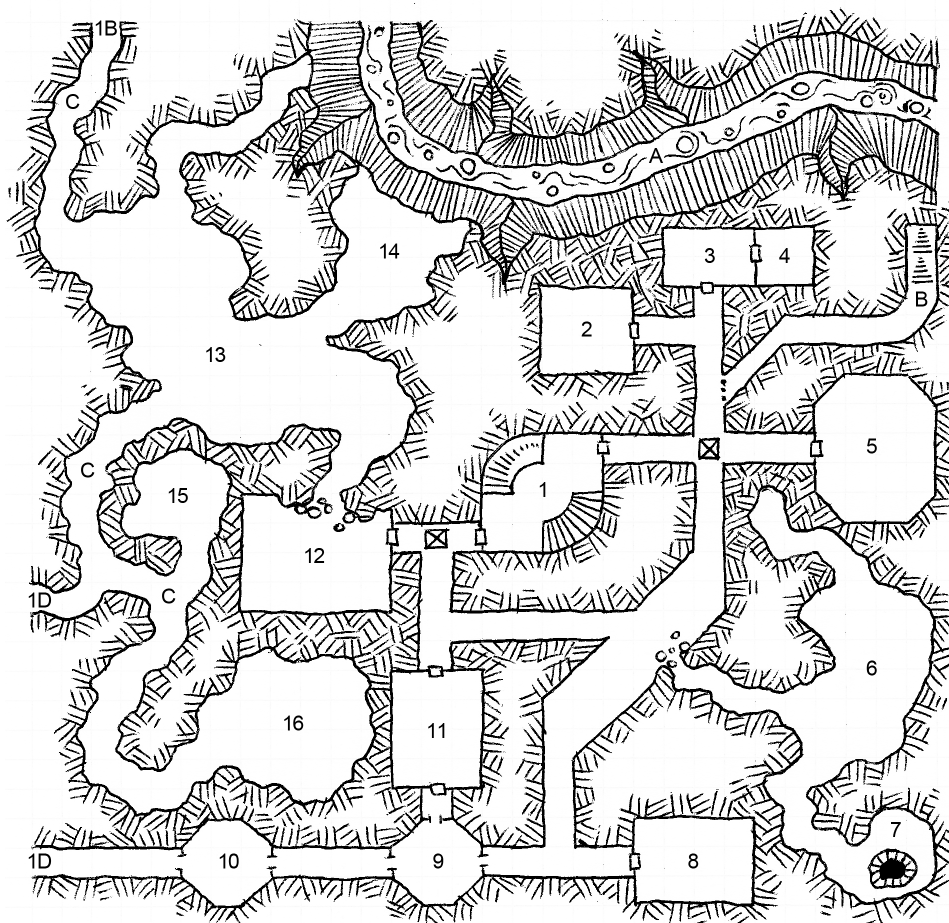


The Dungeon of Doom, Level 1C: Beneath the Tower of Bones



THE TOWER OF BONES

Old legends tell that when Lord Gyxag Stoneheart defeated the overrunning barbarian tribes of the north, he built this tower using the bones of the prisoners he has captured. Nowadays a band of bandits has set its lair in the twisted corridors beneath the basement, led by a femme fatale named Draga.

WANDERING MONSTERS

Roll any time the party lingers in activities other than exploring or fighting. Encounter on 1-2 in 6.

1. Bandits (1-8)
2. Beelte, Fire (1-8)
3. Goblin (2-8)
4. Green Slime (1-4)
5. Rat, Giant (2-8)
6. Stirge (1-10)

LEGEND

- A. Lava river flowing on Level 3B
- B. Stairs down to Level 3C
- C. "Beware, Ogre!" sign

ROOM KEY

1. **Basement:** Stairs up to surface and down to Level 2C. Bandits (3), guarding the entrance of the lair. If attacked one will flee to warn the group in room 5.
2. **Onut's Room:** F2, Draga's first mate. Leather and *Rapier* +1 (non-magic). Bed, bedside table (locked, contains 50 gp and 3 gems in a casket), wardrobe and 3 valuable paintings (sold for 10-40 gp each). Stereotyped narcissist swordsman with wet curly hairs and thin mustache, vaguely effeminate.
3. **Kitchen:** Victor, F2. Tall, bald and fat, fights with fork. Has several receipts for monster cooking in his cookbook.
4. **Storage Room:** Salted meat, vegetables, bags of flour, barrels of beer, 20 bottles of fine brandy in a wooden box, jars full of white *Insecticide Powder*.
5. **Bandit's Common Room:** Bandits (7-12), pallets, table and chairs. Drinking and playing cards most of the time.
6. **Goblin Digging Crew:** Goblins (12) digging with pickaxes, wear protective helmets and Zardoz Construction Company uniforms.
7. **Down in a Hole:** Excavation equipment, pit down to Level 3C.
8. **Empty Room:** Whatever has no value, the bandits throw it here.
9. **Passage Room:** Illegible graffiti, otherwise empty.
10. **The Pain of Impalement:** Spears from floor trap (2-12 damage, save to halve). Automatic recharge.
11. **Passage Room:** Dust and cobwebs, not used for a long time. Otherwise empty.
12. **Collapsed Room:** Wall and part of the ceiling collapsed. Strong sulfurous smell.
13. **Great Sulfurous Cave:** Sulfurous fumes from small cranks on the floor, yellow fog.
14. **Hellsteam Cave:** Sulfurous smell, geysers activate randomly (2-12 damage, save to avoid).
15. **Bloodsuckers Nest:** Nest of the Stirge (7).
16. **Ogre Cave:** Strong stink of decomposed bodies. Ogre (1), 6,000 sp, 3 gp and 2 gems scattered in the garbage.

NOTES: