

Skifir's Mine

**Dungeon Adventure Sandbox
for BECMI, B/X, and OSE**
For 2-4 players, Character Level 1-3



Skirfir's Mine

Dungeon Adventure Sandbox for BECMI, B/X, and OSE

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Author, Cartographer, & Cover Art

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Skirfir's Mine

Background

The Mine is about a day's journey the frontier town of Farway (or whatever town your PCs are starting in); likely both built and centuries before the town was founded. A series of unfortunate events, including a famine, an orc (or similar) invasion, and instability in the wider world with a loss of outside trade, led to the demise of the original dwarven founders and inhabitants. Since that time it has come to be occupied more monstrous inhabitants. A band of hobgoblins are now in control of the mine, and share it with goblins who they treat as a kind of serf class. The hobgoblins trade with outlaws such as bandits and brigands, and have hired a small band of orcs to acts as guards for the entrance. However, many areas are not fully under control of these creatures but have become the home of an array of other creatures living in out of the way areas of the mine. Of course, the player characters should know nothing of this before arriving, and even questioning the orcs should only reveal that some of the goblins are "big ones."

Any dungeon in the immediate vicinity of the starting town, especially one of human or demi-human origin (such as a ruined castle, fort, or village) may contain documents referring to the mine – placing a note or letter referring to the mine along along with a crude map could be one way to introduce the adventure. The mine itself is probably about one full days journey from town, or maybe up to a maximum of two, with most of the way there being through safe and civilized territory where dangerous random encounters are unlikely. If you have a low-level wandering monster table for the area around town, and geared toward level 1-3 characters, this should be used for the journey. Alternately, due to the shortness of the journey and that only the last few hours are in true wilderness, it is not unreasonable to skip wandering monsters entirely – having assuming not encounters en route, or only selected characters of narrative relevance (if you want to introduce an NPC).

Asking around the local dwarven community may reveal a few distant relative of the mines inhabitants – dwarves whose ancestors may have had cousins living and working in the mines. These know little about the specifics, and know only a vague idea of the general area in which it was. The location has been lost except for the map the players have found. The local dwarves will not initially help the PCs materially, but if a large portion has been cleared they might be willing to come reclaim the rest; this would involve them claiming any loot not already found the PCs, however, as another part of there heritage and reconquered home. If the PCs do not specifically seek out information about the families of the mines original inhabitants they will not know any of this however, as no one will automatically be aware of there find the map (or mine), much less come forward.

Alternately, the PCs could stumble across the mines if they are already exploring the local area outside of dungeons.

How to Run Skirfir's Mine

One thing that needs to be pointed out is that this is intended to be played as a sandbox, the in that the dungeon is designed as a self-contained sandbox location (which the players may visit, leave, and return to). "Sandbox" is used in a lot of different way, however, so its important to explain what is meant by sandbox here.

First, it does not simply mean that player characters are able to solve problems in a variety of ways or that the world will respond to their trying to do whatever they the players decide to do. That would simple be how roleplaying games (especially of the "pen and paper" or "table top" variety) should be played, and usually are. That is simply part of the genera.

Second it does not mean an open world for the players to wander across. This does not contain a large, fleshed out world, and was designed with the expectation that adventures would focus on this one, large dungeon for many session and through several character levels. While you could drop this into that kind of campaign as a location, that is not what is meant by sandbox here.

Rather, saying it is mean to be played as a sandbox here means that there are no set goals, but instead that players are free to set goals for their own characters. While acquiring loot is an implicit goal in the game itself, and likely to be a primary goal players will have for there characters, there is no specific "quest item" they are searching, no amount of treasure they need, and the players are free to priorities loot relative to other goals or interests as they see fit – they could even ignore it if they chose. Put differently, there is no prescribed quest to complete. There is a big different between choosing your own goal, and simply choosing how to achieve a goal that was given to you.

As a result, there is no story being told. There is a backstory, but the story going forward is unwritten and will be the story of whatever the players decide (for their characters) they want to do. This could be a story about...

- A band of heroes stopping dangerous monsters and helping dwarves regain their homeland.
- A merry band of treasure hunters or thrill seekers braving danger for unclaimed gold.
- Up and coming villains befriending monsters and seeking allies for their own rise to power.
- Some heroes from the human world who helped the oppressed goblins overthrow their hobgoblin overlords.
- A bunch of explorers who stumbled upon some hobgoblins preparing for a bloody warriors.
- A hoard of psychopathic "murder hobos" who slaughtered everything in sight just to watch them die and take their stuff.
- Some willy negotiators who played a bunch of monster faction against each other for profit.
- Some lost adventurers trying to survive after wandering into a dangerous location.

The Player Character Party

This is design for 2-4 players and character level 1-4, though its probably best to have at least three players characters. Ideally the PCs should be first level when they start, and will likely be fourth level by the time they finish (assuming they explore most or all of the dungeon).

It is best understood and a level 1-3 mini-campaign for small groups, where having a few characters (especially of classes with lower XP requirement for leveling) reaching character level 4 is acceptable and somewhat expected.

This is in contrast to many classic adventure modules, which were typically target to 4-6 players (or even 6-9 or 10 players). If the number of monsters in some encounters is less than you might be use to seeing in older modules that is why. Then, if the encounters seem too easy, the PCs can just progress faster, deeper, and finish the sooner – if you level one is too easy, there's level two...and three and four.

Conventions & Assumptions

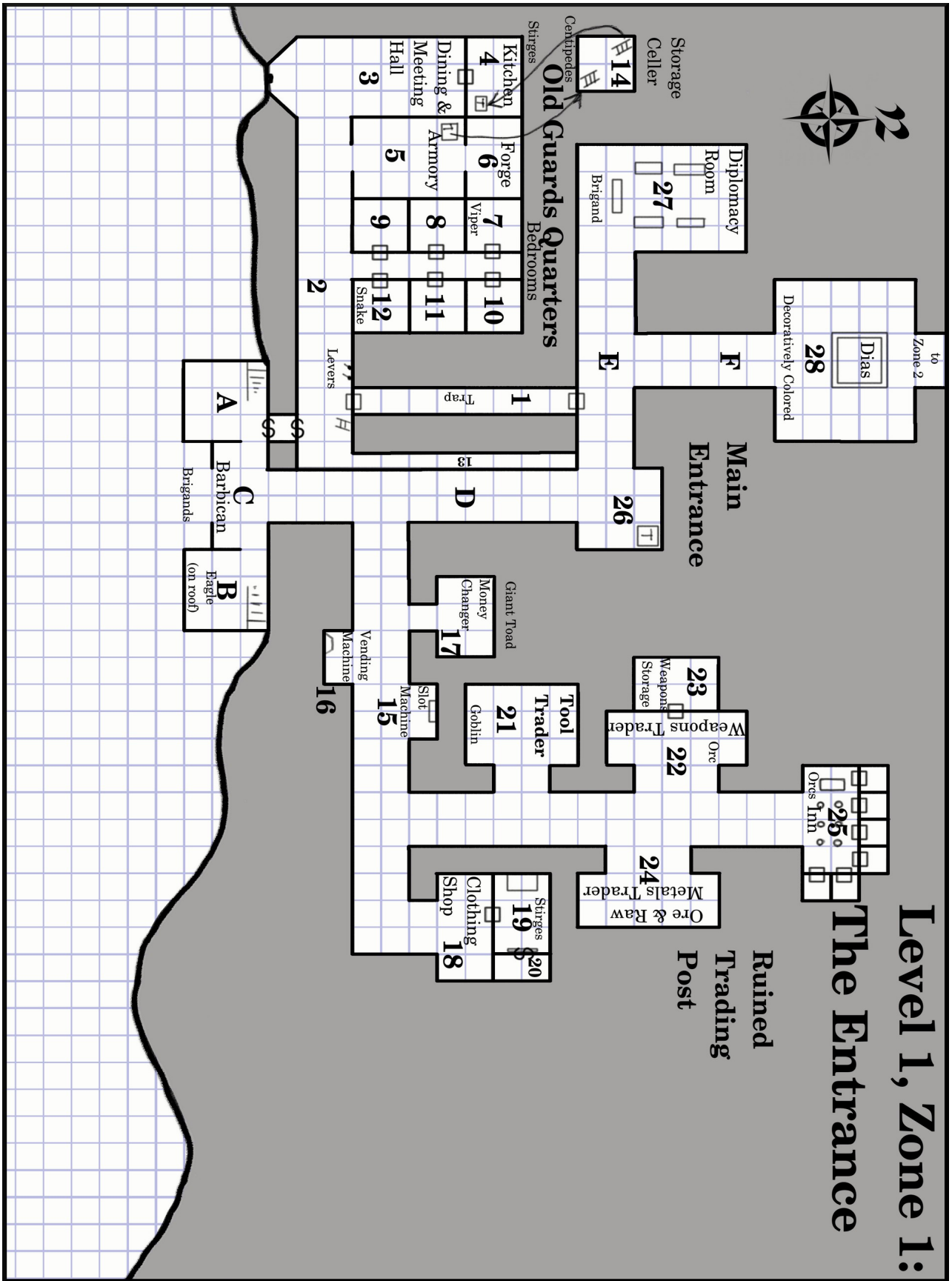
This is designed with the expectation that reaction rolls are being used. Thus, most encounters do not specify specifically whether any creatures met are hostile, friends, or otherwise. When there is a predefined behavior this is given. Otherwise, unless the creature is one that just always attacks, it is assumed a roll is being made – it is assumed that most encounters do not start as immediately hostile. It is not required you use this system, but it is what the dungeon was designed for. Similarly, it is design with the expectation that morale rules are used, so everything does not just fight to the death.

It is also assumed that you will use your own common sense, judgment, and creatively and determining the effect of the players actions, especially between play sessions and when the PCs are spend some time away from the dungeon (allowing for the effects of their last visit to bare fruit).

Approaching the Mine

The mines are found in a mountainous area around a day or two from town, and about half a day's journey into the mountain (and out of civilization). When the mines come into view the players will see a barbican build onto a cliff face, the side of a mountain, as the come up a gently sloping, partially over grown path, with steeper, wooded hill sides to the right (east) and left (west). The barbican and mountain side will be to the north, and are the entrance to the mine, which for the dwarves was also a city and a fortress.

As they approach, unless they successfully take measure to avoid being seen, they will attract the attention of the brigands in the gate house. Make a your reaction and surprise rolls. If the players end up killing the brigands and go home before meeting the other, be sure to account for this change when the return.



The Barbican

This structure is built onto and into the side of the mountain, adding a gatehouse and defensive towers to the main entrance.

A. The Western Tower: An empty three story tower. The first floor has a secret door to room 2 with a 10' passage way ending a steel gate leading into room 2.

B. The Easter Tower: The roof (story three) has the nest of two eagles, which will not fight unless attack or if their nest is threatened.

2 Eagles: AC 7 [12], HD 1, ML 8, HP 5, Attack 1d2/1d2/1d4, Thac0 19 [+0], MV 450'(150'), Save NM, AL neutral, XP 10.

These are just normal eagles, not giant or monstrous versions. In the nest are 3 eggs and 2 small turquoise (worth 10 gp each).

C. The Gatehouse: The gates have long ago fallen off (or been removed). There are two brigands here with a small (stolen) cart of merchant's goods.

2 Brigands: AC 5 [14], HD 1, ML 8, HP 6, Attack 1d8, Thac0 19 [+0], MV 120'(40'), Save F1, AL chaotic, XP 10.

Goods: 3 carpets worth 15 gp each, a roll of silk worth 5 gp, twenty bottle of wine with 1 gp each, 60 gp worth of rare spices, 200' of rope, and food equal to 5 weeks of rations.

They hope to sell or trade the stolen good to the goblins.

The Entrance Tunnels

These tunnels and rooms form the main entrance into the mine, and are flanked by the outer guards barracks and a trading post where the dwarves once exchanged goods (often in bulk) with others. The gate between the tunnels and the guardhouse is also missing. All the tunnels are cleanly carved stone, 20' high at the sides with a slightly arched ceiling peaking at 25' in the center.

D. A 20' wide hall, 100' long running north to south, with a junction to area 15 about 30' in. The western wall has 20 arrow slits spaced 5' apart allowing archers in area 13 to shoot into the hall. (There are no archer's behind the wall, though the PC have no way of knowing until area 13 has been explored.)

E. Hall 20' wide and 80' long running east to west, connected to area F in the center.

F. A hall 20' wide and 50' long running north-to-south.

26. This 30'x30' room has a cistern of water in the north-east corner. The cistern covered by a wooden cover which will break if stood on, dropping the character 10' into deep water (no damage, but must be rescued if unable to climb out using thief abilities).

27. This 40'x60' room contains six tables arranged in a rectangle around the center of the room. Seated at a table at the far end of the room are two brigands who are waiting to meet the with goblins to negotiate the sell of their plunder; these are the other half of the same small band found in area A and have the same stats. They have nothing of value save for their swords and maille.

2 Brigands: AC 5, HD 1, ML 8, HP 6,
Attack 1d8, Thac0 19, MV 120'(40'),
Save F1, AL chaotic, XP 10.

If these are not encountered on the same visit as the brigands in area C they should not still be

The Old Guard Barracks

This area was once housed dwarf guards stationed to protect the entrance in case of intrusion or surprise invasion. It is heavily fortified and protected by traps. The goblins and other humanoids have not bothered with area because it seemed cut-off and was assumed unimportant; they do not know what is here or realize its full defensive potential. As a result it is populated by dangerous animals. The PCs may hide out here, if they close the outer gates and conceal their presence – at least as long as they have not made themselves known as a threat (by killing goblins, hobgoblins, or orcs).

1. This 10' wide, 100' long hall has a slightly bulging floor with gutters and small drains along each side. If the PCs look carefully they will find that the ceiling is full of small holes. Each end has a steel gate, though the bolt has fallen out of the northern gate allowing anyone with a 14 or greater strength to lift it (the bolt is on the floor nearby). The southern gate is open but can be closed with the left lever in room 2. Turning on the tap (by pulling the lever) will cause acid to trickle through the holes in the ceiling, doing 1d4 damage per round to anyone in this room.

2. This 20' wide, 130' long hall connects the rest of the guard barracks. Next to the gate from room 1 are levers; the right lever turns the acid trap in room 1 on and off while the left lever opens and

here; exactly what happens is left to the GM to determine based on what happened with their partners.

28. This 60'x60 room has very smooth, royal blue walls and a royal blue ceiling 30' up (peaking to 40' up in the center), and columns covered in paper-thin gold leaf in the corners. On a (20'x20') dais in the center of the room is a large, toppled statue of a heroic dwarf.

Scraping all the gold from the columns would take a lot of work, likely a full work day, and yield only a few pounds of gold (50 gp).

closes the gates. A ladder by the by the the gate leads to a small room holding the acid for the trap in a long trough; there is enough acid to run the trap for a couple hours or to fill many flasks.

A lever on the south wall opens the passage to area A, causing both the secret door to swing open and the gate between the secret doors to raise.

3. This is a 30'x70' dining and meeting room, and has a large 40' long table down the center. In the northwest corner of the room is a white, glowing cactus, which light the room with a pale light a little brighter than a full moon (and just bright enough for human characters to operate normally). The center of the southern wall has an arrow slit that acts as a small window to the outside. The door in the center of the northern wall is closed (but not locked).

4. The Kitchen: There is a fireplace with a hearth in the western wall and counters along the other walls. A trapdoor in the southeast corner leads to room 14. Three starving stirges, weakened by hunger hang from the ceiling ready to swoop in on any potential meal coming through either the door or trapdoor.

3 Stirges: AC 7 [12], HD 1, ML 9, HP 1,
Attack 1d3*, Thac0 19 [+0], MV 180'(60'),
Save F1, AL chaotic, XP 13.
(*Automatic after first hit)

5. The Armory: The eastern wall is lined with empty weapon racks, the western with (mostly broken) weapon stands. The northeast corner has a large, open, and empty chest. The Northwest corner has a trapdoor to room 14.

6. This room contains a small forge and two anvils at the middle of the north wall. Several old hammers are laying on the floor. A broken down table on the western wall has a pouch with 700 sp under it.

7. An old bed room with four beds; under one of the beds is a pit viper.

Pit Viper: AC 5[14], HD 2, ML 8, HP 7,
Attack 1d8 + poison, Thac0 18 [+1],
MV 120'(40'), Save F1, AL neutral, XP 10.

8, 9, 10, and 11. Bedrooms, much like room 7 (but no snakes).

12. Another bedroom with four beds. In the middle of the room is a giant racer snake.

Giant Racer: AC 6 [13], HD 2, ML 7, HP 12,
Attack 1d6, Thac0 18 [+1], MV 90'(30'),
Save F1, AL neutral, XP 10.

13. This 5' wide and 80' long hall has 20 arrow slits looking into hallway D through about 3' of stone (narrowed to 6" at the opening).

14. Storage Room: This room has around a dozen empty barrels and 4 empty meathooks hanging from the ceiling. There are five giant centipedes on the floor.

5 Centipedes: AC 5 [14], HD ½, ML 7, HP 1,
Attack non-lethal poison, Thac0 20 [-1],
MV 60'(20'), Save F1, AL neutral, XP 6.

The Ruined Trading Post

This area was once a trading post where visitors from other lands would come to trade with the dwarves, buying both raw metals and items forged of dwarven craftsmanship, as well as selling items such as food and clothing to the dwarves. Most merchandise is long gone. The halls are much like the entrance tunnels.

15. A 20' wide, 160' long tunnel running east from area D with alcoves containing machines.

The northern alcove holds a slot machine. Putting 1 gp in and pulling the handle has 1 in 12 chance of releasing 10 gp into a tray. The machine contains 170 gp, plus any added by the PCs. This is in a vault behind 2' of stone and not readily retrievable.

The alcove to the south is room 16.

16. Against the south wall is a machine with a coin slot, a crank, and spigot. Putting in 1 sp and turning the crank will release one gallon of fresh spring water, 1 gp will release a pint of sour wine (vinegar), and 1 pp will produce a pint of whiskey. Vinegar and whiskey are available five times each; there is no limit for water.

17. The Money Changer: This room contains a counter with open and ransacked tills (empty). Careful searching will reveal a rectangular crack that can be pried open to reveal a secret till containing 200 sp and 100 gp. This room also contains a giant toad.

Giant Toad: AC 6 [13], HD 2+4, ML 7, HP 12,
Attack 1d8, Thac0 17 [+2], MV 60'(20'),
Save F1, AL neutral, XP 25.

18. Clothing Store: There are bronze poles 4' up, running north to south, and spaced 10' apart (clothes racks). The door to the north is slightly ajar.

19. Clothing Store (Back Room): This room contains a large hamper, 10' across and 6' deep, with three lids. Each lid opens into a compartment filled with rags and tattered clothing. Searching through the right (northern) most compartment will reveal an elven cloak. There are 3 stirges here.

3 Stirges: AC 7 [12], HD 1, ML 9, HP 3,
Attack 1d3*, Thac0 19 [+0], MV 180'(60'),
Save F1, AL chaotic, XP 13.
(*Automatic after first hit)

There is an old, empty bookshelf against the eastern wall which conceals the door to room 20. Careful examination of the bookshelf (or a successful check to find secret doors) will reveal that it is hinged to the wall on one side and may be opened as a door.

20. This secret room has a chest with 250 gp and 573 ep in it.

21. Tool Shop: There are a few rusted hammer and axe heads on the floor. There are two goblins.

2 Goblins: AC 6 [13], HD 1-1, ML 7, HP 6,
Attack 1d6, Thac0 19 [+0], MV 90'(30'),
Save F1, AL chaotic, XP 5.

22. Weapon Shop: There are weapon wracks on the walls and a grinding stone in the northwest corner. An orc is here sharpening a sword, unless a fight with the goblins in room 21 has drawn his attention (or the orcs have all left). He will not be surprised if the PC don't say or do anything suspicious, but may mistake them for bandits or brigands seeking to trade.

Orc: AC 5 [14], HD 1, ML 8, HP 4, Attack 1d8,
Thac0 19 [+0], MV 120'(40'), Save F1,
AL chaotic, XP 10.

23. Weapon Shop (Back Room): A former storage room for the weapon shop, with most merchandise long gone now. Under some rubble in the southwest corner is 4'x6" nondescript wooden box containing a fine sword with an ornate silver and gold hilt and guard. It has no special properties but is worth 350 gp.

24. Ore and Metal Trader: this room contains large metal bins which once held ores and ingots, but are now empty. Near the back (eastern) wall is a book, a ledger of trade and contracts for various metals

25. Trader's Inn: This has half and dozen tables with 2-4 chairs each and a bar. Two orcs are taking a break here from guard duty. The rooms connected this one each have a pair of broken down beds.



The City

to level 2

Library 54
Stirges

53

Museum 55

to level 2

52a Orcs 52

51 Orcs 51a

40

38a Giant Bees

41a 41b 41c Bad Ceiling

Sink Hole

38

42 Kobolds

48a 48 Orcs 47 47a 46 Orcs 46a 56 56a 56b 56c

43 43a 43b 44a 44b 45a 45b Ghouls 45

to zone 3

50a Orcs 50

49 Orcs 49a

Level 1, Zone 2: The City

to zone 3

Scrap 37

Smeltery 32 (Crab Spider)

Quinthing Room 33

Coal Storage 34

Ore Storage 35

Tool & Weapons Storage 36

Basic Forges 30

Guard Post (Orcs) 29

31 Massive "Dream Forge"

forge

28 (Level 1, Zone 1)

The Forges

This is the main metal working area of the original underground civilization, or “mine” as it has always been commonly called by those not living within.

29. This 40'x40' room is not technically part of the forges proper, but the end of the entrance tunnels and a nexus between areas (the forges, the city, the mines, and the entrance). 20' wide tunnels in each of the cardinal direction lead the the to the major areas. It is now used and the main guarded checkpoint for entry into the the rest of the old mining colony.

