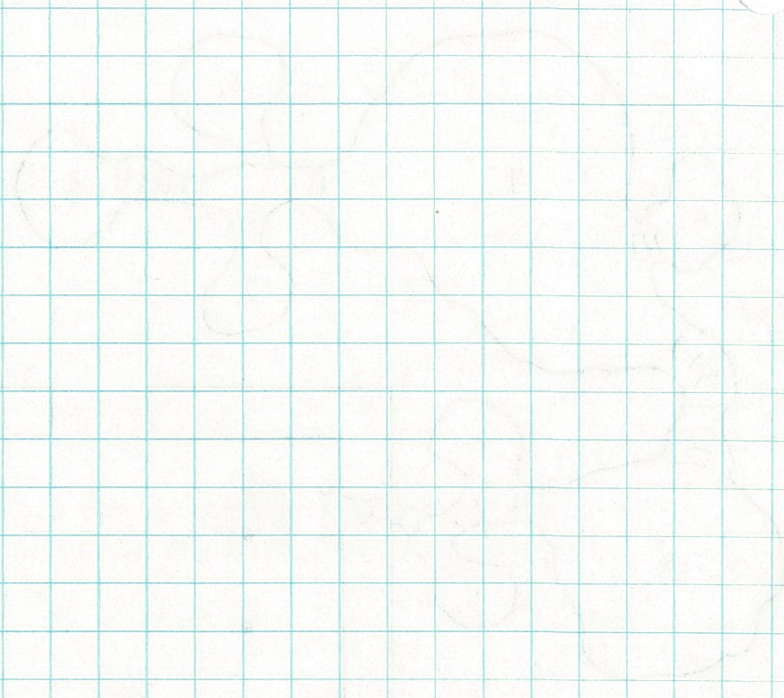
7. There are 600 s.p. laying loose in this room. There is contact poison on them, (save vs. poison or die).

8. All of the Driver Ants that are supposed to be in here are up and outside through a 100' ceiling tunnel. If any characters try to climb up, the tunnel will implode, and unless the character saves vs. death ray, he will smother to death in 6 rounds.

Driver Ant
Colony

Scale: One square =
10 feet





Tier 6, (Dungeon Level Four)

Wandering Monsters: Level 4

1. Spider, Giant: Black Widow, (#AP 1, AC 6, HU 3*, h.p. 12, MV 60', #AT 1 lite, 02-12' + poison, Save F2, ML 8, ALN)
2. Beetle, Giant: Tiger Beetle, (#AP 6, AC 3, HU 3+1, h.p. 14, MV 50', #AT 1, 02-12, Save F2, ML 9, ALN)
3. Cynidicean, for details see Part C: New Monsters.
4. Cynidicean, for details see Part 6: New Monsters.
5. Snake, Giant Rattler, (#AP 2, AC 5, HU 4*, h.p. 25, MV 120', #AT 2 bites, 01-4' + poison, Save F2, ML 8, ALN)
6. Lizard, Giant: Tuatara, (#AP 2, AC 4, HU 6, h.p. 21, MV 30', #AT 3, 01-4/1-4/2-12, Save F3, ML 6, ALN)
7. Spider, Giant: Tarantella, (#AP 1, AC 5, HU 4*, h.p. 14, MV 120', #AT 1, 01-8' + poison, Save F2, ML 8, ALN)
8. Thoul, (#AP 5, AC 6, HU 3**, h.p. 11, MV 40', #AT 2, 01-3/1-3, Save F3, ML 10, AL C).

Key to Tier 6:

58. Storage room.

"This room is quite bare except for some skittering scritchings on the floor, leading out from under the east door."

The scratches were made by the giant scorpion in Room 61. There are scratches in the east hallway too.

59. "You see several deserted bunks and trunks. In the middle of the floor you see a wiggling mass of black opaque jelly. An appalling stench rises to your nostrils as the thing advances."

This black pudding has just entered the room and is very hungry!

60. "This room has a desk, a chair, and a bed in it. Also in this room are a pack of 3 reddish-brown dogs. The dogs turn and gaze upon you as you enter."

These blink dogs have just escaped the displacer beasts on the lower level, (room 77.), and are currently holing up in here. The desk contains rough notes on the lower tiers of the pyramid, (giving basic outline only). Also, in a locked drawer in the desk, are 2000 s.p., and a gem worth 500 g.p.

61. "As you descend the stairs into this room, you hear a snapping noise, and see a large scorpion the size of a small horse advancing menacingly towards you. You seem to be in some kind of

slave quarters."

This giant scorpion wandered into the pyramid some time ago, and is now guarding the way down for the priests of Zargon. It will not attack anyone wearing the uniform of a priest of Zargon. There are also some Yunks in here.

62. "This room holds a desk, a chair, and a bed. Besides a dented helmet on the desk, this room appears to be empty."

This room holds nothing of any value, the dented helmet being irreparable.

63. "This room contains a desk, a chair, and a bed. Also in the room are two shadowy figures, that seem as though they are composed of a thick mist. The figures hover above a stone chest."

The chest is trapped with a poison dart. Inside are 3000 e.p., 5000 g.p., and 8 pieces of jewelry worth a total of 9600 g.p. The wraiths killed the gaurd captain and now gaurd his treasure.

64. "This room is furnished like a kitchen, with two deep pits in the north end of the floor. Sitting around a table are two men. There are two more places at the table along with several bones scattered across the floor."

The two men are were tigers, and will invite

the party to join them for dinner. If the party doesn't sit down, the were tigers will become impatient and attack. If the party does sit down, several members will be required to stand around the table, as the were tigers begin describing how delectable this meal will be. Eventually, they will become impatient, and, shifting to transitional form, attack the two seated people with a chance for surprise. The fire pits contain 2000 e.p., and 3 gems worth a total of 1510 g.p. underneath the ashes.

65. "This room is empty except for a few crates marked, 'FOOD'."

The crates, just like the room, are empty.

66. "This place seems to be some kind of old tool storeroom. In the center of the room, and walking stiffly towards you, are two, crude, man-like creatures, that seem to be constructed out of wood."

The wood golems have been instructed by the priests of Zargon to not let anyone, ever, pass down through this room to the next tier.

67. "This room is filled with abandoned bunks, and trunks. It seems as if it has been empty for a long time."

This room is empty.

68. "This room is filled with several tables, and stools. There is an odd-shaped lump in the east wall."

Any dwarf or other character knowledgeable about mining will notice on a roll of 1 or 2 on 1d6 that this section of the wall consists of a harder rock than around it, resulting in having it being left behind while mining. Otherwise the room is empty.

69. "This room was a barracks. There are some statues in here. Resting in two bunks are two women, with their heads under the pillows."

The women are medusae. Underneath the statue of a warrior is a small hollow with the following items wrapped in a paper bag: 11 gems worth a total of 1100 g.p., a rope of climbing, a potion of heroism, a potion of animal control, a magic-user/elf scroll, (phantasmal force), and a ring of weakness.

70. "This room has a desk, a chair, a bed, and a trunk in it. Emblazoned upon the roof is a large blue lightning bolt."

This room is empty.

71. "As you enter this room, a large, grey, worm-like creature rears its ugly head towards you. There is also a desk, chair, bed, and trunk in here."

The face of the desk is decorated with a

large, silvery, five-pointed star. Otherwise, the room is empty.

72. "Just as you enter, two, huge, bull-headed men finish smashing the contents of this room to pieces. The only thing left intact is a green sickle branded on the wall."

The minotaur's treasure is 4 gems worth a total of 1700 g.p., in a pouch on the floor. They are wrecking this room for fun, and the party will hear them if they listen at the door.

Tiers 7 & 8, (Dungeon Level Five)

Wandering Monsters: Level 5

1. Spider, Giant: Tarantella, (#AP1, AC5, HU4*, h.p. 14, MV120', #AT1, U1-8 + poison, Save F2, ML8, ALN).
2. Living Statue: Crystal, (#AP1, AC4, HU3, h.p. 7, MV90', #AT2, U1-6/1-6, Save F3, ML11, ALCL).
3. Wraith, (#AP4, AC3, HU4**, h.p. 21, MV120'/240', #AT1, U1-6 + energy drain, Save F4, ML11, ALCL).
4. Cyndicean, for details see Part 6: New Monsters.
5. Snake, Rock Python, (#AP2, AC6, HU5*, h.p. 22, MV90', #AT2, U1-4/2-8, Save F3, ML8, ALN1).
6. Living Statue: Iron, (#AP3, AC2, HU4*, h.p. 15, MV30', #AT2, U1-8/1-8 + special, Save F4, ML11, ALN).
7. Mummy, (#AP2, AC3, HU5+1**, h.p. 16, MV60', #AT1, U1-12 + disease, Save F5, ML12, ALCL).
8. Living Statue: Rock, (#AP1, AC4, HU5*, h.p. 16, MV60', #AT2, U2-12/2-12, Save F5, ML11, ALCL).

Key to Tier 7:

73. "This room appears to be empty, except for the painting, which shows the various stages in preparing a body for burial."

This room is empty.

74. "There are two sarcophagi in this room, and the painting shows Cynidiceus in mourning. As you watch, two mummies lift themselves out of the sarcophagi."

Inside the sarcophagi are 5000 g.p., and 4 pieces of jewelry worth a total of 3200 g.p.

75. "This painting shows a funeral. You also see three giant weasels tearing apart the body of a previous victim."

The body has 77 g.p., and a magic-user/elf scroll, (dispel magic, web).

76. "There is a painting in this room which shows a funeral procession."

This room is empty.

77. "You see two large, black, panthers with six legs and a pair of tentacles growing from its shoulders. The tentacles have sharp, horn-like edges. These beasts stand in front of a painting showing various types of coffins, caskets, and sarcophagi!"

Four gems, worth 700g.p. total, are inlaid into the paintings.

78. "The painting in this room shows the building of a gravesite. You also see two, 8'-tall, thin, green humanoids with skin that looks like rubber. They have sharp teeth and talons, and are sitting among rotting leather sacks."

The sacks contain 6000g.p.

79. "You see a huge open pit with a ladder going down, large reddish dogs, and a pile of copper pieces. A painting in this room reveals various scenes of natural death."

See page 20.

80. "The walls, floor, and ceiling of this room are all painted black. You also see two sturdy-looking men, which glance at you as you enter. The men are sitting on a stone chest."

The chest contains 4000e.p., and a piece of paper with an arrow printed upon it. The were bears will trade the treasure for a good tula.

81. "This room is empty, except for a painting of an individual choosing a gravesite."

This room is empty.

82. "All the walls in this room are painted black

except for the east wall, which shows a rising sun."

This room is empty.

Key to Tier 8:

83. "The painting in this room shows a narrow bridge over an abyss."

This room is empty.

84. "There is a painting of a group of spirits crossing an underground river in a ferry-boat. Also in the room is a huge lizard that turns to stare at you as you enter!"

There are 4000 g.p. and 2000 p.p. in a loose pile in here.

85. "The painting shows a ferry-boat and its ferryman, who wears a black hooded cloak."

There is a scrap of paper on the floor which has some sketches of the painting on it. It has been crumpled up.

86. "A hideous hissing noise greets you as you enter this room. In front of you slithers an eight-headed, dragon-like, creature. The painting is of a party of spirits walking across a narrow bridge over an abyss."

The hydra's treasure consists of 4000 c.p., 3000 g.p., and 4 pieces of jewelry worth 3800 g.p. total stashed in a hollow in the floor concealed by a crack, (roll as secret doors to open).

87. "This room has a painting which shows a woman in white robes kneeling next to a pool of fire, as well as stairs leading down. Blocking your way to the stairs, however, is a tall man surrounded by clouds!"

The djinni will create food and drink for the party if they answer the following riddle:

"The longer it stands, the shorter it grows; the shorter it grows, the brighter it glows!"

The answer, of course, is a candle and if the party can't get it, the djinni will attack.

88. "You see two large, hairy, brutes, dressed in animal skins and carrying huge clubs and spears arguing over a stone chest. The painting in the background is of a gloomy underground river."

The hill giants will be heard if they are listened for, and the chest contains 12000 s.p., 5000 g.p., 1 piece of jewelry worth 1100 g.p., a potion of healing, a sword +2, a helm of reading languages and magic, and a cursed scroll.

89. "In front of a painting of an underground pool of fire, is a lion with bat wings, a spiky tail, and the face of a man with huge fangs. There is also a bag suspended from the ceiling by a rope."

The bag holds the mantichore's treasure of 4000 g.p., and 6 pieces of jewelry worth a total of 6000 g.p.

90. "The walls, floor, and ceiling in this room have all been painted the color of sunlight."

This room is empty.

91. "The painting in this room shows a ferry-boat approaching a group of Cyhidicean spirits waiting on the bank of an underground river. Suddenly, a part of the wall shimmers, and you realize that a shadowy figure filled with burning hate is watching you!"

There is also a treasure chest in this room, trapped with gas, and containing 7000 g.p.

