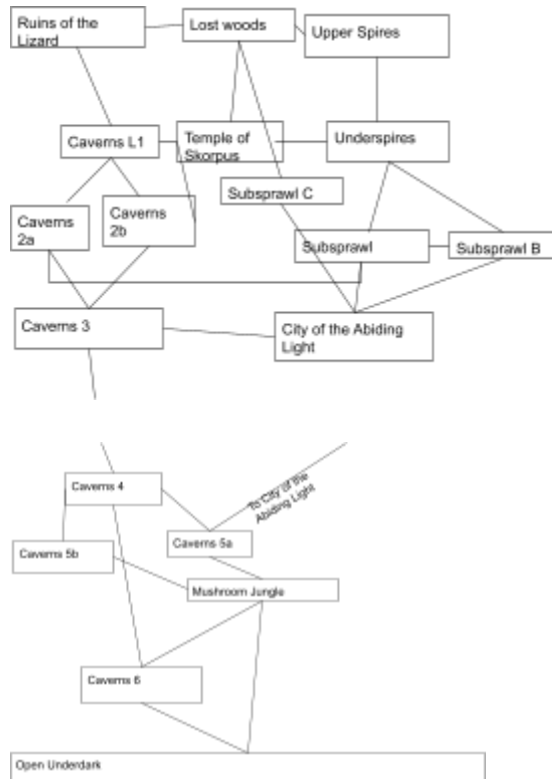




General Notes

This place is an ancient lizardman stronghold corrupted by Chaos. There's still lizardmen in the depths, but the place is thoroughly corrupted.

Random encounters

L1/upper works

Roll	Encounter
1	2d4 lizardmen with axes and 3 javelins
2	2d4 lizardmen with 3 javelins mounted on giant lizards.
3	2d6 unarmed lizardmen or gnolls (Depending

	on which side of the clearing)
4	A random swamp encounter
5	1d4 gnolls with greatswords and 1d4 with spears and shields
6	1d4 gnolls with spears riding giant hyenas
7	Roll twice on this table, if both gnolls and lizardmen are encountered they fight
8	Roll on the table for L2

L2a

Roll	Encounter
1	1d6 ghouls
2	1d6 giant spiders
3	1d6 lizardmen with 1d6 giant lizards
4	1d6 Beasts of Chaos of random colors
5	1d4 ghosts and 1d4 ghouls.
6	Roll on Level 1 table
7	Reroll twice on this table
8	Roll on Level 3 table.

L2B

Roll	Encounter
1	Grey ooze
2	1d6 goblins

3	1d6 giant fire beetles
4	1d6 goblins and a bugbear
5	1d6 altered
6	Roll on the table for L1
7	Roll twice
8	Roll on the table for L3

L3

Roll	Encounter
1	1d4 lizardmen
2	1d4 manes
3	1 dretch
4	2d6 skeletons
5	Wererat
6	Roll on L2 (roll d6, evens L2a, odds L2b)
7	Roll twice
8	Roll on L4

Upper Works

Traps

Pit icon: Pit trap, 10' deep with spikes, 3 in 6 to fall in.

Rooms

1. 3 lizardmen, carrying spears with 9 SP each. There are also stairs down to Room 1 on Level 1.
2. 4 lizardmen and a giant lizard. They guard a staircase down to Room 3 on Level 1. One lizardman rides the giant lizard around the outside of the building. The lizard will roar if it sees the players, rousing the others.
3. The stairs in this room, which lead to Room 4 on Level 1, are hidden by a secret trapdoor. There is also a chest containing 98 CP and a thick layer of yellow mold. Saves vs the spores are made at -3 due to the volume of spores released. The floor is covered with a thin layer of yellow mold, which will only release spores if vigorous activity or conditions which allow it to grow are in the room. Saves are made as normal.
4. 5 lizardmen roasting a swamp beast. They will rouse the others into action on the first round of combat.
5. 4 lizardmen around a campfire. One has a bugle, and will blow into it to rouse the others into action.
6. 3 lizardmen around a supply dump of javelins.
7. 3 gnolls guarding a spiral staircase down to Room 6 on Level 1
8. 4 gnolls and 2 hyenas. The hyenas patrol around the building.
9. 5 lizardmen with axes and spears. They're cooking 2 hyenas and 4 gnolls.
10. A statue of a woman holding a scimitar by her side and a sceptre pushed out. Its head has fallen off and is lying on the floor.