A group of three orc guards will be standing in the center of the room. All the guards have swords and chain mail. The orc leader also has a short bow +1. The orcs neither loyal nor especially bright and if negotiated with can be bribed to leave for 1000 gp (though they won't suggest the idea on their own). They cannot be hired to turn on their goblin employers, as they know they would be greatly out numbered. If bribed to leave all orcs will gather their things (including any treasure they own) and leaving within the day. Afterward this room will no longer be guarded and all areas with orcs will have no monsters. After a month has passed (or after any violent interactions with hobgoblins) hobgoblins will replace the orcs as guards.

2 Orcs: AC 5 [14], HD 1, ML 8, HP 6, Attack 1d8, Thac0 19 [+0], MV 120'(40'), Save F1, AL chaotic, XP 10.

Orc Leader: AC 5 [14], HD 1, ML 8, HP 7, Attack 1d8 (sword) or 1d6+1 (bow), Thac0 19 [+0], MV 120'(40'), Save F1, AL chaotic, XP 10.

Each orc has 10 gp.

30. This 20'x60' room has a pair of forges with anvils at each end of the room (4 forges total).

31. The Dream Forge: This room contains a huge forge and a large steel table as an anvil. Chains and pulleys allow for the raise and dropping of differently shaped and weighted hammer heads, and the raising of a pair of swinging hammer that will slam together on release.

A slightly cupped steel plate in the floor, 8' across, can be lowered from the northeast corner of the room to room 115 on level 2 (zone 1). A nearby ladder leads to the same location.

32. This room contains a furnace 16' across and 8' deep for melting down and recasting scrap metal. It is also the home of a giant crab spider.

Crab Spider: AC 7 [12], HD 2, ML 7, HP 11, Attack 1d8 + poison, Thac0 17 [+2], MV 120'(40'), Save F1, AL neutral, XP 25.

33. Quenching Room: This room is empty. If a bolt near the door is pulled the floor will drop 10' and the room will begin filling with water (1' per round until reaching 10', level with the floor in room 31).

34. This room contains heaps of coal, at least ton.

35. This room contains piles of iron, steel, and bronze ingots, worth around 500 gp (or more?) but weighing several tons. Moving this to market would take a small wagon train a at least two days work to move and load.

36. This was a storage room for tools and weapons, and has wracks for them on the walls.

37. This room contains a pile of scrap metal, much of which is sharp, against the northern wall. The floor is slick metal and slant downward toward the metal pile. Fumes from oils on some

of the scrap pieces force a saving throw vs. poison to avoid becoming dizzy; dizzy characters fall in for 1d4 points of damage from minor cuts.

The City (Upper Level)

This is part of the old dwarven city. Those approaching the main, central chamber during daylight hours will see light ahead due to the central sinkhole acting as a huge skylight. (Show handout 2).

38. This 250'x140' chamber has a sinkhole 80' across in its center leading both to the surface and to dungeon levels 2 and 3. There is enough light here during daylight hours to allow PCs to see normally (but not enough to hinder goblins). The sinkhole drops 100' down, with 100' climb up leading out into the mountains above. Bushes and small trees grow around the edge of the sink hole, with fence caved of stone acting at its edge acting as a safety rail. The room is dotted with 10' wide columns helping to keep the roof of the chamber stable.

Characters who manage to climb out through the sinkhole or who spend a day searching for its top in the mountains may use it as an entrance by repelling down to this chamber or those below.

38a. This area has several flowing trees and bushes. During daylight hours there will be 4 giant bees here.

4 Giant Bees: AC 7 [12], HD ½, ML 9, HP 2, Attack 1d3+poison*, Thac0 19 [+0], MV 150'(50'), Save NM, AL neutral, XP 6.
* Continues doing 1d3 damage/round until removed.

39. An empty room with broken pieces of a statue.

40. Empty except for a rubble and some bits of broken wood.

41. The main room contains a table and broken pieces of chairs. Rooms **a**, **b**, and **c** contain simple stone beds. Room **d** has a sliver and amber pendant worth 100 gp under a fallen bookshelf. Opening the door to 41b will cause the ceiling to collapse, doing 1d6 damage to anyone in the 10'x10' area in front of it, and revealing 41d (the attic).

42. This room is full of hay piles and scattered bones, and is the home of six kobolds who hide out here and steal from the goblins and orcs. They will hide in small pits, beneath boards concealed by hay and attempt to ambush intruders who look weak or who search too carefully.

6 Kobolds: AC 7 [12], HD ½, ML 6, HP 4, Attack 1d6-1, Thac0 19 [+0], MV 90'(60'), Save NM, AL chaotic, XP 5.

43, 44, 47, 50, and 56. These rooms are all similar, with simple tables and chairs in the main room and beds in the subrooms.

46, 48, 49, 51 and 52. These rooms are all similar, with simple tables and chairs in the main room and beds in the subrooms. They each house orcs, 1d3 of which will be home at any given time.

Orcs: AC 6 [13], HD 1, ML 8, HP 6, Attack 1d8, Thac0 19 [+0], MV 120'(40'), Save F1, AL chaotic, XP 10.

Each orc carries 1d6+7 gp and sp.

45. The door to this room is locked and blocked (intentionally) by rubble. Inside are two ghouls.

2 Ghouls: AC 6 [13], HD 2, ML 9, HP 9,
Attack 1d3/1d3/1d3 (all plus paralysis),
Thac0 18 [+1], MV 90'(30'), Save F1,
AL chaotic, XP 25.

On the floor among the bones of past victims are 6913 cp, 5 polished jaspers worth 70 gp each, and an ornate silver locket with onyx inlaid on the cover worth 700 gp.

53. A 20'x50' hall with eight ornate granite columns.

54. A library, plundered with most books ruined or gone. Searching will reveal a book with the history of the settlement (and optionally, a small, rough map). Careful searching will reveal a small aquamarine worth 100 gp in the mess.

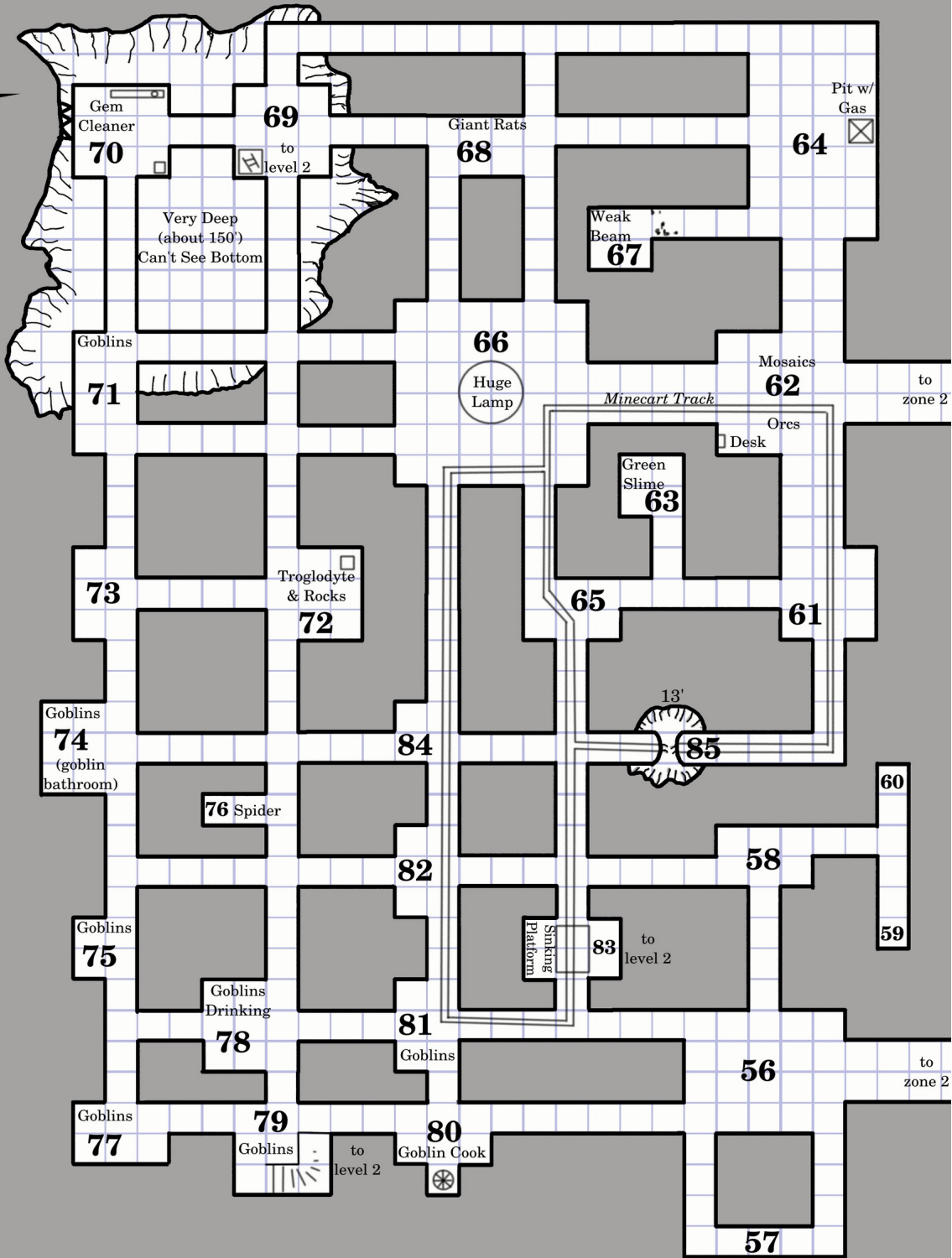
Six stirges roost here, hanging from the ceiling in plain view.

6 Stirges: AC 7 [12], HD 1, ML 9, HP 3,
Attack 1d3*, Thac0 19 [+0], MV 180'(60'),
Save F1, AL chaotic, XP 13.
(*Automatic after first hit)

55. A Museum with empty pedestals and two statues of dwarves. One pedestal in the southeast corner of the room has a large, good quality amethyst in the form of a small orb. Taking the gem will cause a hardened glass cage to drop, trapping the taker. Fire will shoot through the floor after one round and continue for six rounds, doing 1d4 damage per round; after that the oxygen will run out and the victim will suffocate in another six rounds. The glass can be broken by 10 points of damage, or prying tool (such as a crowbar) can allow the glass to be lifted with a strength check.

The amethyst is worth 800 gp.

Level 1, Zone 3: The Mines



Fallen Timber & Lost Journal

The Mines (level 1)

This is the top level of the mines, a networks of access tunnels with occasional room of various kinds and with various intended purposes. The rooms and tunnels a have rougher quality, though still neatly cut with dwarven craftsmanship. Old beams brace the walls every 10', though they are clearly deteriorated and of questionable stability. Some tracks once used for minecarts are found along some of the major access tunnels. The air here is a somewhat damp and a bit stale, but not so much as to be notably unpleasant.

56. An empty 40'x60' room with many exits.

57. A hall supported by timbers, several of which have fallen. There is the mostly ruined journal of a minor (in Dwarfish) here, though it doesn't tell much of anything interesting.

58. An empty 20'x30' room.

59. Dead end.

60. Dead end.

61. Empty 30'x30' room with minecart tracks leading north-to-south into the neighboring tunnels.

62. A 40'x40' room with minecart tracks and a desk carved with ornate mosaics. Under some paper in the bottom drawer of the desk are 159 ep.

There are three large orcs here.

Orcs: AC 6 [13], HD 1, ML 8, HP 8, Attack 1d8, Thac0 19 [+0], MV 120'(40'), Save F1, AL chaotic, XP 10.

63. A 20'x20' room with a puddle of green slime in the southeast corner and a non-functional level in the middle of the northern wall.

Green Slime: AC n/a, HD 2, ML 7, HP 12, Attack dissolves organic matter, Thac0 18 [+1], MV 3'(1'), Save F1, AL chaotic, XP 30.

64. A 40'x70' room with a ceiling 20' up and containing distilling equipment (broken) and a covered near the center of the eastern wall. Opening the pit will release a cloud of noxious, corrosive gas doing 1d6 damage per round any within 20' fo the pit. Characters may just walk away to avoid continuing damage. The gass dissipates in one hour.

65. An empty 30'x20' room with a minecart track through it.

66. A 60'x60' chamber, with a ceiling 40' up, containing a huge lamp 20' across which and illuminated by glowing phosphorescent crystals. Some stone tablets and a chisel can be found in the northeastern corner.

67. A 20'x20' room with unstable beam and rock near the entrance. And already fallen beam crosses the entrance. Disturbing either beam will cause the ceiling to collapse for 2d4 damage (save vs. dragon breath for half damage).

68. A 40'x20' room with three empty water barrels along the western wall. There is garbage and bones scattered on the flor and five giant rats live here.

5 Giant Rats: AC 7 [12], HD ½, ML 8, HP 2, Attack 1d3+disease, Thac0 19 [+0], MV 120'(40'), Save F1, AL neutral, XP 6.

69. A 30'x30' wooden platform with a rope ladder down to room 114 on level 2 (zone 4).

70. A 30'x30' wooden platform. A table holding a vat of acid and a machine with with chamber that is spun by turning a crank. A tray containing four small, ugly pebbles is on the southeast corner of the platform. Putting the pebbles and some of the acid in the machine and turning the crank to spin them for a few rounds will remove the outer stone to reveal them as low quality garnets worth 25 gp each.

71. A 20'x50' room with a wooden floor, part of which is a platform over the same pit as rooms 69 and 70. A pair of goblins will be seated at a small table playing cards.

2 Goblins: AC 6 [13], HD 1-1, ML 7, HP 5,
Attack 1d6, Thac0 19 [+0], MV 90'(30'),
Save F1, AL chaotic, XP 5.

72. This room is the home of a pair of troglodytes who pray rats, orcs, goblins, or anything else that stumbles into the room. Fortunately for the other dungeon residents they don't need to eat often; unfortunately for players they usually eat whenever a meal wanders in.

2 Troglodytes: AC 5 [14], HD 2, ML 9, HP 12,
Attack 1d4/1d4/1d4, Thac0 18 [+1], MV
120'(40'), Save F2, AL chaotic, XP 25.

In a tray are 30 pebbles that can be cleaned to reveal garnets in room 70. Searching the room will reveal a potion of growth.

73. An empty 20'x30' room.

74. This room contains three large buckets (used as chamber pots), along with some rusty pieces of chain and old, rusty gears. A dead troglodyte is near the entrance from the east. When first entered (and on 25% of future visits) 1d4-1 goblins will be here to do their "business"; these goblins will always be surprised.

Goblins: AC 6 [13], HD 1-1, ML 7, HP 4,
Attack 1d6, Thac0 19 [+0], MV 90'(30'),
Save F1, AL chaotic, XP 5.

75. A 20'x20' room with four goblin sentries.

4 Goblins: AC 6 [13], HD 1-1, ML 7, HP 6,
Attack 1d6, Thac0 19 [+0], MV 90'(30'),
Save F1, AL chaotic, XP 5.

If losing a fight, at least one will try to run to warn the others in nearby rooms.

76. A dead end with a giant black widow.

Giant Black Widow: AC 6 [13], HD 3, ML 8, HP
14, Attack 2d6+poison, Thac0 17 [+2],
MV 60'(20'), Save F2, AL neutral, XP 50.

77. This room contains six mats covered in straw with sleeping goblins (unless they have been alerted by others).

6 Goblins: AC 6 [13], HD 1-1, ML 7, HP 2,
Attack 1d6, Thac0 19 [+0], MV 90'(30'),
Save F1, AL chaotic, XP 5.

78. This room contains seven slightly intoxicated goblins seated on animal mats. They are drinking from eight silver goblets worth 40 gp each.

7 Goblins: AC 6 [13], HD 1-1, ML 7, HP 4,
Attack 1d6, Thac0 19 [+0], MV 90'(30'),
Save F1, AL chaotic, XP 5.

79. This room contains a stair down to the main goblin lair, room 158 on level 2 (zone 4).

80. Wood has been piled in an alcove with spits over it. There are three goblin cooks here.

3 Goblin Cooks: AC 7 [12], HD 1-1, ML 6, HP 4, Attack 1d4, Thac0 19 [+0], MV 90'(30'), Save F1, AL chaotic, XP 5.

81. Empty with a minecart track through it. Four goblin scouts, the same as the goblins in room 78, are here.

4 Goblins: AC 6 [13], HD 1-1, ML 7, HP 4, Attack 1d6, Thac0 19 [+0], MV 90'(30'), Save F1, AL chaotic, XP 5.

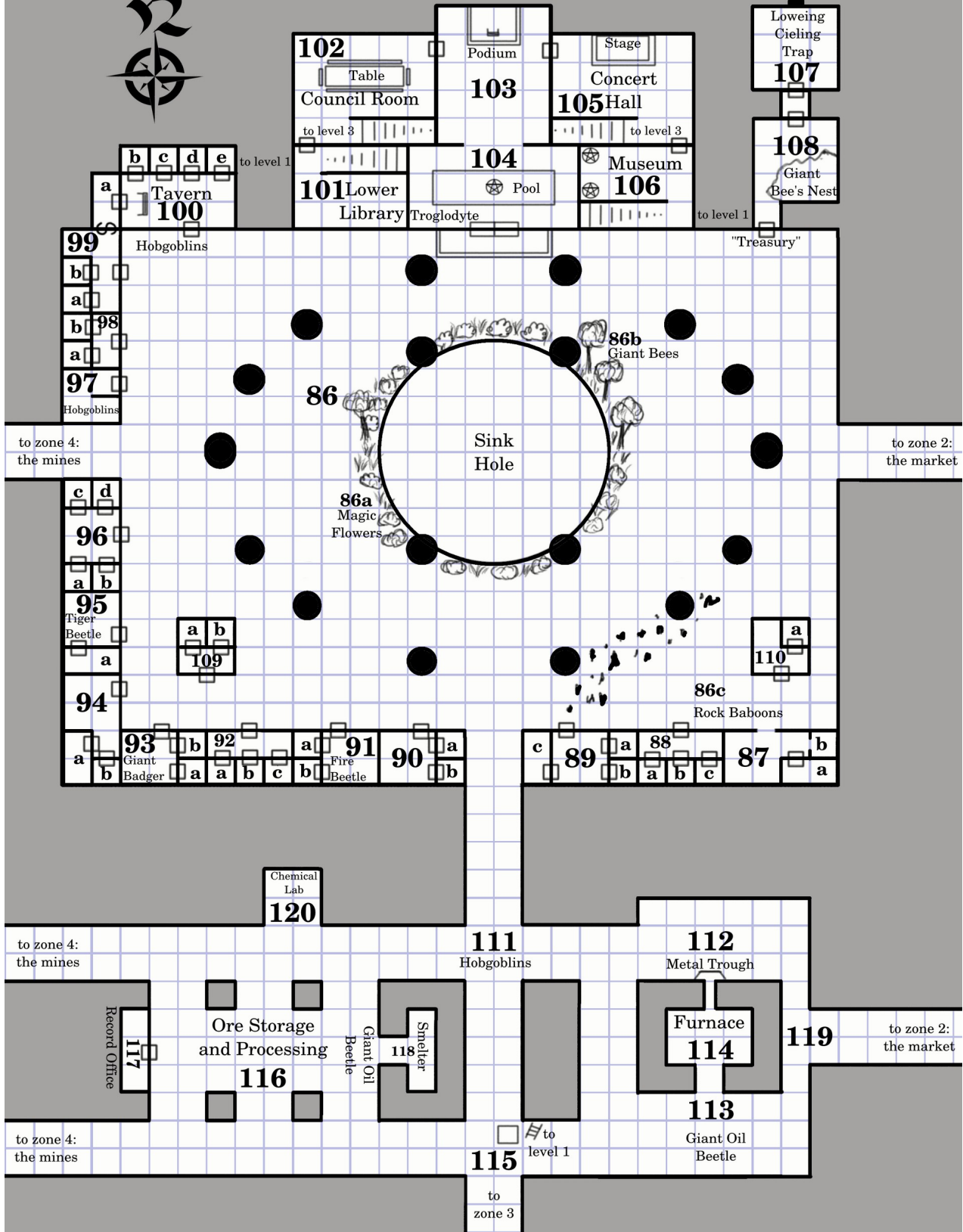
82. An empty room with minecart tracks.

83. The central 10'x20' section of floor lowers into center-north of room 165 on level 2 (zone 4) if a level in the floor to the west is pulled.

84. An empty room with a minecart track.

85. The mine cart track breaks over a 13' pit (about 16' across), leaving a 8' gap. Walking out over the pit on the rails requires a dexterity check to avoid falling into the pit for 1d6 damage. The chance of jumping across is dexterity+strength percent.

Level 2, Zone 1: The City



The City (Middle Level)

This is part of the old dwarven city. Those approaching the main, central chamber during daylight hours will see light ahead due to the central sinkhole acting as a huge skylight. (Show handout 3)

86. This 205'x180' chamber with 18 huge columns, each 10' across, and a sinkhole 80' across in the center. Along the edge of the sinkhole is a 3' high fence to acting as a guard. Around the sinkhole are small trees and bushes. There are numerous doors and passages (use the level two city handout). 50' down through the sinkhole is room 192 on level 3 (zone 1), while 50' up is room 38 on level 1 (zone 2). By day this chamber is sufficiently well lit to see without a torch, but not enough to cause hindrance to goblins.

86a. There a strange, 4' high high plant with emerald green leave bearing a metallic sheen here. The plant will have 2d6 metallic gold flowers trumpet shaped flowers and 2d6 silver berries. Every 2-3 weeks the flowers and berries will be replaced. Eating berry will heal 1d4+1 points of damage. The flowers have a pleasant, vaguely minty smell.

86b. There are several flowering trees here. There will be 6 giant bees here when the room is first entered, and 1d4+1 giant bees will be here by day on future trips unless the giant bee nest has been destroyed.

Giant Bees: AC 7 [12], HD ½, ML 9, HP 3,
Attack 1d3+poison*, Thac0 19 [+1],
MV 150'(50'), Save NM, AL neutral, XP 6.
* Continues doing 1d3 damage/round until removed.

86c. There is a lot of rubble here, behind which hide a pair of rock baboons. These are lookouts for the troop and will alert the others in nearby area to any approaching creatures.

2 Rock Baboons: AC 6 [13], HD 2, ML 8, HP 9,
Attack 1d6/1d3, Thac0 18 [+1],
MV 120'(40'), Save f2, AL neutral, XP 20.

87. This room is full of scattered rubble, fragments of wood (once furniture), and the bones of animals and humanoids. The door lays on the ground in front. Inside are three rock baboon, the same as those in area 86c.

3 Rock Baboons: AC 6 [13], HD 2, ML 8, HP 9,
Attack 1d6/1d3, Thac0 18 [+1],
MV 120'(40'), Save F2, AL neutral, XP 20.

87a. The door is intact and inside is broken down bed and nightstand.

87b. This contains scattered and broken bed posts and two piles of blankets.

88. This room has a bale with four chairs on the west end and moldy couch and a bronze urn on the east side.

88a. This room contains a broken down bed and nightstand.

88b. Another broken bed and nightstand.

88c. This room resembles 88a and 88b (broken bed and nightstand).

89. This room contains a dining table with six chairs, a small iron stove in the southwest corner, and pair of wooden benches.

89a. There is a fully collapsed bed on the floor, a dresser, and loom here.

89b. This room has a bed, nightstand, and (empty) chest-of-drawers.

89c. This room contains the remains of a large bed, a dresser, and a nightstand. On the southern wall is a desk with a chair. The drawers of the desk contain a stack of paper, 2 bottles of ink, and 5 quills.

90. This room is empty, the contents have long since been carried off.

90a. This room has pair of 3'x5' stone platforms about 2' tall.

90b. This room has a 5'x6' stone platform about 2' tall with tattered mattress on it.

91. This room contain a table top and four scattered chair legs on the floor. There are two giant fire beetles here.

2 Fire Beetles: AC 4 [15], HD 1+2, ML 7, HP 10, Attack 2d4, Thac0 18 [+1], MV 120'(40'), Save F1, AL neutral, XP 15.

91a. An iron bed bed frame and a stone coffer filled with rags are here.

91b. An iron bed bed frame and a stone coffer filled with rags are here. There is a cushioned mat on the floor and a tattered tapestry featuring an angular knotwork pattern on the wall.

92. This room contains broken bits of furniture and is the home of a giant badger.

Giant Badger: AC 4 [15], HD 3, ML 10, HP 10, Attack 1d3/1d3/1d6, Thac0 18 [+1], MV 60'(20'), Save F2, AL neutral, XP 15. Its pelt is worth 75 gp.

92a. There is a bronze bed frame here and a dresser. On the dresser are four jars containing dead insects.

92b. There is an old wooden bed, a chest-of-drawers, and a pair of old (empty) water jugs able to hold a gallon each.

92c. The room is empty save for some debris (small rocks and bits of wood).

93. This room contains 16 rats which will attack as two packs of eight.

16 Normal Rats: AC 9 [10], HD 0, ML 5, HP 1, Attack 1d6 + disease per 8 rats, Thac0 20 [+0], MV 60'(20'), Save f1, AL neutral, XP 2.

Hidden in the mess are two topaz, worth 250 gp each, which can be found with one turn of careful searching.

93a. This room contains a stone water basin, a bucket, a washboard, and large wicker hamper.

93b. This room contains a 2' high, 5'x5' stone platform with a moldy cushion and a blanket on it.

94. There is a crescent-shaped stone bench with a round wooden table in this room.

94a. This room contains an iron double bed and a chest-of-drawers. A pig skull is near the middle of the floor.

94b. This room contains a mattress and an empty chest with a pile of next to it.

95. This room contains a couch, a table, two chairs, and an iron stove. A giant tiger beetle lives here.

Tiger Beetle: AC 3 [16], HD 3+1, ML 9, HP 12, Attack 2d6, Thac0 16 [+3], MV 150'(50'), Save F2, AL neutral, XP 50.

Behind the couch is a tapestry made of some strange durable material and worth 200 gp.

95a. This room contains a brass bed frame and a small dresser. Behind the head of the bed is a shield on the wall bearing the image of a boar standing in front of a crossed axe and pickaxe.

96. This room is empty.

96a. This room is empty.

96b. This room is empty.

96c. This room is empty.

96d. This room is empty.

97. This room contains a table and four chairs in the northern area and four makeshift beds (piles of rags) in the southern area. It is occupied by four hobgoblins.

4 Hobgoblins: AC 6 [13], HD 1+1, ML 10, HP 4, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F1, AL chaotic, XP 15. Each has 20 gp.

98. This room has a stone oven and a bench with a table.

98a. This room has a straw bed containing a hobgoblin.

Hobgoblin: AC 6 [13], HD 1+1, ML 10, HP 4, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F1, AL chaotic, XP 15. Has 20 gp.

98b. This room contains a straw bed, and a wooden chair in the corner. There is a hobgoblin here.

Hobgoblin: AC 6 [13], HD 1+1, ML 10, HP 4, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F1, AL chaotic, XP 15. Has 20 gp.

99. This room has a stone table with a pair of wrought iron chairs. There are two hobgoblins here.

2 Hobgoblins: AC 6 [13], HD 1+1, ML 10, HP 7, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F1, AL chaotic, XP 15. Each has 20 gp.

99a. There is an iron bed frame with a straw-stuffed mattress here.

100. This room was a tavern. There are a dozen tables, each with several chairs (31 chairs in total) and a bar. There are four hobgoblins and a hobgoblin captain here. Behind the bar is a sack containing 245 sp, while under the bar is a potion of healing.

4 Hobgoblins: AC 6 [13], HD 1+1, ML 10, HP 5, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F1, AL chaotic, XP 15. Each has 20 gp.

Captain: AC 6 [13], HD 4, ML 10, HP 10, Attack 1d8, Thac0 16 [+3], MV 90'(30'), Save F1, AL chaotic, XP 15. Has 50 gp.

100a. A pantry containing a barrel of ale worth 30 gp and a barrel of mead worth 50 gp.

100b-100e. Old bedrooms with two broken down single beds each.

101. The Library (lower level): The walls are lined with tall, empty bookshelves. In the southeast corner is chest containing a silver statuette of a hissing demon worth 270 gp. Anyone handling the statuette will be cursed with dizziness (-2 to attack, +2 to AC) unless they make a saving throw vs. spells. Washing the statuette with holy water will remove the curse. It can also be melted down to yield 10 gp worth of uncursed silver.

A plaque on the chest reads (in Dwarfish):

Spoils of battle to dangerous to display in the museum.

Take care with the contents and keep closed.

102. The Council Room: This room contains a rectangular of stone table measuring 30'x10'.

103. The ceiling peeks to over 25' high. In the north of the room is a raised platform, 12' above the rest of the room, with stairs up on the east and west sides. On the platform, front and center facing into the room, is large lectern cover of mable with the corners carved in the shape of great dwarven warriors wielding axes.

104. This room contains a 30'x15' pool of stagnant, algae filled water. On a pedestal in the center of the pool is a marble statue of a great dwarven warrior.

Hiding in the southeast corner of the room is a troglodyte.

Troglodyte: AC 5 [14], HD 2, ML 10, HP 7, Attack 1d4/1d4/1d4, Thac0 18 [+1], MV 120'(40'), Save F1, AL chaotic, XP 55. Save vs. poison or be nauseated (-2 to attack) by the smell of troglodyte oil.

105. The Concert Hall (gift from the gnome king):

This was a place for concerts, spectacles, and performances. At the back (north) of the room is stage for performers. At the back of the stage is an organ built into the northern wall, consisting of keys, pedals, and a bellows. Someone must work the bellows for the organ to work. The organ cannot be moved without destroying it. Next to the organ is a 7' tall copper golem, shaped like a dwarf or gnome, on a 1' pedestal. A plaque on the front of the pedestal reads, "Gift from the Gnome King."

Copper Golem: AC 2 [17], HD 6, ML 12, HP 32, Attack 1d6/1d6, Thac0 14 [+5], MV 120'(40'), Save D6, AL lawful, XP 500*.

Can only be damaged by magic or magical weapons.

* No XP should be given for destroying the inactive golem.

On top of the organ is a music book showing scales and cords. A velum parchment placed right behind the keyboard reads:

*Attack will come
B still, B safe
C it walk forward
Dance
Easy acting
Follow it home
Go take a bow*

Playing different chords will different effects:

- **A** – Attack the nearest target (then the next...)
- **Am** – Defend the stage and those on it (attacking any who try to climb on to the stage)
- **B** or **Bm** – Stop what its doing, freezing in place
- **C** – Run forward
- **Cm** – Walk forward
- **D** – Dance a lively jig while rotating clockwise (right)
- **Dm** – Do a slow, stately dance turning counterclockwise (left)
- **E** – Perform a comedic, slapstick mime act
- **Em** – Perform a dramatic act
- **F** or **Fm** – Return to the stage and resume its original pose.
- **G** or **Gm** – Stop and take a bow

The golem will do nothing in its inactive state, even if attacked (it was created with a mind of its own). It can be controlled anywhere in this building (all three floors) and up to 50' from the door on this floor. It will not move beyond those areas, and if somehow moved out of that area it will become inactive until returned. Playing the organ will alert all monsters in this building (all levels) or near the door to area 86. Clever PCs may use the golem to clear the building; foolish ones may easily be killed by having it attack them.

106. This is the lower level of the museum. There are two statues of stately dwarves in regal garb here, along with six display pedestals (nothing is on the pedestals).

107. In this room are a dozen stone coffers, as well as a taxidermy cave bear and sabertooth tiger. At the far end (north) of the room, set into the wall is a platform with a gold and silver crown set with small opals and turquoise on it. The crown is worth 1000 gp.

The ceiling here is not connected to the walls but is supported by metal rollers. Moving the crown will cause the door to the south to close and lock

while the ceiling begins to lower. Players have 10 rounds to stop the ceiling or escape or be crushed (2d6 damage per round). The ceiling can be stopped by hammering iron spikes into some of the rollers, by stacking coffers to block further lowers, or any believable means the players can come up with. The door may be broken down by rolling a 6 on 1d6 + strength bonus (like opening a stuck door but harder), or chopped through with an axe by doing a total of 20 points of damage (that is, 10 points of structural damage using siege combat rules).

108. The Treasury: The entire southeast corner of this room contains a mass of huge honey combs. Inside are seven giant bees, including a queen.

6 Giant Bees: AC 7 [12], HD ½, ML 9, HP 3, Attack 1d3+poison*, Thac0 19 [+0], MV 150'(50'), Save NM, AL neutral, XP 6.
* Continues doing 1d3 damage/round until removed.

Queen Bee: AC 7 [12], HD 2, ML 9, HP 9, Attack 1d3+poison, Thac0 18 [+1], MV 150'(50'), Save NM, AL neutral, XP 25.

There are two pints of giant bee honey in the combs which can heal 1d4 damage.

109. There are two broken down couches here.

109a. This room is empty.

109b. This room is empty.

110. This room has the broken remains of a table and chairs.

111. At this junction is a pile of coal near the northwest corner and a tattered quilt abandoned on the floor. Three hobgoblins guard the junction.

3 Hobgoblins: AC 6 [13], HD 1+1, ML 10, HP 7, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F1, AL chaotic, XP 15. Has 20 gp.

112. This room is empty except for a large stone basin into which molten metal from room 114 flows.

113. The passage to the north tilts if walked on, sending whoever walked there to room 114, which will ignite at start heating up. A giant oil beetle is here.

Oil Beetle: AC 4 [15], HD 2, ML 8, HP 11,
Attack 1d6 or special*, Thac0 18 [+1],
MV 120'(40'), Save F1, AL neutral, XP 25.
Burning oil spray causing blisters (-2 to
attacks for 24 hours or until healed) as 5'
ranged attack.

114. This room is a huge furnace for melting metal. Once on (it will be if entered from room 113) the room begins to heat. It does no damage the first round, 1d6 the second, 2d6 the third, continuing to increase by 1d6 each round until reaching 20d6 – though anyone in the room will like be dead and incinerated by then.

Level 2, Zone 2: The Market



Fake Hall
(Mirror)

Rock Garden

136

Rock Garden

to zone 1:
the city

	Stone Store 129 Wererat	Lighting Store 130	Grocery Store 131	Furniture Store 132
	Import Emporium 128	Halfling Restaurant 122 Redcap	131a Ochre Jelly Sandwich Shop 123	Armorer 133
	Clothing Store 127	Food Court		Weapon Store 134 Coffer Corpse
	Glassware Store 126 Spider	Elf Restaurant 124 121a Shrine of Njörðr	Roast & Grill Restaurant 125	Hardware & Tool Store 135

to zone 1:
the city

to
zone 3

The Markets

This is part of the old dwarven city where common goods were bought and sold and food could be found. In many ways it resembles a small modern shopping mall.

121. The Food Court: This area has a square of eight tables, each with four stools (many of which are knocked over). Characters who linger for more than a couple rounds will attract the attention of the redcap living in area 122, who will begin harrasing them. The redcap will throw for 1 point of damage at first, running invisibly between adjacent areas to cause confusion. If the PCs have a mule they may find it has been hobbled with a strip of rag or an old rope. After 3-4 round, or if the party attacks back, the redcap will begin throwing knives (treat as daggers, 1d4 damage) and meat cleavers (treat as hand axes, 1d6 damage): roll 1d6, 1-4 a knife is thrown, 5-6 a cleaver is thrown.

121a. Shrine of Njöðr: There is an alter here with a golden coin represented in relief on the front and “Njöðr” written on the back in Dwarven runes. Behind the statue is a marble statue of a bearded, “Viking” man holding a longship in one hand and a horn overflowing with coins in the other hand (the coins are part of the statue, not actual coins).

122. “Mrs. Ripplestreams Fine Halfling Cooking”: The sign depicts a smiling elderly halfling with gray hair in a bun holding a rolling pin. The sign lists such dishes as: *Crispy bacon, fried fish with golden chips, gravy smothered biscuits (or rolls), bangers and mash*, etc., along with a footnote “...we sell pipe weed.” This is now the home of a redcap.

Redcap: AC 7 [12], HD 2, ML 8, HP 12, Attack 1 or 1d4 or 1d6 *see room 121 above*, Thac0 18 [+1], MV 120’(40’), Save H2, AL chaotic, XP 25.

Inside the restaurant are stacks of china plates, knives, cleavers, metal and wooden spoons, and various mixing bowls, baking pan, kettles, frying pans, and so on. On the back wall are an oven and fireplace with a broad, low hearth. In the back left corner (north-west) is a small bed, 4’ long and 3’ wide.

A fire is burning in the fire in the fireplace. Just above the opening and barely out of view is a pot of boiling oil connected by another rod to a large stone in the floor; moving the stone without disarming this trap will dump the oil on whoever moved it for 2d4 points of damage (save versus dragons breath to for half damage). I may be possible to avoid this either by disabling the previously described mechanism or by find a way to move the stone from a distance. Under the stone are 6945 sp and 1543 gp looted by the redcap.

123. “Grab & Go Sandwich Shop”: This shop contains bread knives, loaf pans, mixing bowls, and wooden spoons. There is a broken table on the floor and an over on the left (west) wall. The sign advertises roast beef, ham and cheese, beef and ham, beef and ham, and “triple treat.”

124. “Greenwood Gardens”: The sign advertises fruits, salads, honey cakes, berry bread, and blackberry tarts. The front and interior are decorated with elegant carving of leaves, trees, vines, and elaborate scroll work and knotwork.

125. “Tharsvieve’s Roast House”: The sign advertises “*Red Meat on the Bone!*” This restaurant contains a pair of large stone prep tables and a large fireplace with a spit over it. The sign also lists ham, goose, venison, mutton, and beef brisket.

126. Glassware Shop: This shop contains overturned shelves, broken glass all over the floor, and thick webs throughout most of its space. It is home to a giant black widow spider:

Giant Black Widow: AC 6 [13], HD 3, ML 8, HP 12, Attack 2d6 + poison, Thac0 17 [+2], MV 60’(20’) or 120’ in web, Save F2, AL neutral, XP 50.

127. Clothing Store: Metal racks running east to west are spaced every 10’ north to south. These are mostly empty, though a few tattered, moth-eaten rags remain on wrought iron hangers and the floor below.

128. Import Emporium: This area contains rows of empty stone shelves with a desk and empty chest in the back.

129. Stoneworks Shop: This shop contains stone chairs, beds, and other stone furniture as well as a few shelves on which a few stone cups, plates, bowls, and vases remain. It is also now home to a wererat.

Wererat: AC 9 [10] (human) or 7 [12] (rat), HD 3, ML 8, HP 8, Attack 1d4, Thac0 17 [+2], MV 120’(40’), Save F3, AL chaotic, XP 50.

The wererat has been hiding out here and stealing from the goblins and hobgoblins. He will assume rat form to attack, but use his human form otherwise to fool the party. Even if friendly he will turn on the party and try to con them into getting killed. He doesn’t know what haunts the

food court, but knows strange things happen there and will happily encourage exploration while holding back, in hopes of looting the PCs bodies before they disappear. If with the party when they find the loot hidden in *room 122*, he will try to take if it seem like he can.

The wererat has a bag on his belt containing 10 gp, and 114 sp.

130. Lighting Store: This room has shelves only along the walls, a handful of dented and battered lamps and lanterns are scattered on the floor. A bucket in the north-west corner contains a dozen candles. There is an empty chest in the south east corner next to which is a next to which is a cask of flaming oil, containing enough oil to fill 12 flasks.

131. The Grocery Store: This room contains rows of wooden shelves, two of which have been knocked over, and all of which easily can be knocked over. Along the western wall are five empty barrels and one containing several gallons of rancid cooking oil. The oil does not ignite easily be will make other materials like wood, cloth, or straw burn hotter and more easily. Near the top of the south wall are several cabinets with mesh-like bottoms (for holding ice). The oil could help burn the room if spilled.

131a. Grocery Icebox: This former grocery cooler appears empty with a floor coated in mud the color of yellow ochre that glistens with wetness; this is actually an ochre jelly.

Ochre Jelly: AC 8 [11], HD 5, ML 12, HP 17, Attack 2d6, Thac0 15 [+4], MV 30’(10’), Save F3, AL neutral, XP 300. Attacks with weapons or lightening will create four smaller jellies with 2 HD, 4 hp, and thac0 of 18 [+1] which do 1d6 damage.

Under the jelly are 845 sp.

132. Furniture Store: The room is filled with broken pieces of wooden furniture, along with a pair of wrought iron bed frames. The north-east corner has caved in. A section of partially collapsed ceiling is held up by a heavy bookshelf and some other rubble. Through a gap an ornately caved ivory box can be see. Digging will cause a collapse unless done carefully or creatively, doing 2d4 damage to diggers who fail a save versus dragon's breath and will smash the small, fragile box. The box contains 53 sp and 21 gp, but is worth 250 gp intact (or 25 gp as fragments of ivory if broken).

133. Armorer: This this shop contains a dozen empty armor stands, around half of which are knocked over. There is a small anvil and a work table in the north-east corner, and an empty chest in the south-east corner.

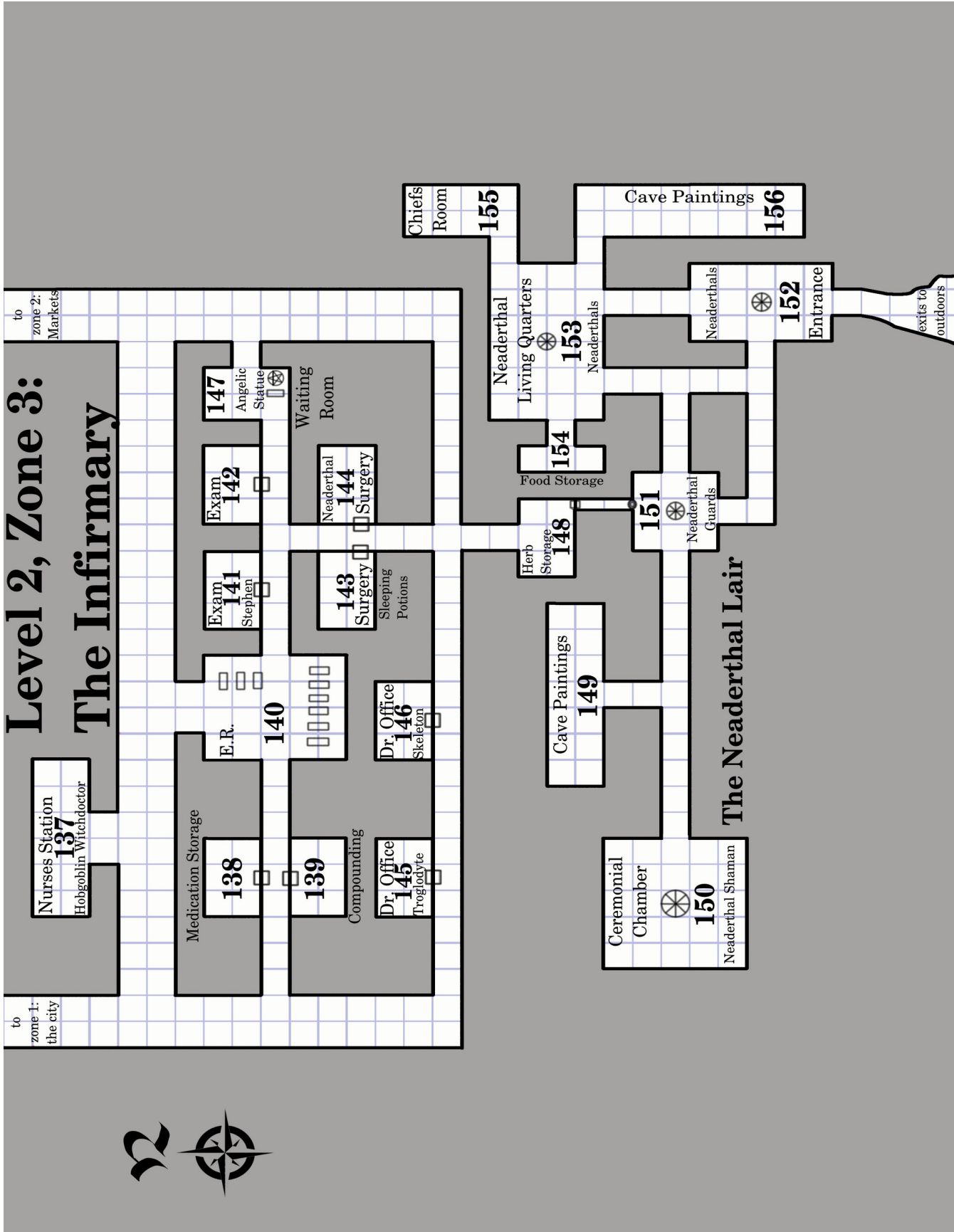
134. Weapon Smith: This room has a small forge and anvil in the south-east corner. The north and south walls both hold empty, iron weapon wracks. A bronze weapon wrack on the eastern wall opens to a secret compartment if pulled on, revealing the following loot: 3 silver arrows +3, 284 sp, and 209 gp.

Two desiccated dwarf corpses lay against the back wall and will begin to rise if the room is entered. These are coffer corpses with hand axed.

2 Coffer Corpses: AC 8 [11], HD 2, ML 11, HP 5, Attack 1d6, Thac0 18 [+1], MV 60'(20'), Save F2, AL chaotic, XP 35.

135. Hardware Store: This store has been cleared out, leaving nothing but a couple hammers and a rusty saw blade.

136. Dead End (with Mirror): This area is flanked by rock gardens containing large stones and (non-valuable) crystals in a bed of pebbles. At the end of the tunnel is well polished mirror made of some hard, untarnished mirror, giving the impression of a tunnel into the distance with another party approaching.



The Infirmary

This is the hospital of the old dwarven city and mine, and at one point treated many mine related injuries as well as combat injuries and the plague outbreak that once ravaged the region.

137. The Nurses Station: This room contains a large stone counter with five chairs behind it and a pair of cubby holes carved into it on the back. Stone shelves are carved into the right (east) wall, but are now empty except for a moth-eaten quilt.

There will be three hobgoblins here, one seated and two leaning against a wall, along with a hobgoblin witchdoctor (cleric 2, magic-user 1).

3 Hobgoblins: AC 6 [13], HD 1+1, ML 10, HP 5, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F2, AL chaotic, XP 15.

Witchdoctor: AC 8 [11], HD 2, ML 11, HP 8, Attack 1d6, Thac0 18 [+1], MV 60'(20'), Save C2, AL chaotic, XP 35. Spells: Cure/Cause Light Wounds, Darkness, Magic Missile.

The witchdoctor wears a gold ring set with a green garnet worth 600 gp. The others have 5 gp each in their pockets.

138. There are empty stone shelves carved into the walls and a wooden table overturned against the wall in the northwest corner. Behind / under the table is a small stone box containing four bottles:

1. The first contains an orange liquid with a floral smell, and has label showing an arm with a large cut. (potion of healing)

2. The second contains a yellow-green liquid with a spicy aroma and a label showing a hand being bitten by a spider. (antidote potion: neutralize poison)
3. The third has a dark green liquid with minty smell and a label showing someone vomiting. (cure disease potion)
4. The fourth contains a foul smelling, deep purple liquid; the label shows a rat laying on its back. (poison)

139. Compounding: This room contains three stone tables with bowls, flasks, and bottles on them; each also has a mortar and pestle. Everything, especially the floor, is covered in a thick, oily substance. There is a torch on the floor near the door. Lighting the torch will do 1d6 points of damage to anyone holding it, as the whole torch, handle and all, will ignite. Dropping any torch or touching any surface in the room will cause the whole room to burst into flames, doing 2d4 points of damage (save versus dragon's breath for half damage), and an additional 1d4 damage per round to any who remain in the room (no saving throw). The fire will burn out in one turn.

140. E.R.: This room has three stone beds along the northeast wall, and five more along the south wall. A table in the northwest corner holds lab equipment (flasks, beakers, test tubes, a mortar and pestle, and a hand-cranked centrifuge).

141. Exam Room: This room contains two stone beds. Under and overturned book or supply shelf is a trapped mage:

Stephen the Seerer: AC 9 [10], HD 2 (2d4),
ML 8*, HP 6, Attack 1d4-1, Thac0 20 [-1],
MV 120'(40'), Save M2, AL neutral, XP 25.

Str 8 (-1), Int 15 (+1), Wis 12, Dex 6 (-1),
Con 11, Chr 13 (+1)

Spells: Light, Ventriloquism

Spells: Light, Ventriloquism, Charm Person,
Protection from vil, Read Magic.

If rescued he will help the party, and will be available for hire after escaping the dungeon. If hired his morale will become that expected based on his employer's charisma.

142. Exam Room: This room has two stone beds and a large, heavy oak shelf (standing up).

143. Surgery: This room has a stone bed with three large straps, fastenable with buckles. On a nearby table are knives, scalpels, and a saw. A stone counter running along the east wall has five empty bottles, some dried and molded herbs, and four bottles of a golden brown liquid with a sweet, honeyed smell. Anyone who drinks the liquid (which tastes like it smells) must save versus poison or become unconscious for 1d6+6 turns.

144. Surgery: This room contains a stone bed with three straps, much like those in *room 143*. A lost neanderthal whose torch has gone out is huddled in the northeast corner.

Neanderthal: AC 8 [11], HD 2, ML 7, HP 11,
Attack 1d6+1, Thac0 18 [+1], MV 120'(40'),
Save F2, AL lawful, XP 20.

145. Doctor's Office: This room contains an overturned bookshelf, a bookshelf, and a small box containing some herbs which the neanderthal

shaman can heal two characters with (as *cure light wounds*, *neutralize poison*, or *cure disease*, as needed) – but only in person, they cannot be made into a potion. There is a troglodyte here:

Troglodyte: AC 5 [14], HD 2, ML 9, HP 8,
Attack 1d4 x 4, Thac0 18 [+1],
MV 120'(40'), Save F2, AL chaotic, XP 25.
(Surprise on 1-4, stench)

146. Doctor's Office: This room has wooden desk and a bookshelf. In the corner stands a skeleton that will not move until the PCs move toward it.

Skeleton: AC 7 [12], HD 1, ML 11, HP 1,
Attack 1d6, Thac0 19 [+0], MV 60'(20'),
Save F1, AL chaotic, XP 10.

147. Chapel & Waiting Room: The walls of this room are covered with elaborate knotwork. A carved wooden bench sits against the north wall. In the southeast corner is an altar covered with images of a saintly dwarf with a monk's robe and halo, along with an angel on each side. On top is a golden font, which is empty. Liquid poured into the font will disappear, but some liquids will cause the pourer to be healed.

- Beer or Ale: 1 hp
- Wine or Mead: 1d6 hp
- Liquor: 1d8+3 hp
- Fine Wine: 2d6+2 hp
- Very Fine Wine: 2d6+6 hp

Repeated offerings require reaction rolls: only a friendly result leading healing, while a hostile result prevents further healing and "attack" does 1d6 damage. As long as no hostile result occurs, it resets every four weeks and will respond as if an offering were the first; after a hostile or "attack" result it will never work for that character or members of the same party again.

148. Herb Storage: This room has shelves carved into the east, west, and south walls. A few thoroughly mold herb bundles and a small cauldron remain on the shelves. The ceiling is coated in thick slimey mildew. A block of stone

has broken loose and lays in the floor. The southern door lead to a 5' wide tunnel ending in a boulder (strength test to move) blocking the entrance to *room 151*.

Neanderthal Lair

The original purpose of these room has long been forgotten, though part of them may have started as an early back door or quick access for herb gatherers. It is likely they were natural caves that have been expanded and made more straight and orderly. Even before the dwarves gone, they allowed a clan of neanderthals who lived in the area to move in, and may have even expanded it for them as a favor. The descendant of the neanderthals still live here. They remember the dwarves fondly, while disliking and avoiding the evil humanoids who have moved in in their place. The neanderthals living here embody many of the popular conceptions of "cavemen" of several species (including early modern humans), as well as many of those found in their monster description. If approached peacefully they will be well disposed to the PCs, especially if a dwarf is in the party, and may even shelter them in their lair in exchange for favors.

149. Cave Paintings: This 70'x20' chamber, with a 20'ceiling has paintings in the typical cave painting style featuring various animals covering the walls.

150. Ceremonial Chamber: This 50'x50' room has a ceiling 25' high in the center (15' high at the edges). In the center of the north wall wall is the skull of a giant elk. A circle of stones 30' in diameter is in the center of the room; sticks topped with bear skulls make the edges of the circle at each of the cardinal directions. The area inside the circle is flat, smooth, and immaculately clean, with a large fire pit in the center. The neanderthal shaman is often fond here.

Neanderthal Shaman: AC 8 [11], HD 4, ML 7, HP 17, Attack 1d6+1, Thac0 16 [+3], MV 120'(40'), Save C4, AL lawful, XP 125.

Usual Spells: Cure Light Wounds x2, Speak with Animals

Animals painted on the walls of the room are all

running in a clockwise (right turning) direction.

151. Entrance from the Mines: This room has bears and big cats painted on the walls and a small campfire is kept burning in the center around which will be four neanderthal guards.

4 Neanderthals: AC 8 [11], HD 2, ML 7, HP 8, Attack 1d6+1, Thac0 18 [+1], MV 120'(40'), Save F2, AL lawful, XP 20.

152. Entrance from Outside: This room has a fire toward the and some natural light from the front (south). There are usually 11 neanderthals here.

11 Neanderthals: AC 8 [11], HD 2, ML 7, HP 11, Attack 1d6+1, Thac0 18 [+1], MV 120'(40'), Save F2, AL lawful, XP 20.

These are primarily hunters and warriors, staying near the entrance since this is where intruders are most likely to arrive, typically around 8 men and 3 strong women.

153. Neanderthal Main Living Quarters: This is the main neanderthal living area. There will be two moderately large fires burning. Around the wall are beds made of animal furs and areas where meat and herbs are prepared, as well as areas for stone knapping. There are 16 adults, 10 women and 6 men, along with 9 children, as well of as two chiefs (one of each sex), and a pet white ape.

16 Neanderthals (adults): AC 8 [11], HD 2, ML 7, HP 8, Attack 1d6+1, Thac0 18 [+1], MV 120'(40'), Save F2, AL lawful, XP 20.

9 Neanderthal Children: AC 7 [12], HD 1, ML 6, HP 3, Attack 1d4, Thac0 19 [+0], MV 120'(40'), Save NM, AL lawful, XP 10.

2 Chiefs: AC 8 [11], HD 6, ML 7, HP 40, Attack 1d8+2, Thac0 14 [+6], MV 120'(40'), Save F6, AL lawful, XP 275. (wielding dwarven made battle axes)

White Ape: AC 8, HD 4, ML 7, HP 20, Attack 1d4 x2, Thac0 16 [+4], MV 120'(40'), Save F2, AL neutral, XP 75.

The shaman is also here at times, and may or may not be present when the PCs show up.

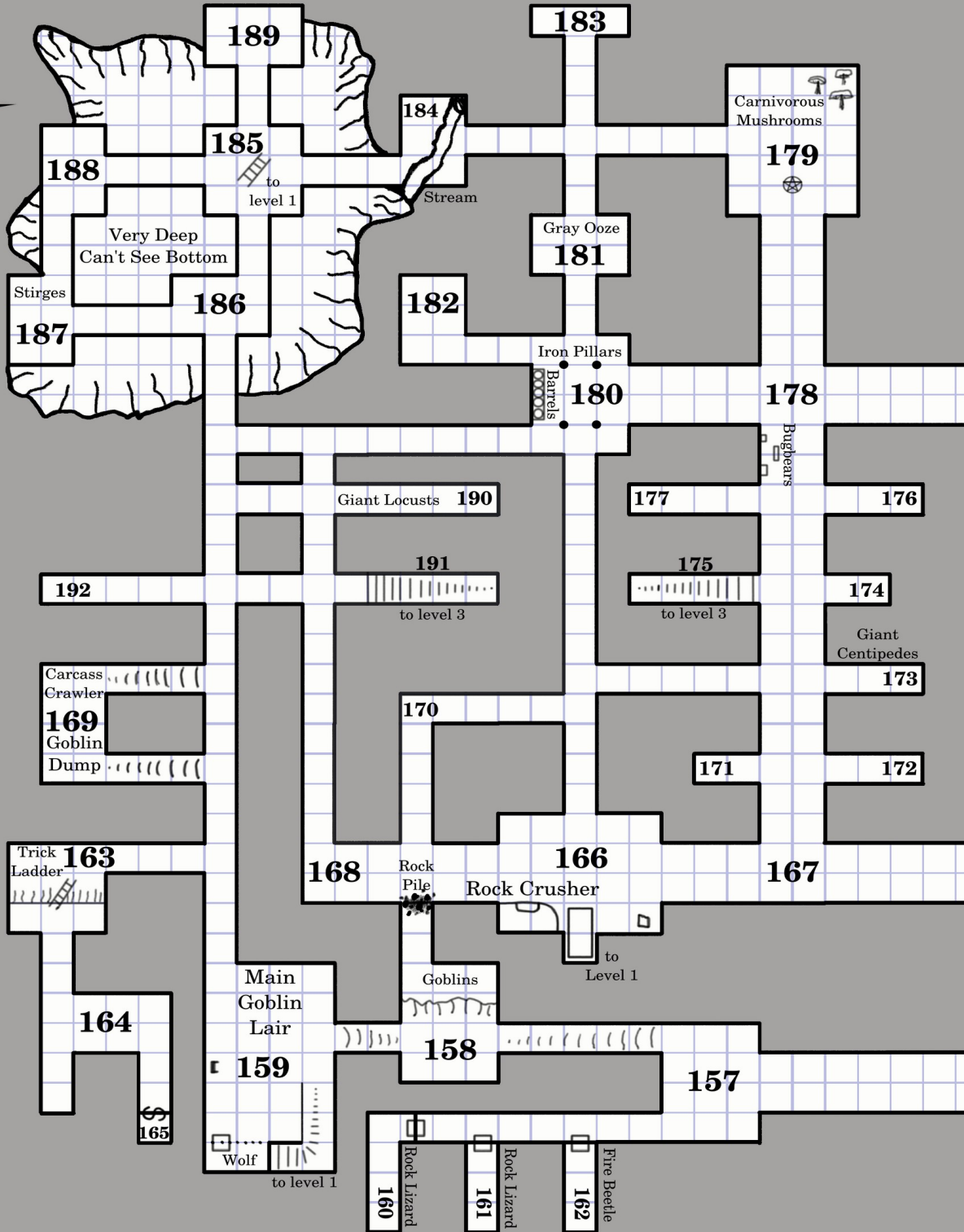
154. Food Storage: This room contains meat from recent hunts, along with some wild herbs and vegetables and some animal pelts. There are 25 pelts here weighing 2000 cn and worth a total of 500 gp. An old sack hold 3900 sp, found at some point and sometimes used to make jewelry.

155. Chief's Room: This room has two fur beds and chiefs will sometime be found here (usually when sleeping). Searching will reveal a pouch of gems:

- 20 Quartz worth 10 gp each
- 8 Turquoise worth 10 gp each
- 7 Amber worth 50 gp each
- 3 Amethyst worth 50 gp each
- 3 Garnet worth 50 gp each
- 1 Topaz worth 500 gp
- 2 Aquamarine worth 100 each

156. Cave Paintings: Much like *room 149*, this room has high walls covered in paintings of animals, along with hunting scenes and the outlines of hands.

Level 2, Zone 4: The Mines



The Mines (level 2)

This is the second level of the western mines, and continues the network of tunnels and special function rooms from level 1. The rooms and tunnels have a rougher quality, though still neatly cut with dwarven craftsmanship. Old beams brace the walls every 10', though they are clearly deteriorated and of questionable stability. One notable difference is that there are no mine cart tracks to speak of, something that was likely planned but not created during the time of the dwarves' occupation of the mines.

157. This room is mostly empty, with rough cut walls. Along the south wall are 15 iron spikes hammered into the wall every two feet, six of which hold heavy duty overcoats. A large wooden box sits in the south east corner (originally for returning clothing so it can be washed).

158. The ceiling of this room is around 20' up, and the north side of the room is 12' above the rest, with a steep escarpment (about 70° from the floor). A thief can automatically climb this cliff, but others must roll against strength or dexterity (whichever is lower) to climb it. Either way the climb will take a full round, during which no other movement or action can be taken. At the top of the escarpment are four goblin guards with short bows and short swords.

4 Goblins: AC 6 [+3], HD 1-1, ML 7, HP 3, Attack 1d6 (bow) or 1d6-1 (sword), Thac0 19 [+0], MV 90'(30'), Save F1, AL chaotic, XP 5.

Each goblin carries 45 sp.

Unless the PCs are already on friendly terms all reaction rolls will be at a -4, and if any goblin or hobgoblins have been killed these will attack on sight to defend the nearby lair. The sounds of fighting will alert the lair after five rounds of combat unless the fight ends before that time. Should their morale break, the goblins will attempt to flee to the lair and warn the goblins there.

159. Goblin Lair: This is the main goblin lair. Against the middle of the west wall is a large wooden chair with a cushion on it on which sits the goblin "king." In the southwest corner is the door to a cage openable with a lever and containing a large dire wolf. The rest contains a disorganized mess of goblin sized tables, chairs, and beds. The following goblins can typically be found here:

Goblin King: AC 6 [13], HD 3, ML 9, HP 15, Attack 1d8, Thac0 17 [+2], MV 90'(30'), Save F3, AL chaotic, XP 35.

4 Goblin Guards: AC 6 [13], HD 2, ML 9, HP 7, Attack 1d6, Thac0 18 [+1], MV 90'(30'), Save F2, AL chaotic, XP 20.

8 Goblins: AC 6 [13], HD 1-1, ML 9, HP 3, Attack 1d6, Thac0 19 [+0], MV 90'(30'), Save F1, AL chaotic, XP 5.

12 Goblin Children: AC 7 [12], HD 1-1, ML non-combatant, HP 1, Attack N/A, Thac0 N/A, MV 90'(30'), Save NM, AL chaotic, XP 0.

Dire Wolf: AC 6, HD 4+1, ML 8, HP 16, Attack 2d4, Thac0 16, MV 150'(50'), Save F2, AL neutral, XP 125.

Each normal goblin has 40 sp, the guards have 25 gp.

A chest next to the throne holds 3768 sp, 275 gp, and silver and tiger-eye tiara worth 200 gp.

160. This former mineshaft is use to house a male rock lizard, descended from some once used to pull carts by the dwarves and kept by the goblins for odd tasks (or a possible feast). The wall and door to it are a made from wrought iron bars.

Rock Lizard: AC 5 [14], HD 3, ML 9, HP 12,
Attack 1d6, Thac0 17 [+2], MV 120'(40'),
Save F2, AL neutral, XP 35.

161. This room is a dead-end mine shaft sealed by wrought iron bards and a gate, must like *rooms 160* and *162*. Its contains two rock lizards, both females for breeding with the male in *room 160*.

2 Rock Lizards: AC 5 [14], HD 3, ML 9, HP 9,
Attack 1d6, Thac0 17 [+2], MV 120'(40'),
Save F2, AL neutral, XP 35.

162. Another dead-end mineshaft converted into an animal pin with wrought iron bars and a gate, like *rooms 160* and *161*. It houses four fire beetles.

4 Fire Beetles: AC 4 [15], HD 1+2, ML 7, HP 7,
Attack 2d4, Thac0 19 [+0], MV 120'(40'),
Save F1, AL neutral, XP 15.

163. This room is a 30'x30'x30' cube, except the back (south) 10' of the room which has a floor 20' above the rest, rising as a shear cliff and only climbable by a thief using the climb wall ability. At the center of the cliff is rickety old wooden ladder in front of a clearly visible pressure plate made of an untarnished silver-gray metal. Careful examination will reveal a ladder made of silver-gray metal embedded in the cliff directly behind the wooden ladder. Stepping on the pressure plate will cause the metal ladder to pop out (knocking over the wooden ladder); the pressure plate is easily avoided. Climbing the wooden ladder will requite two dexterity checks, one for each 10' section, to avoid falls as the rungs break; having

the wooden ladder knocked over will also cause everyone on it to fall. Falling from the lower section does no damage, fall from the higher section will do 1d6 damage, and falling of the very top will do 2d6 damage.

164. The floor of this room is strewn with many scattered rocks of various sizes.

165. On the north (outer) side of the secret door is an empty cabinet and some barrels. Behind the secret door (south side) is a small (10'x10') room, in which is a chest containing 300 gp.

The secret door is a rotating wall, which will move if either end (east or west) is pushed.

166. This room is a vertical shaft up to *room 83* on level 1, and may have the foor and track from that room if it was dropped down.

In the southeast corner is a large, movable (on wheels) metal bin with some pulverized rock in the bottom.

In the southwest corner of the room is a large, machine with a chute about 10' up from the ground and a level will a level a short distance away. If the lever is pull horn will sound (alarm) and a 10'x10' metal cage will drop down, centered on the chute. After one round rocks will begin pouring in from above doing ad6 damage per round for one minute (six rounds), after which an explosion go off doing 2d10+20 damage (save vs. dragon's breath for half damage). Pushing the lever up will raise the cage and stop the rocks, and prevent the explosion. The lever is just outside the where the cage drops, but any standing in front of the chute will be trapped and potentially killed if the mechanism is activated.

167. An empty through large junction, appearing as a side passage if traveling east-west, or a T-

intersection if traveling south.

168. Two passages run passage run north and room 165 is to the east. The passage south is blocked by rubble from a cave in; enough rubble can be moved to pass through in two turns.

Some rusty chains lie on the ground near the west end of the passage.

169. This room is about 12' to 15' lower than most of the level and has been into a garbage dump by the goblins. The floor is covered in 2' to 3' of accumulated garbage, including numerous bones of creatures of many types. Resting in the garbage is a carcass crawler, which will emerge of the garbage is disturbed and moved toward the disturbance seeking a meal.

