

WHAT'S GOING ON HERE?

This is a group project with the intent of looking back at the classic Judge's Guild module *Caverns of Thracia* and rewriting it with terse evocative language and reset some of the formatting to make it more practical for the table.

We should leave enough information out of this document so that it does not function without the *Caverns of Thracia* book.

HOW CAN I HELP?

Have a look at the GOALS list below to see what else you can help with.

Leave comments to answer the questions portion below.

Current assignments and completed work are listed at the end of the doc. Ping these people on Discord for help, suggestions, etc

@tipsta

@Michael Bacon#6826

GOALS

Priority 1: Create a terse key that

- Requires referencing the original book
- Includes the details necessary to run the *Caverns* except maps.

Priority 2: Create a utilitarian layout for this key. Perhaps it should be like *Maze of the Blue Medusa*, *Stonehell*, or *Hot Springs Island*

Priority 3: Create an overview page like the ones in *Stonehell*. They list the major facets of the floor (movers and shakers, set pieces, notable treasures, etc) and list all the monster stats that would be used in the section.

Priority 4: Add scents, sounds, and other information that is implied but not immediately clear to the reader. Please default to placing these at the beginning of a room's key.

(Examples: it would appear that anyone who falls into the abyss in room 23 lands in room 31, but this isn't specified in the original text. Similarly, room 23 is connected by the abyss to roaring rapids, so one would assume that loud white noise is echoing in the chamber. Bats might be making sounds or sleeping, so we could say "Squeaks and flutterings" or "1d6: 1-4 Silent. 5-6

Squeaks and flutterings” or we could keep it minimal and leave that up to the GM.)

Priority 5: Create additional materials that could be considered appendices to the Thracia book.

LINKS OF NOTE

An attempt to layout part of Thracia like Maze of the Blue Medusa’s summary pages.

<http://renfieldscat.blogspot.com/2016/08/what-would-caverns-of-thracia-look-like.html>

Thursdays in Thracia blog

<http://badwrong.fun/category/thursdays-in-thracia/>

Map Files

https://drive.google.com/drive/folders/1cAYPSjvwdqA5f_C4uTxQjHcpp_PiX0Px?usp=sharing

Corrected maps provided by directsun

<https://drive.google.com/drive/folders/1-LhJvq4KsvNMe-SNW4e508DD6KLJMz1f?usp=sharing>

Style Guide

The title or name of the room comes first, alongside the room key's number. This is using the Heading 2 text style.

Bold text is immediately observed.

Normal text is easily observed.

Italicized text requires examination/experimentation/etc in order to observe.

(Text inside of parentheses describes an object inside of or on top of the text immediately to its left.)

Underline creatures/npcs.

Include evocative language regarding the scents and sounds and other details that you think are *strongly implicit* in the module, if you think they're helpful. We want to leave interpretation to the GM and we want to remain accurate to the original book.

Following the description of the area for the appropriate cardinal direction and short hint of what lies beyond.

Original Monster Stat Line

Gelatinous Cube: AC: 8, Move: 6" , HD: 4, Damage: 2-8 + save vs. paralyzation or be anesthetized, HP: 24, Immune to Lightning, Cold, Paralyzation, Fear, and Polymorph.

Terse Monsters Examples

Gelatinous Cube [4HD, AC as Shield, 1 engulf 2d4 damage. Save vs paralysis or be anesthetized.]

Giant Rat [$\frac{1}{2}$ HD, AC as Leather, 1 bite for d3 damage. 1 in 20 to have disease, save vs poison or contract illness. If so, 1 in 4 chance to die in 1d6 days.]

Gnoll [2HD, AC as Chain, attacks with swords or halberds.]

Lizardman allied w/ Minotaur King [2HD+1, AC as Chain + Shield, attack with clubs and darts.]

Lizardman allied w/ Shaman [2HD+1, AC as Chain, claw for 1d3 damage.]

Stirge [1HD, AC as Leather, bite for 1d3+1 damage. If they hit once, automatically drains 4HP until removed.]

Tribesman [HD1, AC as Leather + Shield, attacks with spear.]

Tribesman - Leader [HD2, AC as Leather + Shield, attack with sword or spear.]

Tribesman - Cleric [HD2, AC as Leather + Shield, attack with hammer.]

Tribesman - Slave [$\frac{1}{2}$ HD, AC Unarmored. attack with weapon.]

Samples:

1. Entry Hall

50'x 50' 4-way intersection.

Pungent. Occasional fluttering and squeaks echo from ceiling.

- Ceiling (30' pitch-black. *Bats agitated by torches. Stronger light stirs them into panic.*)
- Faded wall paintings (*Scenes of ceremony and worship.*)
- Floor (Thick with guano. *Reckless movement requires Save or slip and become filthy (-3 Charisma.)*)

NORTH: Opening to 2 Hall of Bats.

WEST: Hall (*dead end after 20'.*)

EAST: Hall (*turns North to 9a The Gates of Death.*)

SOUTH: *Stairs up to A Entrance to Room 1.*

23. Sacrificial Altar Of The Dark One

A long room gives way to natural rock and a black cavern above and below.

Low white noise (*from rapids below.*)

If no ceremony, occasional fluttering and squeaks echo from ceiling.

6% chance of ceremony occurring (see pg. 29.)

- Altar
- 4 1/2 stone pillars, at edges *10 huge bats* (unless ceremony is occurring.)
- Abyss (Fall 60' to 31 *The Lizard Encampment.*)

NORTH: Bridge (see 24 Mortared Stone Bridge.)

EAST: Hall (*to guard e outside of 20 Ritual Hall of Purification, to 21 Outer Lair of the Wolverine, and to 19 A Second Rope Bridge*)

DOWN: Fall through abyss (60' to 31 *The Lizard Encampment*)

Huge Bats, 10. AC:[15], ½HD, Bite D3 damage.

If disturbed by any light, will attack anyone on bridge.

24. Mortared Stone Bridge

White noise (from rapids below.)

- BRIDGE (*trapdoor D6:1-4 = trapdoor opens to rapids in Room 31 on 2F. 5-6: traverse safely.*)
- Abyss (Fall 60' to 31. *The Lizard Encampment.*)

SOUTH: 23 The Sacrificial Altar of The Dark One.

NORTH: to Juncture:
WEST to 25 Vault of the Ceremonial Treasures
EAST passage toward a set of doors on the north wall leading to a staircase down to 27b The Burial Crypt of the Cult of the Dark One.

Terse Thracia

Original Thracia Text



1 Entry Hall
50'x 50' 4-way intersection.
Pungent. Occasional fluttering and squeaks echo from ceiling.

- Ceiling (30' pitch-black. *Bats* agitated by torches. Stronger light stirs them into panic.)
- Faded wall paintings (Scenes of ceremony and worship.)
- Floor (Thick with guano. *Reckless* movement requires *Dex Save* at +2 or slip and become filthy (-3 Charisma.))

NORTH: Opening to 2 Hall of Bats.
WEST: Hall (dead end after 20'.)
EAST: Hall (turns North to 9a The Gates of Death.)
SOUTH: Stairs up to A Entrance to Room 1.

2 Hall of the Bats
60'x30' pillared hall.
The smell of ammonia from 1 strengthens to eye-watering levels. Fluttering and squeaks increase in volume. Shapes dart in the darkness.

- Ceiling (20'. visible fluttering. *Bats* agitated by *any light*. Agitated bats make vision beyond 5' impossible.)
- All surfaces stained white
- Floor (Calf-deep with guano. *Reckless* movement requires *Dex Save* at -2 or slip and become filthy. (-3 Charisma.))

NORTH: Narrows to 3 Alcove of the Bats.
SOUTH: Opening to 1 Entry Hall.

Level One

- 1) **Entry Hall:** The stairs out of this room or down to this room lead to the surface and come out among a pile of ruins. The walls of this room appear to have been painted once in bright colors with scenes of ceremonies and worship, however now they are faded, worn, chipped and discolored with age and wear. The air in the room stinks of bat guano and hanging from the ceiling are several hundred normal bats. The ceiling, which is 30' high, is covered with them. The bats will be mildly irritated by torches but a *Light* spell will send them winging about through the air, severely agitated. The guano on the floor makes it slippery and will require a saving throw on a d20 of under the character's Dexterity +2 per turn spent running through the muck or per round spent fighting in it. Failure to make the throw indicates slipping and falling into the goo (-3 Charisma penalty).
- 2) **Hall of the Bats:** This is a columned hall that has at least 6 - 8" of bat guano on the floor. The 20' ceiling is literally swarming with normal bats who will become agitated by the presence of light and *Light* spells or bright, directional lanterns will send the critters winging and make vision beyond 5' impossible due to their number. Running or fighting in this room will require a saving throw to be made against slippage (see Room 1 above), however, saving throws will be made at Dexterity -2.

Lore, d20 Revision, and Other Notes

Thracia timeline

Before the dawn of human civilization a reptilian race wielding cruel sorceries built *grand cities* and temple complexes *under the earth*.

As man discovered fire and began to grow in power the Reptilian Race began to grow old and senile, *degenerating* into 'lizard men'.

The weakening lizard men tried using humans as slaves and food, but their time came to an end. Slowly humanity pushed them back.

The ruler of the lizard men, the Immortal King, a long-dying sorcerer of vast power, *transformed himself into a lich* and awaited the return of his people. The lizard men sealed away their temples and scattered into the *swamps*.

Humans discovered the caverns and built temple complexes to their own gods above the sealed reptilian compound.

500 years later they constructed the temples on the 2nd level.

200 years later the Golden Age of Thracia began with the *discovery of an unnaturally sunlit chamber*

deep below previously known caverns.

At this time humans began using the beastmen (*gnolls*, *minotaurs*, *dog brothers*) as slaves. With their labor the sunlit cavern was transformed into an underground palace and pleasure dome for *Thracian nobility*. This work was *completed* in the reign of Argos II.

Under Argos II's grandson, *Agamemnos*, the beastmen revolted against their masters, killing the king and capturing and slaughtering the Thracian gentry. The few Thracians that escaped raised an expedition to reclaim the cavern, but those that entered were never seen again.

The beast men chose a Minotaur King and took control of the *2nd through 4th levels*, leaving the *1st level* in human hands. Captured humans became their slaves and servants.

150 years later the Thracian people outlawed the worship of the Death God Thanatos. His priests were tortured to death or *sealed away alive inside* his temple on the *1st level*.

150 years after the *overthrow of Thanatos*, descendants of his

Death-Worshippers stirred up a *barbarian invasion of Thracia*. The *decadent* Thracian military was no match for the invaders, and their city was razed to the ground. *Entrances* to the cavern were buried under rubble.

25 years later a second invasion struck, destroying the remnants of Thracian civilisation. The survivors escaped into the wilds and *slipped back into savagery*.

200 years later the degenerate Thracian tribesmen *rediscovered*

Quick Faction Overview

- **Death-worshippers:** Tribal descendants of ancient Thracians, re-discovered the old outlawed religion which led to the destruction of Thracian civilization.
- **Thanatos:** Worshipped by tribals as ‘the Dark One’. Desires the eradication of all life. Temple complexes on 1st level. Appears as avatar “Incarnation of Death”
- **Lizard men:** Fallen race of once-great sorcerers. Now stupid and vicious creatures.
- **G’ruk the Shaman:** leads a band of lizardmen in search of their truth.
- **Immortal King:** Ancient lich of a Reptilian ruler. Sends visions to G’ruk. Wants return of the Reptilian golden age.
- **Minotaur King:** Wants more human slaves & food. Beastmen are the most established faction in area, lizardmen act as their mercenaries. At war with death-worshipping tribesmen.
- **Slaves:** Descendants of Thracians enslaved by the Beastmen revolt. Bred into stupidity and servility to beastmen.
- **Dryads:** Tree spirits in the sunlit cavern under constant threat of destruction from Minotaur King.
- "evil king" & cohort in 40A-I. The one with the sword fears the undead.
- the skeleton in 40F will organize all the undead in the CoT into an army.

the buried temples of Thanatos, and with it their worship of the Old God. In doing so they also released the Beastmen. Soon the lizard men began to arrive from the swamps, driven by strange dreams.

Present-day: both the modern Thracian tribesmen (Death-Worshippers) and lizard men consider the temples on Level 1 holy.

Factions from D20 version

From the D20 version by Necromancer Games. This may not be accurate. This is only for reference while we work on the project.

The Death Walkers

The Deathwalkers are the modern descendants of old Thracia, the survivors of the great barbarian hordes that shattered their civilization and drove them into the wilderness. Centuries later, the tribal Deathwalkers returned, settling amidst the ruins of their past splendor.

Within the Caverns the Deathwalkers discovered the dark god Thanatos. They revere him now in every aspect of their culture and pray to him for aid against the Beast Men. Except in the temples of Thanatos, the Beast Men are much stronger than the Deathwalkers, and often raid the tribe for food and slaves.

The Deathwalkers rarely venture below the Temple of Thanatos on Level 1 for fear of the Beast Men. Although they have no alliance with any other faction, they would be willing to form one (at the Judge's option) so as long as it would allow them to live free and worship the Dark One.

Within the Caverns are some ancient Thracians frozen in time through magical means. If released from their temporal stasis, these Thracians are likely to create havoc in Deathwalker society by challenging the Purveyor of Mortality's theocratic rule. This could result in sub-factions emerging among the Deathwalkers, or to out-and-out war between the Deathwalkers and the Beast Men, or both. Depending on how the PCs handle this, such a social eruption may present them with opportunities or with additional obstacles.

G'Ruk's Lizardfolk

The descendants of the Reptilians, this clan of lizardfolk returned to Thracia in search of their forgotten past. As it turns out, all lizardfolk (or, at Judge option, only this particular tribe) are actually the descendants of a Reptilian subspecies, the Malius. Their enigmatic shaman G'ruk has brought his tribe here following visions sent him by the Immortal King.

G'ruk has an uneasy alliance with the Beast Men. In exchange for allowing his clan to dwell on Level 2 by an underground river, he provides the

Minotaur King with mercenaries. These mercenaries now occupy the lowest rung of Beast Men society.

G'ruk deeply desires to find the source of his visions. He does not know who or what the Immortal King is, but he correctly believes that whatever is calling him could lead the lizardfolk to power.

The Beast Folk

Led by Stronghoen the Minotaur King, the Beast Men control most of the Caverns. Their ranks include minotaurs, dog brothers, gnolls, and the aforementioned Lizardfolk. Stronghoen is wise—for a minotaur—and carefully plays these races off against one another to preserve his dominant position.

The Beast Men gained control of the Caverns by revolting against their Thracian masters almost a thousand years ago. Today, the Beast Men's base is the pleasure palace of the Thracian kings of old on Level 3. The Beast Men are wary of intruders, and powerful PCs who tread incautiously can expect the full fury of their wrath to be marshaled against them.

Most of the Beast Men are greedy, bestial humanoids and can easily be bribed. However, none shall willingly bring doom to their faction or act in a way that jeopardizes their dominance over the Caverns.

The Reptilians

The Reptilians left the upper Caverns behind and now dwell only in the grand cavern on Level 5. Even after four thousand years, however, their presence is still felt in the upper caves, through the magical influence of their Immortal King, a demigod who slumbers in the Sanctuary of the Sun and Moon on Level 2c.

Originally a powerful Reptilian lich, the Immortal King gained demigod status through long eons of tyranny over his people. Foreseeing the threat posed by humanity, the Immortal King sent the Reptilians away to the great cavern below. Exhausting nearly all of his power in that ritual, he sleeps, waiting to be awakened once more.