Monsters

Lizardman: 10 HP, 2/1/1d6, AC 4. Javelins 1d6, clubs 1d8. XP

Lizardman 2: 8 HP, 2/1/1d6, AC 4. Javelins 1d6, spears 1d6.

Lizardman 3: 10 HP, 1/2/1d6, AC 4. Javelins 1d6, axes 1d8.

Gnoll: 6 HP, 1d6 bite, otherwise as per weapon type. Greatsword 1d6+1, battleaxe 1d6.

Gnoll 2: 12 HP, 1d6 bite, otherwise as per weapon type. Greatsword 1d6+1, battleaxe 1d6.

Gnoll 3: 9 HP, 1d6 bite, otherwise as per weapon type. Greatsword 1d6+1, battleaxe 1d6.

Hyena: 12 HP, 1d6+1 bite, AC 7

Giant lizard: 15 HP, AC 5. 1d6 bite.

L1

Notes

Gnoll women do the fighting, male Flinds do the fighting.

Rooms

1. Stairs up to Room 1 in the Upper Works. 4 lizardmen.
2. A Lizard King with 7 lizard men and 7 giant lizards. It sits on a 150 GP throne, on a pile of 2150 GP and a +1 scimitar. One of the lizardmen uses the scimitar.
3. Stairs up to Room 2 in the Upper Works. There is a tapestry on the back wall, and a single lizardman.
4. A pool of water in the corner. The pool is filled with piranhas, which do 1d12 damage to anyone inside the pool each round. There is a box of 125 GP at the bottom of the pool. There is also a staircase to Level 2a, outside of the pool. There are 20 gnolls, 5 hyenas, 10 lizardmen, and a 5-headed hydra fighting over the water. A tree is forcing its way up through the floor from 2a There's a tree growing up through the floor from Room 5 on L2a.
5. Characters must make their save vs magic or be teleported to Room 4 in the Temple of Skorpis. There is a huge 11-pointed star on the floor.
6. Stairs up to Room 7 in the Upper Works. 5 gnolls with 7 SP each.
7. Stairs up to Room 8 in the Upper Works. 8 gnolls with 1 SP each.
8. A Flind with 6500 CP, a +1 greatsword, and 400 GP. There is also 10 gnolls protecting him.
9. 50 male gnolls and 75 young gnolls with 20 females. There's also 18 barrels of water and 6 of beer. Some of the slaves are brewing beer, while others farm edible fungi. The other slaves forge weapons or skin lizardmen.
10. 4 ghouls and a staircase down to Level 2a .

Monsters

Lizardman: 10 HP, 2/1/1d6, AC 4. Javelins 1d6, clubs 1d8. XP

Lizardman 2: 8 HP, 2/1/1d6, AC 4. Javelins 1d6, spears 1d6.

Lizardman 3: 10 HP, 1/2/1d6, AC 4. Javelins 1d6, axes 1d6.

Lizard King: 20 HP, 1d6+5 trident, AC 3.

Flind: 14 HP, 1d6/1d6 2-headed flail, AC 3.

Gnoll: 6 HP, 1d6 bite, otherwise as per weapon type. Greatsword 1d6+1, battleaxe 1d6.

Gnoll 2: 12 HP, 1d6 bite, otherwise as per weapon type. Greatsword 1d6+1, battleaxe 1d6.

Gnoll 3: 9 HP, 1d6 bite, otherwise as per weapon type. Greatsword 1d6+1, battleaxe 1d6.

Ghoul: 7 HP, 1d6 claw, paralysis. AC 6.