Carcass Crawler: AC 7 [12], HD 3+1, ML 9, HP 15, Attack paralyzed x8 or 1 hp, Thac0 17 [+2], MV 120'(40'), Save F2, AL neutral, XP 75.

A skeleton in the garbage has backpack containing 5325 sp and 981 gp.

170. Just a turn in the shaft.

171. A large sack and a steel bucket have been abandoned here.

172. Just a dead end.

173. Four giant centipedes can be found along the shaft.

4 Giant Centipedes: AC 9 [10], HD ½, ML 7, HP 3, Attack poison (sickening), Thac0 19 [+0], MV 60'(20'), Save NM, AL neutral, XP 6.

174. Just a dead end.

175. The stairs lead down a good 50' to room 223 on level 3 (the mines).

176. Just a dead end.

177. Just a dead end.

178. Bugbear Toll / Scam: A pair of bugbears is at the southwest corner of this junction. The lead bugbear is holding a 3' brass rod, using it like a vaudeville showman's or carnival barker's cane. The other is carrying a mace. They will demand either a week's rations or 25 gp as a toll to pass, or alternately that the PCs may play their game – a "simple puzzle" to to win their treasure as a prize. In plain sight against the wall to the south is a chest and large music machine (basically a desk-sized music box, likely take from the museum or palace). The music box won't play, and a crank handle, spring, and gear lay on its lid. To win the PCs must fix the music box, which require the three given pieces and the rod held by the bugbear. The cost of loosing is that the PC beating claimed as food by the bugbears, and the bugbears don't expect any winners – and will not take kindly to having their cheating by withholding a part called out.

2 Bugbears: AC 5 [14], HD 3+1, ML 9, HP 16, Attack 1d6+1, Thac0 16 [+3], MV 120'(40'), Save F3, AL chaotic, XP 50.

The chest contains 228 gp, 193 sp. The barrel contains two weeks of rations.

The bugbears do not intend to give up any treasure; they will not give the PCs the brass rod, and will become hostile if their cheat is pointed out. They are just amused by trickery and expect to eat those who take the bet.

See the *Handout 5* in the appendices for a pictorial representation of the puzzle.

179. A stone statue of a dwarf is near the entrance, its head broken off and laying on the floor. The floor of the northeast corner of the room is covered by a strange, thick mold from which three huge mushrooms (about 9' tall) emerge. Long tendrils like those of a jellyfish hang from the mushroom caps. Those who take time to look will notice bits of dead creatures of various kinds in the mold. Under the mushrooms is a human skeleton fallen prone with coins spilling from its backpack.

3 Carnivorous Mushrooms: AC 8 [11], HD 2, ML 12, HP 13, Attack 1d4 + poison (see below), Thac0 18 [+1], MV 0', Save F1, AL neutral, XP 25.

Any creature within 5' of the mushrooms will be attacked twice per round for 1d4 + poison for as long as at least one of the mushrooms remains alive. A liberal use of oil and fire can remove all the fungus in three rounds.

The backpack on skeleton contains 579 cp, 1053 sp, and 395 gp.

180. Four large iron pillars reach to the ceiling of this room. A high ledge on the west wall of the room has been put to use as a shelf for storing barrels. Trying to just pull the barrels off without some preparation will cause them to fall and break. There are six barrels in total. Two, labeled with a smiling, bearded face contain whiskey. The other four, labeled with gemstone emblem, contain a bright green gem cleaning fluid. Significant skin contact with the gem cleaner will do 1d3 damage, drinking it requires a save vs. poison to avoid death, and the smell will cause momentary dizziness (no penalty, last one round).

181. The floor of this room dips downward towards the center of the room, which is almost 3'

lower than the edge, with flat, smooth area of a darker tone than the rest of the stone, which glistens with wetness. The smooth patch is 8' across and is actually a gray ooze.

Gray Ooze: AC 8 [11], HD 3, ML 12, HP 13, Attack 2d8, Thac0 17 [+2], MV 9'(3'), Save F2, AL neutral, XP 50.

182. This room is empty except for an old, rusted anvil about 10' from the north wall.

183. A cracked grindstone lies in the floor in the west side of the room.

184. A small subterranean stream courses through this room, emerging a little below the ceiling in the northeast corner and dropping into the large chasm just past the southwest corner.

185. The center of this platform has a ladder up to platform 69 on level 1 (mines). The floor of the chasm is about 65 feet below.

186. This room contains pieces of several splintered poles. Careful searching will reveal a brass belt buck lodged between two floor planks (not particularly valuable, but could be sold for 5 sp).

187. Four stirges hang from the back (west) of the ceiling and will attack anyone stepping onto the platform.

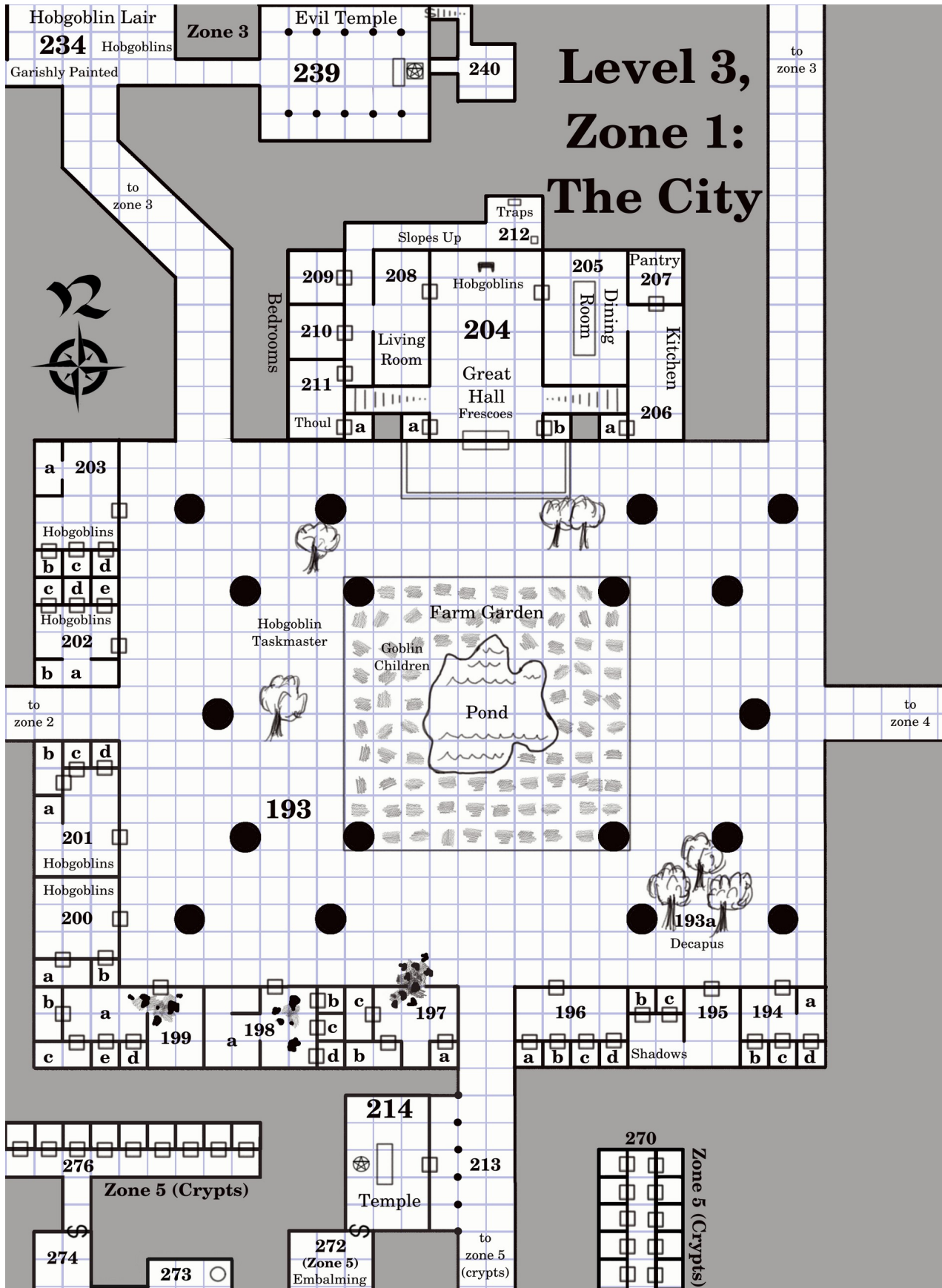
4 Stirges: AC 7 [12], HD 1, ML 9, HP 4, Attack 1d3, Thac0 19 [+0], MV 180'(60'), Save F1, AL neutral, XP 13.

188. This dusty platform has nothing on it.

189. At the center of the north wall stands a totem carved from a log in the form of a great vulture-like bird with the long legs of a crane or stork standing over an orc warrior.

190. A dead end.

191. The stairs here lead down about 50' to room 223 on level 3 (mines). **192.** There is a small stool at the end of the shaft.



The City (Bottom Level)

This is the part of the old dwarven city where the most affluent dwarves lived. (Show handout 4)

193. This 250'x200' chamber is the central square for the old dwarven city. The roof of the chamber is supported by 18 pillars, and an 80' wide sink hole opens the surface in the center of the room. A pond of clear, clean water, about 15' deep at the center, is under the sinkhole. Around the pond is a field of beans, millet, squash, and potatoes. Five 20' wide passages exit the chamber, while doors to ancient apartments line the south and west walls. On the north wall is a 2' high marble porch and the door to the palace for the dwarf lord Skirfir.

(Show the players handout 4, in addition to giving a description, as what they see is too complex to easily describe accurately.)

193a. Here there are three trees and several smaller bushes growing at the edge of the light. The trees are home to a decapus which feeds on any wandering vermin as well as any goblins (or anything else) who wander too close. Any PCs who enter into the trees will be seen as prey.

Decapus: AC 5 [14], HD 4, ML 11, HP 24, Attack 1d6 x 9, Thac0 16 [+3], MV 90'(30') in trees or 3'(1') on the ground, Save F4, AL chaotic, XP 75.

Scattered under the bushes can be found: 1527 cp, 350 sp, 245 gp, and a gold and jade armband worth 400 gp.

193b. This is a field of crops, as describe above, used as a supplemental food source for those times when hunting and raiding come up short. It is worked by 11 goblin children and managed by three hobgoblin task masters (treated as lair guards).

11 Goblin Children: AC 7 [12], HD ½, ML non-combatant, HP 1, Attack N/A, Thac0 N/A, MV 90'(30'), Save NM, AL chaotic, XP 0.

3 Hobgoblins Taskmasters: AC 6 [13], HD 4, ML 8, HP 11, Attack 1d8, Thac0 16 [+3], MV 90'(30'), Save F4, AL chaotic, XP 75.

The goblin children fear the trees in *area 192a*, and know rumors of a “tree monster” that eats goblins. They will not reveal this unless kindly and directly asked about the trees (or similar relevant questions). If capture and hostile or frightened they may claim there are gold and diamonds under the trees in hope the “tree monster” will eat their captors. The hobgoblin taskmasters don't take the rumor seriously, but do use them to threaten the children, telling them they will be sent to the trees if they don't work hard enough. (It is unlikely they would care anyway, so long as it scares the children into obedience.) Neither are aware of the actual treasure in *area 192a*. Note that the children will definitely be frightened if a dwarf is present, having been told that dwarves eat young goblins.

194. A pair of pallets are in the northwest corner on which lay two dwarven skeletons, with four more on the floor nearby.

194a. This former kitchen has the remains of a small fireplace with a rusty cauldron on its side nearby.

194 b, c, and d: These rooms are empty except for some mostly decomposed planks.

195. This room contains a wrought iron table with a granite top, flanked by stone benches.

195a. The west wall is lined by a stone counter. In the center of the room is a wrought iron table with a missing top. A pair of shadows are lurking here.

2 Shadows: AC 7 [14], HD 2+2, ML 12, HP 12,
Attack 1d4 + strength drain, Thac0 17 [+2],
MV 90'(30'), Save F2, AL chaotic, XP 35.
Surprise on 1-5

There are 292 gp and 3 phials of rare perfume worth 90 gp each scattered on the floor here.

195b. This room contains a wrought iron double bed frame.

195c. This room contains two wrought iron single bed frames.

196. This room contains dust and small debris, but anything interesting was removed long ago.

196a. This room contains a stone single bed. In the corner is a broken grindstone.

195 b, c, and d. These rooms contain a stone single bed (like *room 195a*, but without the grindstone).

197. Half of this room is filled with rubble collapsed from the ceiling. There is nothing else of interest here.

197a. A specialized room for chamber pots. A bench with two holes sits against the south wall, with a bucket under each hole. (Luxurious indeed!)

197b. There is a bronze double bed frame here.

197c. Whatever was once here (likely a bed) is long gone.

198. This room contains rubble from a collapsed ceiling with some bits of timber underneath.

198a. This room contains a stone table at its center.

198b. A broken headboard lies in the middle of the room.

198c. This room contains a wrought iron bed frame and a broken down couch or sofa.

198d. This room contains some broken boards. A 2'x2' stone pedestal, 3' high, is in the southeast corner.

199. This room is strewn with rubble from a collapsed ceiling.

199a. A cabinet carved of polished granite stands in the middle of the north wall. Some old feathers are scattered in the southwest portion of the room.

199b. Nothing but dust and small debris is here.

199c. In the middle of this room is a 2' high, 6'x6' stone platform on which is a torn mattress leaking musty feathers. Feathers are scattered over much of the floor.

199d. The floor of this room contains feathers and shredded bits of cloth. Next to a nightstand in the southwest corner is an iron candelabra.

199e. A wrack on the south wall contains five small barrels, three empty and two containing very spoiled beer (save vs poison or become violently ill for 24 hours if consumed, -4 to all hit rolls and saving throws). The smell of this beer will disgust any character who takes the time to do so.

200. A round table carved from marble sits in the middle of the room. Seated around the table in four rickety wooden chairs are four hobgoblins.

4 Hobgoblins: AC 6 [13], HD 1+1, ML 8, HP 7,
Attack 1d8, Thac0 18 [+1], MV 90'(30'),
Save F2, AL chaotic, XP 15.

Each hobgoblin has 25 sp and 15 gp in a pouch on their belt.

200a. This room contains four rickety wooden beds, a wrack with a couple sets of scale armor, and a wearable drum with a pair of drumsticks.

200b. Two buckets sit under a bench with two holes here, like in room 197a.

201. A pair of wooden benches sit against the south and west wall. Two hobgoblins sit on the southern bench, one sits on the west bench sharpening a sword, and one leans against the wall near *200a*.

4 Hobgoblins: AC 6 [13], HD 1+1, ML 8, HP 6, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F21 AL chaotic, XP 15.

Each hobgoblin has 25 sp and 15 gp in a pouch on their belt.

201a. This room contains four rickety wooden beds, a wrack with a couple sets of scale armor, and a wearable drum with a pair of drumsticks.

201a. There is a small fire pit and roasting spit here.

201b. This room contains two rickety wooden beds.

201c. This room contains a rickety wooden bed.

201d. This room contains a rickety wooden bed and a wooden box or crate with claw marks from some unknown large animal on it. The box contains two sets of clothing.

202. This room contains a pair of dilapidated couches, a large trunk, and several empty whiskey and wine bottles. Lounging on the couches are three slightly intoxicated hobgoblins sharing a bottle of liquor.

3 Hobgoblins: AC 6 [13], HD 1+1, ML 8, HP 5, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F21 AL chaotic, XP 15.

202a. This room contains four rickety wooden beds, a wrack with a couple sets of scale armor, and a wearable drum with a pair of drumsticks.

The trunk contains five sets of clothing, two normal swords, along with 271 sp at the bottom.

202b. On the western wall is a fireplace and a hearth flanked by a pair of stone counter.

202c. In this room is crude straw-stuffed mattress with an out-of-place seeming fine feather stuffed pillow at its head. A bed-sized stone platform has been converted into an unholy shrine featuring a saucer of dried blood and an unholy symbol.

202 d and e: In each of these rooms is a stone bed topped with a crude mattress stuffed with straw.

203. The north of this room contains a wooded table with four chairs. The south of the room features a wooden bench on the west wall with a small table in front of it. A hobgoblin sits on the bench, watching two others spar with headless spears (they will drop the staves and draw swords if real combat begins).

3 Hobgoblins: AC 6 [13], HD 1+1, ML 8, HP 7, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F21 AL chaotic, XP 15.

Each hobgoblin has 20 sp and 5 gp in a pouch on their belt.

200a. This room contains four rickety wooden beds, a wrack with a couple sets of scale armor, and a wearable drum with a pair of drumsticks.

203a. On the north wall are a fireplace with a hearth and a small oven, on the south wall is a stone counter.

203 b, c, and d. Each of these rooms is empty except for a straw mattress on the floor.

204. Throne Room: This room has a highly vaulted ceiling, 30' at the center and 15' high at the walls. The ceiling is covered in elaborate frescoes of elaborate geometric patterns. At the back of the room is a throne of polished black granite inlaid with in geometric, knotwork patterns with lapis lazuli. A large hobgoblin is lounging in the throne while four others mill around. If asked what he is doing here, or if the throne is commented on, he will joke, "*I guess I'm king now.*" He is not a king but a captain in charge of the hobgoblin presence in the abandoned city.

Hobgoblin Captain: AC 6 [13], HD 4, ML 8, HP 14, Attack 1d8, Thac0 16 [+3], MV 90'(30'), Save F4 AL chaotic, XP 75.

4 Hobgoblins: AC 6 [13], HD 1+1, ML 8, HP 7, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F21 AL chaotic, XP 15.

300 gp worth of lapis lazuli can be paired from the throne. A secret compartment under the seat contains a key to *room 204a*.

204a. Lord's Armory: The door to this room is granite reinforced with bronze is locked. Inside is the old dwarf lords personal armory of fine, ornate weapons (normal stats but 10 times the monetary value).

The specific weapons are four finely crafted battle axes with mahogany handles (worth 70 gp each) and two normal swords with gold cross guards, ebony handles, and turquoise set in the pommel (100 gp each) – for a total of 480 gp for all weapons.

204b. Broom Closet: The door resembles that of room 203a. Inside are four brooms, two mops, and three buckets.

205. Palace Dining Room: This room features a large, polished stone table, 30' long and 8' across, surrounded by 30 heavy, oak chairs (all dwarf sized). Three iron candelabras are on the table, one in the center of each 10' long section.

206. Palace Kitchen: A large stone fireplace and over are in the southeast corner of the room, while a stone counter runs along the east wall.

206a. Garbage Chute: The bottom, which is 10' down, is completely clogged with dirt and debris, and filled with an unbreathable gas created by decades of decay and trapped for over century. The floor at the front (east) of the room is at a 60° incline of smooth metal, causing characters who step in to slide to the bottom and become trapped; thieves may climb out with a -20% penalty. Characters trying to breath will take 1 point of damage per round while those who hold there breath will be treated as drowning. Killed characters may be revived with 1 hp within one turn, but are thereafter dead.

207. Pantry: The walls of this room are lined with shelves 18" apart, and four meat hooks hanging from the ceiling.

208. Living / Entertaining Room: The floor of the middle of the room is covered by a worn-out, mildewed, and tattered carpet. The south of the room has two large couches and a low-lying table. In the northwest corner are a broken lute and a wooden recorder.

209. Bedroom: There is an iron bed frame, an oak nightstand, and an oak dresser in this room. A fireplace with a mantle is in the middle of the north wall. A dented helmet sits on the dresser.

210. Bedroom: There is an iron bed frame, an oak nightstand, and an oak dresser here. A (non-animated) skeleton lays face down on the floor near the center of the room.

211. Bedroom: Inside this room is a large bronze bed frame with a worn-out straw-stuffed mattress on it, a nightstand, a dresser, a chest-of-drawers, and a chest. A thoul resides here.

Thoul: AC 6 [13], HD 3, ML 10, HP 18,
Attack 1d3 + paralysis x 2, Thac0 17 [+2],
MV 120'(40'), Save F3, AL chaotic, XP 75.
Regenerates 1 hp per round, even from death
(except for fire or acid damage).

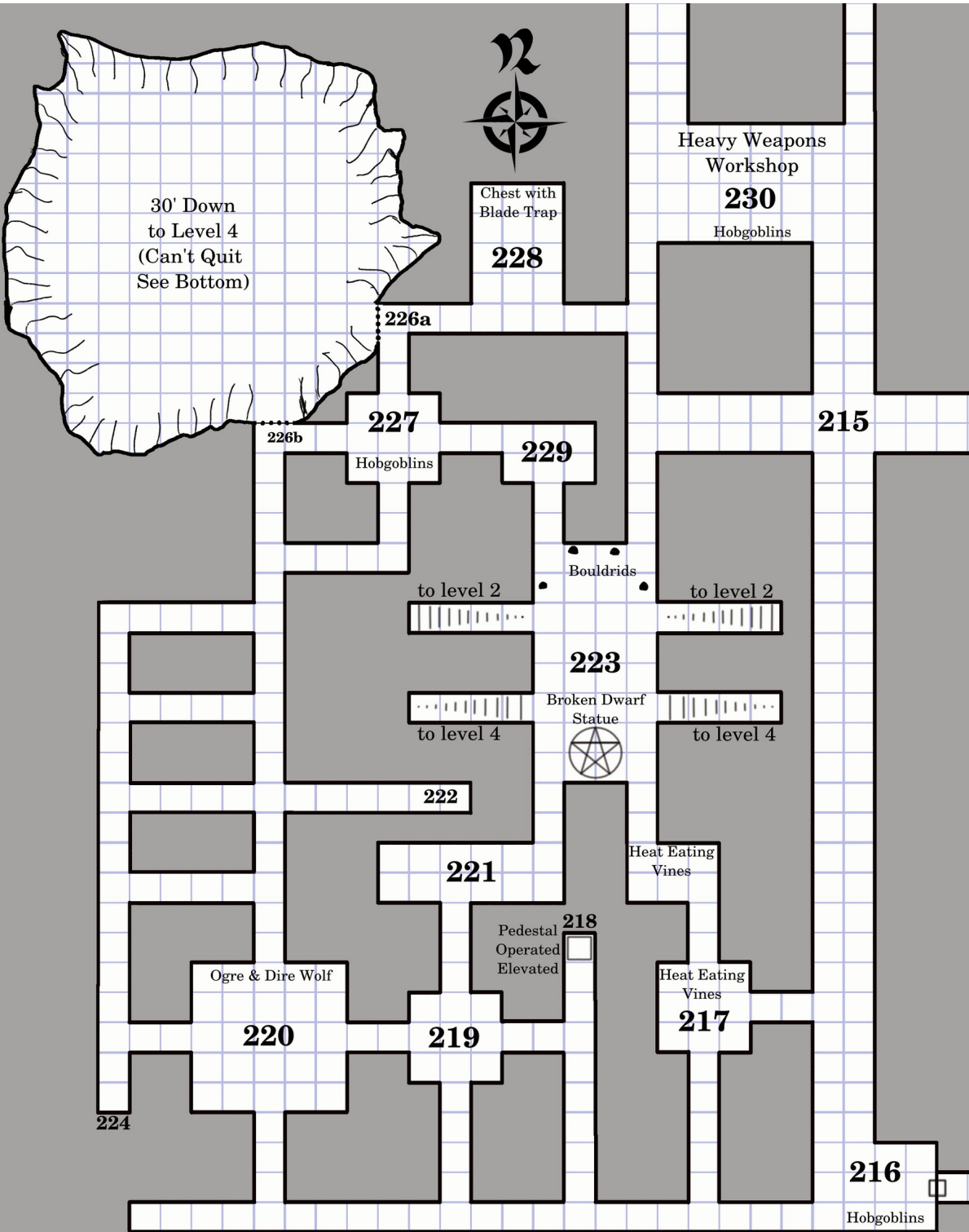
211a. Closet: This room has an iron bar, 4' off the ground, which wraps around the north, east, and south walls.