Tiers 9 & 10, (Dungeon Level Six)

Wandering Monsters: Level 6

1. Spectre, (#AP 1, AC 2, HU ***, h.p. 33, MV 150'/300', #AT 1, U 1-8 + double Energy Drain, Save F6, ML 11, AL C).
2. Priests of Zargon, (#AP 3, AC 5, C 3, h.p. 10, MV 20', #AT 1 or spells, U 1-6 or spells, (cause light wounds + random 1, Save C 3, ML 8, AL C).
3. Priests of Zargon, as above.
4. Priests of Zargon, as above.
5. Lycanthrope, Werefox, (#AP 3, AC 6 (9), HU 3+2*, h.p. 15, MV 180' (60'), #AT 1 + charm, U 1-6, Save F3, ML 8, AL N).
6. Vampire, (#AP 1, AC 2, HU 7***, h.p. 35, MV 120'/180', #AT 1 or special, U 1-10 + double Energy Drain or special, Save F7, ML 11, AL C).
7. Banshee, (#AP 1, AC 3, HU 5*, h.p. 22, MV 150', #AT 1, U 1-4/round, Save F5, ML 12, AL N).
8. Polymar, (#AP 1, AC 9, HU 10*, h.p. 43, MV 60', #AT 3, U 1-6/1-6/1-6, Save F5, ML 10, AL C).

Key to Tier 9:

92. "There is a painting in this room showing evil spirits being judged, (the evil spirits turn black upon judgement). There is also a grotesquely fat man in here sitting upon a chest eating to his heart's content. You see a wonderful feast spread out before you!"

The chest is locked and contains 4000 s.p. There are also 2 tins of iron rations for each party member, here.

93. "The painting in this room is of glowing spirits boarding a winged boat made of golden light. Before you have a chance to examine it however, you feel the floor give away beneath you and you fall!"

This room is empty.

94. "This room contains roughly half-a-dozen coffins. The painting is of a winged boat of golden light approaching a group of glowing spirits. All of a sudden, one of the coffins open up and you see a vampire step out!"

The coffin aforementioned contains 6000 g.p., and 10 pieces of jewelry worth 7000 g.p. total.

95. "The painting in this room shows Madarva dressed in the robes of a judge. In the center of the room is a creature with the heads of a lion, a goat, and a dragon. There is

also a small glass chest behind the creature."

The chest contains 12 pieces of jewelry worth 13000 g.p. total.

46. "The painting in here shows a woman dressed in white washing the spirits of the dead in a pool of fire. There is also a large, 4-armed, skeleton wielding four swords coming towards you!"

The bone golem has no treasure.

47. "The first thing that catches your sight in here is a huge, winged, blue, lizard resting atop a jeweled mound! The painting is of good spirits being judged. After a good spirit has been judged, it glows with a golden light."

The mound consists of 6000 s.p., 15000 g.p., and 18 pieces of jewelry worth 20000 g.p. total.

48. "The painting portrays Gorm dressed in the robes of a judge."

This room is empty.

49. "The painting shows Usanigavaras dressed in the robes of a judge. There is also a scrap of paper on the floor."

The paper reads:

"When thunder from a blue cloud peals;
lightning wards off magic and steel;
to protect it's glittering mound with zeal!"

Further Adventures

1. Uniting the Cyndiceans.

- F. 10%, (roll of 1 on 1d10), of all mushrooms, fungi, and lichens will be inedible and poisonous, (save vs. poison required if consumed).

See Wandering Monster Table below.

- G. 30%, (roll of 1-3 on 1d10), of the pens hold live animals, but 70%, (roll of 1-7 on 1d10), of them are too weak to move because of lack of food.

To determine animal, see Wandering Monster Table below.

Wandering Monsters: Field Areas

1. Snake, Giant: Giant Racer, (#AP 1, 10), AC 5, HD 2, h.p. 7, (12), #AT 1, 01-6 MV 120', Save F1, ML 7, AC N1.
2. Locust, Giant, (#AP 17), AC 4, HD 2**, h.p. 9, #AT 1 bite/lbony / 1 goo, 01-2 / 1-4, MV 60' / 180', Save F2, ML 5, AC N1.
3. Snake, Giant: Giant Racer, (#AP 5, 15), AC 5, HD 3, h.p. 12, (17), #AT 1, 01-8, MV 120', Save F1, ML 7, AC N1.
4. Rat, Normal, (#AP 30, 3), AC 9, HD $\frac{1}{2}$, h.p. 1, (1), #AT 1, 01-6 + disease, MV 60' / 30', Save NM, ML 5, AC N1.

5. Snake, Giant: Giant Racer, (#AP 2, (7), AC 5, HU 4, h.p. 17, (20), #AT 1, U 1-10, MV 120', Save F1, ML 7, ACN).

6. Locust, Giant, (#AP 10, AC 4, HU 2*, h.p. 9, #AT 1 Lite 1 lump, U 1-2/1-4, MV 60'/180', Save F2, ML 5, ACN 1, no spittle.

7. Snake, Giant: Giant Racer, (#AP 4, (4), AC 5, HU 5, h.p. 22, (23), #AT 1, U 2-12, MV 120', Save F1, ML 7, ACN).

8. Rat, Giant, (#AP 9, (14), AC 7, HU $\frac{1}{2}$, h.p. 1, (1), #AT 1, U 1-3 + disease, MV 120'/60', Save NM, ML 8, ACN).

J. There are lit. touches set at intervals here.

Wandering Monsters: Populated City

1. Cynidicean, for details see Part 6: New Monsters.

2. Brotherhood of Gorm, (#AP 8, AC 5, HU 1, h.p. 5, #AT 1, U 1-8, MV 20', Save F1, ML 8, ACC).

3. Cynidicean, for details see Part 6: New Monsters.

4. Goblin, (#AP 7, AC 6, HU 1-1, h.p. 4, #AT 1, U 1-6, MV 20', Save NM, ML 7, ACC).

5. Magi of Usamigawas, (#AP 5, AC 9, HU 1, h.p. 3, #AT 1, U 1-4, MV 40', Save M1, ML 8, ACN).

L. Stronghold of Gorn

Scale: One square = 10 feet

GROUND LEVEL

3RD
LEVEL



3RD
LEVEL



4TH
LEVEL



4TH
LEVEL



5TH
LEVEL



5TH
LEVEL



2ND
LEVEL

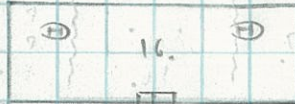


14.

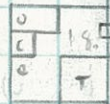


15.

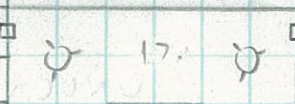
UNDERGROUND LEVEL



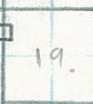
16.



18.



17.



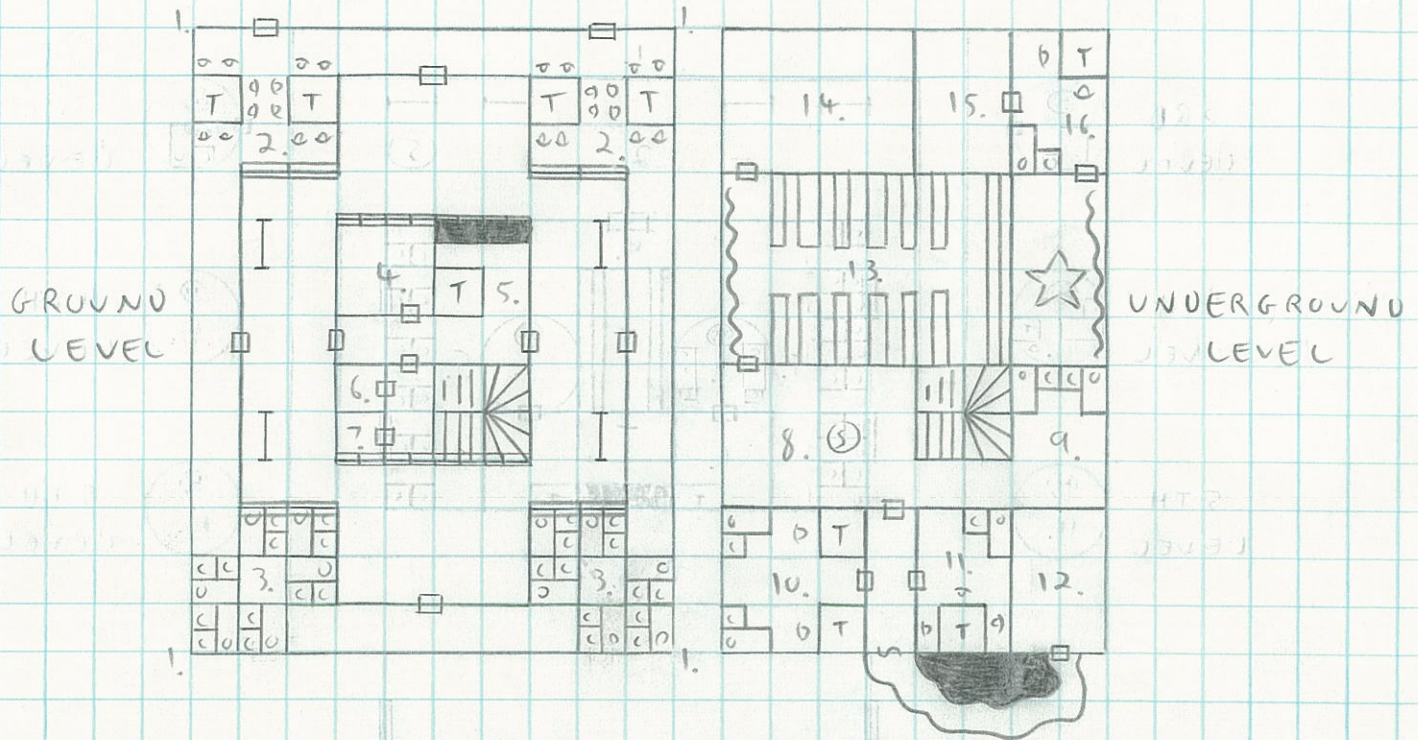
19.



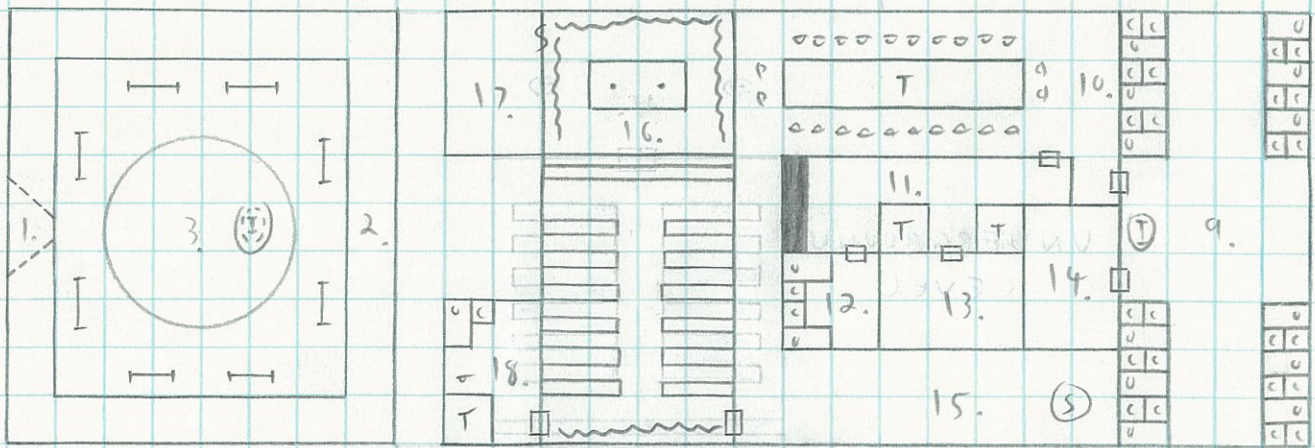
20.

M. Stronghold of Usamigaras

Scale: One square = 10 feet

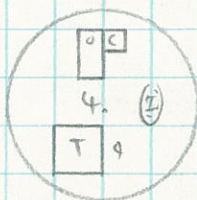


O. Stronghold of Madarva

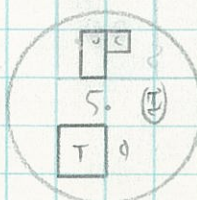


GROUND LEVEL

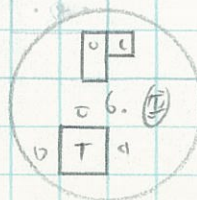
UNDERGROUND LEVEL



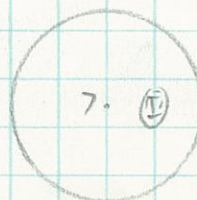
2ND
LEVEL



3RD
LEVEL



4TH
LEVEL



5TH
LEVEL



6TH
LEVEL

6. Cycnidicean, for details see Part 6: New Monsters.

7. Hobgoblin, (#AP 6, AC 6, HD 1+1, h.p. 6, #AT 1, U 1-8, MV 30', Save F1, M L 8, AL C1).

8. Warrior Maidens of Madarra, (#AP 8, AC 5, HD 1, h.p. 5, #AT 1, U 1-8, MV 20', Save F1, M L 8, AL U).

1. Stronghold of Gorm:

1. Wall.

The top of this 40' tall wall is accessed by 2 pairs of ladders in the courtyard, (2). It completely encircles the stronghold.