Waking the Immortal King will likely prove a costly mistake to the PCs. Once awakened, the Immortal King begins a campaign of slaughter. His hatred of the mammalian races causes him to destroy nearly every living creature in the Caverns prior to journeying down to Level 5. Once there, he begins the

work of unifying his people before leading them back to the surface. Thereafter he begins a campaign of slaughter and bloodshed against mankind the likes of which has not been seen since times too ancient to remember.

Thanatos

In the Caverns of Thracia, there exists a religion that may not exist elsewhere. These are the worshippers of Thanatos, the death god or as he is currently called "The Dark One." Clerics of Thanatos speak and read in the Thracian language (but not ancient Thracian, see below for details). The decadence his worship inspired destroyed the Thracian civilization. His dark spirit lingers in the Caverns, holding sway over the Deathwalkers.

Thanatos might visit PCs in the guise of the Incarnation of Death. On Level 1 the Incarnation appears to any creature when its hit points are reduced to 3 or fewer. Thereafter, if the PC or creature possesses an item with the symbol of Thanatos or is marked as a worshipper of this dark god, an Incarnation of Death appears wherever they might be.

When it appears, this vile outsider is completely invisible to all but those who are nearly dead. It approaches the dying and opens its arms for a dark embrace. If the PC obliges, the PC's soul is permanently snatched away. This provides another nugget of fuel for the darkness of Thanatos. If the PC does not oblige, the Incarnation of Death disperses. After three such refusals, the Incarnation of Death decides to take the soul and attacks.

Errata in the original to correct in our key

Room 44 indicates bas-reliefs in each of the north and east walls with a secret passage in the east one. It should be the west wall instead. (There is no east wall.)

Text for 8 is missing.

From d20 version:

8: PASSAGE TO LEVEL 2

This long passageway slopes down to the second level. On the second level, the passage becomes a long stairwell that shows the way to Level 2, Room 39. Many tracks of Beast Men travel in both directions along this passage. This is the path the Beast Men use to reach the surface world. Toward the end of the hall is a secret door and passage to Room 27a. See Room 27a for details.

the passage from A to E caved in and the tunnel from H to 41B goes through that caved in area but does not intersect with A or E.

I don't see any way into E except taking the south way down through B. It also looks like the secret tunnel from F goes through there, but the cartography seems to indicate the stairs go over it.

45B: the double doors lead to the 'ss' below room 49.

Map Confusions to clarify

There are many stairs, pits, chutes, tubes and teleport devices within the adventure. Most of these are described within the text but are not marked on the maps.

Surface Map	Type of route	Destination of route
A	Stairs going down to	Room 1, L1
B	Stairs going down to	#18 stairs, L1
F	Well, drops down to	Room 23/ledge, L1

Dungeon Level 1	Route leads to	Destination
8, Hall	Slopes down to	Cavern 42, L2
14/15 Bridge	Drop to below	Cavern 28, L2
17 Stairs	Down to	Cavern 28, L2
19, Rope Bridge	Drop to below	Cavern 29
24, Stone Bridge	Drop off to	Rapids 31, L2

Dungeon Level 2	Route leads to		Destination
32, Cavern	Stairs go down to		Room complex 40A-I/room B
36, room	Shaft goes down to		118, room L3A
37 Room	Stairs go down to		Room Complex 53A-J/room F

41A	via \$ doors, stairs to		41B \$ room
45, room	via \$ doors, stairs to		Room complex 45A-I
45I, room	Shaft to		36/up, 118/down
53 round room	stairs go down to		Room complex 53A-J
53F, room	Stairs go up to		37
53J, room	Shaft goes down to		59 on level 3

Dungeon Level 3A	Route leads to	Destination
Room 118	Shaft goes up to	Room 36, L2
North Hall 122	Pit drops down to	L3/undetermined location
Rom 126	Elevator device down to	L3, just north of Tree 60

Dungeon Level 3	Route goes to	Destination
54, pad	Teleports to	45, L2
55, strange tube	If breached, ascends or drops to	Room 34, L2/ Room 117 L4
67, well	Descend 10' teleports to	Room 3, L1
76, stairs	Descend to	94, L4
86, stairs	Descend to	95 or 116, L4

89, pad	Teleports to	pad 54, or 45, L2 if triggered
93, shaft	Descends to	Room 115, L4

Tree 61*, trunk/south side	Trap door leads to	117, L4
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* This is out of sequence, because it leads to a special place. See below. I Just found (7/18) another device that can be utilized. In room 77 on L3 is the Pool of Watery Wonders, and some bowls. The description reveals a means for characters to Teleport to any location within the CoT. So, it is not a linear device from one level to another, but certainly of great use if discovered.

Dungeon Level 4	Route leads to	Destination
94 room	Stairs ascend up to	76, L3
95/116 room	Stairs ascend up to	86, L3
115, room	Chimney ascends up to	93, room L3
117	Escape tubes, rise upwards to	34, area L2**

** Described fully on p.78, a special device requiring character interaction.

EXTRA CREDIT

The following is a list of stuff not strictly part of the room descriptions or even necessarily the original text of the adventure.

Rumors p 14-15

Incarnation of death p 24

Maps p 17, 22, 32, 42, 48, 54, 56, 64-65, 75

G from page 6.

History of Thracia p. 6

Thracian language p. 7

Random Encounters 8-14

Interpretation table, p 40.

A brief one page overview of each dungeon floor. This might include

- Overview
- Population

- Special Notes
- Important NPCs
- New Spells
- Monster List

Key

Assignments & Credits

Wizard rooms 2-6

Michael Bacon and 21-25

Tipsta 11-15

Nickoten 16-20

Oddsbod 21-25

Directsun 26 - 30

Spindatheliar 31-35

Chris P Wolf 36-40

FridgeGhoul 41-45

Spindatheliar 71-75

Unknown author(s) wrote 61-88

1. Entry Hall

50'x 50' 4-way intersection.

Pungent. Occasional fluttering and squeaks echo from ceiling.

- Ceiling (30' pitch-black. *Bats agitated by torches. Stronger light stirs them into panic.*)
- Faded wall paintings (*Scenes of ceremony and worship.*)
- Floor (Thick with guano. *Reckless movement requires Dex Save at +2 or slip and become filthy (-3 Charisma.)*)

NORTH: Opening to 2 Hall of Bats.

WEST: Hall (*dead end after 20'.*)

EAST: Hall (*turns North to 9a The Gates of Death.*)

SOUTH: *Stairs up to A Entrance to Room 1.*

2 Hall of the Bats

60'x30' pillared hall.

The smell of ammonia from 1 strengthens to eye-watering levels. Fluttering and squeaks increase in volume. Shapes dart in the darkness.

- Ceiling (20', visible fluttering. *Bats agitated by any light. Agitated bats make vision beyond 5' impossible.*)
- All surfaces stained white
- Floor (Calf-deep with guano. *Reckless movement requires Dex Save at -2 or slip and become filthy. (-3 Charisma.)*)

NORTH: Narrows to 3 Alcove of the Bats.

SOUTH: Opening to 1 Entry Hall.

3 Alcove of the Bats

40'x20' rounded alcove.

The smell of ammonia from 2 persists. Fluttering and squeaks persist. Shapes dart in the darkness.

- Ceiling (20', visible fluttering. *Bats agitated by any light. Agitated bats make vision beyond 5' impossible.*)
- All surfaces stained black
- Floor (Calf-deep with guano. *Reckless movement requires Dex Save at -2 or slip and become filthy. (-3 Charisma.)*)
- Pile of rubble (*Taking 1 turn to dig through reveals a statuary head of Athena.*)
- Trails in Guano (Trails have been worn through the guano and lead from 4 and 5 through to 1.)

WEST: Door (*jammed shut at -1 to open*) to 4 Centipede Chapel.

EAST: Door (*ajar*) to 5 Lizard Men on a Hunting Foray.

SOUTH: Widens to 2 Hall of the Bats.

4 Centipede Chapel

30'x40' room with rounded west wall.

The smell of ammonia from 3 weakens. Skittering can be heard.

- Rubble (Against west wall. Was a winged, robed, female figure)
- Floor (Several dead, bright red centipedes. Fresh blood (*belongs to lizardfolk*). 19 living red centipedes.)

EAST: Door (*jammed shut at -1 to open*) to 3 Alcove of the Bats.

Red Centipedes, 19. AC:[10], ¼HD, Poison Bite (+4 Save).

5 Lizardfolk Hunting Foray

30'x40' room with rounded east wall. The smell of ammonia from area 3 weakens. Skittering can be heard.

- Rubble (*Smashed beyond recognition*)
- Hunting party (*4 lizardfolk, one badly wounded. String of decapitated centipedes they've hunted,*)
- Ornamental panel (*Against east wall. Secret door to 8 Passage to Level Two*)

WEST: Door (*ajar*) to 3 Alcove of the Bats.

Lizardfolk, 4. AC:[15], 2+1HD, Club (1d8).

6 Spear Trap Hallway

4 in 6 chance that 2 spears will come flying out of the corridor's south wall as though thrown by a 7th Level Fighter.

There is a 25% chance that the Gnoll Guard will be dozing at point "G". If he hears approaching adventurers he will slip into Room 7 and the Gnolls in there will have an ambush ready.

Gnoll Guard. AC:[14], 2HD, Morningstar (1d8). 4 SP and 6.

7 Gnoll Guardpost

6 Gnolls (*serve Minotaur King*)

Gnolls. 6. AC:[14], 2HD, Longbow (1d6), Battle Axe (1d10).
4 SP and 6 GP each.

8 Passage to Level 2

Slopes down.

Many tracks of Beast Men travel in both directions along this passage.

WEST: lower level becomes a long stairwell to 42.

SOUTHWEST Door to passage to 27a.

9A Gates of Death

Door (Cannot be detected unless looked for. Plastered over, EAST. Once chipped, inscription visible)

Inscription (in Ancient Thracian):
KNOW YE THAT BEYOND THIS
PORTAL LIES THE DEMESNE OF
THANATOS, THE CURSED, HATER OF
LIFE, GOD OF DEATH. SEEK NOT TO
PASS THIS GATE FOR IT LEADS ONLY
TO HIS BOSOM. THOSE WHO
CHERISH LIFE HAVE SEALED THESE
CHAMBERS FOR AN ETERNITY. BE
WARNED, THERE IS NO RETURN
THROUGH THIS DOOR. ONCE
PASSED, IT IS PASSED FOREVER.

EAST 5' wide, 30' long hallway (Door disappears. Magic darkness prevents more than 5' of illumination. Walking either direction leads to 9.)

9 The Chapel of Thanatos

Long dead worshippers meet The Dark One in his chapel
40'x40' room

Silent. Faint sickly sweet smell. Dim lighting

- Brass pot in each corner 4 total. Incense burner. Eerie green glow. Thin trail of vapor.
 - Directly inhaling vapor requires Save vs Poison -2 or sleep
- Black benches x8 in 2 rows. Marble. In 2 rows East to West
- Motionless figures in black cowed robes. Seated or kneeling
 - Located at 'x' on map
 - Wearing jewelry. Silver chain and skull pendant with turquoise eyes
 - Collapse to dust on touch. See Motionless robed figure below
 - Located at 'e' is actually a patient wight
 - No jewelry
 - If touched it will attack. Surprise on 1-2 on a d6
 - If left alone it will follow and ambush the party
 - See Patient Wight below
- Black walls. One large curtain hung across each wall. Heavy fabric
 - Behind fabric: plastered with frescoes

of a dark-robed faceless being (Thanatos) reigning over all mortal creatures

- "*NOTHING ESCAPES DEATH*" inscribed in ancient Thracian above and below the frescoes repeatedly
- Save vs Poison or fall asleep in d6 rounds due to the sleep inducing incense

NORTH: door shut. Made of stone bound with iron.

- Locked. Key is on the Patient Wight

SOUTH: door shut. Stone. Skull with glowing red eyes

- Wizard locked as by a 10th level Magic User.
- If attempted to open, skull hisses "*ENTER FOOLS! JOIN ME IN THE BLISS THAT IS THANATOS! BECOME ONE WITH BLESSED DEATH! IT IS IN THE FINAL END THAT FULFILLMENT LIES.*" (Magic mouth)

SOUTH-EAST: secret door covered by plaster. Scuffed floor in front

- Locked. Key is on the Patient Wight
- Spear trap: if key is inserted triggers on 1-4 of a d6. 1 spear as thrown by a 7th level fighter

Motionless robed figure (x4) @x

Collapses to dust on touch.

Some bones, shreds of black cloth, silver chain and skull pendant with turquoise eyes (25GP).

Patient Wight

AC: 5, Move: 9", HD: 3, HP: 20,
Damage: 1 level of energy drain.
(Damage of 1 HD. XP is reduced to
halfway between levels. Reduced to
level 0 = become wight in 1d4 days.)
Only harmed by silver weapons or magic.
Immune to sleep and charm.

*Key with realistic skulls at each end:
opens the North door and the secret
South door in 9. The Chapel of
Thanatos*

10 Crypt of the Waking Dead

The hall leading from Room 9 to this
room has a pit trap, 10' deep that
opens on a 1 - 3 roll of a d6.

The amorphous black blob at the
north end of the room is a
"scarecrow" made of a large black
robe draped over a statue. The statue
is 20' tall. A continual magical wind
blows outward from the north wall
as if cast by a 10th level Magic User.
Only by removing the robe from the
statue can

the wind be stopped or by casting a
successful Dispel Magic. Protected
flames have a 20% chance of being
extinguished while all unprotected
flames will be blown out
immediately upon entering the
room. The wind cannot be felt until
the room itself is entered.

All secret doors leading into Rooms
10 A - F are covered by a layer of
plaster. Painted over the locations of
each door is a somber, human face,
approximately 4' tall.

10A Empty Crypt

Whatever was buried in here has
long since crumbled to dust. The
tomb contains nothing of value.

10B The Living Dead

3 Skeletons wait in here. AC: 7, Move:
6", HD: 1, HP: 4 (x2), 8, Damage: 1 - 6.
Each skeleton is dressed in shredded
black robes and wears
turquoise-eyed silver skull pendant
around its neck (value 25 GP each).
They are weaponless.

10C More Living Dead

4 Skeletons in here. AC: 7, Move: 6",
HD: 1, HP: 2, 3, 4 (x2), Damage: 1 - 6.
They are dressed exactly like those
in 10B.

10D Even More Living Dead

Another 4 Skeletons guard this crypt.
AC: 7, Move: 6", HD: ½, HP: 3, 4, 2
(x2), Damage: 1 - 6. Again they are
dressed as those in Room 10B.

10E A Second Empty Crypt

The occupant of this room
disintegrated to its primal
components years ago. All that
remains is a pile of dust and black
rags, along with a single skull
pendant as described in Room 10B.

10F A Not-So-Empty Crypt

This crypt contains 6 Skeletons in
chainmail, armed with Broad
Swords, AC: 5, HD: 1, HP: 7, 3, 5, 4
(x2), 6, Damage: 1 - 6.

If the door to this crypt is opened,
the doors to all the other crypts will

spring or burst open and release any surviving occupants who will immediately begin to attack any intruders. In a locked box against the room's north wall is 200 SP, 40 GP, and a Potion of Levitation in a skull-shaped flask.

11 Perfectly Preserved Curate

12'x12' expansion of the hall.

Man (Macreus) in plate held perfectly still and several skeletons lying about.

- Macreus is in *Stasis*. [5HD, AC as Chain, stone hammer. Some reversed cleric spells. Dust of *Confusion* (4d8) (10x10 cloud)]
- Speaks Thracian & Old Thracian. *Entombed for 950 years by his followers, after being hunted for death worship.*
- He knows of the location of Level 3A and how to get to it. He knows of the sphinx. He is aware of the Room Complex No. 45 and has heard legends of Room Complex 53.
- *Stasis* is broken by opening secret door to Room 9.
- Breaking *Stasis* animates the Skeletons [1HD, AC as Leather] to guard Macreus.
- Pit trap in the hall to the south, 3-in-6 to trigger. *Save or fall 5' for 1d3 damage.*
- Chest in the pit. *Locked, contains 800cp and 200sp. 50' Rope ladder (25gp) that can latch into holes near 14 Upper Reaches*

- *Permanent Illusion* hides the cavern at the end of the southern hall.

NORTH: hall to 9 The Chapel of Thanatos

SOUTH: hall to 14 Upper Reaches

12 Oracual Skull

20' radius round room.

A chilled room with red tile, glowing green hexagram.

- Crossbow trap, *triggered on door 4-in-6, fired as if by Fighter 4*
- Floating skull /w ram's horns. [1HD, AC as Leather, *Magic Missile* 2x a round.] *Will answer a single yes or no question per character. After asking character bears a skull-shaped blemish on their hand.*
- 50ft high domed ceiling w/ moving night sky.

EAST: Hall to T-intersection, leads to 9 Chapel of Thanatos and 13 Moldy Bones

13 Moldy Bones

20'x40' room

Growing on the floor and a top skeletons in the eastern segment of the room is Yellow Mold [2HD, AC as Unarmored, reacts to hits (50%) with spores 1d6 damage + special. Only hurt by fire. Eats through leather and wood. Squirts 10' cloud on cloud, save vs Poison or choke to death in 6 rounds.]

- 6 Skeletons [1HD, AC as Leather, 1d6 damage] rise coated in Yellow Mold.

- When struck 50% chance to release a 5' cloud of mold (*occurs twice after which mold is gone*) or a 30% of a 10' cloud (*after once the mold is gone.*)
- Stone box in north east corner. 200sp, and 30gp. A "miniature Obsidian wand, skull-headed, of the demon prince Orcus."
- Wand can be used by Evil characters to Control Undead as Cleric of Thanatos.
- Permanent Illusion hides the cavern at the end of the southern hall.

NORTH: Hall towards T-intersection, leads to 9 Chapel of Thanatos and 13 Oracular

SOUTH: Illusion hides hall to 14 Upper Reaches

14 Upper Reaches

A black cavern stretching north east to south west that descends 50' before rising .

- Hanging stalactites, *the roost of 20 Huge Bats* [$\frac{1}{2}$ HD , AC Chain + Shield, 1 bite d3 damage] disturbed by light.
- Soft sound of water hints to the river down in the dark

NORTH Hall in the western corner to 13 Moldy Bones

NORTH in the eastern corner is a hall to 11 Perfectly Preserved Curate

SOUTH across chasm to 15 Rope Bridge

DOWN into the depths to reach 28 Bridge of the Giant Gnome

15 Rope Bridge

A black cavern stretching north east to south west that descends 50'.

- Damp rope bridge. *Fairly new, two rope handrails. Collapses if both are cut.*
- Torch light disturbs 1-2 Huge Bats [$\frac{1}{2}$ HD , AC Chain + Shield, 1 bite d3 damage] from 14 Upper Reaches. *Bright lights stirs all 50 in the roost.*
- Characters can slip in combat if they don't pass a difficult Dexterity check, (easier each subsequent roll).

NORTH: Across chasm to 14 Upper Reaches

WEST: Short hall in cave that opens to 19 A Second Rope Bridge

EAST: A hall that hooks south to 16 Sanctuary of the Dark One

16 Sanctuary of the Dark One

Entrance to a chapel, 15'x5' rectangle. Left is an opening to another hallway.

- 2 guards in platemail holding spears stand in front of the part in the drapes. Broadswords at their waists. *[2 HD Fighters, N, AC 3, HP 14, 10]*
- Ceremonial basin of water. *Seems like it's used for purification ritual.*
- 2 lit torches
- 2-piece black drapes sectioning off the rest of the room. *Heavy material, dry and flammable.*
-

WEST (past drapes): Central Worship Area

EAST (to characters' left upon entrance): 17 hallway with iron bars. Central Worship Area, 15'x10' rectangle.

- 2 guards in platemail holding spears stand in front of the part in the drapes. Broadswords at their waists. *[2 HD Fighters, N AC 3 HP 16, 19]*
- 2 heavy drapes sectioning off the rest of the room. *Heavy material, dry and flammable.*

WEST (past drapes): Statue Nook.

Only clerics of Thanatos allowed.

Statue Nook, ~15'x10' semicircle.

Non-clerics of Thanatos who enter have curse spell cast on them (reverse of remove curse) as if cast by 12th level Cleric.

- Large Statute of Thanatos ("The Dark One"). 8' ft. tall, wooden carving of humanoid in black robes with skull face. Eyes are turquoise gems (200GP). *Removing the gems causes flames in braziers to explode dealing 1d8 damage to all within 5' radius, sets nearest drapes on fire.*
- 2 lit iron braziers

17 Bars, Visions, Spears and Slides

10'x5' Hallway. Light rusty odor. Distant trickle if listening.

- Iron bars block entrance. Somewhat rusty. *Will bend on d20 roll under STR score -10. Walking past the bars, spear trap will trigger on 1-2 result*

of 1d6. Two spears fired as by 4 HD fighter, 2d6 damage.

- [Roll saving throws against magic for everyone] Fail: Beautiful Dryad trying to break free of bars. After a moment, will retreat and cower against the east wall. Seems afraid of something.
- Stairs going down at the end of the hall to the left. Slick. *30% chance of any weight causing them to decline to 45 degree angle slide leading to river in Cavern 28 (Level 2). Every 5' moved down stairs is another check at +5% chance.*

18 Stairs to the Surface

Staircase at the end of a 11'x5' hallway. *If coming down these stairs: artificial light will be detected by guard in 20 Ritual Hall of Purification. If he sees it, he will blow a high pitched magic whistle only audible to servants of Thanatos. All Thanatos followers in rooms 14-26 will prepare ambushes.*

- Long staircase leading up. *Ends up at ruins on surface (B). Used by Priests of The Dark One (Thanatos).*

North: 19 Rope bridge over huge pit. West (stairs): B Tribesman's Secret Entrance (in C Remnants of an Ancient Building) (Surface)

19 A Second Rope Bridge

- 25' long "T-shaped" rope bridge suspended over a deep, black cavern. One section (leads to northern hallway, the other to an eastern hallway. Made of hemp rope woven around closely set wood planks. Rope handrail on both sides, waist-height. Firmly tied to rocks on either end. Recent construction. *Will not burn readily unless doused in oil (4-5 flasks). (Ropes: AC 8 or as leather, HP 5 for each of two cords). Light moving along this bridge alerts guard at door to 20 Ritual Hall of Purification. As with 18 Stairs to the Surface, guard will blow a whistle audible only to followers of Thanatos in rooms 14-26, causing them to prepare ambushes.*
- 5 huge Bats hanging amongst stalactites, will attack if disturbed. [AC 4 or as Chain, ½ HD, HP 3, 3, 1, 4, 4, 1-3 damage, Move 24. 5' Wingspan]. Torches and normal lanterns used while on the bridge disturb 1-2 of them. Light spells and directional lanterns pointed at the bats disturb all 5. Anyone hit by at least one bat must roll d20 under Dex+2, with multiple hits lowering the target number by 2 each. Falls deal 5d6 damage and lead to rapids on level 2 near 29.

North: Middle of hallway in front of 23 Ritual Hall of Purification
 East: Hallway leading to 15 The Rope Bridge

20 Ritual Hall of Purification

Hallway Outside

40'x5' Hallway with a doorway in the middle.

- 1 Guard in platemail wielding a spear stands in front of the door. Broadsword at his waist. [2 HD Fighter, N, AC 3, HP 15.] *He has a bronze magic whistle that he will blow if he notices intruders. It will is only audible to fighters and servants of Thanatos in rooms 14-26, and will cause them to prepare ambushes. PCs only hear this if they have been branded by Thanatos in Room 12.*

Purification Chamber

20' diameter Circular room.

- Ceremonial basin of water 5' in diameter, set on 3' tall pillar of skulls. Priests of Thanatos clean themselves here before performing rites.
- 2 guards (servants of Thanatos) in platemail with spears. Broadwords at their waists. [2 HD Fighters, N, AC 3, Spear 1d6 damage,

broadsword 1d8 damage, HP 13, 14.]

- 10' diameter column of black drapery hanging from 20' above to floor. *Pulling the drapes back reveals:*
 - *A black statue with citrine gems for eyes (150 GP each). Characters who see it must save vs paralyzation or be paralyzed for 1d6 turns (as in 1d6x10 minutes). Worshippers of Thanatos or those with his brand are immune.*
 - 2 Adepts (servants of Thanatos) in leather. [2 HD Clerics, LE, Leather armor and Shield, AC 6, Mace 1d6 damage, HP 7, 8, Spells: Reversed Cure Light Wounds.

21 Outer Lair of the Wolverine

Rough-carved

Reeks of animal waste skunk-like odor.

Any noise, movement, breathing, etc, in here will bring the giant wolverine, AC: 4, HD: 4 + 4, 3 attacks 2 - 5/2 - 5/2 - 8, + musk as per a skunk at rear opponents, HP: 26. The creature also attacks with a +4 hit probability.

Floor

Various Weapons (1 Broadsword, 3 Spears, a Light Crossbow and 10

Quarrels, a Hand Axe, and 2 Daggers)

Helmet (full head, closed) and 2 or 3 pieces of broken Platemail similar to that worn by the guards in Rooms 20 and 16.

Equipment is drenched in musk and unusable until well-washed or aired out for several days.

22 The Lair of the Giant Wolverine

Rough-carved chamber reeks badly (check Con) or lose half Strength for D6 turns.

Wolverine (see Room 21) has a 95% chance to be here.

Garbage

Bones

Door (west wall, visible if huge pile of garbage (shaded area) is moved.)

23 Sacrificial Altar Of The Dark One

A long room gives way to natural rock and a black cavern above and below.

Low white noise (*from rapids below.*) If no ceremony, occasional fluttering and squeaks echo from ceiling.

6% chance of ceremony occurring (see pg. 29.)

- Altar
- 4 1/2 stone pillars, at edges (if no ceremony, 10 huge bats.)
- Abyss (Fall 60' to 31 *The Lizard Encampment.*)

NORTH: Bridge (see 24 Mortared Stone Bridge.)

EAST: Hall (to guard e outside of 20 Ritual Hall of Purification, to 21 Outer Lair of the Wolverine, and to 19 A Second Rope Bridge)

DOWN: Fall through abyss (60' to 31 The Lizard Encampment)

Huge Bats, 10. AC:[15], ½HD, Bite D3 damage.

If disturbed by any light, will attack anyone on bridge.

24 Mortared Stone Bridge

White noise (from rapids below.)

- BRIDGE (trapdoor D6:1-4 = trapdoor opens to rapids in Room 31 on 2F. 5-6: traverse safely.)
- Abyss (Fall 50' to 31 The Lizard Encampment.)

SOUTH: 23 The Sacrificial Altar of The Dark One.

NORTH: to Juncture:

WEST to 25 Vault of the Ceremonial Treasures

EAST passage toward a set of doors on the north wall leading to a staircase down to 27b The Burial Crypt of the Cult of the Dark One.

25 Vault of the Ceremonial Treasures

Storage for "The Dark One" Cult.

The 4 "e's", in and outside of the room are 2nd level fighters Align: N, Armor: Platemail, AC: 3, Weapons: Spear for 1 - 6, Broadsword for 1 - 8, HP: 11, 12, 10, 8. If it appears that the fighting ability of the guards is near equal to any invaders, then the north west guard will pull a lever that will release the I black bear from Room 26 (see Room 26 for

statistics) who will then join the fracas in 1 round, attacking anything not in the distinctive platemail of the guards.

Lit by four torches flanking chests on the north and south walls.

Chest are locked and each has a Curse (as per the reverse of Remove Curse) that has an 8 turn duration. The Curse will unfailingly lower the strength of any non-Clerics of "The Dark One" who touch it to 3. This curse will apply only to the 1st character to actually physically touch either of the boxes or their contents, including touching with weapons or lock picks.

The north box is empty except that a cloud of sleep gas will be released into the room (save vs. poison) which will put characters not saving to sleep for the number of turns equal to their constitution subtracted from 20.

The south box contains the following: a jeweled Mace valued at 200 GP, an Iron Box containing 100 GP, a Leather Bag with five 10 GP Gems, a 200 GP Gem, and a 150 GP Gem.

There is also a skull-shaped silver goblet set with gem chips valued at 50 GP

Platinum Box, intricately carved with ancient runes valued at 250 GP (the runes merely state that this box was crafted for his high excellence

the King of Thracia, Argos II). Inside the platinum box is a pair of glass beads that appear to be exact replicas of human eyes. If a character loses one or both of his or her eyes, they can be replaced with these magic eyes which will grant Infravision and on a 2 times per day basis, X-ray Vision.

26 Bear Lair

- **Rough carved room**
- **Portcullis opened with lever in 25 The Vault**

Bear. AC:7, HD:3+3, 1d3/1d3/1d6,
Hugs for 2d4, HP:24

NORTH: to **25 Vault of the Ceremonial Treasures**

27A Jets of Flame

Reeks of decaying flesh. (27B rows of rank corpses)

Northern half of immense hall. Cleft in half by immense chasm.

Chasm 10% chance floor within 1' gives way. (Dex save or Fall 80' to **42 Rubble Filled Caves.**)

Northern Pillars. Passing though flames come out of holes 1 round later (breath save or 1d6 damage per round over spout)

- **Flames.** After 3 rounds of smokeless gas flame a statue of a demon rides up out of flames. Magic mouth. Laughing. Flames pour out of

mouth. Eyes glitter 300GP gem each.

- **Demon Statue.** 1d6 rounds later, goes back down. Flames stop when the head goes down to **53 The rising demon image.**
 - **2' thick stone panels** seal the shaft and fire goes out. Slick, oily textured stone shaft.
 - **Recharge.** Takes 1 week for gas to build up and for demon trap to work again.

NORTH: Secret door to **8 Passage to Level 2**

SOUTH: Southern half of room.

Across chasm. 27B.

27B Burial Crypt of the Cult of the Dark One

Reeks of decaying flesh. (rows of rank corpses)

Southern half of immense hall. Cleft in half by immense chasm.

- **Chasm** 10% chance floor within 1' gives way. (Dex save or Fall 80' to **42 Rubble Filled Caves.**)
- **Corpses.**
 - **Carrion Crawler.** AC:3, HD:3+1, Damage: Paralysis, AT:8, HP:17. Among bodies or 20% chance hanging in chasm
 - Ordered rows

- Clutch of 20 crawler eggs

- **Southern pillars.** If passed, 1d4 corpses animate as Skeletons each round there are intruders here (up to 400)

Skeletons. AC:7, HD:1,

Damage:1d6, HP3.

- **Locked stone chest at X.**

- Trapped. (2d6 electric damage)
- Belongs to Patriarch of “The Dark One”
- Map of every room and secret passage 14-27.
- Wooden box with two 50GP gems.
- Scroll in Ancient Thracian about Sealed Crypt of “The Dark One” 9A - 13
- Begemmed statue of Athena (400GP)
- Scroll
 - “Dark God, Death’s Head, Sealed Forever in Ceaseless Mourning. Captive and Kept From Service to Man, Lost to Man is the Oracle Wise.”