212. This room is almost 12' higher than the rest of the palace, the passage to it being sloped gently up. The chest against the north wall is locked (+25% chance to pick) and has a spring loaded blade that will slice upward when the chest is open, doing 1d8 damage unless a save vs. wand's is made. Inside are 914 sp; under a false bottom is a hand axe +2.

The pedestal by the east wall holds statuette of a bear carved from white translucent stone and trimmed with gold (worth 450 gp). Moving the statuette will cause the adjacent wall to tilt back 45°, releasing a 9' wide stone ball which will roll across the room and down the hall. Characters may either run back down the hall, dodging into the side with the chest, or be run over and crushed for 4d6 damage. The ball will stop at the bend of the hall, blocking the way, and will require multiple characters with a combined strength of 30 to move (or 60 to push up the incline).

213. Temple Entrance: This is the front of a temple, featuring four aesthetically carved columns.

214. The Temple: In the middle of this room is a large but simple altar. Behind the altar is a statue of a robed and hooded figure leaning solemnly on a pick axe. The walls, floor, and ceiling are all of a smooth, white marble.



Level 3, Zone 2: The Mines

The Mines (Level 3, West)

A continuation of the mining operation, though there are fewer extraction shafts off the main tunnels, as this level was not in service for as long as those above and is thus less developed.

215. Just an intersection, nothing of interest here.

216. The beams in the room are covered in a strange black mold (harmless). The room contains a detachment of four hobgoblins who guard the door to room 277, being tasked to make sure none enter (for their own safety) or leave (as those leaving are usually undead).

4 Hobgoblins: AC 6 [13], HD 1+1, ML 8, HP 8,
Attack 1d8, Thac0 18 [+1], MV 90'(30'),
Save F21 AL chaotic, XP 15.

Each hobgoblin has 25 sp and 15 gp in a pouch on their belt.

217. This room (and *room* 225) feel chilly and are full of strange white vines. These vines feed on heat. They are not immediately dangerous, but who knows what might happen if characters remain too long and not moving, allowing time to grow.

218. The last 10' of this hall has a metallic floor and ceiling in the center is a pedestal with a spring loaded trap. Placing an item of any substantial weight on the pedestal will cause the last 10' of the passage to rise 20' and connect to a 10;10 room to the north. In the middle of the room is a chest. In the chest is 150 gp and a jade statuette of a dragon worth 400 gp.

219. This room is empty.

220. This room is the home of an ogre and his pet dire wolf.

Ogre: AC 5 [14], HD 4+1, ML 10, HP 18,
Attack 1d10+2, Thac0 15 [+4], MV 90'(30'),
Save F4, AL chaotic, XP 125.

Dire Wolf: AC 6 [13], HD 4+1, ML 8, HP 15,
Attack 2d4, Thac0 15 [+4], MV 150'(50'),
Save F2, AL neutral, XP 125.

The room contains a campfire, a pile of molding, untanned animal skins used as a bed, and some old wooden crates. In side the crates are: 1931 cp, 1500 sp, 582 gp, and once broken but repaired shield.

221. This room is empty.

222. Just a dead end.

223. In the south of the room is a large statue of a dwarf holding a pick-axe which has been broken off at the knees, the top laying toppled on the floor. A plaque on the base of the statue reads, "*Our Hard Work Has Paid Off*" in Dwarven runes.

The ceiling is 20' high, the statue was, while the statue was 18' tall.

In the north of the room are what appears to the four small boulders, which are actually bouldrids. They will only act or move if disturbed, and will otherwise remain inactive, disguising their true nature as they monitor the room.

4 Bouldrids: AC -2 [21], HD 2, ML 8, HP 9,
Attack 1d8, Thac0 18 [+1], MV 60'(20'),
Save F2, AL chaotic, XP 20

224. Just a dead end.

225. This room is a full of white vine which feed on heat instead of light – the same as the vines in *room 217*.

226 (a and b): These section of tunnel connect to the pit found on all four levels. A wooden fence acts as a railing, though it can easily be climbed over and would not be hard to destroy.

227. This room contains five hobgoblins which take turn sparing while king an eye (and ear) on the adjoining passages. They will be drawn to the sound of fighting in nearby rooms (as far south as *room 223* and as for north as *room 230*).

5 Hobgoblins: AC 6 [13], HD 1+1, ML 8, HP 9,
Attack 1d8, Thac0 18 [+1], MV 90'(30'),
Save F2, AL chaotic, XP 15.

Each hobgoblin has 20 sp and 5 gp in a pouch on their belt.

228. A large chest sits against against the center of the north wall. The chest is locked and trapped with a spring loaded blade trap. If the trap is not disarmed anyone opening it must make a saving throw vs. wand or take 1d8+2 damage.

In the chest are 1663 sp, 320 gp, and 10 tiger-eyes worth 10 gp each.

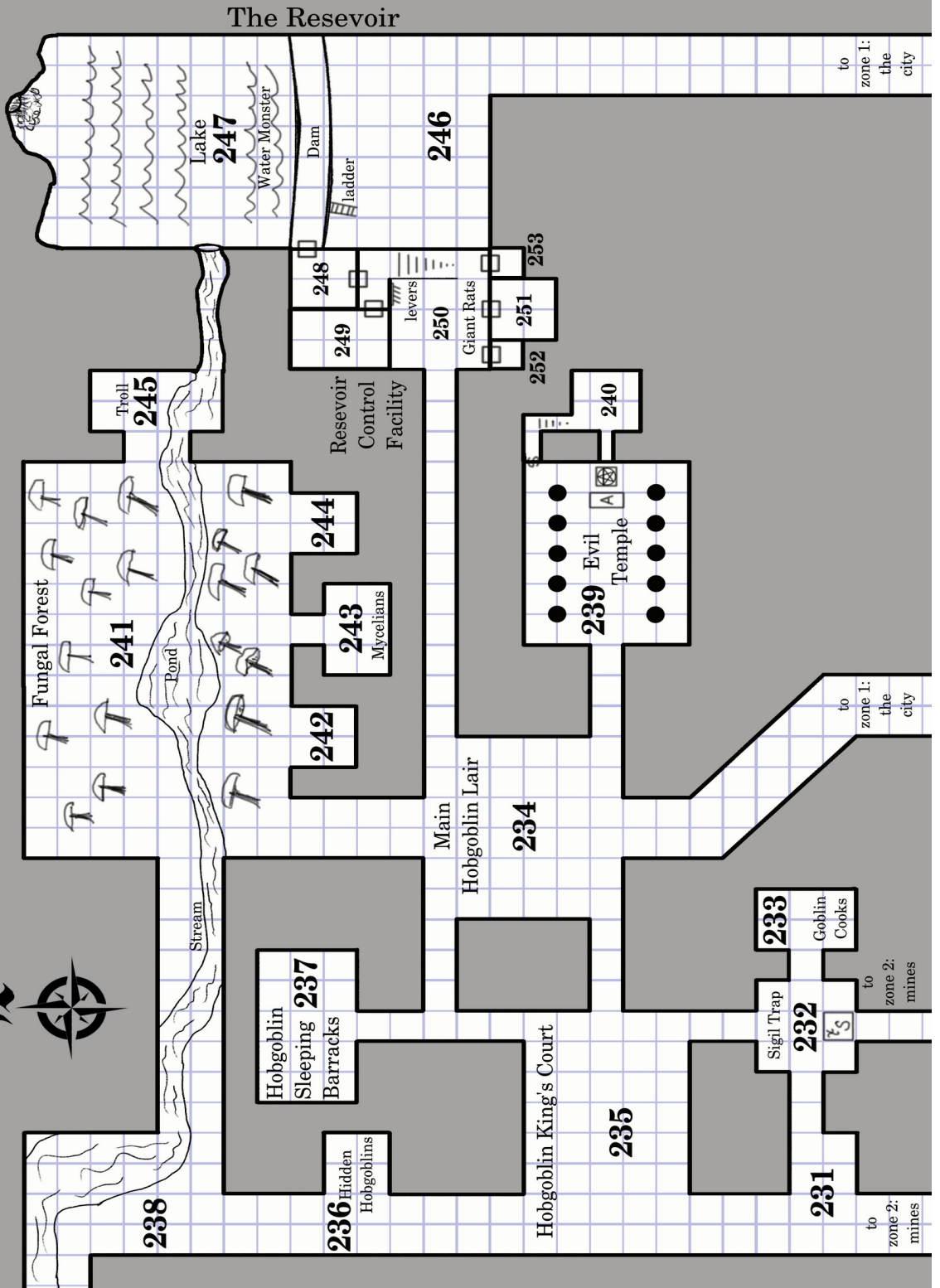
229. A broken door handle is near the middle of this room.

230. This room contains a catapult, a half build catapult, and two ballistas. All fully build seige engines are on wheels. There is a also a pile of lumber, a barrel of nails, a barrel of various metal fittings, and a table with tools on it. It is occupied by six hobgoblin workers with hammers.

6 Hobgoblins: AC 6 [13], HD 1+1, ML 8, HP 6,
Attack 1d6, Thac0 18 [+1], MV 90'(30'),
Save F2, AL chaotic, XP 15.

Besides tools the tables has three bags of coins: One with 760 sp, one with 156 ep, and one with 146 gp.

Level 3, Zone 3: Hobgoblin Lair (etc.)



Level 3: Hobgoblin Lair

This is the hobgoblin lair, some of which they expanded, some of which they even dug themselves.

231. There are two hobgoblins sentries here; at first sight of a threat they will run back toward room 235 to warn the kind. Otherwise the room is empty.

2 Hobgoblins: AC 6 [13], HD 1+1, ML 8, HP 8,
Attack 1d8, Thac0 18 [+1], MV 90'(30'),
Save F2, AL chaotic, XP 15.

232. The floor at the southern entrance has a magic sigil written on it which will a minor cave in if crossed by lawful character or creature. That character and any others in the 10'x10' are in front of the southern entrance must make a saving throw vs. dragon's breath or take 2d6 damage. Neutral character's get a +1 on the save, chaotic characters get a +3. There is nothing else interesting here.

233. Hobgoblin Kitchen: This is the hobgoblin kitchen, complete with counters, tables, cauldrons, cookware, and a large fireplace and hearth with a spit. It is run by four goblin cooks, as the hobgoblins are too busy with drills and train to prepare their own food. If combat breaks out they will use kitchen / butcher knives (treat as daggers).

3 Goblins: AC 7 [12], HD 1-1, ML 7, HP 7,
Attack 1d4, Thac0 18 [+1], MV 90'(30'),
Save F2 AL chaotic, XP 5.

234. Hobgoblin Main Living Quarters: This room contains 10 tables with four chairs each near the western wall. Along the east wall are four targets for practice throwing axes and spears, and four an empty area to the north east for sparing with melee weapons. There will be six hobgoblins here (2d4+1 on later visits unless the population has been decimate). In addition there will be a dozen hobgoblin children here who do not fight except in self defense.

6(?) Hobgoblins: AC 6 [13], HD 1+1, ML 8,
HP 6, Attack 1d8, Thac0 18 [+1],
MV 90'(30'), Save F2, AL chaotic, XP 15.

12 Hobgoblin Children: AC 6 [13], HD ½, ML 6,
HP 2, Attack 1d4, Thac0 20 [-1], MV
90'(30'), Save NM, AL chaotic, XP 0.

235. Hobgoblin King's Hall: Against the center of the north wall is a carved stone throne on which sits the hobgoblin king, flanked by two body guards. A messy banquet hall table stretches across the middle of the room, with 1d3+1 hobgoblins at it at any give time, seated in random locations. If not killed, the witchdoctor and/or thoul may also be present.

Hobgoblin King: AC 3 [16], HD 5, ML 10, HP 22, Attack 1d8+2, Thac0 15 [+4], MV 90'(30'), Save F5, AL chaotic, XP 175.

2 Hobgoblin Guards: AC 5 [14], HD 4, ML 10, HP 9, Attack 1d8, Thac0 16 [+3], MV 90'(30'), Save F4, AL chaotic, XP 35.

1d3+1 Hobgoblins: AC 6 [14], HD 1+1, ML 8, HP 6, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F2, AL chaotic, XP 15.

(Possibly here, but likely not)

Witchdoctor (*from room 137*): AC 8 [11], HD 2, ML 10, HP 8, Attack 1d6, Thac0 18 [+1], MV 60'(20'), Save C2, AL chaotic, XP 35. Spells: Cure/Cause Light Wounds, Darkness, Magic Missile.

Thoul (*from room 221*): AC 6 [13], HD 3, ML 10, HP 18, Attack 1d3 + paralysis x 2, Thac0 17 [+2], MV 120'(40'), Save F3, AL chaotic, XP 75. Regenerates 1 hp per round, even from death (except for fire or acid damage).

If their king is killed, the morale of all hobgoblins will drop to 8.

A chest a little to the east of the throne contains the main hobgoblin treasury of 2000 gp and a large fire opal worth 1000 gp.

Hanging from the south wall is a tapestry worth 500 gp.

The hobgoblin kings (dwarf made) armor, which is intricately decorated with inlaid gold wire is worth 500 gp. (If the wire is scraped off, which will require a lot of work, it is only worth 5 gp, and doing so will reduce the value of the armor to that of basic plate-mail – much of the value is in the artistry.)

237. Hobgoblin Sleeping Barracks: This room has rows of beds against the north and south wall, arranged in the style of a barracks. A total of 18 in all. At any time there will be 1d6 sleeping hobgoblins and 1d4 who are awake.

Hobgoblins (*see above for number*): AC 6 [14], HD 1+1, ML 8, HP 6, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F2, AL chaotic, XP 15.

Sleeping hobgoblins may be automatically killed with any edged weapon (require one round), but if combat takes more than two rounds they will awaken on the third and attack on the fourth. Obviously, the hobgoblins who are awake will not just allow someone to start killing the others.

236. This are has a wooden floor with a carpet covering the eastern half of the room. The carpet conceals a large trapdoor with a ramp leading out to the west. Hiding under the raps door are four hobgoblins serving as concealed guards, who have left a small peek crack at the edge of the carpet and can also hear foot steps on the wood. The hobgoblins will throw open the trap door (the carpet is not heavy) and rush any intruder when they are halfway through the room, or any who begin investigating the carpet, surprising on a roll of 1-5.

4 Hobgoblins: AC 6 [13], HD 1+1, ML 8, HP 6, Attack 1d8, Thac0 18 [+1], MV 90'(30'), Save F2, AL chaotic, XP 15.

238. A stream enters from the east, flows along the east and north walls, and flows out to the west. The exit to the east runs around 80' before reaching the outdoors under a mid-sized overhang.

239. Evil Temple: This is a temple to a hobgoblin deity or god of war* (see note below). The architecture is distinctively non-dwarven, having the space having been excavated by the hobgoblins. Along the sides of the room are stone pillars, while rough wooden pews cross the middle of the room and a black stone altar is near the eastern wall.

Regardless of the god or immortal being primarily worshiped here, a cubby hole in the center of the western wall contains what appears to be a statuette of a demonic creature resembling a bat-winged hobgoblin with a pair of golden horn, and otherwise carved of lapis lazuli. The statuette is actually hollow terracotta with a brilliant blue glaze and thinly gilded horns. This will become obvious immediately if examined by someone holding it.

Level 3: The Dump / Fungal Forest

This area was once used by the dwarves as a place to dispose of waste, especially such things as spoiled food and fecal material, as well as other primarily organic waste such as badly damaged cloth or wooded items not deemed worth burning as fuel. It has long since rotted into a dense, organically rich soil feeding a thick mycelium.

241. This huge chamber once served as a place to dispose of garbage. Waste of all kinds was deposited here, mostly various types of organic as it could not be melted down and recycled. This has become the perfect fertile ground for all sorts of exotic fungi, and the chamber is now home to a forest of gigantic mushrooms, most 15' to 20' in

Taking or moving the statuette will cause the floor between the wall and the altar to retract, dropping the taker and any others in that 5'x5' section of floor to fall into a 10' deep pit (1d6 damage). The floor will then slide back over the pit and the walls then begin to close in and will crush the occupant of the hole in 10 rounds. The eastern wall of the pit has a keyhole; smashing the statuette will reveal the key that will open the door (eastern wall), revealing a the tunnel to *room 240*.

**The deity represented should be one to fit your campaign – possibly a hobgoblin specific deity, possibly a devil figure or powerful demon, possibly a general god of war. When originally run this was Ares, though the hobgoblins represented him as a hobgoblin.*

240. A stone dais in the center of the room holds an electrum statuette resembling a hobgoblin dressed as a hoplite holding a spear and shield; it is worth 1000 gp, and an ornate ceremonial dagger worth 100 gp, a chaotic holy symbol, and a strange fragment on an unknown artifact made of some strange swirly red and green stone with a strange pattern carved into one side and willed with a silvery metal.

height with caps 10' to 20' across. The ground is soft, almost spongy, and must be covered in a fine white mycelium resembling a carpet of mold. A stream runs from east to west, forms a small pool in the center of the room.

242. An empty alcove with bare stone towards the back.

243. Mycelian Lair: This is the home of a family of mycelians who avoid contact with most other creatures. They are peaceful unless attacked. The other residence of the dungeon do not know of their existence. If communication is established (likely through the mycelians natural telepathy) they will warn the party of the troll from room 245 (who sometime roams the fungal forest), though they do not know what it is called.

2 Mycelians: AC 8 [11], HD 3, ML 7, HP 12,
Attack 1d6, Thac0 17 [+2], MV 90'(30'),
Save F3, AL lawful, XP 35

3 Young Mycelians: AC 8 [11], HD 1, ML 7,
HP 6, Attack 1d6, Thac0 19 [+0],
MV 90'(30'), Save F1, AL lawful, XP 10

They have no treasure and do not value such things.

244. The top of a small metal box can be seen protruding from the dirt. Inside are 2697 sp. Unearthing the box will reveal that it has wheels on one side and a handle on the other, having been made to be pulled.

Level 3: The Reservoir

246/247. This huge chamber is the reservoir of the old dwarven city, and is divided by a dam that stretches east to west. The roof of the chamber is 60' up from the lower floor (*room 246*).

245. Troll Lair: Water enters here through a round, pipe-like tunnel 6' in diameter wheel opens on the southern end of the eastern wall. This comes from the reservoir in *room 247* and is the source of the stream which runs through *room 241* and out the exit in *room 238*.

Scattered on the floor are the bones of various creatures, including several hobgoblins.

Lurking in the north of the room is a troll who sees the PCs as quite tasty.

Troll: AC 4 [15], HD 6+3, ML 10, HP 25,
Attack 1d6 / 1d6 / 1d10, Thac0 18 [+1],
MV 120'(40'), Save F6, AL chaotic, XP 650.
Regenerates 3 hp per round, even from death, except for fire or acid damage.

Among the bones and filth can be found 1379 sp, 419 gp, and a pair of elven boots.

246. This area is about 70' across, east to west, and about 50' north to south, the norther bound being a stone dam about 35' high. A bronze ladder leads to the top of the dam, with the door to *room 48* being near the ladder on top of the dam. The vaulted roof of the cavern is at least 30' above the top of the dam.

247. This is a lake formed by the dam and is 30' deep. Water pours from the ceiling at the northern end of the chamber. The lake is home to a strange creature the size of a large horse, with a squid-like body, a long snake-like neck, and a toothy mouth flanked by a pair of clawed tentacles for pulling food to the mouth.

Monster: AC 6 [13], HD 5, ML 8, HP 22,
Attack 1d6 x2*, Thac0 18 [+1],
MV 150'(50') in water, Save F3, AL neutral,
XP 300

*A character (or creature human sized or smaller) hit by both tentacles will be pulled to the mouth and bitten for an extra 1d8 damage. They will be bitten for 1d8 points of damage per round until breaking free with a strength check, or either they or the monster are dead; while holding to bite the tentacles cannot be used to make further attacks.

Players should be encouraged to call the creature whatever they find fitting, allowing them to name the unknown creature for your campaign world. If they refuse to name it and insist and on being told a name you may tell them it is a "plesiocharis."

Under the water near the center of the dam is a skeleton (not animated) with a sword +2, around which is scattered 671 gp.

248. This room contains some broken bits of wood (formerly chairs). In the northwest corner is a large stone flower pot containing dirt.