2. Courtyard.

This place is used for arms practice in the mornings. Roll call also takes place here.

3. Entrance.

The entrance is offensively built, (more people can get out easier than in).

4. Messroom.

The stronghold's inhabitants eat here.

5. Barracks.

There are 24 mercenaries currently lodging here. They include:

10 first level fighters, (AC 5, HU 1, h.p. 5, #AT 1, 01-8, MV 20', Save F1, ML 9, ALL).

1 first level elf, (AC 5, HU 1, h.p. 5, #AT 1, 01-6 spear/spells, read magic, sleep, MV 20', Save E1, ML 9, ALL).

1 first level dwarf, (AC 5, HU 1, h.p. 5, #AT 1, 01-8 battleaxe, MV 20', Save V1, ML 9, ALL).

These mercenaries each have iron chain mail over blue tunics, steel helmets, masks of Gorm, and a sword, unless otherwise noted.

6 second level fighters, (AC 4, HU 2, h.p. 10, #AT 1, 01-8, MV 20', Save F2, ML 10, ALL).

1 second level elf, (AC 4, HU 2, h.p. 10, #AT 1, 01-6 spear/spells, read magic, sleep, magic missile, MV 20', Save E2, ML 10, ALL).

1 second level dwarf, (AC 4, HU 2, h.p. 10, #AT 1, 01-8 battleaxe, MV 20', Save V2, ML 10, ALL).

1 second level halfling, (AC 4, HU 2, h.p. 10, #AT 1, 01-6 handaxe, MV 20', Save H2,

ML 10, ALL).

These mercenaries are equipped the same way as above with the addition of a shield.

2 third level fighters, (AC 2, HU 3, h.p. 15, #AT 1, U 1-8, MV 20', Save F3, ML 11, ALL).

1 third level dwarf, (AC 2, HU 3, h.p. 15, #AT 1, U 1-8 battleaxe, MV 20', Save D3, ML 11, ALL).

These mercenaries are similar to those above with the exception of plate mail instead of iron chain mail.

In each mercenary's chest there are spare garments and 2-12 s.p. for the first level cher, 1-6 g.p. for the second level cher, and 2-12 g.p. for the third level cher, in a small pouch. Some of them may carry a dagger, (1 in 6 chance), and there will always be 2-24 in the place, (the rest being on guard duty, patrolling, or drilling). In addition, an individual's morale increases by 1 when there is a leader around.

6. Kitchen.

The stronghold's food is prepared here. The room contains 3 tables and a firepit, as well as several utensils, pots, and pans hanging on the ceiling.

7. Cook's quarters.

The 2 cooks, (NM, h.p. 4, ALN), sleep here, and will only fight if attacked, using the spits from the fire pits in the kitchen for 1-4 points of damage. Their chests contain spare garments, a pouch, and 1-6 g.p. in a small pouch.

8. Food storage.

In here are stored various foodstuffs ranging from fish and animal meat to edible fungi to rations.

9. Captain's chamber.

In here resides Kanadius, (see Tier 2, room 121).

His chest contains spare garments, 110 g.p. in a small sack, and a sketch of himself a wandering artist once made.

10. Commander's chamber.

In here resides Romator, the commander of the stronghold, (AC 4, F12, h.p. 51, #AT1 at +2, 01-8+2, Save F12, AL C; 17, 110, W6, 010, (12, (49). Romator has won many battles using little more than his brute strength! Also, not being very wise, he leaves most paperwork and public relations to others. His men, however, admire his battle prowess greatly, and follow this Gorm-devoted leader faithfully.

Romator usually dresses in his iron chain mail over a blue tunic, steel helmet, mark of Gorm, sword, and shield. However, in his room there is a splendid suit of plate mail and many-notched, two-handed sword hung upon the wall. Also in his chest are spare garments, 90 g.p., and a plan of the stronghold. The chest is locked and Romator has the key on his person at all times.

11, 13. These spare rooms are riddled with arrow slots, evident throughout both towers.

12. Captain's chamber.

In here resides Denbark, the second-in-command, (AC5, 06, h.p. 34, #AT1 at +1, 01-8+1, Save 06, ALL is 14, 111, 211, 08, C15, C48). Denbark has survived many battles because of his hardiness, despite being a clumsy fellow. He is the brain behind Romator's success, and the two are good friends. Some of the men regard him as a bumbling incompetent, but most realize his true worth, and follow him faithfully despite his homely countenance!

Denbark's dress is similar to the other leaders, and his wall sports a magnificently made, glittering suit of dwarven plate mail, and a tremendous battle axe. In his chest there are spare garments, 90 g.p., and many papers involving inventories, roll calls, and the like. Denbark often dines with Romator in his room.

14. Exercise room.

This long, low, room is used to drill the men. The wall surfaces are scored with nicks and pock marks.

15. These are the equipment store rooms. Each contain:

12 normal swords

12 daggers

2 pole arms

2 war hammers

3 long bows

2 short bows

5 quivers of 20 arrows each

2 cross bows

3 cases of 30 quivers each

3 javelins

5 spears

5 suits chain mail

3 suits plate mail

9 shields

16. Antechamber.

This room is the entrance to the chapel, which is in turn guarded by a deer similarly trapped as in Tier 3, room 24a.

17. Chapel.

The main worship area of the stronghold is all painted sky blue. At the southern end of this room is a golden marble altar surrounded by golden candle holders and braziers, (which are always lit, the braziers only during services). On top of the altar is a golden statue of Gorm, (worth 3000 g.p.), and a water-filled golden bowl, (worth 1000 g.p.).

18. Cleric's quarters.

Belantir, (Aca, C3, h.p. 15, #AT 1a+1, U1-6-1, Save C3, M8, ALL; S8, 16, W15, U12, C12, Ch10), conducts services on the fourth day of each week. He never had the strength or brains to become an adventurer, but he did, however, had enough common sense to become performing cleric to the Brotherhood of Gorm. As cleric, he is a lesser member, (with a Gorm necklace worth 20 g.p.), and wears his clerical robes at all times. He attacks with his mace or spells, being cure light wounds and light. As usual, his morale increases by 1 when a leader is present.

His chest contains spare vestments, 40 g.p., and a scroll with a commune spell on it.

19. Store room.

There are crates in this room containing extra masks and necklaces, 124 masks, and 12 necklaces.

20. Treasure room.

This secret room is only known to the 3 leaders and the cleric. There are 6 chests, all locked, (with Remator having the only key on a chain around his neck, along with one other), and 1, 3, and 5 are trapped with sleeping gas, (save vs. poison or sleep for 4-16 turns). They contain:

1. 3300 s.p.

2. 5000 p.p.

24 gems, (worth 50 g.p. each)

3. 1000 g.p.

+1 sword, +3 vs. undead

+2 war hammer

+3 shield

4. 5 pieces of jewelry, (worth 1000 g.p. each)

staff of healing,

clerical spell scroll, (cure blindness, remove curse x2, dispel magic, find the path, speak with monsters)

5. 4800 g.p.

2200 p.p.

6. 4000 g.p.

5600 s.p.

gauntlets of ogre power

M. stronghold of Vsanigoras:

1. Wall.

The wall is 20' tall, and can be accessed by 2 sets of ladders on the east and west sides. There are usually 4 guards on each corner.

2. Dining room.

Each room is eaten in by the inhabitants of the barracks beneath it, to the south.

3. Barracks.

There are 24 mercenaries currently lodging in both of the rooms total. They include:

7 first level magic-users, (AC 9, HUI, h.p. 3, #AT 1, UI-4, MV 40', Save M1, MCA, ALN).

3 first level thieves, (AC 7, HUI, h.p. 3, #AT 1, UI-4, MV 30', Save T1, MCA, ALN).

1 first level elf, (AC 3, HUI, h.p. 5, #AT 1, UI-6, MV 10', Save E1, MCA, ALN).

1 first level cleric, (AC 5, HUI, h.p. 5, #AT 1, UI-6, MV 20', Save C1, MCA, ALN).

These mercenaries have silver masks of Usamigars and rainbow-colored robes. Half of

the magic-users have sleep spells, and the rest and the elf have magic missile. Magic-users attack with silver daggers, thieves wear leather armor and attack with silver daggers, elves wear plate mail and attack with spear, but have silver daggers for emergencies, and clerics wear chain mail and attack with mace.

4 second level magic-users, (AC 9, HU 2, h.p. 6, #AT 1, U 1-4, MV 40', Save M 2, M 10, A 10).

2 second level thieves, (AC 7, HU 2, h.p. 6, #AT 1, U 1-4, MV 30', Save T 2, M 10, A 10).

2 second level elves, (AC 3, HU 2, h.p. 10, #AT 1, U 1-6, MV 10', Save E 2, M 10, A 10).

1 second level cleric, (AC 5, HU 2, h.p. 10, #AT 1, U 1-6, MV 20', Save C 2, M 10, A 10).

These mercenaries are equipped the same way as above, with the addition of the magic-users and elves having the new spells hold portal, protection from evil, read languages, and shield for the magic-users, and charm person and detect magic for the elves; and the cleric having the new spell cure light wounds.

1 third level magic-user, (AC 9, HU 3, h.p. 9, #AT 1, U 1-6, MV 40', Save M 3,

ML 11, ALN 1.

1 third level thief, (AC 7, HU 3, h.p. 9, #AT 1,
U 1-4, MV 30', Save T 3,
ML 11, ALN 1).

1 third level elf, (AC 3, HU 3, h.p. 15, #AT 1,
U 1-6, MV 10', Save E 3, ML 11,
ALN 1).

These mercenaries are similar to those above with the addition of the magic-user having the new spell mirror image, and the elf having the new spell light.

In each mercenary's chest there are spare garments, spell books for the magic-users and elves, thieves' tools for the thieves, holy water for the clerics, and 2-12 s.p. for the first level ones, 1-6 g.p. for the second level ones, and 2-12 g.p. for the third level ones, in a small pouch. There will always be 2-24 in the place, (the rest being on guard duty, patrolling, drilling, studying, or praying). In addition, an individual's morale increases by 1 when there is a leader around.

4. Food storage.

In here are stored various foodstuffs ranging from fish and animal meat to edible fungi to rations.

5. Kitchen.

The stronghold's food is prepared here. The room contains a table and a fire pit, as well as several utensils, pots, and pans hanging on the ceiling.

6. Equipment storeroom.

The Magi of Usamigavar do not have much need for weapons, but the ones that they have include:

- 3 normal swords
- 30 silver daggers
- 10 daggers

- 2 short bows
- 3 quivers of 20 arrows each
- 5 slings
- 150 stones

- 3 spears

- 5 suits leather armor
- 3 suits chainmail
- 1 suit plate mail
- 5 shields

7. Cages.

The Magi of Usamigavar keep several live worst monsters for certain reasons. The bars of these cages are constructed of wood.

Inside the cages are 4 rust monster, (h.p. 26, 21, 10, 14), which are mainly used to weaken enemy force.

8. Antechamber.

The door to the north of this room leads to the chapel, the eastern passage leads to the cook's quarters, and the secret trap door is the stronghold's way to the underground city.

9. Cook's quarters.

The 2 cooks, (NM, h.p. 4, ACN), sleep here, and will only fight if attacked, (using the spits from the fire pits in the kitchen for 1-4 points of damage). Their chests contain spare garments, aprons, and 1-6 g.p. in a small pouch.

10. Chief Mage's chamber.

It here resides Auriga Sirkines, (see Tier 3, room 14a), and Isdoren, the second-in-command, (AC 4, E6, h.p. 31, #AT1, 01-6, save E6, ACN; S12, 116, W10, 011, C13, CH15). Isdoren is the most powerful-looking force in the Magi of Usamigara. He is also much more hard-working and studious than Auriga Sirkines, and is actually the only one who even suspects him of his true nature. He plays on telling Palantir, (his good friend), soon. Otherwise, Isdoren is a good leader when the men follow willingly.

In Auriga Sirkinos' chest there are spare garments, 110 g.p. in a small sack, and a bottle of wine.

Isdoren usually works in his chain mail, shield, and sword, although he keeps a suit of plate mail and a spear around for emergencies. In his chest there are spare garments, 110 g.p., and his spell book. Isdoren has the following spells:

read magic

web

lightning bolt

sleep

locate object

fly

magic missile

II. Archmage's chamber.

In here resides Palantrius, the Archmage of the stronghold, (AC 5, (12, h.p. 48, #AT1, 01-61 spell, save (12, AC 6; S12, 17, W17, VS, (11, (h10). Palantrius is a very old man, who has been involved with the Magi of Usamigara since he was a child. Having taught many good students over the years, he regards his best student as both his worst failure and greatest disappointment, he is Venbentax, Archmage of the Cult of Zargon! The Magi respect Palantrius greatly, for he has been known to do small favors for nothing.

Palantrius fights in chain mail, shield, and a mace or spells. He does, however, have an extra suit of plate mail tucked away. In his chest are spare garments, 110 g.p., and an aged, yellowed parchment from his childhood master praising his worth.