NORTH: Northern half of room.

Across chasm. 27A

SOUTH: to 22, 24 or 25

28 Bridge of the Giant Gnome

Stone Bridge

Giant Gnome

Grastic Hammerclay. AC:6, HD:5, Damage: 1d10, Club or Spear. (4th level illusionist, *Phantasmal Forces* x2, *Hypnotism*, *Hypnotic Pattern*)

- Would love some “real” food (1 week worth). Used to snared Stirges and Crayfish.
- Willing to trade “pretties”.
- Referred to by Tribesmen as “The Old Man of The Bridge”.
- 50% damage will jump into river and hide under the bridge.
- “Everybody hates me.”

Sack near the wall

- 89gp, 68sp, 221cp, gem (30gp), large rusty iron key (master key to 103, 104, 105A/B/C)

Carved Marble Passage to the north

NORTH: Carved and marble tiled passage to 35 or 40A.

SOUTH: Up stairs to 17

WEST: 28A Slippery, 30

29 Dead Halflings

Run down cottage

- Moldy stone and straw
- Deep sand
- **Skull on spear**
 - Lizardfolk skull
 - Clean
 - Crude arcane symbols on brow

Inside

- Slightly ransacked (by cult of Thanatos)
- **Table and chair**
 - Wax candle on table (continual light until extinguished - 6 uses)
- **Cot**
 - **Dessicated corpse** of halfling in long tattered robes
 - **Necklace with fish-shaped, silver medallion (69gp)**
 - Attracts 1d3 **Berserk Lizardfolk** each round on d6 roll of 4-6.
 - **Open scroll** lays on the chest of the corpse
 - **Scroll** is ancient Thracian (30% chance with read languages)
 - King Agamemno's palace with wonderful gardens that surround it deep in the earth.
 - "Beast Men" who serve the King
 - Living Trees

Taboo to lizardfolk

- If entered or tampered with holy war with Lizardfolk (+1 to hit to the death)
- Believe it is connected to their ancestors

Berserk Lizardfolk, 1d3. AC: 5, HD: 2+1, Damage: 1d2/1d2/1d8
Attracted by the silver fish medallion. 1d3 every round on d6 roll of 4-6.

30A Stirge Strike

Broken statuary

- **Likeness of an unrecognizable god**
- Careful search reveals **Human bones**, half buried, scattered and...
- Tarnished Bronze Sword and a Stone Mace
- **Stirge nest (10)**

Stirges, 10. AC: 7, HD: 1, Damage: 1d3 + blood drain (1d4 each round, max 12)

Well hidden in rock formations (1-4 surprise on d6)

30B Shallow Stream

Stream

- 5' wide, few inches deep
- **3 tribesmen corpses**, long dead
 - **One crushed** (by piercer)
 - 20 gp turquoise gem
 - Ornate "lucky" (not really) dagger
 - 2 spears and a shield

- **Piercer** at point X backed up by 2 **Stirges**

Piercer. AC: 3, HD: 2, Damage: 2d6
Appears as 3' long stalactite and drops down on victim

Stirges, 2. AC: 7, HD: 1, Damage: 1d3 + blood drain (1d4 each round, max 12)

Well hidden (1-4 surprise on d6)

30C Lair of Falling Stalactites

Lots of stalactites (and piercers) on both banks of the river
Lizardfolk pass through the water to avoid

Piercers, 11. AC: 3, HD: 2, Damage: 2d6

Appears as 3' long stalactite and drops down on victim

31 The Lizard Encampment

West bank of the cavern (Reeks of roasted corpse and fresh blood)

- Encampment Rough tents and mats surround a smoldering fire pit. (*Secret Door to 53H. Secret Lair of the LizardMen Shaman behind the camp*)
- **G'RUUK THE FISH-FINDER**, a Lizardfolk Shaman, is consulting his divining sticks.
- 5 Lizardmen allied w/ Minotaur King [2HD+1, AC as Chain + Shield, attack with clubs and darts.] having already eaten are sharpening their weapons
- 6 Lizardmen allied w/ Shaman [2HD+1, AC as Chain, claw for 1d3 damage.] are

consuming some dismembered Tribesmen.

- Old door reinforced with bronze to 38. Gnoll Guardpost covered in moss and dirt (*locked*)
- Underground River creates a natural border around the camp flows from 34. Great Grasping Guardians (*3 diving Lizardmen allied w/ Shaman [2HD+1, AC as Chain, claw for 1d3 damage.] are hidden from view*)

SOUTH: 30C Lair of the Falling Stalactites

NORTHEAST: 32. Spiderweb (And Spider!)

32 Spiderweb (And Spider!)

This segment of the Underground River contains webbing that blocks the passage atop the water.

- Densely woven webbing. Snares any free floating items. Higher Str makes breaking free of the webbing easier (*Giant Spider hidden in an alcove on the tunnel ceiling*)
- Sack of Spidersilk (*Contains Spider Offspring 5% chance of bursting independently*)
- (*South secret door leading to Room complex 40A-I/room B*)

NORTHEAST: 33. A Seemingly Abandoned Treasure Vault (*through North secret door*) and 34. Great Grasping Guardians

SOUTHWEST: 31. The Lizard Encampment

Giant Spider, 1. AC:4, 4HD+4, 1 Bite for 2d4 damage. Save vs poison or die.

Contact with webbing or attacking offspring will aggravate her.

Spider Offspring, 1. AC:7, 1HD, 1 Bite for 1 damage. Save vs poison or die (Bonus of ½ Con to the save).

A swarm of these which don't eat each other act as one and lash out at living things nearby.

33 A Seemingly Abandoned Treasure Vault

A small dark vault painted with images of huge fanged mouths. Dark stains in the north hallway leading out. (*Secret Door south to the underground river between 32.*

Spiderweb (And Spider!) and 34.

Great Grasping Guardians)

Gurgling Water (From 34. Great Grasping Guardians)

- Small Left Box. Locked and sealed with wax. (*Haunted by a Disembodied Mouth. Will bite a hand placed in the box and attack until destroyed or treasure discarded.*) Contains:
 - Potion of Invisibility
 - +1 Dagger w/ garnet hilt (1200gp)
- Large Middle Box. Locked and sealed with wax. (*Haunted by a Disembodied Mouth. Will bite a hand placed in the box and attack until destroyed or treasure discarded.*) Contains:
 - 1000 gp split amongst 10 bags

- +1 Shield w/ silver and gems (170 gp, loses value if used in combat)
- +1 Sword w/ sheath
- Silver Mirror (50gp)
- Iron Axe w/ Green Glass and Jade (900gp)
- Gold Brooch (140gp)
- Obsidian Anklet (100gp)

5 minutes after opening the box the Guardian Beast from 34. Great Grasping Guardians sends 1d2 armored tendrils down the North hallway to attack.

- Small Right Box. Open and empty.

SOUTH: 32. Spiderweb (And Spider!)

NORTH: 34. Great Grasping Guardians

Disembodied Mouth, 1. AC:0, HD(Variable starts at 3 and increases by 1 each reappearance), 1 Bite Variable damage. Damage die starts at 1d4 and increases by one step with each reappearance (1d4 -> 1d6, etc). Attacks for 1d4 rounds, Disappears for 1d6+4 rounds, Reappears for 1d4 rounds and so on. Fights until destroyed or treasure is discarded targeting whoever opens one of the boxes.

34 Great Grasping Guardians

A deep bubbling spring that feeds the river. *The Guardian Beast lies submerged within and attacks if the treasure in 33. A Seemingly Abandoned Treasure Vault is disturbed. If the beast leaves, can see light from the tube beneath it that leads to 55.*

- Guardian Beast. Octopus-type creature with 6 armored tendrils that end in an eyeball. The creature's main body contains a large diamond (3000gp). If slain it will float to the surface and drift downstream.

SOUTHWEST: 33. A Seemingly Abandoned Treasure Vault

SOUTHEAST: 32. Spiderweb (And Spider!)

Guardian Beast, 1. AC:3, 6HD (30 HP), 6 Tentacles (50ft) for 1d8 damage and latched.

Once latched target takes an automatic 1d8 damage on subsequent rounds and are dragged 20ft per round towards the water. Targets have 50% chance of being pinned and needing assistance to escape.

Tentacles that take 10+ damage in one strike are severed and withdrawn.

Tentacles each have 20 HP and withdraw automatically.

Tentacles regenerate 3 HP each round.

35 Hall of the Sphinx

An inlaid marble hallway with human skull lanterns embedded in the stone leads to a dark empty room with a 7ft tall pedestal, a high ceiling and blank walls.

- Hallway of Skulls. Lining the hall on each of the 5ft across panels is a skull with glowing green eyes. *Touching them causes them to magically chuckle or bite for 1d2 damage. There is a secret door on the West wall that can be opened by pressing the two skulls on the panels that border it at the same time.*
- Hall with the Pedestal. Once entered a Golden Pillar of Light illuminates the room and the Sphinx (Ontussa) on the pedestal. The room has ornate frescos of unknown gods and heroes. *Ontussa requests the party pay a 10gp per person fee. She will also answer questions for a 100gp fee. If either fee isn't paid Ontussa seals both doors in the room magically until the fee is paid or her blood is smeared on the doors.*
- Golden Pillar of Light. *It protects those within from normal missiles, douses natural fires and absorbs magic.*

SOUTH: 28. Bridge of the Giant Gnome

WEST: Secret door in the hallway to stairs leading down to 40A. A Chamber of Skeletons
NORTH: Secret door made visible by killing the *Sphinx* leads to 36.
Intriguing Treasures and Deep Shafts

Sphinx, 1. AC:-1, 8HD, 2 Claws for 2d8/2d8 damage. Can use several divination spells once a day and has a 65% chance of answering any question correctly. If killed she curses the adventurers by lowering a random ability score by 1 permanently.

36 Intriguing Treasures and Deep Shafts
70' x 10' Hallway lit with *if Sphinx in Room 35 was killed*: throbbing red light, *or else*: cool green light. At the north end, a statue of a lion-headed man, flanked by three red curtains.

- Lion man statue. 9' tall. Glowing orange eyes. Gem in chest. *Statue comes to life when hallway entered > 10'*.
 - Gem. Diamond (500 GP). *Grants Lion man statue edged weapon immunity and mud-walking. If removed, gives bearer +1 to all saving throws.*
- Red curtains. Two side curtains 8'x15', back curtain 16'x15'. *If curtains touch skin (not clothing or armor) they adhere, and can only be removed by Dispel Magic. Curtains can be pulled down but not cut, torn, burned, etc.*

Lion man statue, 1. AC:3, 5HD (32 HP), Mace for 2d6 damage. Edged weapons do half damage. *If walls red, ground turns to 2' deep mud 5' around him (turns back after 2 rounds)*. Can walk on mud as earth. Intelligent. Will fight to the death to protect Room 36.

Beyond the curtains, a 30' diameter round room, lit by dim, amber light. One hole in the floor, and another in far wall.

- Hole in floor. 10' diameter, exact center of room. Smooth-walled shaft *leads to Room 118, Level 3A- 70' shaft and 30' drop. Bare hands and feet allow character to climb as Thief.*
- Hole in wall. 6' diameter, 3' above floor. Wooden box attached to "back" of hole. *Hole is a portable hole. Gravity pulls towards back of hole. Anyone within 5' "over" hole opening is pulled in (save vs magic, 1d6+1 falling damage). PCs with >average Strength will need rope, etc, to climb out.*
 - Wooden box. *Locked. Smashing lock damages Helm of Telepathy inside. Box also contains 4000 GP in 100 GP ingots, 2000 SP in coin, ornate Stone Axe (150 GP), Ring of electrum (300 GP), heavy platinum Chain (1200 GP).*

SOUTH: 35. Hall of the Sphinx
DOWN: 118. Great Audience Hall

37 Frost vault

If approached from East, a featureless hallway, blank stone wall conceals Secret Door Creature

- Secret Door Creature. *If touched, this 5' section of wall is ice cold. Save vs magic or lose 1 energy level. After 2nd round, Secret Door Creature spews frost vapor and attacks.*

Secret Door Creature, 1. AC:2, 4HD (22 HP), Damage: touch drains one HD. *Frost vapor*: travels 10' per melee round out to 40', negates Infravision (very cold!), *charms* any creature touched at +2 saving throw, charmed creature seeks to embrace door until it or door is destroyed. From within Room 37, Secret Door Creature is invisible.

20'x30' room covered in frost and snow 1'-2' deep. Very cold. Hallway at west end. Two bodies on the floor.

- Bodies. A woman and a man in platemail and plumed helmets. *Man (Danaus) is dead. Woman (Epicaste) will revive if taken from room.*

38 Gnoll Guardpost

25' x 40' stinking guard barracks filled with offal and garbage. *75% chance that a gnoll has spied approachers coming up the stairs from from 31.*

- 7 Gnoll guards [2 HD, AC as chain]

- Grotch, the leader: 2-handed sword, 9 sp, 7 gp
- Vredd, 2nd in command: 2-handed sword, 6 sp, 8 gp
- Gnoll 1: Morning star, 7 sp, 5 gp
- Gnoll 2: 2-handed sword, 2 sp, 4 gp
- Gnoll 3: Battle axe, 7 sp, 5 gp
- Gnoll 4: Longbow and battle axe, 10 sp, 2 gp
- Gnoll 5: 2-handed sword, 3 sp, 6 gp

- 1 Human slave, Grassus. [1 HD, AC as unarmored] Grassus speaks only Gnollic, and knows nothing outside of the life of a slave.
- Spy-Hole (a), on the south wall, overlooks the stairs below. Used by Gnolls to keep an eye on the lizard men and the Shaman G'ruk.
- Double-doors, Northeast and Southwest. Oak bars are kept nearby to barricade them if necessary.

39 A Lone Guard

25' x 30' room covered in a foot deep layer of ancient garbage.

- 1 Lone Gnoll guard [2 HD, AC as chain], with sword, guarding the double-doors to 38, and standing in the only spot in the room clear of garbage.
- Heaps of Garbage, if searched diligently, have d6 sp, and d10 cp

- *Trap door, 10' by 10' (marked by an X on the map), by the eastern wall. Covered by the layer of garbage. Drops 20' down to 39A.*

39A A Chillsome Hall

75' x 10' hall extends from beneath the trap door in 39 towards the Frost Vault in 37.

- Archaic and crude wall paintings peek through a layer of frost. *The art is similar in style to the statues in 41 - iconic beasts of mythology.*
- Inch layer of snowy frost on the ground of the eastern 20' of the hallway.

40A A Chamber of Skeletons

30' x 10' hall to 50' steps to a 30' x 30' x 35' room.

- Web-choked, roughly carved steps blocked by ancient, but strong, webs. Halfway down the steps, the corpse of a giant spider hangs in the webs.
- Skeletons with glowing orange eyes line the blank stone walls at floor level. One every 5' along the wall, 20 total [HD 1, AC as leather, d6 damage, HP 4]
- Floor-level door, locked. Trapped with a *Magic Mouth* spell variant, that, instead of speaking, bites whoever touches the door for d4 damage (save vs. magic to avoid). This spell can be triggered 4 times. *Dispel*

Magic will remove it permanently.