L2a

Notes

Rooms

1. 5 ghouls and a ghast. There is also 750 EP and a 1000 GP silver necklace.
2. 2 ghouls
3. The room has normal fungi growing on the floor. 2 in 6 are edible.
4. You can hear rustling leaves. There is a giant spider corpse
5. A single dryad and her tree. She has a partial map of the level, showing the secret doors and positions of rooms 1,2,3,4,5,6,7,8, and 11 and 10,000 GP in a chest
6. 2 Potions of Plant Growth. The Dryad will pay 1000 GP per bottle given. There is also a pair of acorns. Stairs down to L3
7. A huge crypt. There are 138 skeletons, all of which are currently dead. They will rise at a rate of 1 on the first round, 2 on the second, 4 on the third, 8 on the fourth, and so on. There are also 18 ghouls and 3 ghasts, who will rise in the same manner, starting on the third round for the ghouls and fifth for ghasts. There is 9000 CP, 3000 EP, and 3 pieces of jewelry. The jewelry is valued at 700 GP, 400 GP, and 5000 GP. The first one is a silver necklace, the second an ivory brooch, and the third a silver circlet, inlaid with gems.
8. A stairway down to a passage. The passage leads to the Subsprawl.
9. A towering pillar of chaos energy. Roll to save vs. magic for all in room: failure means roll d10, 1-6: remove one from a stat, 7: lose 1 HP permanently, 8: the player is teleported to a random room on this level, 9: the player is teleported to Room 9 on a random level in the Caverns, 10: the player turns into a random monster. Success means that you also roll a d10, 1-6 add 1 to a stat, 7 gain 1 HP permanently, 8 allow someone else to save and roll again, 9: teleport to Room 9 (or whatever else is highest) on a level in the Caverns of the player's choice, 10 turn into a monster of the player's choice
10. Stairs down to Level 3. 5 blue, 5 red, and 2 black Beasts of Chaos.
11. An Engine of Wrath. Engine of Wrath is giant machine of steel and flesh, summons 1d4 ghouls or 1d6 skeletons or zombies each round. Silver and gold is worth 4400 GP, Gem of Undead Animation (Animate 1d6 corpses as zombies or skeletons), 141 GP worth of copper wiring, 76 GP worth of steel casing.
12. 5 red Beasts of Chaos, 2 blue, 1 white. 2140 GP, 800 GP jewelry, a 6 GP button, and a 36 GP ring
13. An altar to the Chaotic god of unthinking violence, Torrammex. Uttering the name Torrammex when touching the altar will grant the party a boon of 900 XP each. Touching without uttering Torrammex will summon 1d6 Beasts of Chaos
14. A +1 returning dagger in a case.

15. An Observer. He oversees the level, and there's an animated map of it with all of the creatures on this level marked.
16. Cobwebs
17. Bat guano on the floor. Characters with over 13 dexterity can jump over the short bars, characters from 9-13 must roll under their dexterity, and others cannot get over without magical assistance.

Monsters

Ghoul: 7 HP, 1d6 claw, paralysis. AC 6. XP 60

Ghast: 12 HP, 1d6/1d6 claws, paralysis. AC 4. Save 13, XP 240.

Giant Spider: 10 HP, 1d6 bite, webs as Web spell, surprise 5 in 6. AC 6.

Dryad: 5 HP, 1d6 wooden blade, AC 9.

1d6 bite, webs. Surprise 5 in 6. Save 16, XP 60.

Skeleton: 5 HP, 1d6 rusty spear

Engine of Wrath: 21 HP, 1d4/1d4 blades. Summons skeletons, zombies, ghouls. Animates corpses as ghouls. XP 600. Move 1.

Beast of Chaos, red: 6 HP, 1d4/1d4/1d8 claw/claw/bite/fireblast. Fireblast=1d4 damage to all in cone of 20ft long, 30ft wide at end. 60 XP. AC 5. Save 16, move 12.

Beast of Chaos, blue: 9 HP, 1d4/1d4/1d8 claw/claw/bite. Can teleport enemy up to 20 feet. 120 XP. AC 5, save 16.

Beast of Chaos, black: 6 HP, 1d4/1d4/1d6 claw/claw/bite. Heals 1 HP per point of damage it inflicts with bite. Undead. Save vs. poison or develop a disease from each claw attack. 120 XP, AC 5, save 16.

Beast of Chaos, white: 4 HP, 1d4/1d4/1d4/1d4 OR 1d4/1d4/1d8. Flies. 15 move. Blasts lighting for 2d10 damage or 1d10 to two targets. 240 XP, AC 5, save 16.