1.2. Treasure room.

This secret room is only known to the 3 leaders. The natural passageway leading to it is worn smooth by countless footsteps. There are 6 chests, 3 of which are locked, (Palantirs having the only key), and 3, trapped. The trapped ones, (2, 4, and 6), trigger poison gas, (save vs. poison or die), which will linger in the room for 1 turn. They contain:

1. 33000 s.p.

5 gems, (worth 500g.p. each)

2. 20000 p.p.

550 c.p.

3. 300 p.p.

+ 1 spear

+ 2 mace

+ 2 warhammer

4. 3 pieces of jewelry, (worth 1500g.p. each)
staff of healing, (x2)

magic-user spell scroll, (dispel magic, water breathing, remove curse, animate dead, stone to flesh, x2)

5. 3200 g.p.

1100 p.p.

6. 3000 g.p.

10500 s.p.

ring of regeneration

clerical spell scroll, (commune, raise dead, animate objects)

13. This is the main worship area of the stronghold. The east and west walls are hung with 2 heavy tapestries showing the constellation of the night sky. The tapestries are spun with silver thread and are worth 5000 g.p. each. The stone altar is star-shaped.

14. Spare room.

This is a multi-purpose room.

15. There are crates in this room containing extra masks and rings, (24 masks, 12 rings).

16. Cleric's quarters.

Telgar, (AL9, C3, Lp. 16, #AT1 at -2, U1-6-2, Save C3, ML8, ACN, SS5, 114, V17, 0), (10, Ch111, conducts service) on days when the stars and planets are in the right positions. He was always weak and clumsy, but excelled in his studies, and so became performing cleric to the Magi of Usamigaras. As cleric, he is a full member, (with a silver mask of Usamigaras worth 20 g.p. and rainbow-colored robes), and wears his clerical robes at all times. He attacks with his magic spells, being ever light mender and light. As usual, his morale increases by 1 when a leader is present.

His chest contains spare vestments, 80 g.p., and a scroll with a cure blindness spell on it.

N. Stronghold of Madarva:

1. Entrance.

The entrance is defensively built, (more people can get in easier than out!).

2. Wall.

The top of this 40' tall wall is accessed by 4 pairs of ladders in the courtyard. It completely encircles the stronghold.

3. The base of the tower is the equipment storeroom. Inside are:

12 normal swords

12 daggers

1 pole arm

1 war hammer

4 long bows

3 short bows

7 quivers of 20 arrows each

3 crossbows

5 cases of 30 quarrels each

1 javelin

3 spears

7 suits chain mail

5 suits plate mail

3 shields

4. Captain's chamber.

In here resides Pandera, (see Tier 3, room 231).

Her chest contains spare garments, 70 g.p. in a small sack, and a bone-encircled, ornate mirror.

5. Captain's chamber.

In here resides Mavrathi, the second-in-command, (AC 4, H6, h.p. 25, #AT 1 at +2; U1-8 +2, Save H6, AC C; S15, 111, W7, U9, C15, Ch 10). Mavrathi hates the Outerhood of Gorm, having been their prisoner at one time. Her confinement has led her to the belief that all men are evil, and she joined the Warrior Maidens of Madakua as a means of creating a society which would scorn men. Her hate and fear has fueled her ambition, so that she has now reached her present level of power.

Mavrathi usually dresses in a sword, chain mail, and a shield. On her wall, however, are hung a suit of plate mail armor, and an old hand axe, (which she has had for years). In her chest there are spare garments, 90 g.p., and a set of combs and hair brushes. Mavrathi has long, raven-black hair, and is pretty.

6. Commander's chamber.

In here resides Zenvaiala, the commander of the stronghold, (AC 2, F12, h.p. 63, #AT 1 at +1, 0 1-8 +1 Save F12, ALC; S14, I11, W10, U12, C12, CH13). Zenvaiala secretly wishes for peace in the underground city, and that has been her ulterior motive ever since she joined the Warrior Maidens of Madarva. She is very neat and organized, and is an almost flawless strategist. She has reached her high station due to her loyal leadership, and love for her people.

Like her fellow leaders, Zenvaiala dresses in a green tunic under bronze chain mail, and a bronze mask of Madarva, in addition to her sword and shield. She also has, however, a suit of plate mail and a two-handed sword tucked away for emergencies. In her chest there are spare garments, 100g.p., and a plan of the stronghold. The chest is locked, and Zenvaiala has the only key.

7, 8. There are spare rooms leading to the parapeted tower roof. Each has a few arrow slots, evident in the lower tower levels as well.

9. Barracks.

There are 24 mercenaries currently lodging here. They include:

10 first level fighters, (AC 5, HUI, h.p. 5, #AT 1, U1-8, MV 20, Save F1, MC9, ALCN).

1 first level elf, (AC 5, HUI, h.p. 5, #AT 1, U1-6, spear/spells, read magic, sleep,

MV 20', Save E1, MCL9, ALN).

1 first level dwarf, (AC 5, HU 1, h.p. 5, #AT 1,
U 1-8 battleaxe, MV 20',
Save D1, MCL9, ALN).

These mercenaries each have bronze chain
mail over green tunics, masks of Madarva, and a
sword unless otherwise noted.

6 second level fighters, (AC 4, HU 2, h.p. 10, #AT 1,
U 1-8, MV 20', Save F2,
MCL10, ALN).

1 second level elf, (AC 4, HU 2, h.p. 10, #AT 1,
U 1-6 spear / spells, read
magic, sleep, magic missile, MV 20',
Save E2, MCL10, ALN).

1 second level dwarf, (AC 4, HU 2, h.p. 10, #AT 1,
U 1-5 battleaxe, MV 20',
Save D2, MCL10, ALN).

1 second level halfling, (AC 4, HU 2, h.p. 10, #AT 1,
U 1-6 handaxe, MV 20',
Save H2, MCL10, ALN).

These mercenaries are equipped the same way
as above with the addition of a shield.

2 third level fighters, (AC 2, HU 3, h.p. 15, #AT 1,
U 1-8, MV 20', Save F3,
MCL11, ALN).

1 third level dwarf, 1 AC 2, HU 3, h.p. 15, #AT 1,
01-8 battleaxe, MV 20', Save
03, MC 11, ACN 1.

These mercenaries are similar to those above with the exception of plate mail instead of iron chain mail.

In each mercenary's chest there are spare garments and 2-12 s.p. for the first level ones, 1-6 s.p. for the second level ones, and 2-12 s.p. for the third level ones, in a small pouch. Some of them may carry a dagger, (1 in 6 chance), and there will always be 2-24 in the place, (the rest being on guard duty, patrolling, or drilling). In addition, an individual's morale increases by 1 when there is a leader around.

10. Messroom.

The stronghold's inhabitants eat here.

11. Kitchen.

The stronghold's food is prepared here. The room contains 2 tables and a fire pit, as well as several utensils, pots, and pans hanging on the ceiling.

12. Cook's quarters.

The 2 cooks, (NM, h.p. 4, ACN 1), sleep here, and will only fight if attacked, (using the spits from the fire pits in the kitchen for 1-4 points of damage). Their chests contain spare garments, aprons, and

1-6 g.p. in a small pouch.

13. Food storage.

In here are stored various foodstuffs ranging from fish and animal meat to edible fungi to rations.

14. Store room.

There are crates in this room containing extra masks and bracelets, (24 masks, and 12 bracelets).

15. Exercise room.

This long room, besides being access to the underground city for the Warrior Maidens, is used to drill the women. The wall surfaces are hacked at, and scratched.

16. Chapel.

The main worship area of the stronghold is all hung with white drapes, and the floor is covered with a green carpet. The altar at the northern end of this room is covered with a green and white cloth, and atop it sits a golden statue of Madava, (worth 1000 g.p.), to which on either side of it is a large white candle, (always lit). Three braziers burn incense during services, and the room is quite spotless.

17. Treasurer room.

This secret room is only known to the 3 leaders and the cleric. There are 6 chests, all locked, (with Zenuviala having the only key on a chain around her neck, along with one other), and 2, 3, and 4 are trapped with nerve gas, (save vs. paralysis or die in 1-6 turns, otherwise become paralyzed for 2-12 turns). They contain:

1. 5700 g.p.

2. 275 e.p.

32 gems, (worth 50 g.p. each)

3. 1025 g.p.

+1 sword, +3 vs. dragon,

+2 hand axe

+2 shield

4. 7 pieces of jewelry, (worth 1200 g.p. each)

staff of healing

clerical spell scroll, (cure disease x2, remove curse, dispel magic, raise dead)

5. 3200 g.p.

2500 p.p.

6. 3010 g.p.

4000 s.p.

potions of heroism

18. Cleric's quarters.

Gelspitoni, (A 9, C 3, h.p. 5, #AT1, U1-6, Save C 3, M 8, ALN; S 9, 110, W 14, U12, (8, (413), conducts services at the beginning of each of the four seasons. She is a very frail, weak young woman, who couldn't fight very well, and so became performing cleric to the Warrior Maidens of Madarva. As cleric, she is a lesser member, (with a Madarva bracelet of bronze), and wears no clerical robes at all times. She attacks with a mace or spells, being cure light wounds and light. As usual, her morale increases by 1 when a leader is present.

Her chest contains spare vestments, 80 s.p., and a scroll with a cure disease spell on it.

5. There are secret doors leading to the other faction's strongholds. They are roughly the same distance apart.
1. The first one leads to the courtyard of the Brotherhood of Gorm's stronghold, (2).
2. The second one leads to the sparr room antechamber of the Magi of Usamigara's underground level of their stronghold, (8).
3. The third one leads to the exercise room of the Warrior Maidens of Madarva's underground level of their stronghold, (15).
4. The fourth and final one leads to the sparr room antechamber of the underground level of the Temple of Zargon, (6).

Further Adventures

2. Destroying Zargon's Horn.

P. When the characters are moving about the floor of the wasteland, there is a 1 in 6 chance per turn that one of the following events will happen, (roll 1d6):

1. Mudpot bursts, spraying random character with hot mud, (1-3 points of damage).
2. Geyser sprays random character with hot steam, (1-4 points of damage).
3. Cloud of steam from hot springs covers 10-foot diameter area, blinding all within it for 1-4 rounds, (randomly determine which character it centers upon).
4. Boiling water splashes random character, (1-3 points of damage).
5. Gas bubble bursts near random character, who must make a saving throw vs. poison or be nauseated for 1 round, (no action may be taken).
6. Small tremor shakes the wasteland.

Wandering Monsters: Plateau

1. Caecilia, (#AP 3, AC 6, HU 6*, h.p. 20, #AT 1 hit, U 1-8, MV 60', Save F3, MCA, AL N).

2. Chimera, (#AP1, AC4, HU9**, h.p. 44, #AT
2 claws / 3 heads + breath, U1-3 / 1-3 / 2-8 /
1-10 / 3-12 + 3-18, MV 120' / 180' flying,
Save FA, MCA, ACC).
3. Cockatrice, (#AP3, AC6, HU5**, h.p. 17, #AT1,
U1-6 + petrification, MV 90' / 180' flying,
Save FS, MCA, ACC).
4. Cynidicean, for details see Part 6: New Monsters.
5. Gorgon, (#AP2, AC2, HU8*, h.p. 29, #AT1 however
1 breath, U2-12 or petrification, MV 120',
Save FS, MCA, ACC).
6. Hellhound, (#AP4, AC4, HU5**, h.p. 23, #AT
1 bite or 1 breath, U1-6 or special, MV
120', Save FS, MCA, ACC).
7. Manticores, (#AP1, AC4, HU6+1*, h.p. 28, #AT2
claws / 1 bite or 6 spikes, U1-4 / 1-4 /
2-8 or 1-6 each, MV 120' / 180'
flying, Save FG, MCA, ACC).
8. Spectre, (#AP1, AC2, HU6**, h.p. 32, #AT1
touch, U1-8 + double energy drain, MV
150' / 300' flying, Save FG, MCA, ACC).

X. The Eye of Zargen.

The crater is guarded by Erestiazan, the
lesser efreeti, (AC3, HU10*, h.p. 41, #AT1
fist, U2-16, MV 90' / 240' flying, Save F15, MCA,
ACC).

Ezestiazar controls 7 flame salamanders, (AC2, HU 8*, 4 p. 44, 40, 39, 38, 37, 34, 29, #AT2 claws / 1 bite, U 1-4 / 1-4 / 1-8, Mv 120', Save F8, Mv 8, ACN1). Their names are Exyl, Vxyl, Trix, Fix, Kix, Mix, and Match. Each salamander wears a jeweled collar, (worth 1000g.p., 1000g.p., 900g.p., 1500g.p., 700g.p., 1000g.p., and 600g.p.), with its name engraved upon it. Trix, Fix, and Kix each also have arm bands, (worth 500g.p., 1400g.p., and 1200g.p.). In addition, scattered at the base of the crater are several gems that the salamanders have accumulated over the years, (worth 10g.p. x 2, 50g.p. x 5, 100g.p. x 7, 500g.p. x 2, 1000g.p. x 2).

The only path to the rim of the crater is on the west side, halfway up which Ezestiazar sits vigil with his two fiercest flame salamanders, (being Exyl and Vxyl). The other five salamanders prowl about the foot of the crater, usually attending to any trespassers who happen by before they can reach Ezestiazar!