- Western Ledge, 20' above floor level.
 - *10' wide door, Illusioned as a blank wall, flanked with 2 stone gargoyles (indestructible, unmoveable)*
 - *A secret door, leading to 40B, sits where the ledge meets the northern wall.*

40B Guardian of Singular Combat

10' x 15' room and 5' x 30' staircase

- The Guardian, a plate-wearing, visored man with sword and shield. He is fights as a fighter of level equal to his opponent's plus 2, but with a minimum of level 4. [HD 4+, AC as plate + shield, damage as longsword]
- Upon entering, The Guardian says telepathically: "I am the guardian. To pass me, I must be defeated and destroyed. Choose your champion." The guardian will wait until a champion is chosen before fighting. Once chosen, the Guardian and the challenger are immaterial to anyone else. The Guardian will fight to the death. If the challenger dies, the Guardian can be immediately challenged again. However, If the party leaves the room, the Guardian regains all hit points.

- If the Guardian dies, empty rusted armor falls to the floor. The sword remains bright (+1 magic sword).
- The door that the party did not come through is *Wizard Locked* when they enter the room, until the Guardian is defeated.

40C The Throne Hall

60' x 40' great hall, with another 25' x 40' beyond western drapes

- Drapes divide the hall, running from the south wall to the north wall, but with a 10' opening in the middle.
- A wall of iron bars behind the drapes blocks off the western section of the hall. Gate in the center, locked at -15% to pick.
- A crude, gold-plated throne (5000 gp) at the western end of the hall. Decorated with monstrous faces and runes.
 - If someone sits on the throne they become Chaotic Evil (-2 save vs. magic to avoid).
 - Touching the throne without sitting on it will paralyze (as per ghoul touch, Elves not immune) until Dispelled or they are touched by a Lawful Good person.
 - If a Lawful Good person touches the throne, they are shocked for 2d6 damage.

- If the throne deals more than 24 damage, it loses its magic abilities, and the gold plates turn to lead.
- If anyone is paralyzed by the throne, glistening wetness appears on the north wall, and forms into an Ochre Jelly [HD 5, AC as shield, 2d6 damage]

- Drapes completely cover the western wall, and hide stone double doors, each carved with the male, beneficent face, leading to 40I.
- Double doors on the north wall, locked, and barred. The lock is sealed with wax, the signet of an ancient Thracian king.

40D The Crypt of the Mummy

20' x 25' crypt. Dust untouched and silent for millennia.

- 5' x 10' stone sarcophagus at north end. *Stone lid explodes when touched, dealing d3 damage to everyone within 5', awakening the mummy inside.*
- Mummified Thracian King [HD 5+1, AC as plate, 50% chance of either damage 2d6 + level drain (sword) or 2d6 + Rotting Disease (touch)] welding Thirster.
- Thirster [+ 0, drains level on hit, Chaotic sword, Int 12, Ego 8. Speaks Chaotic, Red Dragon, and Troll. Detects gems, good and sloping passages. Locates secret

Doors. Endows *ESP* on wielder] passes on a phobia of the undead to its wielder. In the presence of undead, if the sword can gain control, the wielder either (50% chance) go berserk or withdraw into shock.

- Inside the sarcophagus: 2000 gp, a bone scroll-case (Scroll of *Limited Wish*) and a potion of longevity.

40E A Burial Vault

25' x 15' crypt, deathly quiet

- 2 Wights [HD 3. AC as chain. Damage: 1 level of energy drain. (Damage of 1 HD. XP is reduced to halfway between levels. Reduced to level 0 = become wight in 1d4 days.) Only harmed by silver weapons or magic. Immune to sleep and charm.]
- Their honor guard of 6 Skeletons [HD 1, AC as leather + shield, sword + shield]

40F A Second Burial Vault

15' x 15' crypt

- Moldering Skeleton on bier awakens on intrusion. Does not attack, but walks to the doors for 40E, G, and H to release the undead inside. These undead will form an army and lead an assault on all living beings in the cavern. The Moldering Skeleton [HD 4, AC as leather, damage d6, turn as spectre] can raise the dead into undead. Undead will follow his commands.

75% chance when he dies that his spirit lives and transfers to a dead body within 200'.

40G Another Burial Vault

15' x 15' crypt

- 2 *Doppelgangers*, *hiding in shadow*. [HD 4, AC as chain, d12 damage]
- Chest (Immoveable) with crystal lid (3" thick, *unbreakable but dispellable*). Sword encased in the crystal.
 - -2 Cursed Sword (chaotic evil)
 - 3000 gp
 - *Secret compartment: Potion of Speed, Potion of Diminution, Scroll of Protection from Evil, 10' Radius, Scroll of Sticks to Snakes. Opening compartment triggers crossbow trap.*
- *Crossbow Trap*. Aimed at where one would open chest.

40H Yes, You Guessed It! Still Another Burial Vault

15' x 15' empty crypt

- Writing on east wall. Readable from 5' away. In Ancient Thracian: "I have been waiting for you."
- If the message is read aloud or anyone remains in the room for 2 melee rounds, they hear telepathically: "Ahhh... it's been a long time! I have been waiting for you to come...ha ha ha ha ha!" The crypt door will close and be Wizard Locked. Three spikes

will slow the door, taking 1 round to shut. An 18 Strength character can hold the door for 1-2 rounds.

40I Wily Water Trap

25' x 10' x 10' corridor

- Western double doors.
Touching these doors will Wizard Lock the doors at the eastern end. Opening these doors releases a river through an iron grate that floods the chamber.
 - *These doors will be almost unclosable. A character with 18(00) Strength spending 2 rounds has a 15% chance to shut them.*
 - *The room will fill to the ceiling in 5 rounds.*
- Shaft in the ceiling, 5' square (marked as "X" on the map) Leads 70' up to room 20. No obvious handholds.

41A Hall of Ancient Statuary

90' x 40' x 25' Rectangular room. A low rumble is heard every so often, while moving distant sounds like traps being sprung.

- 10 Pillars shine a Yellow green light, flicker like torches.
- Every 5 rounds the light goes out for 1d5 rounds then strobe. *Save Vs. Paralyzation or be stunned for 1d2 rounds. Characters lose darkvision for 1d6 rounds.*

- 10 6' tall pedestals (marked A-J on the map) each with a statue on top.:

Every 10 GP of treasure removed from the statues add 1% to the chance of the [Stone King] form 41 B to appear. When 1000 GP is amassed he will appear regardlessly in 2 rounds and attack anyone carrying the stolen gems. The gems take 1d2 rounds to pry free.

Statues

A. *Sphinx* - Carved out of volcanic porphyry. Eyes are huge quartzs, 200 GP each.

B. *Hydra, 8 heads* - Carved out of black marble, not to full scale. Amber eyes, 25 GP each.

C. *Minotaur* - Carved of soft soapstone. Jades eyes 400 GP each.

D. *Dryad* - Carved of black basalt. Eyes are small citrines, 50 GP.

E. *Griffon* - Carved of glistening white marble. Eyes are fire opals, 350 GP each.

F. *Manticore* - Carved of black marble. A pair of red tourmalines for eyes, 200 GP each.

G. *Harpy* - Carved out of green marble. Eyes are brilliant, cut green emerald, 400 GP each.

H. *Hippogriff* - Carved of black lava. Eyes have small peridot pupils, 50 GP each.

I. *Satyr* - Carved in pink granite. Eyes of ruby set on diamonds, 1000 GP each.

T

J. *Centaur* - Carved in white marble. Aquamarine eyes 300 GP each

- Secret door to the North appears to be part of the wall.
- Secret doors to the West only appears if *Detect magic* is cast, or some other magical light source is shown.
 - *When/if this is done a glowing hand print will appear 4' from the ground, the door opens if the hand print is pushed.*

41B Audience Chamber of the Stone King

60' x 60' Circular room. Lit at the walls' base by a violet cold fire

Stone King: [11HD, Move: 9", AC as plate + shield and helm, 2d6 damage with fists, every other round attacks with breath weapon, (3d6 damage, save applicable) targets every creature within a 10' x 20' cone in front of it. Immune to non magic weapons, can only be hit with +1 weapons or better, edged weapons do half damage. Healed by magic fire. Rock to mud, stone to flesh

and disintegrate will affect it. Can't be pushed.]

- The statue appears as a 8' regal black man, wearing a crown with three gems (500 GP). Orange flames spew from its eyes and mouth.
- Will only attack if someone tries to steal the crown or if it was awakened by the gem-stealing on room 41-A. Can detect characters carrying the gems.
- The light cause drowsiness (save Vs. Magic or get -1 on to hit and AC for 10 rounds)
- 40' descending staircase, flanking the staircase two pools of water (at the end of the staircase is a trap door that can be activated by the stone guardian and drops 20' to the water below)
- Secret door on Eastern wall leads to 53 B.

42 Rubble-filled Caves

Any noise or light in this room will alert the guards in room 43

80' x 140' Large Chasm on the ceiling connecting to the level above (Room 27). Pile of rubble to the center.

- Northern staircase: connects to level 1 room 8

- Southern wall: Only place with stalactites and stalagmites
 - Passage leads to *room 39*
- Pile of rubble: Home to a Rat Colony won't attack but will make noise if the pile disturbed.
- Western staircase: Connects to *room 43*

43 Guardpoints and pit traps

Around 30' x 90' bottleneck

4 Gnolls [2HD, Move: 9", AC as Chain, with Bows (1d6) and halberds (1d10).]

- 10' tall stairs coming from the east (*room 42*)

Both of the pit traps are very well disguised

- Shallow pit (20' deep): *Spikes in the bottom 4d6 damage, triggers in 1-3 roll on a d6*
- Deeper pit (30' deep): *Ancient trap, it's rusty mechanism will only trigger on a roll of 1 on a d10. Causes no damage, it's a sloped chute to room 45C*

44 Statue of a long forgotten God

30' x 40' Alcove of rough-carved rock with bas-reliefs of the God's acts.

- Stained and weathered white marble sculpture of a young man, Stalactites hang from chin and arms.
 - *Written on it's base in Ancient Thracian: "Oh Apollo, blessed healer,*

touch me and make me whole "

- *If read while touching the sculpture "Cure Light wounds" will be cast on the beseecher Only works 1-4 times.*

- West Wall - *Secret door (Spear trap: impales as a 7th level fighter) that leads to room 53.*

45 The Temple of Athena ...Or... The Temple of Descension

10' stair up to 60' x 40' Greek temple with heavy doric pillars

- Temple base is carved with Thracian deities in combat w/demons and sea monsters
- East Wall - *Secret door disguised as a carved panel.*

Goto Room Complex 45 A

10' tall statue of woman in toga w/Shield and Helm. *Standing in the 5' square in front of the statue for 1 round Teleport to 54*

8 Gnolls [AC: 5, Move 9", HD 2, Longbow d6, Halberd d10, HP: 7,7,7,8,10,10,9,12. 2GP & 11SP each] - Hiding behind each of the pillars. Alerted by any light noise. Will retreat via teleportation pad to 54 if outnumbered or taking heavy losses.

45A Weapon Storage Vault

60' staircase leads down to a 60' by 60' room. To the east, a 20' wide hallway that ends after 60' and turns south

About a dozen large, sealed wooden boxes. In good shape

- Box 1: Oil soaked cloth wrapped around 20 bronze swords.
- Box 2: Oil soaked cloth wrapped around 30 spears.
- Box 3: Oil soaked cloth wrapped around Suit of plate armor +1. Will only fit Human w/STR 11-14 and between 5'2" and 5'5"
- Box 4: Opened. Full of rusted and tarnished spears. 40 spears
- Box 5: Oil soaked cloth wrapped around 60 crossbow bolts
- Box 6, 7, 8: Each box has an assemblage of strange mechanical pieces. Parts of a fully automatic crossbow bolt thrower (see below).
- Box 9: Oil soaked cloth wrapped around 60 crossbow bolts
- Box 10: 4 Circular shields w/image of bull head in green paint
- Box 11: Oil soaked cloth wrapped around 60 crossbow bolts
- Box 12: Constructed differently than the other boxes. Covered in unfamiliar, alien writing
 - Text says: "Wing Tu, weapon maker for his excellency the undying Emperor"
 - 10 shuriken (1d4+1 dmg. Non-magical)
 - Nunchaku (1d8 dmg, 80% chance of 1d2 dmg

to user without training)

- Katana (1d10+1 dmg, non-magical)

Fully automated crossbow bolt thrower - Fires 6 bolts per round for 6 rounds without having to be reloaded. Weight - 1000 coins. Treat as light crossbow for accuracy. Some assembly required.

- Assembly Instructions - Only a fighting man has a chance to know how to construct the bolt thrower.
 - Base percentage - (Int - 10) x 5
 - If the fighter knows a knowledgeable Sage - +20%
- Time for construction.
 - If fighter doesn't know how to build it - (25 - Fighter INT score) hours
 - Else 1d4 + 1 turns
- Time to reload.
 - Takes all members of the party.
 - (20 - Avg Dex of Whole Party) melee rounds.

45B Doors to the Hidden Tomb

20' wide corridor ends and turns south. 10' to a pair of door.

Doors are unopenable, but lead to the SS at the bottom of the steps that lead out of room 48. Written in ancient Thracian on doors: "It is not given that a man should interrupt the sleep of his ancestors. Do not transgress beyond this point."

45C Demesne of the Monitor Lizard

160' x 60' room

Large Reptilian creature sits against the north wall. *[AC 3, Move 9", HD: 8, Damage: Bite: 4d8, Claw: 2d10, Claw: 2d10, HP: 46.]*

- *The Minotaur Lizard awakens from magical stasis and attacks when anyone enters the room.*
- *Returns to stasis by the north wall when the threat is gone.*

North: Behind Minotaur Lizard.

Secret door to staircase to 45E

- *First to open: Save vs Magic or be polymorphed into a house cat*
- *Second to open: Magic Missile at 7th level*
- *Afterwards: Wizard Locked*

South: Double doors to long corridor to 45A and 45B

North: 10' wide corridor to 45D

45D Slippery Slide from the Trap Above

20' x 70' Slippery Slide

A trap door at the top of the slide.

Leads to Area 43, but cannot be opened from beneath.

Slide Ends at 45C

45E A Sealed-Off Retreat

20' radius semicircle abutted to a 20' x 40' room

Entire room and its contents are scorched

East Door Difficult to open. Barred from the other side -2 to open

South Corridor Leads to 45 C

45F Chamber of Forgotten Finery

40' semicircle room

Ornate, stylized paintings of magic and sorcery.

East Wall - Statues of kings, queens, and goddesses

East Door Edges of the door covered in dried yellow mold. Leads to Area 45G.

West Door Barred on this side, Leads to area 45 E.

45G Court of Foul Fungus

20' x 50' corridor leading to a 40' radius semicircle abutted to a 40' x 80' room

Forcing any door to this room open creates a 10 x 10 x 10 cloud of yellow mold spores. *Save vs poison or die.* Yellow mold covering every surface in this room Disturbing the mold causes a spore cloud.

Mold can be burned revealing...

- *Rotted wood paneling lining the walls.*
- *Remains of a laboratory. Shattered glassware, etc.*
- *300gp of small gems*
- *100gp of gold wire*
- *50gp of silver wire*

East Door, hidden in yellow mold.

Leads to area 45 F

West Door, hidden in yellow mold.

Leads to 45 I

Southern West Door, hidden in yellow mold. Leads to 45 H

45H An Empowering Globe

20' x 20' Chamber

A stone table in the center of the room. A glass globe sits on it giving off golden light. *Globe controls the*

teleportation system between level 2 & 3

- Hitting the globe will destroy it & disable teleportation
- Removing the globe from the room will disable teleportation
- *Dispel Magic* will disable teleportation for 3 turns

Bookshelf on the North wall. 5 scroll cases. *Scrolls are all written in Thracian language*

1. Red Seal, broken. Lists inventory of magic items that were once on the shelves, written in Thracian. *From the time of King Agamemnos and the revolution.*
2. Black Seal, unopened. Written in Thracian, describes wonderous statues in area 41A. *Predates King Agamemnos by 1000 years*
3. Blue Seal, unopened. *Has explosive runes written on it*
4. Green Seal, unopened. *Spells scroll containing Fire Ball, Dispel Magic, Invisibility 10' Radius, Infravision*
5. Gold Seal, broken. Has been resealed many times. Written in Thracian, it is a maintenance log of the golden globe.