Overseer (beholder): 45 HP, 2d4 bite, AC 3. Eyebeams:

1. Chaos Blast (Save or roll d10: 1-6: remove one from a stat, 7: lose 1 HP permanently, 8: the player is teleported to a random room on this level, 9: target dies, 10: the player turns into a random monster.)
2. Charm Monster
3. Sleep (single target, unlimited HD. Remains asleep as long as Overseer continues to watch it)
4. Telekinese 250 pounds
5. Flesh to stone
6. Disintergrate
7. Fear
8. Slow
9. Cause serious wounds
10. Death ray
11. Monster Summoning (2d6 CL 1 creatures)

L2b

1. 4 gems in a sack, with a scroll covered in Explosive Runes
2. 2000 CP and 200 PP in bags. Snakes also live in the bags.
3. Ceiling is covered in moss and wet slime, broken pickaxe handle on floor. Small table in middle of room, lantern (hooded) sitting on table.
4. A single Grey Ooze
5. A spectre and a pair of skeletons.
6. A crypt. The coffins are normal, and there is a great statue of Trorrammex, Chaotic god of unthinking violence.
7. A broken sword blade
8. A beaker of grey ooze extract, a brazier, and a book on alchemy. The brazier is burning deadly nightshade, releasing toxic smoke into the air (Save vs. poison at +3 or die)
9. 11 giant fire beetles in a room with a large cabinet. The cabinet contains a basket of wilted herbs, an unlit candle, and a kitchen grater. There is a bench with a pot of rotten stew on it.
10. A fireplace and wood. The fireplace has a chimney which leads all the way up to the surface. The fireplace is lit, and the room is protected by 17 goblins
11. 14 goblins cooking giant fire beetle.
12. 4 bugbears leading 20 goblins. The goblins are carving a statue of Magliubyet. The goblins have
13. 27 Chaos Shards
14. Pool of water in the middle of the room, 15 barrels of water.
15. A workbench with a tank for liquid fitted underneath, a funnel leading in, and a valve leading out. A magic circle is in the middle of the room
16. 8 Altered. One is working a mortar and pestle, 2 are on guard at each door, and 1 is boiling a kettle. They have a
17. 6 Altered and 3 Warped.
18. This room is filled with mosaic tellings of lizardman tales. (100 XP) There is also stairs down to L3.

Monsters

Bugbears: 15 HP, AC 5, save 14, 1d10 greatsword, move 9, surprise 3 in 6.

Goblins: 5 HP, AC 6, 1d6 hand axe, 18 save, move 9, 10 XP.

Grey Ooze: 11 HP, immune to blunt, 2d6 acid, save or melt metal. 240 XP

Giant Fire Beetles: 5 HP, AC 4, 3d8 bite. Save 18, XP 15.

Chaos Shards: 1 HP, AC 3, 1d6 damage suicide burst, single target

Altered: 3 HP, AC 5, 1d6 damage dagger. Single cast Shield, permanently detect magic. XP 30. Save 17.

Warped: 8 HP, AC 4, 1d4/1d4 claws. Single cast Slow and Shield. XP 240. Save 16.

L3

Notes

Chaos gets stronger at this depth

Rooms

1. One of the doors out has an open pit trap in front of it, with 2 skeletons in the bottom. The other one is normal.
2. A small fountain, with waters removing curses if someone prays to the Lord of Scales, Hork.
3. Paintings of lizardmen fighting back demons decorate the walls. Behind the Empress and a Greater Demon is the secret door.
4. Stairs up to 2B. The long corridor has 20 columns, with one every 10 feet.
5. 100 pieces of cursed gold. They're marked with a lizardman's head on one side and a glaive on the other. There's also 8 corpses in the pile. Any character taking the gold is 1% likely to be pursued by a revenant for every piece of gold taken. Stairs up to L2a.
6. This room has a wererat and 4 skeletons.
7. This room rotates clockwise by 90 degrees once per day.
8. 6 ancient lizardmen wielding bastard swords and round shields and wearing bronze plate armor. They fight 3 zombies. There is 5000 SP, a 4 GP brass ring, a 64 GP ceremonial breastplate, and a 430 GP gemstone.
9. An 8-pointed star of Chaos on the floor, writ in ash
10. 9 skeletons led by a Dretch. There is also a pair of Manes. They have 590 GP in a chest with contact poison on the container, a Decanter of Endless Water, a 730 GP diamond, 2 3 GP scapolites, 4 110 GP arm bands, a 960 GP necklace, and a 77 GP garnet
11. Bed and table with a candle stub and book on smithing written in ancient lizardman. (100 XP)
12. An empty forge
13. Empty weapon racks and stairs down to L4. Stairs up to L2b.
14. A bed frame and stairs down to L4
15. 2 ghouls fighting 3 lizardmen.
16. Statues of the leaders of the three dynasties who existed prior to the construction of this fortress (150 XP)
17. Small busts of Lizardman Emperors, organised by dynasty. There are 4 busts, each worth 40 GP. A single Scion of Juiblex with 80 GP in a chest on his back.
18. 295 GP in a chest with contact poison on the lock. Also stairs down to L4.
19. A barracks filled with bunks and rotting mattresses. Also stairs to the Subsprawl.