Further Adventures

3. The Ambush.

- I. 50%, (roll of 1-5 on 1d10), of all mushrooms, fungi, and lichens will be inedible and poisonous, (save vs. poison required if consumed).

See Wandering Monster Table: Field Areas

Lying in wait on the far side of the stream for the party are the Priests of Zargon and their forces. They have divided themselves into 2 main groups, one at each bridge.

The group at the north bridge consists of:

Venbrantax, Archmage of the Cult of Zargon.
Trugah, Chief Mage of the Cult of Zargon.
Velbrukin, Chief Mage of the Cult of Zargon.
Sandavuin, Chief Mage of the Cult of Zargon.

24 fanatic followers, (AC 9, F1, h.p. 4, #AT 1, U1-8, MV 40', Save F1, M12, ALC).

6 hobgoblins, (AC 6, HU 1+1, h.p. 6, #AT 1, U1-8, MV 30', Save F1, M18, ALC).

12 goblins, (AC 6, HU 1-1, h.p. 4, #AT 1, U1-6, MV 20', Save NM, M17, ALC).

3 hobgoblins with longbows, (AC 6, HU 1+1, h.p. 6, #AT 1, U1-6, MV 30', Save F1, M18, ALC).

6 goblins with slings, (ACC, HU 1-1, h.p. 4, #AT 1, U 1-4, MV 20', Save NM, MC 7, ACC).

The group at the south bridge consists of:

Eminar, (Chief Mage of the Cult of Zargon.
Keltok, (Chief Mage of the Cult of Zargon.
Magnar, (Chief Mage of the Cult of Zargon.
Mendermok, (Chief Mage of the Cult of Zargon.
Aufusen, (Chief Mage of the Cult of Zargon.

24 fanatic followers, (ACC, FI, h.p. 4, #AT 1, U 1-8, MV 40', Save FI, MC 12, ACC).

6 hobgoblins, (ACC, HU 1+1, h.p. 6, #AT 1, U 1-8, MV 30', Save FI, MC 8, ACC).

12 goblins, (ACC, HU 1-1, h.p. 4, #AT 1, U 1-6, MV 20', Save NM, MC 7, ACC).

3 hobgoblins with longbows, (ACC, HU 1+1, h.p. 6, #AT 1, U 1-6, MV 30', Save FI, MC 8, ACC).

6 goblins with slings, (ACC, HU 1-1, h.p. 4, #AT 1, U 1-4, MV 20', Save NM, MC 7, ACC).

The Priests will try to trap the party on a bridge. Whichever bridge the party chooses, the other ambush force will arrive on the other side in 3 rounds.

Rather than kill the party outright, the Priests will try to capture as many as they can alive, particularly those which are members of certain

factions, in order to publicly execute them.

At first the Priests will stand back and watch, but if the party starts to win, then they will personally intervene.

Further Adventures

4. Raid on the Temple of Zargon.

K. The Temple of Zargon:

1. Barracks.

There are 24 fanatic followers, (Aca, F1, h.p. 4, #AT1, 01-8, MV40', Save F1, MC12, ACC), currently lodging here. In each one's chest there are spare garments and 2-12 s.p. in a small pouch. Some of them may carry a dagger, (1 in 6 chance), and there will always be 2-24 in the place.

2, 18. Cells.

There will always be 1-10 prisoners in here. Each cell door is locked, with the keys being a ring hanging on a peg on the east wall. Prisoners are only fed scraps and leftovers, and are never let out until they are to be fed to Zargon.

3. Temple.

The floor of this place is black, polished slate, and the ceiling is one story higher than in the other rooms. Velvet drapes are hung at intervals, and 6 golden statues are visible.

4 of the statues are statues of Priests of Zargon, and are actually 4 living rock statue

guards, painted gold, (h.p. 25, 24, 21, 19). The 2 statues flanking the altar are statues of Zargon, and are gold-plated, (worth 35000 g.p. each). They are also, however, magical guardians, glowing a deep purple when intruders step onto the dais, and firing red lightning bolts, (6-36 points of damage), to anyone within 10' of them, or touching the altar, that don't belong there.

The altar itself is 40' long, and made of black marble. Upon it are 2 black candles, which burn smokily, a chalice, (worth 10000 g.p.), and a sacrificial knife, (worth 2500 g.p.). These, however, are relics of evil, and any lawful character touching them must make a save vs. spells or lose 2 levels of experience. Neutral, lose only 1 level if their save is not made, and Chaotics are healed totally!

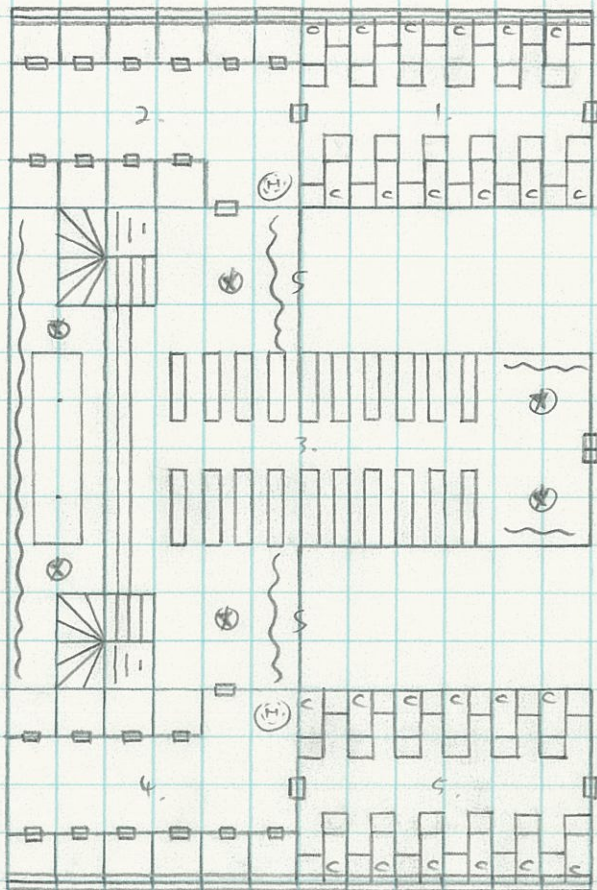
4,20. Cells.

There will always be 1-10 prisoners in here. Each cell door is locked, with the key being in a ring hanging on a peg on the east wall. Prisoners are only fed scraps and leftovers, and are never let out until they are to be fed to Zargon.

5. There are 24 fanatic followers, (ACA, FI, h.p. 4, #AT), U1-S1, MU40, Save FI, MC12, AL11, currently lodging here. In each one's chest there are spare garments and 2-12 s.p. in a small pouch. Some of them may carry a dagger, (1 in 6 chance), and there will always be 2-24 in the place.

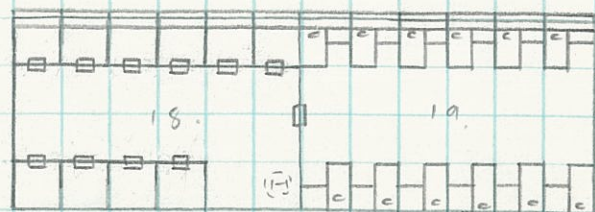
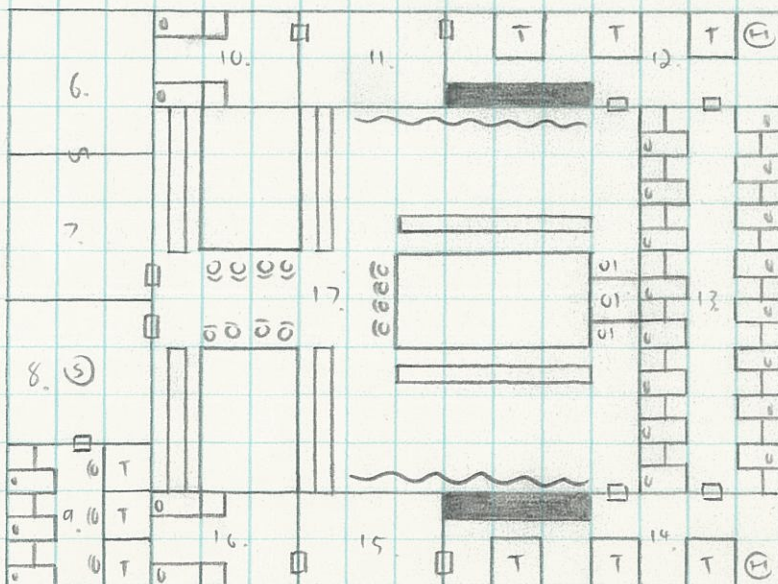
K. The Temple of Zargon

Scale: One square = 10 feet

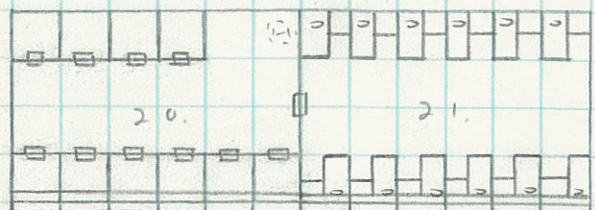


GROUND LEVEL

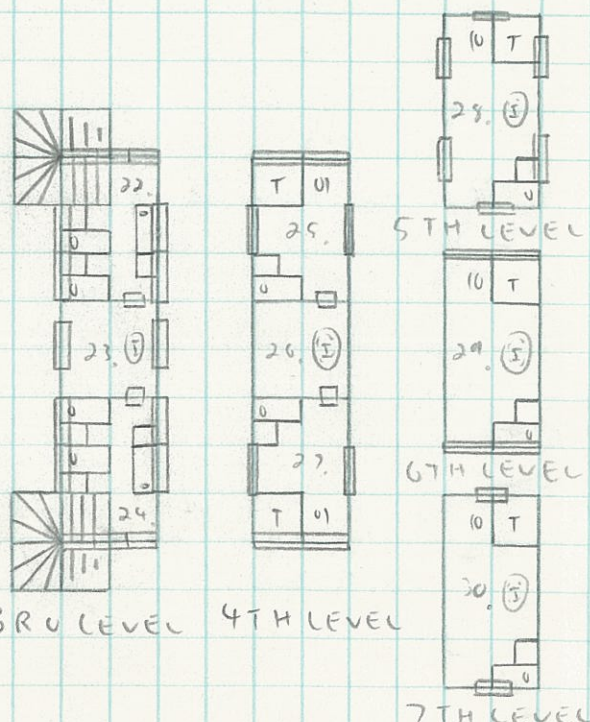
UNDERGROUND LEVEL



2ND LEVEL



3RD LEVEL 4TH LEVEL



5TH LEVEL

6TH LEVEL

7TH LEVEL

6. Treasure room.

This secret room is only known to the 11 leaders and the clerics. There are 6 chests, all locked, (with both Archmages and the Ultramage having the only keys on a chain around their necks, along with one other), and all trapped with poison gas, (save vs. poison or die). They contain:

1. 3600 s.p.

2. 7500 p.p.

11 gems, (worth 100 g.p. each)

3. 7500 g.p.

+1 sword, +3 vs. dragons

+2 battle axe

+3 dagger

4. 7 pieces jewelry, (worth 700 g.p. each)

staff of withering

clerical spell scroll, (cause serious wound x 3, command, quest, finger of death)

5. 4000 g.p.

2500 p.p.

6. 3300 g.p.

6700 s.p.

crystal ball with E.S.P.

7. Store room.

There are crates in this room containing extra masks and arm bands, (48 masks worth 100 g.p. each, and 24 arm bands worth 20 g.p. each).

8. Access room.

The secret trap door in the middle of this room is the stronghold's way to the underground city.

9. Clerics' quarters.

Turan, Quatmar, and Zelgue are the performing clerics for the Cult of Zargon. They conduct services every day of the week.

Turan, (Aca, (3, h.p. 11, #AT 1a + -1, U1-6-1, Save (3, Mlg, Acc; 56, 19, U13, U6, C8, C13), has a way with words, rather he talks himself out of almost any fix. As cleric, he is a full member, (with a mask of Zargon worth 100 g.p.), and wears his clerical robes at all times. He attacks with his magic spells, bring cause light wounds and darkness. His morale increases by 1 when a leader is present. His chest contains spare vestments, 100 g.p., and a scroll with a finger of death spell on it.

Quatmar, (Aca, (3, h.p. 9, #AT 1a + -1, U1-6-1, Save (3, Mlg, Acc; 58, 112, U17, U10, C9, C8), is similar to above. He is the wisest cleric, and is acknowledged as the leader. His chest contains 50 g.p. and a scroll with a cause disease spell on it.

Zelgar, (Aca, (3, h.p. 13, #AT1 at -1, U1-6-1, Save (3, MCT, ACC; S8, 110, W11, U7, (10, (20), is similar to above. He is the youngest of the 3 clerics, and conducts the least services of all. His chest contains 110 g.p. and a scroll with a common spell on it.

10, 16. Cook's quarters.