East Door to 45 G

45I The Last Stronghold

50' x 40' room

The ancient remains of a Kings Court and its guards *Epicaste* from room 37 *can identify corpses as the Court of King Agamemnos*

6' man in plate armor with a shield. *Kept alive for 1000 years by ancient magics*

Anteus, Thracian Soldier [AC: -1, Move: 9", HD: 7, Damage: 1d10+2, HP: 41]

- Cannot speak *Vocal chords atrophied*
- Is hostile to anyone who cannot speak Thracian and convince him of peaceful intentions. *Thinks the PC's are servants of the beast-men.*

East Door to area 45G

South: A small circular shaft that leads 60' UP to 36 or 60' DOWN to 118 (see room 36).

46 Giant Spider

Roughly 40' x 50' Cavern filled with strong webbing from ceiling to floor. Giant Spider [AC 4, Move: 3" (12" in web), HD: 4 +4, Damage: Bite: 2d4 + save vs poison or die. HP: 28]

- *Once per round, spider fires a web that incapacitates one player. Save under STR -4 to avoid.*

47 A Deteriorated Outer Sanctuary

20' x 30' area, adjacent to a 10' corridor going East and West around a structure.

Temple area with 6 columns. Low relief sculptures of inner deity combat lines every wall

6 Gnolls, in the East wall, 3 in the West w (See areas 50 & 51)

- *Gnolls fire crossbows from arrow ports carved into the relief sculptures.*

- *Arrow ports are incredibly difficult to see and only small enough for bolts.*

East - Corridor wraps around the building. Double doors lead to Area 49

West - Corridor wraps around the building. Double doors lead to Area 52

South - Double doors lead to Area 48

48 A Draped Inner Sanctuary

30' x 25' Room, Pungent aroma of rotten meat, ammonia, shit, and pheromones. The lair of two War Bears and their trainers.

2 Trained Brown Bears [AC: 6, Move 12", HD 5, Damage: 2 claws d6, Bite d8, HP 36, 44]

- On hit of 17+ with claws, Bear hug for 2d6 damage.

3 Gnolls [AC: 5, Move 9", HD 2, Damage: Longbow d6, Morningstar d8, HP: 11, 14, 13]

- *Each gnoll has 6gp 3sp.*

North - Double doors lead to Area 47

West - Area 49

East - Area 52

South - *Secret Door* down a set of stairs to a corridor (see map). At the bottom of the stairs are a set of secret double doors that lead to 45B.

49 Gnoll Barracks

L-shaped 25' x 25' room. 12 piles of straw with depressions, waterskins, bones and weapons strewn about.

3 Gnolls [AC: 5, Move 9", HD 2, Damage: Crossbow d6, Battle Ax d8, HP 12, 8, 11] Each Gnoll has 4gp 2sp.

North, hidden double doors leading to 50.

West side of the room, leading north, double doors. Corridor to 47.

East wall, door leads to 48

50 A Converted Crypt

25' x 15' Room. Filled with litter and junk. The west wall has arrow slits that can see into area 47

3 Gnolls [AC: 5, Move 9", HD 2, Damage: Crossbow d6, Battle Ax d8, HP 12, 8, 11] Each Gnoll has 4gp 2sp.

- *If the door is breached, Gnolls fire crossbows and attack with battle ax.*

51 Another Converted Crypt

Identical to Room 50, except Gnolls have HP 15 (commander), 13, 9

52 Lizard Men Barracks

L-shaped 25' x 25' room.

6 Lizard Men [AC 4 (shield), Move: 6"/12" (swim), HD: 2+1, Damage: Club d8, Darts (4) d4, HP: 8, 8, 7, 7 11, 10]

- *Under the command of gnolls in room 51*
- *40% Chance they will run for secret door on south wall of 48 if they think they can escape.*
- *10HP Lizard speaks Common, will ransom himself with tales of the treasure in room 33 & directions on how to reach it.*
 - *Will not reveal traps unless compelled*

53 The Rising Demon Image

20' Radius circular room.

Sculpture of a demon on a circular dias.

- Rotates to face highest level good cleric in the room

- Carved of black granite. Eyes are 300gp amber gemstones
- Hollow mount, smells of methane.

East Corridor to 44

South: Secret double doors 10' wide. Covered in plaster and faded frescos. Leads to a landing and stairs that go down to Room Complex 53A-J

Room Complex 53 A-J

Crumbly Stairs lead downward to 53A, and upward to 53. Covered in rubble, stalactites and stalagmites. Stone looks of even more ancient construction. *This complex was constructed before the Thracian complex above. No human depicted in frescoes except as sacrifices of lizard-men.*

53A The Grand Temple of the Reptile Race

120' x 270' Temple with 60' radius chancel. Thick with dust, debris, stalactites, stalagmites, and mineral deposits.

North Stairs up to Room Complex 53 A-J

4 East Doors, 10' wide, 15' tall. Great stone constructions. *25% chance door will open without effort, otherwise -2 to open.*

From north to south:

1. 20' x 90' corridor to 53G.
Footprints in the dust lead from the ceremonial podium, into this corridor.
2. 20' x 20' corridor to 53F.
3. Blocked by stalactites
4. 20' x 60' corridor to a dead end.

4 West Doors. From north to south.

1. *Wizard Locked. Goes to Ethereal plane*
2. Blocked by stalactites, *lost its magic.*
3. *Wizard Locked. 10' square room that exists in the Astral Plane. Characters may leave their body at will as the Astral Projection spell.*
4. Blocked by stalactites, *lost its magic.*

Stairs to ceremonial podium

- Path of disturbed dust from podium, to stairs to room 53G. On the podium, evidence of kneeling.
- Flanked by rotted tapestries.
- Crumbled marble podium
Touching will crumble to dust.
- *South: Secret door to 53 B, covered by rotted curtains.*

53B A Ceremonial Chamber with a View

80' x 80' Room. Flaking plaster walls. A 10' x 10' portal in the wall, looking down on area 41B. Cannot see 53B from 41B.

Walls covered in flaking plaster and ancient frescoes Depicting reptile men in jeweled robes & a gigantic winged lizard man.

South double doors, one is jammed shut. Leads to 53 C.

53C Urns and Ashes

30' x 40' room, pottery shards and few unbroken urns. *4 surviving urns worth 1000gp, containing ashes.*

West double doors to 53B

North, mineral deposits have hidden the edges of this door. To 53D

53D A Preliminary Crypt

30' x 30' room

2 Pile of dust on either side of the northern door When approached, dust forms into Skeletal Lizard Warriors [AC: 5, Move: 6", HD: 6, Damage: d10, HP 32, 32]

- *Resistance to turn undead due to large metallic rings they wear.*
- *Protection from Evil keeps them at bay for 6 rounds, while they cast the counterspell.*
- *When killed, skeletons and rings return to dust. This alerts the Lich in 53E.*

North corridor to 53E

South corridor to 53C, door stuck by mineral deposits on the other side.

53E The Sepulcher of the Immortal King

90' x 30' decayed room with a 20' escarpment on the West wall that is caved in.

On a pedestal, giant mummified gargoyle lizard man, hunched over, sitting on a pile of gold. When the room is entered, shifts head and eyes glow red.

The Immortal King, Lich [AC: 3, Move: 6", HD: 12, Damage: 2 claws d8, bite d12, HP: 57.].

- Spells: Charm Person, Hold Portal, Magic Missile x2, Protection from Good, ESP, Invisibility, Levitate, Web, Wizard Lock, Dispel Magic, Fireball, Haste, Slow, Confusion (x2), Fear, Polymorph Others, Teleport (x2), Conjur elemental, Cloud

Kill, Death, Invisible Stalker, Anti-Magic Shell, Delayed Blast Fireball

- Teleports to room 53, and summons an earth elemental.
- Casts Haste on self.
- Avoids danger to himself

Treasure Horde - 16,000gp, 5000sp, Lawful Red Dragon Slaying Sword +2, Potion of Fire Resistance, Wand of Paralyzation.

53F Another Room of Unidentifiable Purpose

90' x 50' room, filled with stalactites & stalagmites. Difficult terrain South end of room, leading east stairs up 25' to ice covered secret door to Room 37.

53G A Makeshift Chapel

20' x 90' corridor (Footprints in the dust leading to) 40' x 60' room. Dust on the floor has been swept away. Debris is cleaned up, no mineral deposit buildup. On the south wall, a crude man-shaped stick figure drawn in Ochre. Depicted with wings and a tail.

- *Is a depiction of the Immortal King, a Lich in 53E. Made by G'ruk (in 53H or 31) who doesn't know the Lich is present.*

53H Secret Lair of the Lizard Men Shaman

30' x 30' room, piles of sleeping rags and a bag in the corner.

- Bag contains strips of dried meat (*human meat!*), glass beads and stone implements.

20% Chance of G'ruk, Shaman of the Lizard People is here, unless he was killed in room 31.

G'ruk, Lizard Shaman: [AC: 4 (shield), Move 6"/12" (swimming), HD: 4, Damage: Mace d8].

- *Spells: Cause Light Wounds, Cause Fear, Hold Person.*
- *Possessions: Potion of Undead Control, 18gp, 4 sacred rocks (useless), mummified human hand, 6 teeth, 4 bags of powders (1 alum, 2 useless, and 1 poison (see below)), 20 divining stick*
- *Battle Frenzy: 60% chance to give nearby lizardmen +1 to attack.*
- *Religious Leader: If killed, followers will act according to the table.*
 - *1-25 - Flee in terror*
 - *26-60 - Fight normally*
 - *61-85 - Fight with Battle Frenzy*
 - *86-100 - Berserker Rage - +2 to attack and damage, lower AC by 3.*
- *Poison powder: Save at -1 or die. Successful save deals d8 damage.*
 - *Bag may be thrown as powder to form 10' cube cloud of dust. 10% chance bag will not burst open.*
 - *May be mixed with water and smeared on a blade (2 applications).*
 - *May be ingested (5 applications)*

East 10' wide staircase down to a door to 53G

South 10' wide staircase up to 31

53I A Sealed Room

40' x 40' room, walls covered in frescoes depicting ritualistic sacrifice of a human by Lizardmen to The Immortal King, a tall winged lizard man wearing a crown. On a 3' granite cube in the center of the room sits a golden mask. Valued at 2000gp. Designed to fit a lizard man. Has a demonic countenance.

*North 10' wide corridor to 53J
East, sealed door to 53G*

53J The Secret Sacrificial Shaft of the Lizard Priests

40' x 50' room covered in frescoes depicting giant winged Lizard man (The Immortal King) devouring a huge number of humans, Lizard Men, and Dinosaurs.

Along South wall 5' shaft descending into darkness. *Used for sacrificing living victims. 45' long shaft, 200' drop. descends to 59 on Level 3.*

Level 3

Introductory Note: There is one and only one wandering monster on this level. It is an 8' tall animated bronze statue, cast in the likeness of the god, Thanatos, appearing as a solid version of the Incarnation of Death, AC: 2, Move: 6", HD: 8, Damage: 2 - 16, HP: 36. In addition to its normal damage, the creature shoots off a paralysis ray from its eye every round. The effective range of the ray is 60' and it is 10' wide. Any living being hit by the ray must save vs. paralysis or be immobilized for a number of turns equal to his or her constitution subtracted from 20. The statue will attempt to destroy any living being on this level. It can be encountered in any room or in any hallway.

Note: This entire level was once a temple and worship area devoted to the god Thanatos. Because of this, images of Thanatos (see Rooms 9A - 13) will appear in this entire room complex.

54 Teleportation Pad

Circular stone area, rimmed by fruit bearing trees. Fruit is fist sized strawberries. *Serve as water and food rations, only keep for one day.*

6 Gnolls, 2 plucking strawberries, 4 on guard [AC: 5, Move: 9", HD: 2, Damage: Bow d6, Halberd d10, HP: 13, 7, 8, 5, 10, 9].

1 Gnoll - *Hiding in the bushes will alert the group at 67 to any goings on (see 67 for his stats)*

Teleportation pad. *Standing on this for one round takes you to 45 on level 2.*

North to 61

North-West to 60

South-West to 59

South-East, See a shimmering transparent tower, rising to the ceiling. to 55

55 Transparent Tower of Water

10' diameter transparent tube of sparkling bubbling water rises 200' from floor to ceiling. *Tube goes through room 117, & up to Room 34 on Level 2. The tube is the source of the river.*

Any section of the tube [AC: -8, HP:100]

North through the fruit trees to 54

South to 56

East to 59

West Cavern wall

56-65 The Dryads

Entries 56-65 are dryads, all described individually below.

- *Dryads will not go more than 240' from their trees.*
- *None will charm or fight the Gnolls as they have threatened to uproot their trees if they cause trouble.*
- *Information about 66 The Stumps of Lost Trees, may spur the dryads to action against the minions of the Minotaur.*

Dryad [AC: 5, Move: 12", HD: 2, Damage: d4, HP: Varies] Spells: Charm Person +2

56. Astrea: Oak, HP: 13

- 57. Briseis: Ash, HP: 12
- 58. Callioste: Elm, HP: 14
- 59. Deianira: Oak, HP: 6
- 60. Eidothera: Maple, HP: 14
- 61. Flora: Hickory, HP: 15. *Aware of a trap door on the south side of her tree. She's not aware of what it is, only that it has been there longer than she as.*
- 62. Gaia: Walnut: HP: 10
- 63. Hypermnestra: Ash, HP: 7
- 64. Iphigenia: Willow, HP: 12
- 65. Jocasta: Oak, HP: 12

East to either 66, 67, or 67a

66. The Stumps of Lost Trees

3 large tree stumps, recently chopped down. *Trees once belonged to dryads. Removed by The Minotaur King to fuel the boilers beneath his palace.*

67. Chapel of the Wonderous Well

Greek looking temple. Open walls, covered with a roof. flanked on all sides by 10' stair that raises 5' up. Center of the chapel is a well.

- The Well. 5' diameter.
 - Climbing more than 10' down teleports to Room 3.
 - Will only teleport 4 characters, after which there is a 5% cumulative chance it will fail.
 - If it fails, it is broken forever.

Minotaur [AC: 6, Move: 12", HD: 6, Damage: Butt 2d4, Bite d3, Halberd d10, HP: 31]

5 Gnolls [AC: 5, Move: 9", HD: 2, Damage: Longbow d6, Battle Ax d8, HP: 8, 12, 12, 14, 15]

- One is posted near 54 Teleportation pad, and runs back here to alert the group.

2 Lizard Men [AC: 5, Move: 6", HD: 2+1, Damage: Club d8, 4 Darts d4, HP: 10, 6]

The Chapel is the only safe passage through the tree wall See 67A

To the Southeast, a wall surrounding a tree. In the shade of a tree, an attractive middle aged woman, sunning herself. See 68, *The Ancient Oak*

67A Aroused and Evil Trees

A row of trees that extends the length of the cavern, reaching up towards the cavern ceiling.