249. The room contains a desk with a chair, and empty bookshelf, and a chest containing tool such as hammers, pliers, and tongs. The northern wall is covered by a large mirror.

250. The northeast corner of the room contains a large rat nest. The room is home to nine giant rats.

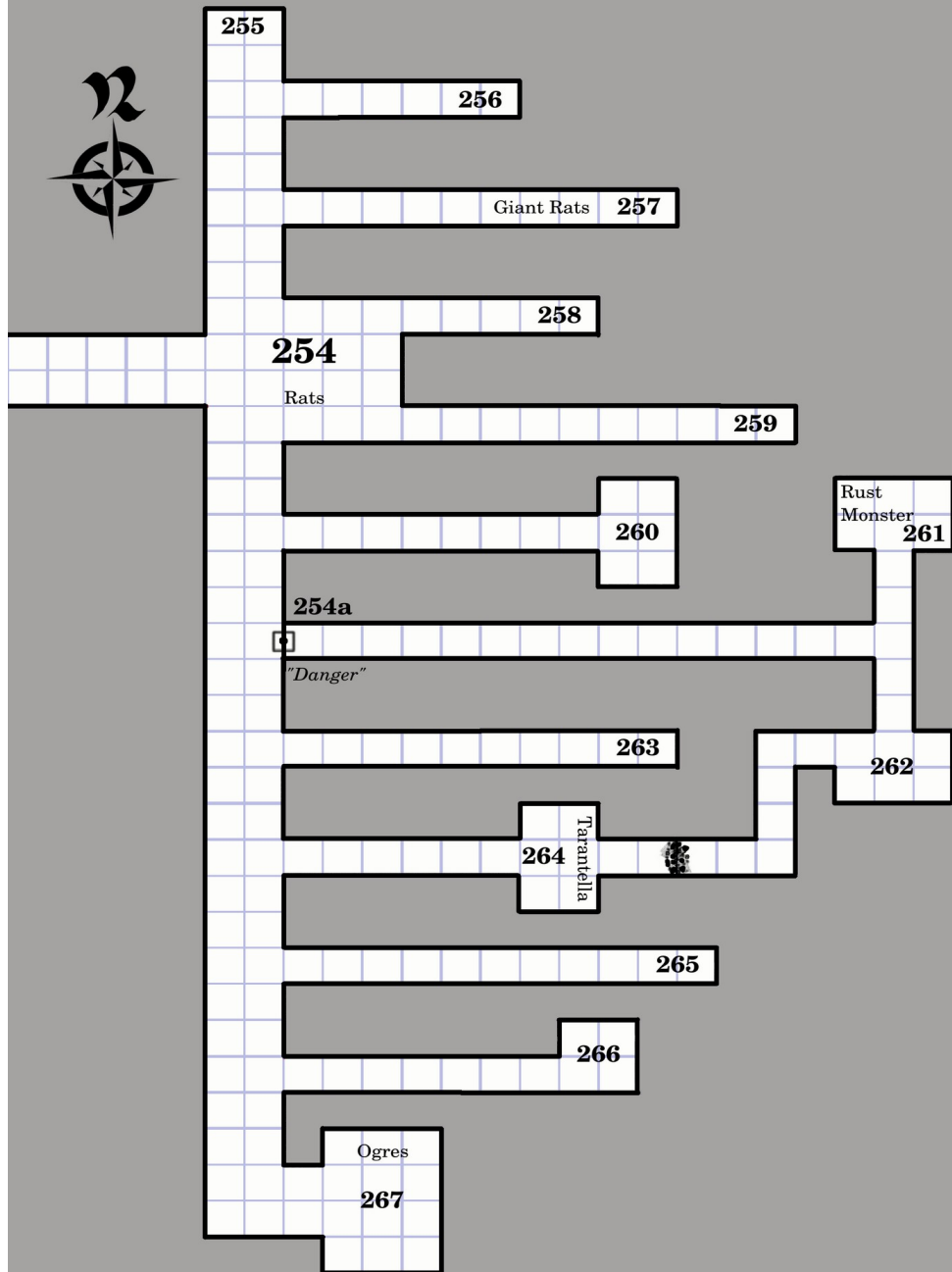
Four large metal wheels for opening and closing valves are on the north wall, spaced every 10'. Turning the wheels will result in the sound of distant rushing water, but with no obvious immediate effect. It is likely the pipes and machinery are too clogged or corroded to do much, but who knows what plumbing they are reactivating or what the effect might actually be....

251. This room contains several empty bookshelves, and a desk on which are several old quills, a dried-up ink pot, and a log book recording maintenance assignments for the dam, piping, and machinery.

252. An empty storage closet

253. An empty storage closet

Level 3, Zone 4: Eastern Mine Shafts



The Eastern Mines

This area is a set of mineshafts, rough-hewn though stone with wooden supports, most of which are still standing.

254. A mess of bones and garbage conceals 26 rats:

26 Normal Rats: AC 9 [10], HD 1 hp, ML 5, HP 1, Attack 1d6 per 5 rats, Thac0 20 [-1], MV 60'(20'), Save F2, AL neutral, XP 2.

There is no treasure.

254a. A wooden barrier and a gate barred from the other side. A sign reads, "*Danger! Do not enter!*" in dwarven runes.

255. An uncompleted shaft (just a dead end).

256. A dead-end (uncompleted)

257. A nest of six giant rats:

6 Giant Rats: AC 7 [12], HD ½, ML 8, HP 2, Attack 1d3 + disease, Thac0 18 [+1], MV 120'(40'), Save NM, AL neutral, XP 6

Buried in the next are two violet garnets worth 600 gp each.

259. Dead-end (incomplete tunnel)

260. A collapsed desk holds an account of the last days of Skirfir's mine.

261. This room contains a rust monster that licks the ore-rich walls.

Rust Monster: AC 2 [17], HD 5, ML 8, HP 27, Attack rust, Thac0 15 [+4], MV 120'(40'), Save F3, AL neutral, XP 300.

262. Some rags in the southeast corner conceal a jade belt buckle worth 280 gp.

263. Uncompleted tunnel (dead-end).

264. This web infested room is home to a tarantella.

Tarantella: AC 5 [14], HD 4, ML 8, HP 22, Attack 1d8 + dance, Thac0 16 [+3], MV 120'(40'), Save F2, AL neutral, XP 125.

A skeleton laying against the wall has a bag containing 98 sp.

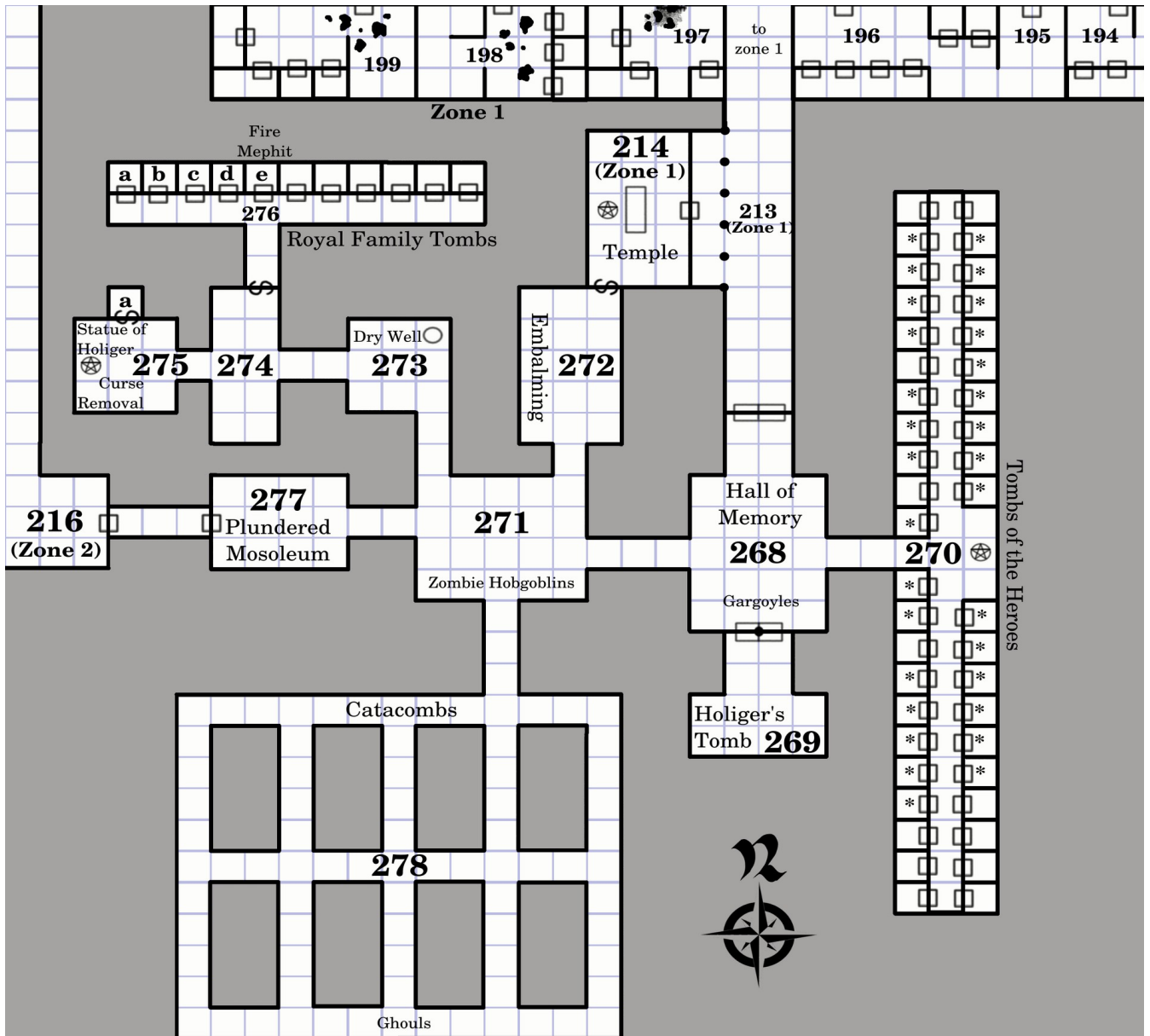
265. Dead end (incomplete tunnel)

266. The skull of a wolf lies in the southeast corner.

267. The home of an ogre couple, complete with campfire and animal skin beds.

2 Ogres: AC 5 [14], HD 4+1, ML 10, HP 20, Attack 1d8+2, Thac0 15 [+4], MV 90'(30'), Save F4, AL chaotic, XP 125.

Scattered around the room are a bag of 4031 ep, a bag of 1284 gp, a set of plate-mail +1, and rope of climbing.



Level 3, Zone 5: The Crypts

Level 3: The Crypts

This area was used as the cemetery of the the dwarven city, and hold the tombs of various dwarves, including that of Skirfir himself and his close family, as well as catacombs for those not buried in proper crypts. Hobgoblins have quarantined that area as cursed after a band of them entered and never returned.

268. Hall of Memories: The north of this room has a pair of 20' long stone table lined with stone benches. The south of the room has four stone pews, two on each on the west and east sides facing the middle. The walls of the souther end are lines with stone vases.

The exit to the south is blocked by a heavy bronze door, which is locked and flanked by pedestals atop which are gargoyles. A third gargoyle is on a ledge over the door. Only the gargoyle on the ledge above the door is alive (the other two are just statues).

Gargoyle: AC 5 [14], HD 4, ML 12, HP 27,
Attack 1d3 / 1d3 / 1d6 / 1d4, Thac0 16 [+3],
MV walking 90'(30') or flying 180'(60'),
Save F4, AL chaotic, XP 175.

The gargoyle will only attack if attacked, after which it will fight to the death. If left alone it will remain motionless, appearing to be just another statue. On death it will shatter revealing the key to room 269.

269. Skirfir's Tomb: This room contains the actual sarcophagus and remains fo the Dwarf Lord Skirfir.

In a small chest at the foot of the sarcophagus are 920 sp and 200 ep.

Skirfir's corpse is wearing an ornate gold, silver, and bloodstone medallion worth 800 gp.

270. The Hall of Heroes: A stature of a dwarven warrior with an axe stands on a pedestal against the east wall. On the pedestal is the epitaph:

*"Here Rest Our Fallen Heroes,
To Honor Forever"*

Along the hall are the actual crypts of various warriors deemed worth of being honored as heroes, each with its own door. What is in each crypt is denoted on the gamemaster's map by the following letters:

Each tomb with an asterisk shown on the gamemaster's map contains a skeleton of a dwarf warrior. If the eye of the statue in room 275 has been returned these will be normal, harmless skeletons. If not these will be hostile animated skeletons, and will rise to attack any who open their crypt. For each door that has been opened there is a cumulative chance (1, for the first, 2 for the second, etc.) that 1d6 nearby skeletons will emerge from nearby crypts and attack as well. Upon opening the seventh door, all remaining skeletons will emerge and attack.

Skeletons (30 in total): AC 7 [12], HD 1, ML 12,
HP 6, Attack 1d8, Thac0 19 [+0],
MV 60'(20'), Save F1, AL chaotic, XP 10.

Each skeleton will have 1d6x10 + 1d10 sp and a battle axe.

As soon as the statues eye has returned, all the skeletons will stop being animate and become normal, dead skeletons – as long as the statue continues to have both eyes.

271. This room is mostly empty, with a vaulted ceiling rising to 25'. Scattered around the middle of the room are what appear to be four hobgoblins; these are actually now zombies.

4 Zombie Hobgoblins: AC 8 [11], HD 2+1, ML 12, HP 12, Attack 1d8, Thac0 17 [+2], MV 90'(30'), Save F1, AL chaotic, XP 20.

Each zombie has 10 gp, still on its person from when it was alive. One of them also has a low quality sapphire worth 500 gp, which is cursed. Who ever takes the sapphire must roll a saving throw vs. spells, while any associates of that individual who are present must make the same saving throw but with a +2 bonus (for PCs, this means the rest of the party). Any who fail can no longer heal normally and must save vs. poison once per hour or lose 1 hp. These cursed will immediately feel a sense of impending doom and the presence of death. Any who die while cursed will become zombies.

The curse will be removed if the sapphire is returned to the eye of the statue in *room 275*. Otherwise a remove curse spell is needed for each cursed character. If more than a day of down time is taken while the curse is in effect, then any cursed characters can be considered to be dead and zombified.

To remove the curse from the gem requires dispel magic, remove curse, and a second dispel magic to be cast in that order within one day. It is likely any one performing this for pay would likely take the gem as payment (at least). If the curse is removed then the gem will no longer be usable to break the curse.

272. Embalming Room: This room contains six preparation tables for dressing and embalming a corpse. A shelf against the center of the west wall holds a collection of embalming tools.

273. In the center of this room is a large empty font, which once held holy water (long dried up). In the northeast corner is an ancient well from which water for blessing could be drawn.

274. The walls of this room are ornately carved with angular knotwork. A skeleton in the south of the room has a dry-rotted waterskin and a broken smoking pipe. A partially decomposed hobgoblin lies near the center of the room.

275. Memorial of Skirfir (Fake Tomb): The statue of a lordly dwarf holds a pick-axe and stands on a sarcophagus against the center of the west wall. The left eye of the statue is a blue sapphire, identical to the one from *room 271* (and with the same curse if taken). The right eye socket is empty. Placing the sapphire from *room 271* in the right eye socket will remove the curse from all effected characters (this does not apply if the left eye has been taken, both gems must be on the statue for the curse to be removed).

The arms rotate up and down, along with the pick-axe connecting the hands. Pulling the pick-axe down into its natural holding position in front of the statue will open the secret door to the north (to *room 275a*).

The sarcophagus is fake, being carved of solid stone as part of the statuary.

275a. This room contains a memorial to Skirfir in the form of a raised cabinet with a carved and painted mural at the back. On a table is a book giving the full history of the mine (worth 100 gp to a historian or family member). Tucked into the book is a fine parchment reading: “*In a demons heart hides the key*” (referring to the gargoyle in room 268).

276. This passage has 11 doors to the north.

Sub-rooms a-d contain sarcophagi with skeletal dwarves inside (these are not animated); sub-rooms f-k are empty. Sub-room e contains a living stone statue in the form of a dwarf.

Living Rock Statue: AC 4 [15], HD 5, ML 11, HP 12, Attack 2d6 x 2, Thac0 16 [+3], MV 60’(20’), Save F4, AL chaotic, XP 300

The statue will attack on sight.

Treasures:

- a. Tomb of Thrar:** 100 sp, polished obsidian pendant worth 100 gp
- b. Tomb of Snargle:** 200 sp, 200 ep
- c. Tomb of Goldvieg:** 100 sp, ornate silver and gold comb worth 800 gp.
- d. Tomb of Snorvin:** 100 sp, 300 ep

The other sub-rooms are pre-dug burial chambers which have never been used.

277. The north and south walls of this room are lined with polished granite plates, many of which have been broken or pulled loose to reveal holding areas for coffins. The floor along the north and south walls are littered with bones and bits of broken wood.

278. These are catacombs with walls containing places to lay corpses; in the northern half of the room these contain skeletal dwarves whose bones have been gnawed. There are no corpses in the southern half of the catacombs. The catacombs are home to an elder ghoulish; there is a 50% chance per turn to of encountering the ghoulish while in the area.

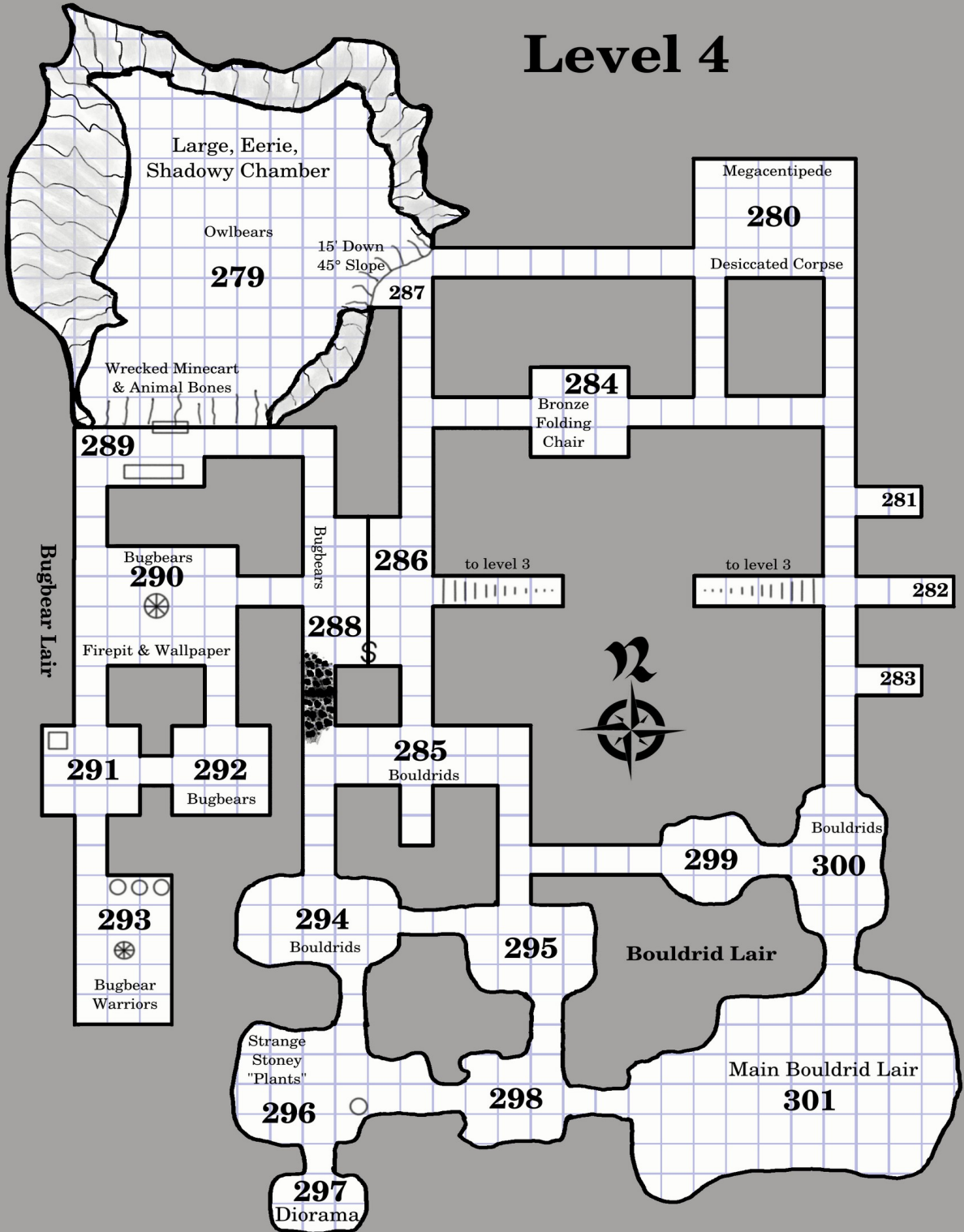
Elder Ghoul: AC 5 [14], HD 5, ML 11, HP 21, Attack 1d4 + paralysis x 3, Thac0 15 [+4], MV 90’(30’), Save F5, AL chaotic, XP 175.

Once in combat: A sphere or eerie green light around the ghoul, expanding for 5’ radius to 25’ radius over a period of 5 turns, chills and weakens any living creature in it resulting in a -2 to both attack and damage rolls.

Looting all the corpses in the northern catacombs will produce 1200 cp and take about two hours.

A dismembered and partially eaten corpse in the northwest corner has a broken sword with an ornate gold and silver hilt worth 300 gp, a platinum and jasper ring worth 650 gp, a small pouch containing 50 gp.

Level 4



The Mines (Level 4)

This area is a set of mine shafts, rough-hewn though stone with wooden supports, most of which are still standing. The hobgoblins fear to go to this level, as those who do never return (being picked off by either the bugbears or the bouldrids), though large groups sent to investigate never find anything as both factions on this level have become very good at keeping themselves hidden.