The 4 cooks, (NM, h.p. 4, ACU), sleep here, and will only fight if attacked, (using the spite from the firepits in the kitchen for 1-4 points of damage). Their chests contain spare garments, aprons, and 1-6 g.p. in a small pouch.

11, 15. Food storage.

In here are stored various foodstuffs ranging from fish and animal meat to edible fungi to rations.

12, 14. Kitchen.

The stronghold's food is prepared here. The room contains 3 tables and a fire pit rack, as well as several stoves, pots, and pans hanging on the ceiling.

13. Barracks.

There are 32 adepts, (AC), (2, h.p. 7, #AT1, U1-6, MU 30', Save (2, MCT, ACC), currently lodging here. They each have a cause light wizard's spell. In each one's chest there are spare robes, a new hood, and 1-6 g.p. in a small pouch. A scroll, their master in command by whom a leader is present, and there

will always be 4-32 in the place.

17. Great Hall.

The stronghold's inhabitants eat here. The Priests sit at the benches, the Chief Mage sits at the chairs, the Archmage sits on either side of the Ultramagi, and the Ultramagi sits upon a raised platform. There are tapestries depicting victories of the Cult of Zorgen hanging up.

19. Barracks.

There are 12 priests, (A 5, (3, L.p. 12, Mv 20', #AT 1, U1-6, save (3, M 8, ALC 1, currently lodging here. They each have a cause light wards spell x 2. In each one's chest there are spare robes, a mask, and 2-12 g.p. in a small pouch. As usual, their morale increases by 1 when a leader is present, and there will always be 1-12 in the place.

21. There are 12 priests, (A 5, (3, L.p. 12, Mv 20', #AT 1, U1-6, save (3, M 8, ALC 1, currently lodging here. They each have a cause light wards spell x 2. In each one's chest there are spare robes, a mask, and 2-12 g.p. in a small pouch. As usual, their morale increases by 1 when a leader is present, and there will always be 1-12 in the place.

22. Curates' chamber.

In here reside the 3 curates. They are the leaders of lower rank.

Magnap, (AC 2, (5, h.p. 21, #AT 1 at +1, U 1-6 +1, Save (5, MCA, ACC; S 11, 112, V 13, U 10, (14, (L 7), is a hardy fellow, and can take a lot of punishment. He wears plate mail armor, a shield, a purple tunic, and his mask of Zargon, and attacks with his +1 war hammer or his spells, which are:

cause light wounds
darkness

blight
hold person

His chest contains spare robes, 150g.p., and a vial of holy water.

Mendermak, (AC 2, (5, h.p. 10, #AT 1, U 1-6, Save (5, MCA, ACC; (5, 16, V 17, U 10, (9, (L 5), is a total failure at everything but thinking. He wears plate mail armor, a shield, a purple tunic, and his mask of Zargon, and attacks with his +1 mace or his spells, which are:

cause light wounds, x2

blight
hold person

His chest contains spare robes, 110g.p., and a vial of holy water.

Anfura, (AC 3, (5, h.p. 20, #AT 1 at -2, U 1-6 -2, Save (5, MCA, ACC; S 3, 19, U 10, U 8, (12, (L 12), is the weakest member of the cult of Zargon. He wears plate mail armor, a shield, a purple tunic, and his mask of Zargon, and attacks with his +1 war hammer or his spells, which are:

cause light wounds

blight

darkness

hold person

His chest contains spare robes, 160 g.p., and a vial of holy water.

23. Spare room.

This room is a simple hallway connecting the curate's chamber to the bishop's chamber.

24. Bishops' chamber.

In here reside the 3 bishops. They are the leaders of second rank.

Trugak, (AC 3, (7, h.p. 22, #AT 1 at -1, U 1-6 -1, Save (7, MC 10, AC (155, 18, W 15, U 11, C 11, Ch 81), although wiser than Sandavrin, is the weakest of the bishops. He wears chain mail +1, a shield, a purple tunic, and his mask of Zargon, and attacks with his +1 mace or spells, which are:

cause light blindness x2
darkness

blight

hold person

curse

striking

His chest contains spare robes, 70 g.p., and 3 vials of holy water.

Velboukin, (AC 2, (7, h.p. 22, #AT 1 at -1, U 1-6 -1, Save (7, MC 10, AC (158, 111, W 11, U 7, (10, Ch 131), is not very wise, but is nevertheless a good leader. He wears chain mail +3, a shield, a purple tunic, and his mask of Zargon, and attacks

with his magic or spells, which are:

cause lightning	blight	curse
darkness	hold person	striking
cause fear		

His chest contains space robe, 170 g.p. and 3 vials of holy water.

Sandavrin, (AC 2, (7, h.p. 17, #AT 1 at +1, 01-6+1, Save (7, ML 10, AL 13, 18, L 14, 67, (11, (69), is the strongest, and hence, most powerful of the bishops. He wears plate +1, a shield, a purple tunic, and his mask of Zargon, and attacks with his magic or spells, which are:

cause lightning, x2	blight	curse
darkness	hold person	striking

His chest contains space robe, 70 g.p., and 3 vials of holy water.

25. Chief Mage's Chamber.

Eminar, (AC 1, (9, h.p. 34, #AT 1 at +1, 01-6+1, Save (9, ML 11, AL 13, 110, L 15, 69, (15, (610), is a cruel, harsh man, capable of inflicting great torture. He wears plate mail armor, a shield +1, a purple tunic, a ring of spell turning with 7 charges left, and his mask of Zargon, and attacks with his magic or spells, which are:

cause lightning	blight	curse	cause severe wounds
darkness	hold person	cause disease	cause poison

cause fear, silver 15' radius striking

His chest contains space robes, 80 g.p., and a scroll with an animate dead spell in it.

26. Spoor room.

This room is a simple hallway connecting the two Chief Magi's chambers.

27. Keltok, (AC 1, (9, h.p. 40, #AT 1 at -2, U 1-6-2, Save ca, MC 11, AC 5; S 4, 16, U 10, 00, (14, (h 10), is ordered around by Eminar, although he has no right to do so, and Keltok plans one day to get revenge! He wears chain mail +3, a shield, a purple tunic, a potion of speed, and a mask of Zargon, and attacks with his magic spells, which include:

cause lightning, x2 blight, cure, animate dead
darkness, hold person, cause disease, cause serious wounds
silver 15' radius striking

His chest contains space robes, 130 g.p., and a scroll with a create poison spell in it.

28. Archmage's chamber.

Venbrantax, (AC 2, (11, h.p. 40, #AT 1, U 2-7, Save C 11, MC 12, AC 6; S 11, 16, U 13, U 12, (12, (h 8), is a conceited man, and not much liked by the man. He wears plate mail armor, a shield, a purple tunic, a snake staff, a potion of gaseous form, a ring of regeneration, and his mask of Zargon, and attacks with his magic spells, which include:

cause lightning x2	blight	curse	animate dead	common
darkness	hold person x2	cause disease	cause serious wounds	finger of death
cause fear	silence 15' radius	stinking	curator poison	

His chest contains spare robes, 100 g.p., and a scroll with a great spell on it.

29. Bausugar, 1 A.C. 4, (12, h.p. 32, #AT 1, U 1-6, Save (12, ML 12, AC (155, 17, W 15, U 5, (7, (4 12), only got to his high level of power by weeding, scheming, and lying to others. He wears plate mail armor, a shield, a purple tunic, a staff of withering with 20 charges, a potion of healing, and his mask of Zargon, and attacks with his +2 magic w. spells, which are:

cause lightning x2	blight	curse x2	animate dead	common	animate object
darkness	hold person x2	cause disease	cause serious wounds	finger of death	
cause fear	silence 15' radius	stinking	curator poison		

His chest contains spare robes, 160 g.p., and a scroll with a word of recall spell on it.

30. Ulthamag's chamber.

This room has a glazing ceiling.

Talgeth, 1 A.C. 1, (13, h.p. 32, #AT 1 at +4, U 1-6 +4, Save (13, ML 12, AC (1514, 110, W 17, U 9, (9, (4 10), is the most powerful and wisest person in the underground city, and he secretly suspects Zargon of being no more than a monster! He wears plate mail armor, a shield, a purple tunic, a potion of invulnerability, a ring of protection +1, and his jeweled mask of Zargon, worth 1000 g.p., and attacks with his +3 magic w. spells,

which are:

cause light wounds 3 light

darkness

cause fear

hold power x 2.

know alignment

silence 15' radius

cause x 2

animate dead

animate objects

cause disease most serious wound / finger death and all

striking

create poison

His chest contains space holder, 100 y.p., and a portion of
longevity.

Further Adventures

5. The Prophecy.

A. Underground Lake.

The lake is usually calm and silent, except when water is flooding in from the water channels, (H).

Random encounters will occur on a roll of 1 on 1d6, using the lake division of the swimmers subtable.

B. The Island of Death.

Wandering Monsters: Island of Death

1. Skeleton, (#AP 8, AC 7, HU 1, L.p. 3, #AT 1, U 1-8, MV 60', Save F1, ML 12, AL C).
2. Zombie, (#AP 7, AC 8, HU 2, L.p. 9, #AT 1, U 1-8, MV 60', Save F1, ML 12, AL C).
3. Ghoul, (#AP 4, AC 6, HU 2*, L.p. 4, #AT 2 claws/bite, U 1-3/1-3/1-3 + paralysis, MV 60', Save F2, ML 9, AL C).
4. Viper, (#AP 6, AC 5, HU 3*, L.p. 13, #AT 1, U energy drain, MV 60', Save F3, ML 12, AL C).
5. Wraith, (#AP 1, AC 3, HU 4**, L.p. 17, #AT 1, U 1-6 + energy drain, MV 120'/240' flying, Save F4, ML 11, AL C).
6. Mummy, (#AP 1, AC 3, HU 5+1**, L.p. 30, #AT 1, U 1-12 + disease, MV 60', Save F5, ML 12, AL C).

7. Specter, (#A13, AC2, HUG**, h.p. 34, #AT1, 01-8 + double energy drain, MU150'/300' flying, Save F6, M11, AC1).
8. Vampire, (#A13, AC2, HUG**, h.p. 36, #AT1 touch or special, 01-10 + double energy drain or special, MU120'/180' flying, Save F8, M11, AC1).

The caves surrounding the island are uninhabited due to the periodic flooding. In fact, there is a 1 in 12 chance of them flooding while characters are inside, resulting in 3-24 points of damage each.

Inscribed upon a stone table in the center of the Stonehenge-like group of arches is an age-old prophecy, which reads:

"Let it be known,
that the day shall come to pass
when Cyndicea shall forsake its magnificence
and revel in madness, evil,
and dark shadows deep under the earth.

Thus it shall be,
until the horn-entrapped soul
of Cyndicea's ancient foe
succumbs to the fires
of its name sake,

and until the relic
of great power
capable even of bending the will
of Anemostronger,

is returned to its place,
and until the final petal
is found,
resulting in a curse
for the deepening madness
infecting Cyndicra's folk.

Only three
shall Cyndicra rise once again,
to take its rightful place
among the mightiest nations
of the world."

Also, scrawled in red at the foot of the table are
the words, "down under". If the characters lift up
the table and dig away some of the dirt, they will
discover 2 huge doors, which when opened, lead to,
(1.), below.

1. First gaurdians.

2 red dragons live here, (L.p. 38, 41), guarding the
elevator to the north.

Their treasure consists of 7500 c.p., 29500 s.p.,
15000 c.p., 1000 g.p., 4500 c.p., 48 gems, (worth 10 g.p.
x 1), 54 g.p. x 11, 100 g.p. x 11, 500 g.p. x 6, and 1000 g.p. x 2),
20 pieces of jewelry, (worth 500 g.p., 600 g.p., 700 g.p.,
800 g.p. x 3, 900 g.p. x 3, 1000 g.p. x 2, 1100 g.p., 1200 g.p. x 3, 1300
g.p., 1400 g.p. x 2, and 1600 g.p. x 2), a short sword +1,
locate object, "wildfire", a two-handed sword +1,
flames once command, 17, E2, ACW, detects slopes,
extra damage, levitation, and a potion of fire resistance.

To the north of this room is an elevator. Inside, and to the right, are four holes, one triangular, one square, one star-shaped, and one circular. The insides of these holes are coated with a strange golden metal. When certain keys are placed inside their respective holes, the elevator will move up, down, or stay where it is. Refer to the following chart:

- ΔO surface
- $\square X$ first level
- $\Delta \square$ second level
- $X O$ third level

There are also holes outside of each respective level. If another combination is tried, nothing will happen. If more than two keys are inserted, they will all pop out. If any foreign object are inserted, (such as a finger), a resultant shock of 1d6 point of damage will occur.