If PC's approach within 50' of the trees, trees lower a barrier of thorns and vines. *Will let Cows, Minotaurs, Lizard Men and Gnolls through.*

- Vines: [AC: 7, 40HP of damage creates a 15' tunnel]
- Trees: [AC: 5, HD 6, Damage: 3 attacks at d8. HP: 33, 24, 24, 37, 16, 21, 27, 23, 26]
 - To damage the trees, players must deal 20 HP damage to a thorn barrier surrounding the trunk
 - Sap of the trees is fire resistant & heals d8 damage.

- *Trees planted by G'ruk, the Lizardman Shaman.*

68 The Ancient Oak

Beyond the wall, under the shade of an old oak tree.

An attractive, middle aged woman, sunning herself between patches of the shade of the tree. She couches her head on a giant golden scaled lizard

- *Kore, the Dryad [AC: 5 Move: 12", HD: 2, Damage d4, HP 14, Spells: Charm Person +2]*
 - *Can give information about the North and South wings of the palace.*
- *Golden Scaled Lizard [AC: 3, Move: 9", HD: 15, Damage: Bite 4d6, 2 Claws 2d6, HP: 59]*
 - *Protection from Normal Missiles: Permanently*
 - *Hostile AF*

69 Jailers for a Noble Tree

A 12' stone wall surrounding the perimeter of an ancient oak tree. Wall is topped with spikes and large pieces of broken glass. *A gate lies in the Northwest, surrounded by brambles [AC: 4, HP 50].*

- *Brambles excrete sickly vapor: Save vs poison or fall asleep for 20 - Con turns.*
- *Brambles regenerate 2 HP every round. New growth drains unconscious victims 1 level every turn.*

5 Harpies [AC: 7, Move: 6"/15", Damage: 2 Claws d3, Sword d6, HP: 15, 15, 11, 9, 19]

- *Harpies are perched on the southeastern roof of the palace. Attack and try to Charm (as spell) anyone trying to attack the hedge.*

To the West, the Palace of the Minotaur King. Gleaming marble, gabled roof, Ionic columns, sculpture filled pediments, apparently in perfect condition.

70 The Courtyard

160' x 240' Courtyard filled with large white marble panels
30' x 60' stairs leading up 10' into the temple to 71.

Two pools of water flank the stairs. Each is 10' deep & 100° F.

5 Headed Hydra [AC: 5, Move: 12" HD: 5, Damage: 5 Bites d6, HP: 35]

- *If wounded, will escape to 71 and hiss, drawing reinforcements.*
- *Embedded in each head, between its eyes, a 100gp sapphire.*

71. Temple Hall of the God, Zeus

180'x100' stonework room, circular on the west end.

- *Ornately carved and decorated stonework. Scenes of battle, magic and the lives of the gods. Portion of the relief on the Southern wall hides a secret door.*

- Statue of Zeus on the west end. Statue depicts bearded, muscular man clutching a pair of crossed thunderbolts in his right hand and sitting on a throne of seemingly solid gold. Separate pair of crossed thunderbolts on wall behind it.
 - *Stepping within 20' of the statute causes distant sound of thunder.*
 - *If statue is touched, toucher receives mild, harmless shock.*
 - *Throne is actually gilt marble. Gilding worth over 1,000 GP.*
- Doors on Northern and Southern walls seemingly solid gold. *Actually gilded wood.*
- Minotaur King: Holding a battle axe. *Stronghoen, AC 6, Move 12", 8 HD, HP 50, 1 Butt 2d6, 1 bite 1d6, battle axe 2d8. Can cast as a level 6 MU: Charm Person x2, Shield, Sleep, Invisibility, Wizard Lock, Fireball, Haste. Will escape with Dog Brother if in danger.*
 - Dog Brother: Man-like dog. Holding a longsword. *Bitterbark, AC 6, Move 12", 4 HD, HP 17, Bite longsword 1d8. Neutral. Commands the Gnolls. Intelligent. Will escape with Minotaur King if in danger.*
 - 6 Gnolls: Holding two handed swords. Three have longbows. *AC 5, Move 9", HD 2 HP 8, 8, 9, 10, 14, 11; Longbow 1d6 Sword 1d10, each has 7 SP and 6 GP.*

To the North, (84 "Beam of Blasting Light" room) large domed room holding a prisoner, sound of light sizzling. to the South (visible doors), (Throne Room of the Minotaur King) (72) carpeted marble floor, throne room. *To the South (hidden doors), (Lair of the Minotaur King) smell of roasting flesh, sky lights and fire.*

72. Throne Room of the Minotaur King
 80'x 200' ornate king's court room. *30% chance that Minotaur King will be holding court with Gnolls and the Dog Brothers.*

IF APPLICABLE Court members in attendance

- Marble floors covered in worn, threadbare carpet.
- Walls decorated with low relief sculpture, panels. Panels show paintings of hunts, ceremonies, banquets, orgies.
- Large black stone throne to the South. Crude construction, undecorated.
- Braziers on either side of the throne producing dim light. Wrought iron, rusty. Usually lit, produce little smoke.

- Draperies behind throne, parted in the middle. Very tough fabric. *Old and brittle.*

To the North, a curved hallway (81, "A Gnollic Guardpoint"). Odor of raunchy gnoll and cooked food. *To the North (hidden doors, 71 Temple Hall of the God, Zeus) ornate stonework temple.* To the West, a stairwell (76 Stairway into the Dungeons). To the East, hallway to a window containing three marble statues (73 The Singing Caryatids). To the South (behind drapery), hallway to stairwell (76 Stairway into the Dungeons).

73. The Singing Caryatids

30'x150' Hall, ending in a large window at the south end.

- Three caryatids (8' tall, white marble, beautiful, nude) stand on the sill (3' off the floor) and hold up the lintel. Touching the statues causes them to sing beautifully and loudly. The song lasts for 1 turn and functions as a Hold Person spell, lasting for as long as the singing does. Those who hear it save as if they were two levels higher. There is no off-switch, but destroying the statues stops the spell.
- *The distance from the sill to the ground outside is 13'.*

74. A) Storeroom Clerk's Office

25'x40' Office

- Little man at a desk, Grassus [HD 1, unarmored, dagger],

reading inventory list out loud. A trusted slave, the clerk of the storeroom. He speaks Tribesmen language, Gnollic and Minotaur. He can read a bit of Thracian.

- Two Gnoll Guards, in idle conversation [HD 2, AC as chain, sword]. If attacked, they will yell for help from 74B.

74. B) Storeroom

70'x70' room (containing a 25'40' office), a warehouse of stored food.

- Shelves upon shelves of storage. *Including grain, wine, olive oil, dried meat (beef and human).*
- Human slaves taking inventory. [HD 1, unarmored]
- 6 Gnolls guarding the room and supervising the human slaves. [HD 2, AC as chain, morning star]
- Dog Brother in charge, named Wuffletree [HD 4, AC as leather + shield, dual daggers. Spells: *Charm Person, Detect Magic, Hold Portal, Sleep, Phantasmal Forces, Pyrotechnics, Haste*]. Wuffletree is quick to surrender or flee in the face of death.
- Pile of crates in Southwest corner. *Filled with dried figs.* Hidden behind them is a door to 76.

75. Lair of the Minotaur King

20'70' hallway ending in a high-ceilinged 60'x70' room, lit by sky-lights and a large fire-pit.

- 10% chance the Minotaur King is here, if not already in 72.
- 3 Heifferettes (paragons of bovine beauty) [HD 5, AC as leather+shield, headbutt for 2d4, bite for d3, or carving knife for d6] tend to the spit over the fire, and to the calves.
 - The largest is the mother of the calves, *and will go berserk to protect them (+2 to hit, +10 hp)*
 - The smallest is highly intelligent, *and functions as a 2nd level magic-user. Can cast Charm Person twice a day.*
- Fire, with a spit, roasting the remains of a human woman.
- 2 Minotaur Calves run and play. They are semi-intelligent and playfully attack humans.
- Stone bench draped with furs. *One is actually a chest draped with fur. Inside: 1000 gp and a Potion of Heroism.*

76. Stairway into the Dungeons

40' x 10' hall opens to a 15' x 55' hall, and turns into 15' x 50' of steps

- 2 horizontal Spear traps on steps, as 8th level fighter using heavy crossbow. Regularly maintained.

- *Any noise alerts the Manticores [HD 6+1, AC as chain and shield, 2 claws for d3 each and bite d8, 24 spikes for d6 each] in room 94. They will ambush intruders who do not speak the passphrase. Patrol commanders for each species will know the passphrase. Possible passphrases:*

- 1) The Rocks Bleed Black Blood
- 2) Speak the Spell
- 3) Lost Lairs of the Lizard King
- 4) Dead Men Tell No Tales
- 5) Kill the Humans
- 6) Thanatos is Dead

77. Pool of Watery Wonders

40' x 40' steamy room, with glazed ceramic tile portraying fish, nymphs, sea gods and sea monsters

- Circular Pool (20' diameter, 4' deep). Heated from below to 120° F (49°C).
- 4 Bowls, at cardinal directions around pool. White marble, mounted on 3' black marble pillars. Empty. Magic writing on rim describes how to use them. They are powered by the pool's water. The Minotaur king knows how to use them. Wuffletree knows how to use the East, South, and West bowls.
 - North bowl:
Transforms pool water into Giant Water

- Elemental [HD 12, AC plate and shield, damage 3d10]
- East Bowl: Casts Locate Object, on an object inside the dungeon. Forms a pointer on the water's surface to that object. The bowl can be tilted so that the pointer is poured off into another, portable container.
 - South Bowl: Casts *Clairvoyance* on up to four locations per activation. Projects onto the pool. Limited to the dungeon.
 - West Bowl: If the East and South bowls show the same location, this can *Teleport* the user there. Cord on the underside of the bowl will open up the bowl's drain. Jumping into the pool will then teleport the, now wet, user. Roll d100:
 - 1-50: Arrive d6" too high. -1 to initiative.
 - 51-90: Arrive d20' too high.
 - 91-100: Arrive d10' too low
 - Without the East and South bowl active, the target is teleported to a random room

with a vertical error of 1-10'.

- If the North bowl is activated as well, the elemental can be Teleported. The Minotaur King knows this.

78. Weapons Room of the Dog Brothers

20' x 40' room. Skylight. Soot-black ceiling. Tribesmen shields and ratty drapes on walls.

- Campfire at south end.
- Two lizardmen practice fight, one lizardman watches. [HD 2+1, AC as chain and shield, damage as club or darts (4)]
- Pile of weapons in northeast corner. Stone mace, bronze sword, morning star, 2-handed sword (broken at hilt), and a spiked ball (from a morning star).
- East doors are barred from the other side. Lead to a corridor (20' x 10'), lit by one candle at the east end. The north door to 79 is ornately carved with goddesses and concubines. The south door to 80 is ornately carved with passionate scenes.

79. Lush Lair of a Dog Brother

20' x 15' candlelit room, luxuriously tapestried and carpeted.

- Low table (3' x 3' x 2', weighs 250 gp) set with crystal ware,

huge roast, and fruit at west end. Magic table conjures decadent food to feed 8 people daily. Fragile. 25% chance to still function if dropped, but food will taste foul and a 40% chance that the food will be poisonous

- Cushions and furs piled deep at east end.
- Two Dog Sisters. Spittletounge and Sniffletail [HD 4, AC as leather and shield, damage bite d4+1 or dagger]. One eats at the table and one suckled by 6 pups [HD ½, AC unarmored]

80. A Second Lush Lair

20' x 15' candlelit room, luxuriously tapestried and carpeted.

- Dog Brother (Wark, with sword) entertained by 3 dog sisters (Flashtail, Prettyclaws and Pinkfang, with daggers) [HD 4, AC as leather and shield, damage as weapon and bite for d4]
- Tray of food and drink on the floor. Four goblets of wine, hunk of roast beef, spice cakes.
- Drapes sewn with gold and silver thread.
- Cushions and furs piled up. Under furs at the north end, a chest containing 8000 cp and 2000 gp.

81. A Gnollic Guardpoint

30' x 20' room, permeated with smell of raunchy gnoll and cooked food.

- 6 Gnolls on watch [HD 2, AC as chain, damage as 2-handed sword]. Each carries 4 sp and 2 gp. Fracas alerts minotaurs from 82.

82. Kitchen

30' x 30' hot and steamy kitchen.

Smells like smoke and greasy gruel.

- Five human slaves tend the kitchen. Two young women, one young man, a boy, and an old woman. They speak Tribesmen and Gnollic, and know nothing outside of the palace. They will be terrified of intruders. [HD ½, AC unarmored]
- Two Minotaurs supervise. Moos and Horni [HD 6, AC as chain, damage headbutt for 2d4, bite for d3 or battleaxe for d10] moo loudly while fighting, alerting those within 50'.
- The food is edible, but disgusting, greasy mush. Keeps for a week.

83. Office of the Guard

10' wide hall wraps around 15' x 30' office

- Gnoll guards watching both the north and south doors to the hall, standing at the eastern wall. [HD 2, AC as chain, damage d10 halberd]
- Meeting of commanders, discussing patrols, supplies and slaves.
 - Gradsh, gnoll commander [HD 2, AC

chain, damage d10
2-handed sword]

- Bullick, minotaur chief [HD 6, AC leather and shield, damage d10 battleaxe]. Father of the minotaur king. 2nd in command behind him.
- Barkbite, dogbrother hetman [HD 4, AC as chain and shield, damage d8 sword and d4 bite]
- Hssssdk, lizardman warleader [HD 2+1, AC chain and shield, damage d8+1 saw-toothed club, 4 d4 darts]
- Case, locked. 4000 cp and 2000 gp in bags of 100 coins each. Crude maps of each level, but no sublevels or secret areas.

84. Beam of Blasting Light

50' diameter dome, 40' ceiling in center. Lit by shaft of light. Sizzling sound.

- Shaft of light, 10' diameter. From the center of the ceiling to the north end of the floor. Sizzles where it touches. The beam moves south, 5' per turn. 8d6 damage, save v. dragon breath for half. Will reach Holoste in 3 turns.
- Tribesman chained to the floor. Holoste, 4th level LE cleric, has nothing. [HD 4, AC unarmored, Spells: Cure Light

Wounds, Protection from Good, Find Traps] Lone survivor of fight with lizard men.

- Three gnoll cubs watch and wait for Holoste to burn.

85. An ... Empty Room

50' x 15' quiet, empty room, marble panel walls

- Glowing amber eyes on North wall. Emanate a feeling of evil. Anyone staying in the room for 3 melee rounds must save v. magic or become convinced they are paralyzed.
- *Secret doors to the East, South and West are disguised as marble panels.*

86. Hall of Harrowing Hands

10' x 15' corridor leads to 50' of a 10' wide staircase

- When entered, long arms sprout out of the walls (fleshy soft but stone cold), and brush over anyone passing through the hall and the first 20' of stairs. They are harmless if not attacked. But if agitated:
 - 2d4 can attack one person a round [HD ½ AC, as shield, attack as 4 HD for d4 damage, immune to fire]. A fireball will stun them for d4 rounds.
 - The arms can telescope out to a length of 6'.
 - They will remain agitated for 2 hours.

87. Habitat of Gnoll Females and Cubs

30' x 30' room

- 20 female gnolls [HD 2, AC as leather, damage d8 or by weapon]. Apathetic to intruders, or to the harm of just a couple cubs. If they are attacked, or many cubs are slaughtered, they will fight to the death.
- 35 gnoll cubs. [HD ½, AC as leather, damage bite for d3]
Maturity determined by d6:
 - 1-3: HD is d4, small cub
 - 4-5: HD is d8, growing cub
 - 6: HD 1+1 at d8, almost full grown

88. The Inner Habitat

20' x 30' room

- 6 old female gnolls, [HD 2, AC leather, damage bite for d3] in charge of the non-military aspects of gnoll society. One sits on a box in the Northeast corner, *containing 1000 gp, four 100 gp ambers and a 50 gp turquoise.*

EXTRAS

New Monsters & Noteworthy NPCs

G'RUK THE FISH-FINDER, a Lizardfolk Shaman. Level 4 Cleric. [4HD, AC as Leather+Shield attacks with mace 1d8, spells, or deadly powder.]

d10: 1-6 +1 to hit for lizard men from whipping them into a frenzy.