Monsters

Wererat: 17 HP, 1d3 bite+1d6 shortsword, AC 6, save 14, move 12, XP 120

Skeleton: 3 HP, 1d6 shortsword, AC 7, save 17, move 12, XP 15.

Lizardman: 15 HP, 1d8+1 bastard sword two handed, 1d8 one handed. AC 2, save 16, move 12, XP 30.

Dretch: 13 HP, 1d4/1d4/1d6 claw/claw/bite, AC 2, save 13, move 9, XP 400.

Manes: 7 HP, 1d2/1d2/1d4 claw/claw/bite, AC 7, save 18, move 5, half damage from mundane weapons. XP 30.

Ghoul: 9 HP, 1d3/1d3/1d4 claw/claw/bite, AC 5, save 16, paralysis on claw hit, move 12 XP 60

Scion of Juiblex: 18 HP, AC 5, 1d8 longsword, save vs. poison or die. Weapons melt on striking it below half HP. XP 600.

L4

Rooms

1. A Minotaur with a 58 GP gem in its axe, a 59 GP gold ring in its nose, a 106 GP gold ring, a 147 GP chunk of emerald, a 164 GP ruby, an 1800 GP crown (worth 2700 to the lizardmen because it's the crown to their empire), and 1200 GP. There is also a Bag of Holding and a Protection from Magic scroll. Also stairs
2. 8000 CP. 4 Werebulls.
3. Stairs up to Room 14 on Level 3, and stairs down to Level 5a. There are twisted, half-finished mosaics from when this place was twisted into a hellish labyrinth.
4. Smashed and scattered furniture from the rest of the complex
5. 4 man-sized centipedes. They have 4000 CP and a suit of +2 chainmail
6. A table and 3 tankards of ale. There's also 6 lizardman corpses
7. Stairs down to L6. Also a bar, run by 6 lizardmen and has 27 lizardman patrons, a minotaur, 56 kobolds, and
8. To the left is a false passage, straight ahead is an illusory wall.
9. 5 lizardmen, heavily tattooed with the star of chaos, hanging from a gallows. If disturbed, they will kick and flail, attacking as zombies rooted to the spot.
10. 31 Werebulls led by a Minotaur. They have a Medallion of ESP, a 20 GP set of battleaxe and shield, a 95 GP bracelet, a 1500 GP crown, a quiver of 20 arrows, a 33 GP lock on the chest with all of the loot, a 100 GP chunk of uncut emerald, a 9800 GP diamond, a 200 GP gold ring, an 8700 GP garnet, an 84 GP suit of elfin chainmail, a 109 GP suit of plate armor, a 51 GP bust, a 163 GP suit of ornamental plate mail, 2 138 GP gold-dipped skulls, and 123600 SP. The minotaur wields a +4 battleaxe.
11. Stairs up to Level 3, room 13.

12. A man-sized spider fighting 7 berserkers
13. 30 berserkers. They cook beef and mushrooms
14. Stairs down to 5B, and a herd of 12 bulls and 24 cows.
15. Empty.
- 16.

Monsters

Minotaur: 30 HP, AC 6, 2d4/1d3/1d8 (horns/bite/axe), save 11, move 12, never lost in labyrinths, XP 400

Werebull (bull form): 14 HP, AC 6, 2d4/1d3 (horns/bite), save 14, move 12. Knocks down enemies from horn attacks. XP 120.

Werebull (human form): 7 HP, AC 7, 1d8 (sword), save 17, move 12. XP 120.

Berserker: 8 HP, AC 7, 1d8 (axe), +2 to hit, save 17, move 12. XP 30.

Bull: 12 HP, AC 8, 1d8 (horns), +1 damage on charge, save 16, move 12. XP 60.

Cow: 8 HP, AC 8, 1d4 (headbutt), +1 damage on charge, save 17, move 12. XP 30.

L5a

L5b

L6