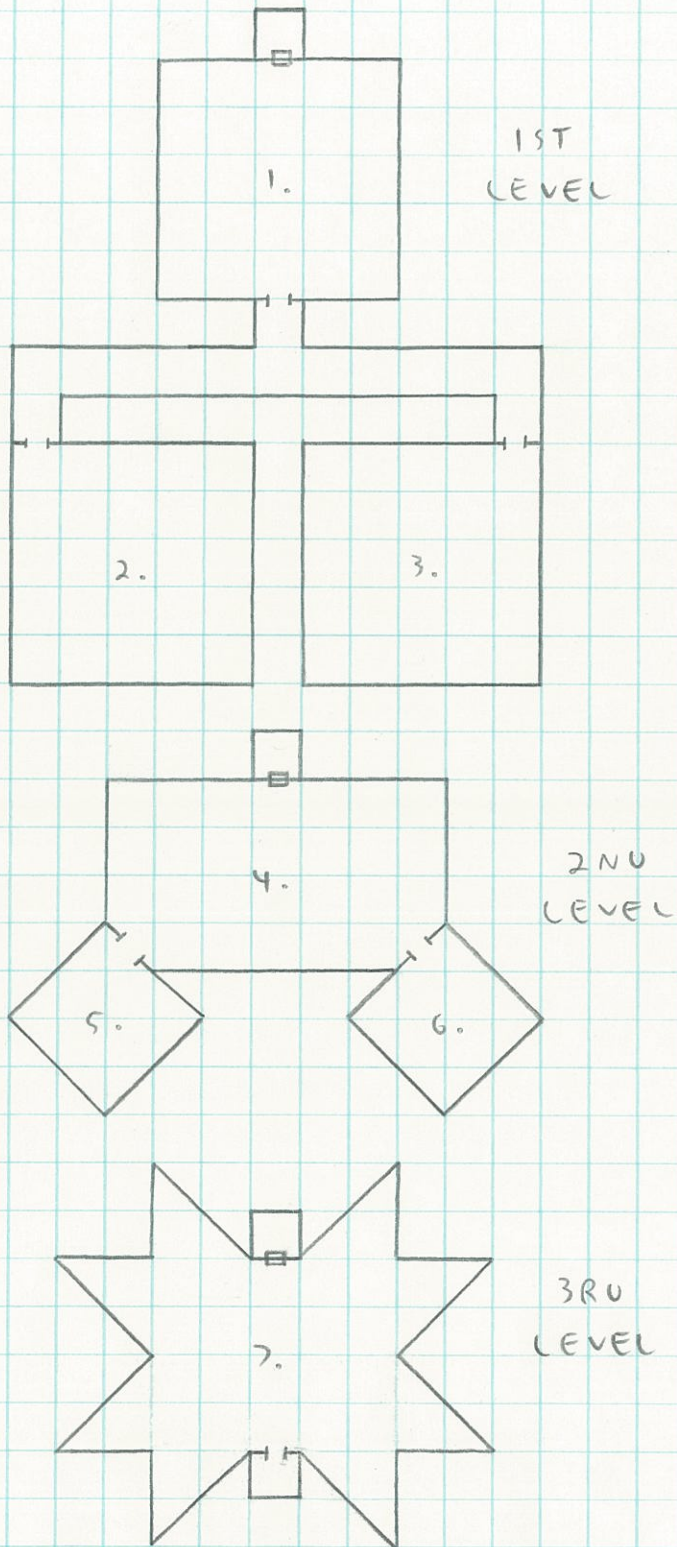
2. This tomb houses 3 mummies, (h.p. 29, 26, 26), who each wear a golden crown, (worth 900 g.p., 1000 g.p., and 1100 g.p.).

In their sarcophagi, the mummies have 8 gems, (worth 10 g.p. x 2, 50 g.p., 100 g.p. x 2, 500 g.p. x 3), a battle-axe +2, a map leading to the third level, a potion of longevity, and a golden key that is triangular in shape.

3. This place is also a tomb with 3 sarcophagi, but it is empty, except for a golden key that is square in shape, inside the middle sarcophagi.

B. The Island
of Death

Scale: One square =
10 feet



4. Antechamber.

There are mosaics here, showing scenes of the desert, (oasis's, sand storms, etc...). Several bones litter the floor, and a faint dripping sound can be heard.

5. Second guardians.

Hiding in the shadows, as still as statues, ready to attack anyone entering the room, and watching the elevator intently, are 9 gargoyles, (h.p. 22, 22, 21, 21, 19, 18, 17, 16, 12). They might attack characters in the antechamber according to their reactions.

The gargoyle's treasure is in a locked chest, trapped with a poison needle. It consists of 4500 s.p., a potion of polymorph self, a potion of plant control, and a golden key that is star-shaped.

6. Third guardian.

Guarding this chamber, (and the antechamber, if the gargoyles fail), is a lone banshee, (h.p. 27).

In a locked chest, trapped with a poison needle, is the banshee's treasure: 4000 s.p., 4 gems, (worth 100 s.p. x 2, and 500 s.p. x 2), and a golden key that is circular in shape.

7. This is the chamber of the relic. Cobwebs hang everywhere; the dust and air in this place have not been disturbed for a hundred years. Directly opposite the elevator there is what appears to be the

relic itself... an ancient censer, a foot and a half long, inset with a sparkling array of glittering jewels, and blackened by the passing of time, (worth 70 000 g.p.). This, however, is an illusion, and the actual censer hangs high above in the center of the ceiling.

Guarding this chamber are 8 undead, each keeping watch from it's own niche. Going clockwise from the elevator, there is a mummy, (h.p. 29), a specter, (h.p. 24), a vampire, (HUG, h.p. 36), a mummy, (h.p. 25), a mummy, (h.p. 27), a specter, (h.p. 26), a vampire, (HUG, h.p. 49), and another mummy, (h.p. 31). They are covered in muck and grime, and the vampires rest in rotting coffins.

The relic belongs to the Magi of Usamigara, and is similar to a censer of controlling air elementals, but is special in many ways. It may only be used once a week, it requires 3 turns to use, and it will summon Anemostroylos, (AC-1, HUL4, h.p. 112, 03-18, Save F14, M11, 28' tall, 7' wide), an extremely powerful air elemental, and allow the user to control him. However, the summoner may not move, and may only control him for a maximum of 6 turns. In addition, Anemostroylos may succeed in breaking free of the control, for a roll of 1 on 1d12, and run amok. Otherwise, he is subject to normal rules for elemental control.

Scattered on the floor, among rotting bones, and broken weapons, are several gold coins, (a total of 5500 g.p.), and 7 pieces of jewelry, (worth 6000 g.p. x 2, 1100 g.p. x 3, 1200 g.p., and 1400 g.p.).

C. City Dock.

The fishing fleet consists of 4 longships with 60 hull points each. Four to the Island of Opat will be from 1-10, p. per party member.

D. Water-filled Chasm.

Living in this chasm is a sea hydra of 8 heads, (h.p. 42). It is currently hibernating, but any object dropped into the water from the rock bridge, (at E.), has a 10% chance of awakening it. Likewise, any violent thrashing about in the water directly above the chasm, (such as a swimming character), has a 30% chance of doing so.

At 30' there is a rocky ledge with the hydra's treasure on it. It consists of 1500 c.p.

E. Rock Bridge.

Any item dropped into the water from these points has a 10% chance of awakening the sea hydra below, (see D. above).

F. Goblin Cliff-Dwellings.

The goblin caves are accessed by ladders.

1, 2. These caves are gaudy posts. There are 6 goblins, (h.p. 4), in each cave. When invaders arrive, one will always run to wake the others.

3. There is a 10' deep pit here, and it has spikes at the bottom. A person falling down it will take 1d6 points of damage from the fall, and 1d4 points of damage from 1d6 spikes.

4, 5. These are the common rooms. There are 14 goblins in each room, (men, women, and young). Similar to the guards, each goblin has 2-12 exp.

6. This is the food storage room, and the king has the only key to it, although the food is not quite up to human standards.

7, 8. There are 3 of the king's bodyguards, (hp. 10), in each of these rooms. Each of them has a crossbow and 5 quarrels, as well as short swords, like everyone else.

9. The king lives in this room, along with 3 more of his bodyguards. He fights with a normal sword, and is always eating all day. In a small pouch at his waist there is a 50 g.p. gem, and around his neck is the key to the food storage room, (60).

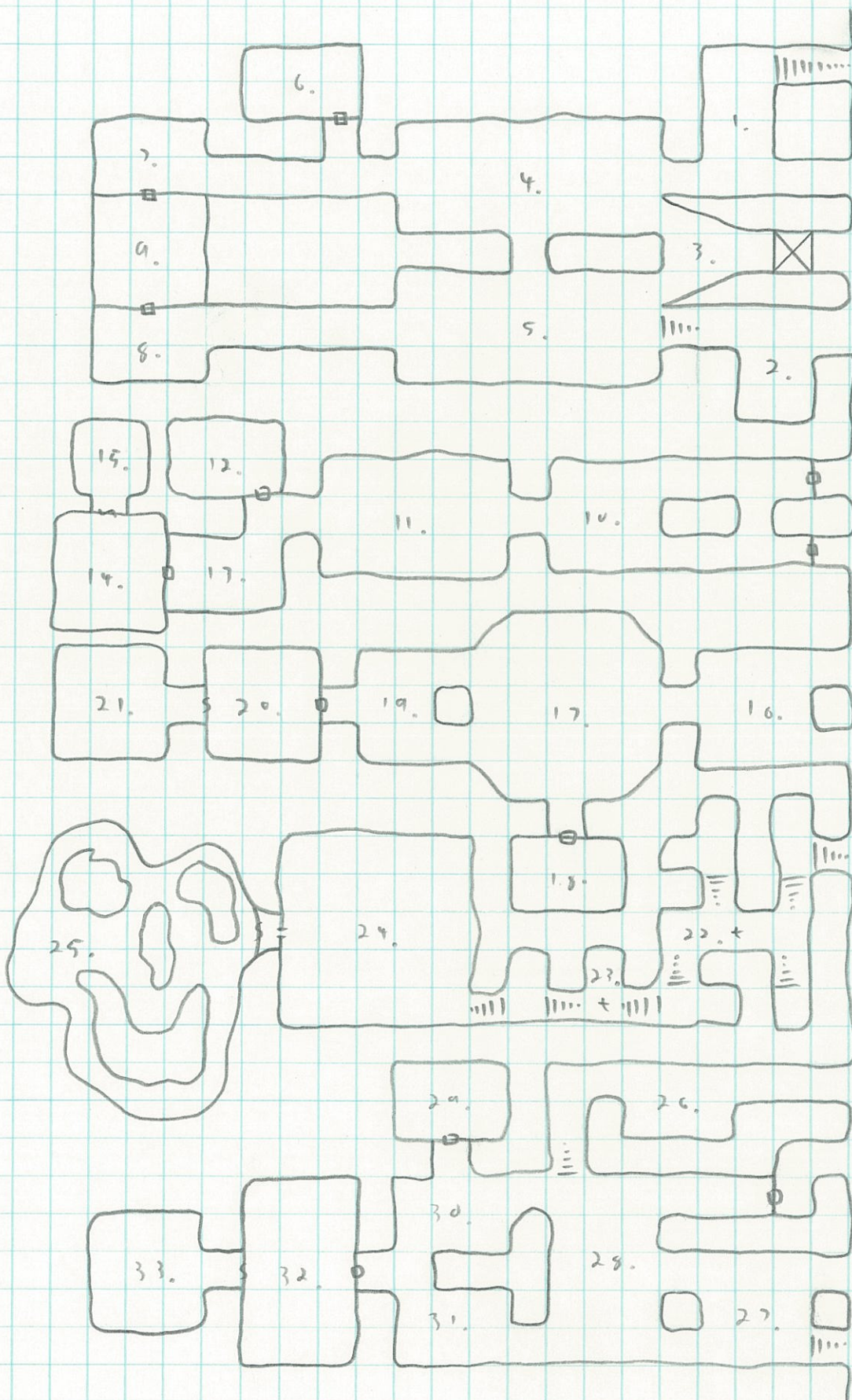
The throul, reach their room, by hand hold, cut into the rock. Both doors are locked and barred.

10. There are 4 throul guards, here, (hp. 17), with swords. Each throul also has the key to the doors leading outside.

11. This is the common room. There are 3 throul, (hp. 15), in here with no weapons. Most of the throul were killed in a recent battle with the hughraes.

U. Gublin Cliff - Uwellings

Scale: One square = 10 feet



12. This is the food storage room, and the king has the only key to it, although the food is not quite up to human standards.

13. There are 4 more thoul guards here, (h.p. 14), and they too have swords.

14. The thoul king, (h.p. 71), is a coward and a weakling, and that is why the thouls are dying out. He knows there are greenblings of rebellion, but doesn't know what to do about it. He wears the key to the food storage room, (12.), around his neck on a chain.

15. The only person who knows of this room's existence is the king. In a locked chest there are 1300 s.p.

The bugbrave reach their room by handhold, cut into the rock.

16. 7 bugbrave keep watch here, (h.p. 12). When intruders arrive, they engage in combat and only retreat to warn the others if the battle goes badly.

17. This is the common room. The 17 bugbrave in here, (h.p. 15), are currently preparing for a celebrative feast due to their recent victory over the thouls. Like the guards, each bugbrave has 3-24 c.p., and 3-18 s.p. in a small pouch, and attacks with a sword at +1.

18. This is the food storage room, and the king has the only key to it, although the food is not quite up to human standards.