If killed, allies 1d100: 1-25 flee in terror. 26-60 fight normally. 61-85 +1 to hit in frenzy. 86-00 berserker rage +2 to hit and +2 damage, gain 50% more HP, and decrease AC by 3.

Spells: Cause light wounds, cause fear, hold person.

G'ruk has: A bag of Poison Powder, mixed into weapon coating paste or tossed as a 10ft square cloud. 1d10: 1 the bag doesn't open. If it does, dust cloud. Save vs Poison, death on failure or d8 damage on pass.

- Two bags of useless powder
- One bag of alum
- Set of divining sticks
- Human jerky, bones, and a hand.
- Several teeth
- Potion of Control Undead
- 4 Sacred Stone

WANDERING TABLES

Level One 1d10 (1 - 27B, excluding Room 9 - 13)

1) Gnoll Patrol A: see GNOLL PATROL.

2) Lizard men Patrol A: see LIZARD MEN PATROL.

3) 4 Giant Rats: AC: 7[12], Move: 12", HD: ½, Damage: bite for 1 - 3 + 1 in 20 chance of disease (save vs poison.). 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, sick and bedridden for one month.

4) See BAND OF BOLD TRIBESMEN.

5) Gelatinous Cube:

AC: 8[11]

Move: 6", HD: 4, Damage: 1d6+1 + save vs. paralyzation or be anesthetized

HP: 24, Immune to Lightning, Cold, Paralyzation, Fear, and Polymorph.

34 GP, 10 SP, a Bronze Dagger, a 200 GP Topaz Gem Stone, a Steel ball-bearing, and a marble from Room 89.

6) Tribesman Funerary Procession (only in Rooms 5 - 27B.) If the party is not present, the procession will be located in Room 27B and will remain there for 3d6 turns after the encounter is determined.

Consists of the same entourage as described in Room 23, but with an additional 1d12 0-level types. All wear black robes and the 0 level types will have their faces painted in bright, garish colors.

The body is borne by 6 men (0 levels) of 4 HP each.

There also will only be four 1st level fighters in plate mail:

AC: 3[16], Move: 6", HD: 1, Damage: Spear 1d6 and Broadsword 1d8
HP: 4, 6, 3, 8;

One 2nd level fighter in plate mail:
AC: 3[16]

Move: 6", HD: 2, Damage: Spear 1d6 and Sword 1d8
HP:13.

7) 1d4 Stirges:

AC: 7[12]

Move: 18", HD: 1, Damage: 1d3 + 1d4 automatic blood drain per round thereafter

HP: 8, 6, 4, 4.

8) Tribes Men Religious Procession (only in Rooms 15 - 27B. Religious ceremonies. See Room 23, Duration: 18 turns).

9) Gnoll Patrol B: See GNOLL PATROL.

10) Reroll on level 2 table.

BAND OF BOLD TRIBESMEN. 1d6

1-2 Band 1:

Led by level 2 fighter in platemail.
Align: N. AC: 3[16]. Move, 6", HD: 2, HP 11, Damage: Spear (d6) & Broadsword (d8), STR: 12, DEX: 13.

Level 4 Cleric of The Dark One
Align: LE, AC: 6[13] (Leather and Shield)

Move: 12", HD: 24, Damage: Mace (1d6),
HP: 12

Spells: Cure Light Wounds, Cure

Light Wounds, Animate 3 Undead (Skeletons or Zombies) once daily and Control Undead (2d6. 7:3 HD of undead 9: 4 HD of undead. 11: 5 HD of undead.) Carries a hooded rock on the end of a stick with a Continual Light spell on it.

4 level-1 fighters

Align: N. Leather Armor, Shield. AC: 6[13]

Move: 12", HD: 1, Damage:

Spear(1d6),

HP: 6, 8, 4, 7.

The group has: 2 50' Coils of Rope, 36 Torches, 5 Bronze Spikes, Rations for 6 for 4 days, 6 Flagons of Water, 1 Flagon of Weak Wine, 2 Bronze Daggers, a Stone Hammer.

3-4 Band 2:

Level-1 fighters.

Leather Armor, Shield and Spear.

Align: N, AC: 6, Move: 12", HD: 1,

Damage: Spear(1d6.)

HP: 2, 5, 4, 4, 4, 6.

The group also has: 2 50' Coils of Rope, 36 Torches, 5 Bronze Spikes, Rations for 6 for 4 days, 6 Flagons of Water, 1 Flagon of Weak Wine, 2 Bronze Daggers, a Stone Hammer.

Whipped into a battle frenzy by Clerics and seek death in combat with no morale checks.

5-6 Band 3:

Escaped slaves from 3rd level.

AC: 9[10]

Move: 9", HD: ½, Damage: 1-2.

HP: 2, 2, 2, 2, 1, 1.

Scared for their lives. d10: 1-6 = a Gnoll Patrol arrives in 1d4+1 combat rounds. (See GNOLL PATROL tables.)

Level Two 1d10

(28 - 53, *excluding* 37, 39A, 40, 41, 45, 53)

1) Lizard Men Patrol B: See LIZARD MEN PATROL.

2) Gnoll Patrol B: See GNOLL PATROL.

3) Gnoll Patrol C: See GNOLL PATROL.

4) 2 - 5 Stirges: AC: 7[12], Move: 18", HD: I, Damage: 1d3 + 1d4 points automatic blood drain per round thereafter, HP: 6, 7, 4, 5, 3.

5) 2 Spiders: AC: 5[14], Move: 15", HD: 3, Damage: bite for 1d4 + save vs. poison or be paralyzed 10+1d6) turns. Each additional bite raises number needed to save by 1.

6) Ochre Jelly: AC: 8[11], Move: 3", HD: 5, Damage: 2d6, HP: 24.

7) See BAND OF BOLD TRIBESMEN.

8) Battle between a BAND OF BOLD TRIBESEMEN (Band 2) and a patrol of Lizard Men (see LIZARD MEN PATROL.) 1 Tribesman and 1 Lizard man will be dead and at least 2 members on either side have lost 1d3 HP. If unaided, the Tribesmen will be killed except the fighter with 2 HP who will be taken unconscious to whichever group the Lizard Men are directly in the service of (see LIZARD MEN PATROL.)

9) Living Stone Statue: Destroys all living creatures it meets. Unintelligent. Once destroyed, it regenerates with stone from the surrounding walls will be whole again in 3 turns. Each turn, 1d10: 1 it

randomly teleports to another place in the caverns. May permanently destroy the statue by placing the head on a non-stone, non-earth item, such as a wooden table or to carry it. (200 encumbrance points). The statue is AC: 2[17], Move: 6", HD: 8, Damage: 2d6 HP: 32.

10) Encounter from (roll d10) 1 - 2: 1st level table, 3 - 10: palace table.

the door and be prowling around on this level for booty.

Type I Demon

AC: 0[19], Move: 12/18"

HD: 8, Damage: 2 claws 1d4 each, 2 talons 1d8 each, 1 bite 1d6, HP: 47.

2) Special: Nothing unless the Immortal King in Room 53 E has been disturbed. If so, undead creature prowls about its former demesne in search of living flesh. This creature will leave the Room 53 Complex if the door to Room 53 from 53 A is not spiked shut. It will not attempt to leave through either of the other exits from this level, although it may seek to travel astrally or ethereally.

3 - 9) Small spiders and little insects make scurrying noise.

10) G'ruk the Lizard Shaman. He will be exploring the sacred area and may be found in any unsealed area except for 53 E.

Room Complex 40 (A - I):

Nothing when discovered. In later sessions, use the level 2 encounter table.

Room 41 (A - B):

Nothing when discovered. In later sessions, use the level 2 encounter table.

Room Complex 45 (A - I):

Nothing when discovered. Between adventures, roll 1d10: 1-2 allows the monsters to discover the area, enabling use of the level 2 encounter table. They will also find it if searching for the location of adventurers who mysteriously disappeared.

Room Complex 53 (A - J) 1d10:

1) Special: Nothing unless Door No. 3 (to the Astral Plane) is opened in Room 53 A. If so, then a Type I Demon will have entered through

Level Three: The Gardens 1d10

(54 - 69)

- 1) The Dryad Astraea (56)
- 2) The Dryad Eidothera (60)
- 3) The Dryad Calliste (58)
- 4) The Dryad Jocasta (65)
- 5) 20 Cattle: AC: 7[12], Move: 15", HD: 2, Damage: 1d4, Beast Men's food supply. Wandering the gardens and occasionally chased into the palace itself when the hydra is stalking prey. (Never on the dungeon level.)
- 6) Gnoll Patrol D: See GNOLL PATROL Tables.
- 7) Troupe of 12 Human Slaves: AC: 9[10], Move: 9", HD: ½, Damage: 1d2 or by weapon type -1, Performing maintenance chores - scrubbing walls, watering trees, trimming shrubbery. If freed, will join party, but will instantly side with a Beast Man Commander of any race. Morale is 2d6 which must be rolled under on a d20 at the start of every melee. Will flee with a 10% cumulative chance of changing sides each time.
- 8) Hydra (Room 70)
- 9) Reroll on Level 2 table.
- 10) Reroll Level 3 Palace and Dungeon table.

Level Three: The Palace and Level Four: The Dungeons 1d6

(70-116)

- 1) Gnoll Patrol E: See GNOLL PATROL.
- 2) Lizard Men Patrol C: See LIZARD MEN PATROL.
- 3) Human Slaves: Treat this group of slaves as per the Troupe of Human

Slaves (Level 3: The Gardens, No. 7) but there will only be 8 slaves.

- 4) The Minotaur King and his Entourage: as described in Room 72. 1d6:1-3 accompanied by a second Gnoll patrol (roll on the table.) The King may obtain up to 4d8 of healing per day from his grandmother.
 - 5) Two Minotaur Guards: AC: 6[13], Move: 12", HD: 6, Damage: butt for 2d4, bite for 1d3 and battle axe for 1d12, HP: 28, 36.
 - 6) A Random Dryad from the Garden area (No. 56 - 65.) Roll on the Dryad Tables. The palace is basically out of bounds to the tree people who will not go there unless physically forced.
 - 7) The leaders of the various Beast Men (Room 83)
 - 8) Lizard men Patrol C
 - 9) The Clerical Minotaur Cow (Room 111)*
 - 10) Encounter from Level 3: The Gardens (reroll on Garden table)
- NOTE: If a dryad is indicated, ignore Dryad name and treat as a random Dryad and refer to No. 6 of the Palace and Dungeon level table.

Dryad Tables

Dryad Table 1 1d10

1. Astraea (56)
2. Briseis (57)
3. Calliste (58)
4. Deianira (59)
5. Eidothera (60)
6. Flora(61)
7. Gaia (62)
8. Hypermnestra (63)
9. Iphigenia (64)
10. Jocasta (65)

Dryad Table 2 1d20

1-8) Captive and escorted by two Gnoll guards, AC: 5, Move: 9", HD: 2, Damage: 1 - 10 with twohanded Sword, HP: 14, 4.

9-12) Escaping Captivity. 50% chance of being pursued by 1 -4 Gnoll guards (see Stats above). HP: 6, 14, 9, 13.

13-14) Subverted to aid of Minotaur King. She will lead adventurers into a trap (Detect Evil will reveal her nature).

15-16) She is dying (20% chance that she is already dead). There is a 60% chance that a Gnoll patrol will be standing over her body. Determine composition of patrol on GNOLL PATROL tables below.

17-19) She is in hiding and will attempt to remain hidden, even from adventurers.

20) She is insane and allowed to wander about the palace and grounds. She will bear the marks of torture. Her face is marred beyond all repair.

Room 117

There will be no wandering monster or encounter in this chamber, but an encounter outside of it will be rolled on the Level 3: Garden tables.

Level Three - A (118 - 126)

Any wandering monster indicated on this level will be the wandering Statue of Bronze (see Level 3 - A, Introductory Note).

GNOLL PATROL TABLES

Table I: Patrol Composition 1d6

AC: 5[14], Move: 9"

Damage: by weapon type, HD: 2.

"Special" indicates, a roll on Table III.

Weapon type (Table II) must be determined for all Gnoll patrols.

1) (A) 4 Gnolls, HP: 8,8, 10, 9.

2) (B) 4 Gnolls + Special, HP: 12, 9, 8,8.

3) (C) 6 Gnolls, HP: 10,10, 9, 7, 4, 6.

4) (D) 6Gnolls+Special, HP: 8, 11, 10, 7,9,9.

5) (E) 8 Gnolls, HP: 12,12, 8, 11, 13, 9,9, 10.

6) (F) 8 Gnolls + Special, HP: 15, 8,8,8, 11,11, 9, 10.

Table II: Weapon Type

1) Halberds

2) Halberds

3) Two-Handed Sword

4) Halberds and Longbows

5) Longbows and Morning Stars

6) Battle Axes.

Table III: Special Patrol Members

1) Dog Brother fighter: AC: 6[13], Move: 12"

HD: 4, Damage: Sword 1d8 and/or bite 1d4, HP: 25. He is the Patrol Commander.

2) Dog Brother Magic User: AC: 6[13], Move: 12"

HD: 4, Damage: two Daggers 1d4 each and/or bite 1d4

HP: 27

Spells: (as a 4th level Magic User)
Charm Person (x2), Shield, Sleep, Web (x2).

3) Minotaur: AC: 6[13], Move: 12", HD: 6, Damage: butt 1d6+1, bite 1d3 and/or Battle Axe for 1d12, HP: 35.

4) 2 Lizard Men: AC: 4[15], Move: 6"/12" (swimming)

HD: 2+1, Damage: club 1d8 and 4 darts 1d4 each

HP: 9, 7.

5) 1d6 Human Captives. Tribesmen slaves who attempted escape, being returned for punishment or execution. Desperate.

AC: 9[10], Move: 9",

HD: ½, Damage: 1d2 or weapon type -1

HP: 2,2, 3, 4,4,4 . If freed, willingly serve as slaves to saviors. Speak Gnollic and some Tribesman.

6) 2 of the above. Reroll and ignore rolls of 6. Duplicates are allowed.

LIZARD MEN PATROL TABLE

All serve the Minotaur King except Patrol A.

Their statistics will be listed under A.

All other patrols are AC: 4[15]

(armed with Shield) Move: 6"/12"

(swimming)

HD: 2+ 1, Damage: club 1d8 and 4

darts 1d4,

"Special" indicates a roll on GNOLL PATROL Table III.

1) (A) Lizard men in the service of

G'ruk the Shaman of the Lizard

People

AC: 5[14], Move: 6"/12", Damage: 2

claws for 1d3 each and bite for 1d8

HP: 9, 11, 10, 7.

1d10: result of 1: they will be

accompanied by the Shaman G'ruk.

2) (B) 6 Lizard Men

HP: 12,12, 9, 8, 11, 12.

3) (C) 6 Lizard Men. 1d6: 1-3: add a

Special.

HP: 17, 15, 8, 11, 14, 10.

4) (D) 6 Lizard Men + a Special.

HP: 6, 11,11, 10,12,9.

The individual patrols are not to be treated as individual characters. A patrol may be rolled more than once.