19. There are 3 more bugbrave guards here, (h.p. 21).

20. The bug bra king, (h.p. 11), is old, but still powerful, as evidenced by the recent victory over the trolls. There are, however, rumors of a power struggle, and, possibly even of a reanimation! He has the key to the food storage room, 118-1, on a chain around his neck.

21. No one knows of this secret room save for the king himself. Inside a locked chest there are 1700 s.p., 1000 s.p., 1000 c.p., and 4 gem, 1 month 10 g.p. x 2, 50 g.p., and 100 g.p.!

22. The ogres reach their cave by hand holds cut into the rock.

22, 23. Water is constantly dripping into these passages, and in two places it is 2 feet deep. These two areas are trapped with a tripwire each. The wires trigger 6 spear each from little holes in the ceiling, built to hit as it angles through them, for 100 points of damage each. The ogres know where the tripwires are located and can avoid them.

24. In this corridor 7 ogres, (h.p. 24, 21, 20, 20, 19, 19, 18). The room is covered with furs, and in the west wall there is an arch way leading to a secret door leading to the troll's catacombs.

Each ogre has a leather sack with 400 g.p., 400 g.p., 500 g.p., 400 g.p., 700 g.p., 600 g.p., and 700 g.p. in it. There is also 1 piece of jewelry worth 1400 g.p., a staff of striking, and 4 quivers 1 + 2.

The trolls never leave their catacombs, and know

nothing of the secret door.

25. This is where the goblins live, (h.p. 38, 25, 33, 30, 30, 28, 26, 26). There are several boxes of part armor + armor lying around. Also, in a locked chest, trapped with a piece of needle, are 3000 g.p., and a piece of parchment with the following on it:

... and until the relic
of great power
capable even of bending the will
of Aurmortrion,
is returned to its place, ...

And underneath this, written with red ink, are the following:

- Island of the Table
- defeat gaurdians of "wild fire"
- master golden prism
- part horns, claws, fangs, wings
- part mysticism, thicker
- claim what is, or what seems to be
- beware the unliving sentries
- back to the Magi of Uramigaur

The h. goblin rooms are accessed by ladders. The door is locked and barred.

26., 27. These rooms are guard posts. There are 4 h. goblins, (h.p. 9), in each one. When invaders arrive, one will always run to warn the others.

28. This is the common room. There are 9 h. goblins in here,

(men, women, and young). Similar to the guards, each hobgoblin has 3-18 s.p.

29. This is the food storage room, and the king has the only key to it, although the food is not quite up to human standards.

30., 31. There is 1 of the king's body guards, (h.p. 131), in each of these rooms. Each of them has a cross bow and 15 quivers, as well as a sword, like everyone else.

32. The king lives in this room. He fights with a two-headed sword, and is a strong king. The key to the food storage room, (29.), is on a chain around his neck.

33. Only the king knows of this room's existence. Inside a locked chest is the hobgoblin's treasure: 4 pieces of jewelry, worth 1300 g.p., 900 g.p., 700 g.p., 600 g.p.!

Further Adventure

6. The Antidote.

R. The Lower Catacombs.

1. Antechamber.

A spiral staircase leads up and down. There is a terrible stench here, along with several bones everywhere. The ceiling rises high above, and several bats can be seen flitting back and forth.

2. Cyclops' chamber.

There is 1 cyclops here, (h.p. 73), larger than his fellows to the south. He carries nothing more than his club and a scroll revealing the secret door to room (a). This secret treasure room contains 1000 s.p., and 5000 g.p. in a locked chest trapped with a poison needle. Also, in a false bottom, there is a suit of +1 leather, +2 chain, and a cursed scroll, (turns reader into a frog).

This particular cyclops can cast a curse once a week, namely, making a character's ears grow to ten times their normal size.

3. There are 3 cyclops here, (h.p. 59, 55, 54). In a leather sack against the wall, there are 5000 g.p., and a 500 g.p. topaz. Like the other cyclops' chamber, this one is furnished with a bed for each cyclops, a table, a chair for each cyclops, and a chest full of implements for each cyclops.

4. Garbage room.

The cyclops deposit their garbage here. At the far end of the room there is a black pudding, (h.p. 48), wallowing in the rat-infested trash. There are 6 gems scattered nearby, (worth 10g.p. x 4, 50g.p., and 100g.p. 1).

5. Sitting room.

This room is very comfortably furnished, with plush couches, ornate divans, and a high-backed chair. The chair is, in fact, a polymar, (h.p. 45). In a sack under the chair are 1000 c.p., and 3000 s.p.

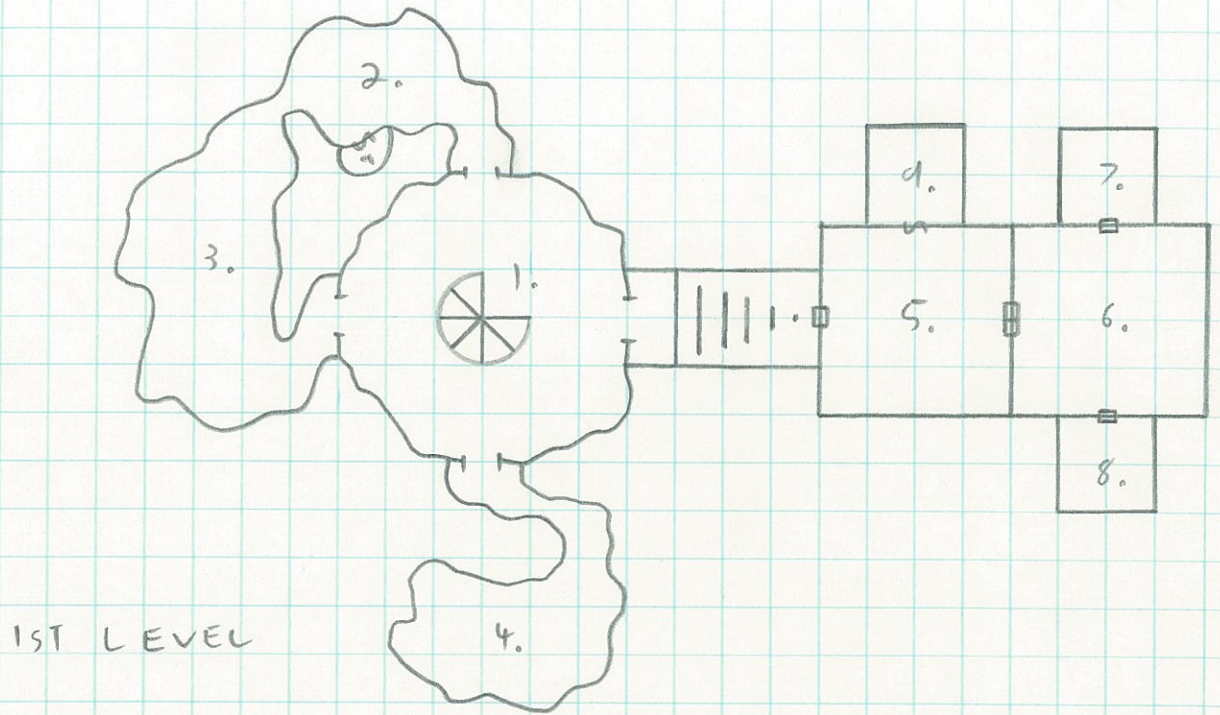
6. Dining room.

There is a large oaken table in the centre of this room, with a dozen seats around it. At the head of the table sits Slaker, the vampire, (HU 9**, h.p. 28), who invites the party to sit down and dine with him. There is wine, meat, and bread enough for all. The food is served on gold platters, and the wine, in gold cups, (worth a total of 8000g.p. for the set). The vampire wears a jewelled ring, (worth 1800g.p.), with the word, "vanabet", inscribed into it.

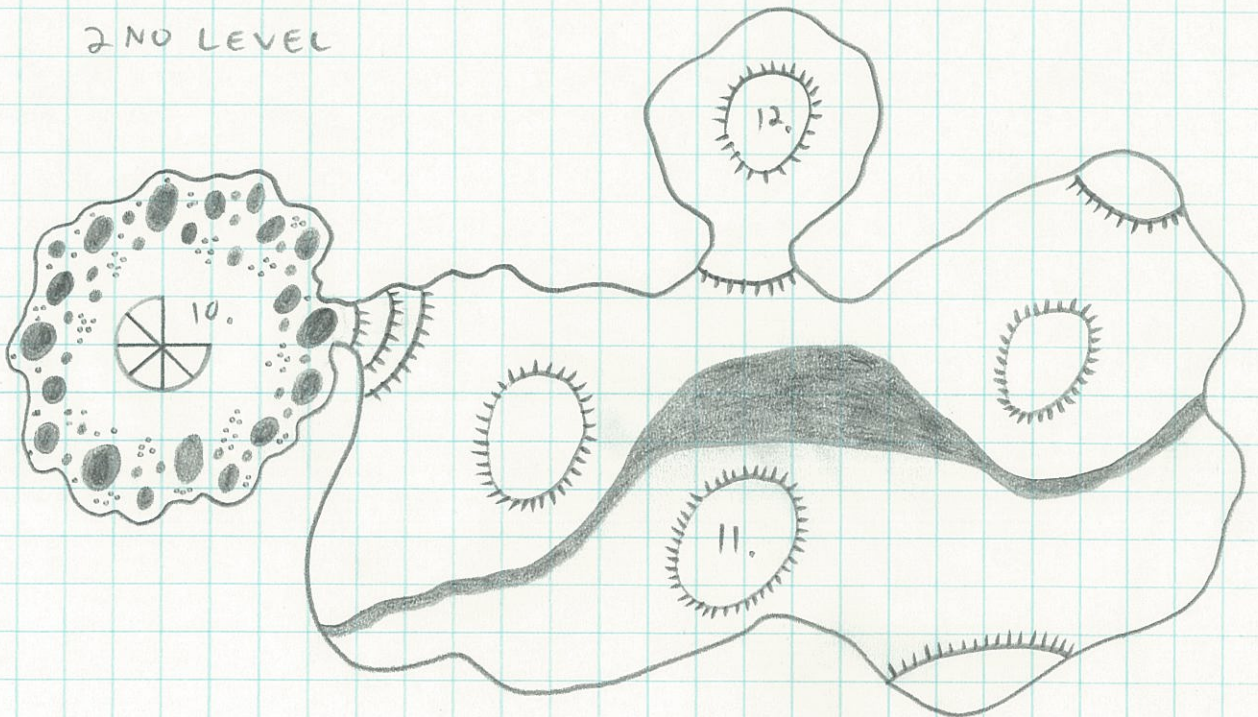
7. The door to this room is locked, and inside it is one of Slaker's coffins. The coffin contains 5 pieces of jewelry, (worth 1500 g.p., 1100g.p., and 900 g.p. x 3).

R. The Lower
Catacombs

Scale: One square =
10 feet



2ND LEVEL



8. The door to this room is locked, and inside it is one of Slaker's coffins. The coffin contains 5 pieces of jewelry, (worth 1700g.p., 1000g.p. x3, and 500g.p.).

9. This secret room contains Slaker's last coffin.

10. Antechamber.

This rubble-filled room has more bones scattered about it, but no more but. Access to the garden may only be gained if the word, "ranabet", is uttered, in which case a boulder to the east will slide forth for 1 turn.

11. Garden.

This is where the small white flowers are grown. The floor of the cavern is covered with them, and a stream meanders through the small hillocks, widening into a small pond at its centre.

Upon the central hill, a lone guardian stands vigil. The form is that of a woman, but cloaked in a green robe. She is Madarua! and has come down from the heavens scant weeks ago to witness the salvation of her followers by the hands of a band of adventurers. Her face is in shadow, for if it were not, she would be instantly recognized. When she speaks, her voice reverberates throughout the entire cavern, though strangely enough, the characters do not!

She has the power to seal the only exit, (the opening,

where the river enters and flows out through are but cracks, and she cannot be hurt, (an attacker going right through her body).

The only way she will let out a party with some sampler is if they talk her into doing so, are clever enough to trick her, or passing her test, (killing the green dragon to the north).

As the party turns to leave, anyone who looks back at her will see her throw off her hood, (revealing her true nature), and disappear as she clears away.

12. Green dragon's lair.

Atop a mound of treasure, (which looks like more than it actually is because it's on a hill), dwells an ancient green dragon, (HULL**, h.p. 52), which talks and can cast the following spells:

charm person

mirror image

magic missile x 2

web x 2

The dragon's hoard consists of 12500 e.p., and 18000 g.p.

Further Adventures,

7. The True King.

Julius, Myrmidon, lawful

Str: 13

Ac: 2

Int: 11

Wis: 12

h.p.: 42

Uex: 12

Con: 12

x.p.: 63741

Chr: 10

Magic: +3 chain mail armor
+1 mace

The true king has 3 close friends:

1. Taurnah, Veteran, lawful

Ac: 4

h.p.: 7

x.p.: 0

Magic: +1 chain mail armor

2. Kentap, Veteran, lawful

Ac: 2

h.p.: 3

x.p.: 0

Magic: +3 chain mail armor

3. Phello, Veteran, lawful

AC: 3

h.p.: 3

x.p.: 0

Magic: +1 warhammer

+2 chain mail armor