279. This huge, shadowy chamber has an eerie, uneasy feel of impending danger too it, and is the bottom of the pit area found in the mines on levels 1, 2, and 3. The bones of numerous animals and humanoids litter the floor, and a wrecked mine cart that was tossed in at some point can be found here. The entrance is a slight drop-off of about 15', sloping at around 45°; any player can climb up or down but it will take a full combat round to do so.

This is the lair of two owlbears which live on scraps tossed in by the goblins and hobgoblins as garbage, victims tossed in by the bugbears for amusement, and any unfortunate enough to fall from above.

2 Owlbears: AC 5 [14], HD 5, ML 9, HP 25,
Attack 1d8 x 3, Thac0 15 [+4],
MV 120'(40'), Save F3, AL neutral, XP 175.

Hugs for 2d8 damage if both claws hit the same opponent.

An alcove in the far northwest of the chamber contains the owlbears' nest. In the nest the following can be found:

- 1 piece of jet worth 675 gp,
- 1 boodstone worth 150 gp,
- 1 owlbear egg, which can easily sell for 500 gp, or 1000 gp if the PCs take the time to find a good buyer.

280. This room is the home of a megacentipede which feeds opportunistically on anything that gets too close (usually rodents and other small scavenging pests, but the PCs will also be seen as food).

Megacentipede: AC 6 [13], HD 3, ML 8, HP 13,
Attack 1d6 + poison, Thac0 17 [+2],
MV 180'(60'), Save F2, AL neutral, XP 80.

281. A dead-end.

282. A dead-end.

283. A dead-end.

284. A 30'x30' room. A bronze chair, made to fold and be carried (amazing!) lies folded in the northwest corner. Note that folding does not mean light, and being solid bronze it still easily ways a good 75 pounds (750 cn).

285. A 70'x20' room. The passage leading north from the northwest corner to room 286 has collapsed and is completely filled with rubble, blocking any passage. Clearing it would take days of hard work. A pair of bouldrids watch the northern entrance.

2 Bouldrids: AC -2 [21], HD 2, ML 8, HP 8,
Attack 1d8, Thac0 18 [+1], MV 60'(20'),
Save F2, AL chaotic, XP 50.

286. This 20'x50' room has stairs leading up to *room 223* on level 3. The north, east, and south walls are all carved from natural stone, but the west all is made of well fitted masonry (stone blocks / bricks). This room and *room 288* were originally one large room. In the south is a large wooden door

with stone slabs fastened on so as to completely cover the wood and create a secret door to *room 288*.

287. This turn in the tunnel overlooks the owlbears' pit, being one way in and the only easy way out.

The Bugbear Lair

A section of the mines that has been taken over by a band of bugbears. The bugbears keep their lair hidden and their presence largely secret, using their steal to show up where they choose and keep their numbers hidden. They use this to act as bogymen, showing up to take from smaller groups of weaker creature, while leaving no sign when gone. They have the leader of other monster factions unsure if those who claim to have been bullied or robbed are imagining things, making excuses for their own mistakes, or if there is some basis to the tales of unfortunate underling. Their current scam for sometime has been the toll-or-unsolvable-puzzle-scam, which the PCs may have encountered in level 2.

288. This room is a mirror image of room 286, save that the door between here and room 286 is neither secret nor hidden on this side, and that the tunnel in the southwest corner is collapse and filled with rubble. There are two bugbears here acting as guards.

2 Bugbears: AC 5 [14], HD 3+1, ML 9, HP 17,
Attack 1d6 + 1, Thac0 16 [+3], MV 90'(30'),
Save F3, AL chaotic, XP 50.

Each wields a large mace.

289. The north wall consists of heavy iron bars with a heavy stone brick base and stands over a 7' drop on the other side. A hole, big enough for a prone goblin, dwarf, or human to pass through, can be found near the middle of the barred section. On the north wall is a heavy wooden table, stained with blood and holding a large meat cleaver. When acquiring a live meal, after removing the meatier parts (arms and legs) for their own consumption, the bugbears will often throw the dismembered head and torso through to watch the owlbears eat victim (often while still

alive and bleeding).

Anyone passing through the hole to *room 279* will immediately attract the attention of the owlbears, who will be eagerly awaiting their next meal.

290. This room contains a fire pit, around which sit four bugbears. The walls are covered with pages taken from a book, which have been glued to the wall and splotted with red and yellow ochre to make a kind of crude wallpaper (this has made the writing completely illegible); it seems even monsters like a bit a home décor.

4 Bugbears: AC 5 [14], HD 3+1, ML 9, HP 14,
Attack 1d6 + 1, Thac0 16 [+3], MV 90'(30'),
Save F3, AL chaotic, XP 50.

Each wields a large mace.

291. A table in the northeast corner holds a whistle carved from animal bone, along with a necklace made from bits of bone and a loop of string. A clanging sound can be heard from the south.

292. Animal skins have been piled along the south and east walls for use as bedding. Two bugbears will be sleeping here.

2 Bugbears: AC 5 [14], HD 3+1, ML 9, HP 9,
Attack 1d6 + 1, Thac0 16 [+3], MV 90'(30'),
Save F3, AL chaotic, XP 50.

Each wields a large mace.

293. A fire burns in a fire pit in the center of the room. There is a large, wooden bed in the northeast corner. In the south east corner is a collection of items collected as trophies by the bugbears, including a brass framed mirror, a finely carved wooden pipe, and a well made ship in a bottle. Among these items is a taxidermied smilodon; careful examination of the smilodon will reveal a section in the stomach that can be pried open to reveal the bugbears real treasure.

Inside the stuffed cat are:

- 4000 sp
- 525 gp
- A small black pearl of worth 730 gp
- A bejeweled silver diadem worth 2000 gp
- A vase, finely carved of a pearlescent material worth 400 gp
- A potion of deminution

Treating the taxidermied container roughly, especially chopping it open, will destroy the vase and the bottle holding the potion, destroying both those items.

The pipe and mirror are worth 25 gp each, the ship in a bottle is worth 50 gp.

The room is also occupied by three bugbear warriors, two of which will usually be sparing while the third sits on a stool nearby watching.

3 Bugbears: AC 5 [14], HD 3+1, ML 9, HP 18,
Attack 1d8 + 1, Thac0 16 [+3], MV 90'(30'),
Save F3, AL chaotic, XP 50.

Each wields a sword.

The Bouldrid Lair

This area is a small section of natural cave the dwarves accidentally mined into. It is the long time home of a band of bouldrids, since have sought domination of the mine since the time of its dwarven occupation, but have never had it free from other creatures which outnumbered them for long. As a result, they've remained in hiding, keeping their presence secret and maintaining their guise of being simple boulders. The constantly scheme, seeking to use others against each other – something they apply to the PCs as well, seeing their very presence as an asset as it weakens the other creature factions in the mines. They are even aware of the bugbears, but the reverse is not the case.

294. This roughly 50'x30' room is a natural cave. There are three bouldrids here.

6 Bouldrids: AC -2 [21], HD 2, ML 8, HP 3,
Attack 1d8, Thac0 18 [+1], MV 60'(20'),
Save F2, AL chaotic, XP 20

295. This room appears to be a natural cave, and is empty.

296. This room is full of coral-like structures with large rocky roots and crystalline flowers. They emit a bell-like ringing hum if touched. These are a strange form of stone “plant,” and this is the bouldrid’s garden; the bouldrids eat the flowers as food.

297. Built into the southern wall of this cave-room is a diorama of bouldrids gathered around a huge stony figure. The whole thing is encased in a rock-hard transparent substance.

298. This room is empty and appears to be a natural cave.

299. This slightly irregular, nearly round room appears to be a natural cave.

300. This very irregular room appears to be a natural cave. There are four bouldrids here.

8 Bouldrids: AC -2 [21], HD 2, ML 8, HP 6,
Attack 1d8, Thac0 18 [+1], MV 60’(20’),
Save F2, AL chaotic, XP 20

301. This huge, highly irregular cavern is roughly 90’x80’ with a vaulted ceiling reaching 30’ above the somewhat uneven floor. Stalagmites hang from the ceiling and a few stalagmites can be found rising from the floor. This is the main bouldrid lair. There will usually be six bouldrids here, along with the bouldrid priestess.

6 Bouldrids: AC -2 [21], HD 2, ML 8, HP 10,
Attack 1d8, Thac0 18 [+1], MV 60’(20’),
Save F2, AL chaotic, XP 20

Bouldrid Priestess: AC -2 [21], HD 4, ML 8,
HP 14, Attack 2d6, Thac0 16 [+3],
MV 60’(20’), Save F4, AL chaotic, XP 75

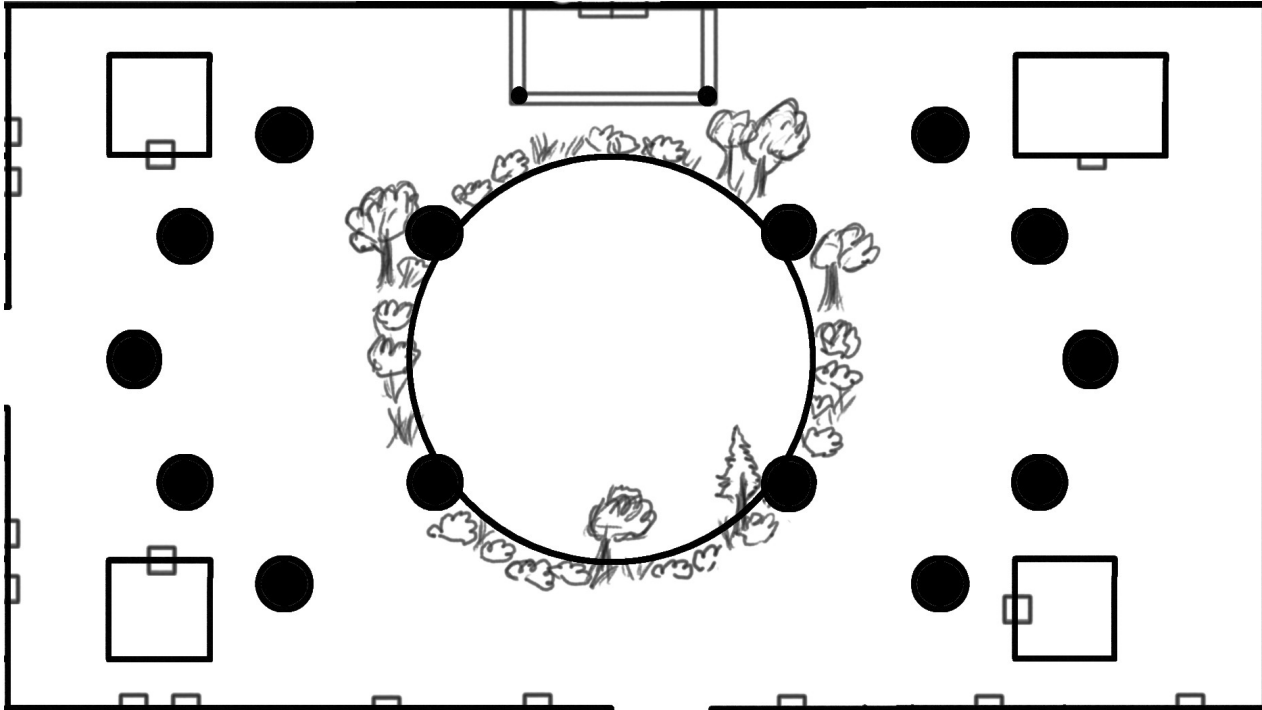
A stone coffer in the south of the room contains:

- 1 violet garnet worth 1500 gp
- 1 emerald worth 1350 gp
- 1 large amber worth 750 gp
- 1 small tiger eye worth 70 gp
- 4 sling stones +4

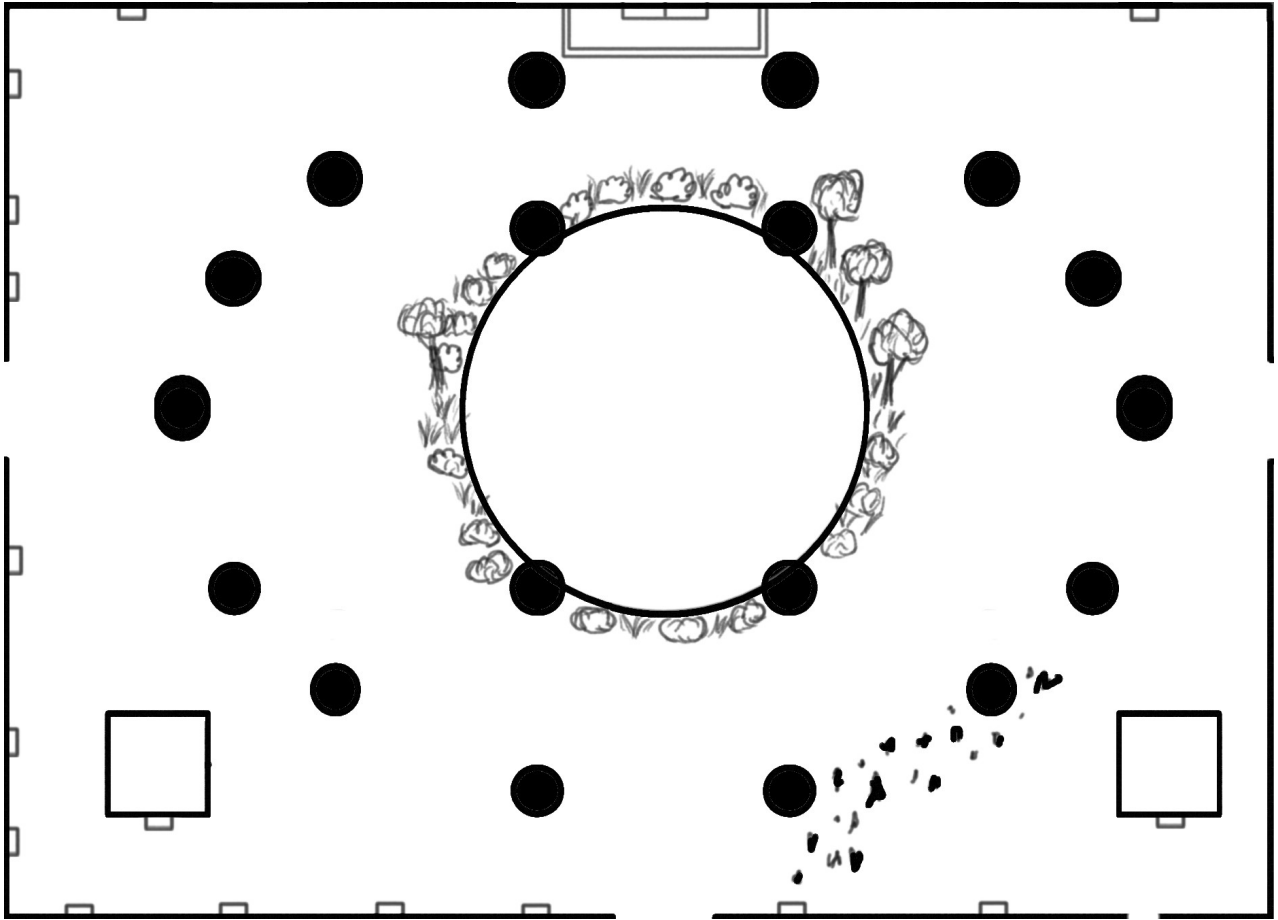
Appendix A: Handouts

*Attack will come
B still, B safe
C it walk forward
Dance
Easy acting
Follow it home
Go take a bow*

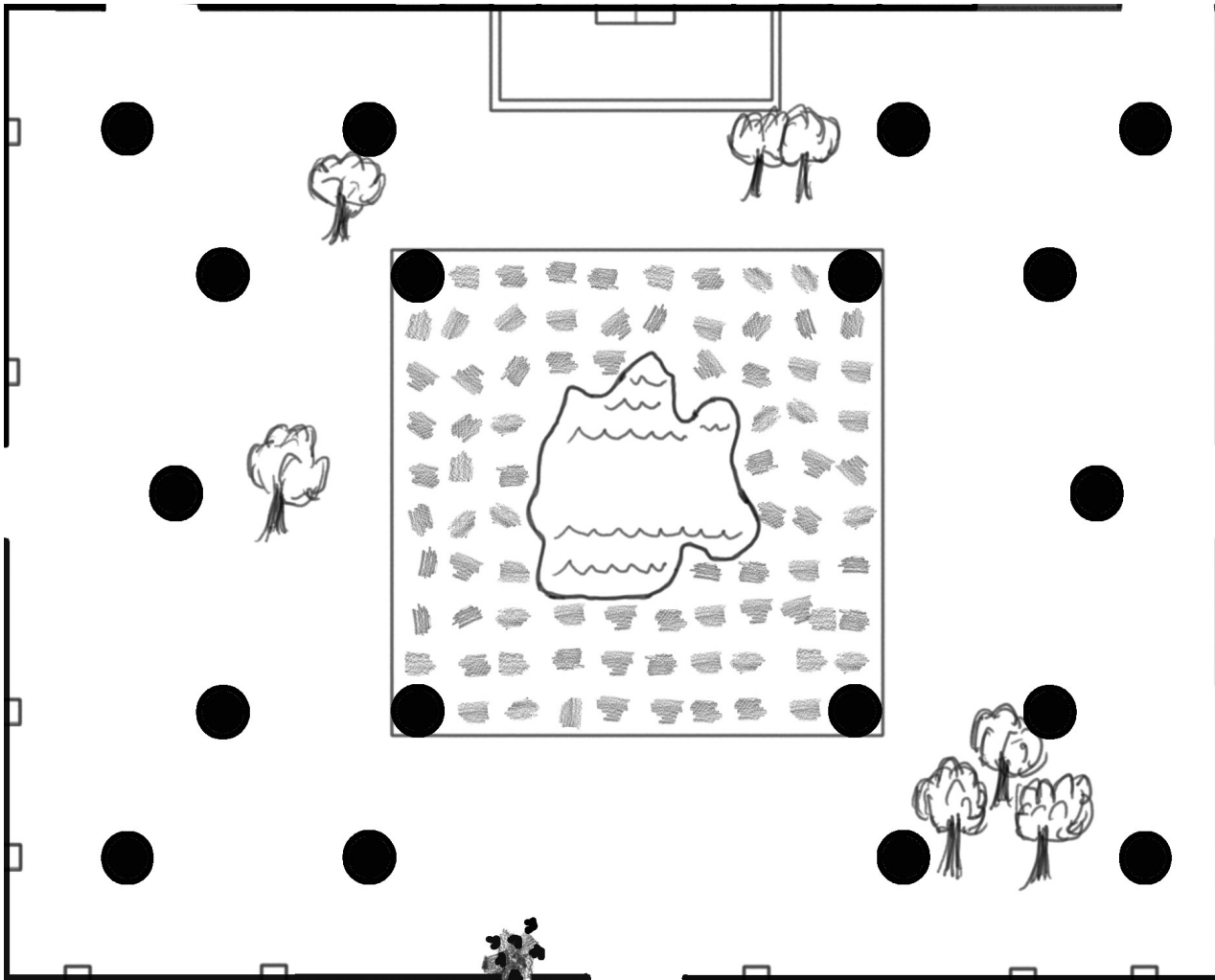
Handout 2: City Level 1



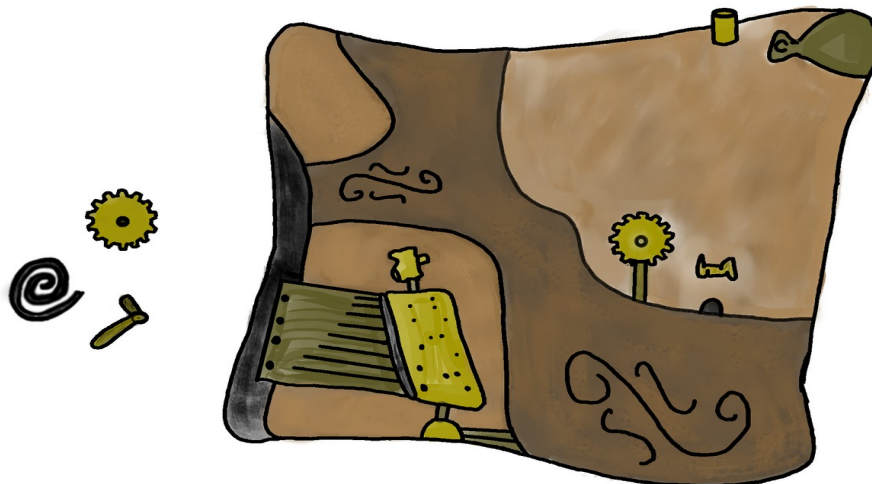
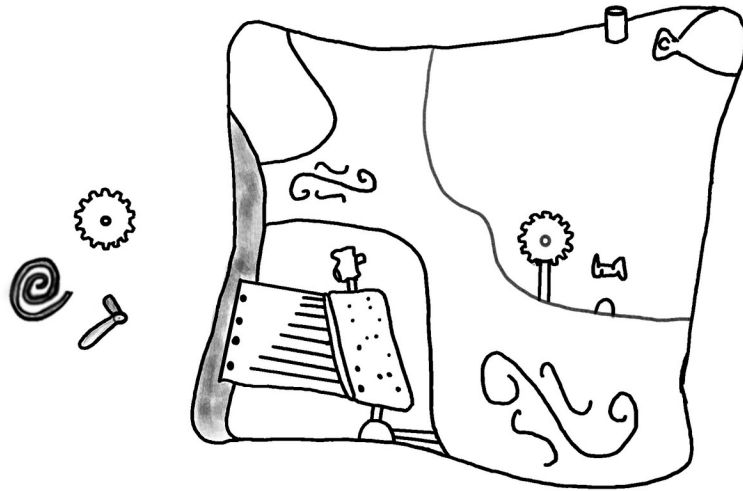
Handout 3: City Level 2



Handout 4: City Level 3



Handout 5: Bugbear Music Box Puzzle



Appendix B: Monsters

Copper Golem*

Armor Class: 2 [17]
Hit Dice: 6*
Thac0: 14 [+5]
Move: 120'(40')
Attacks: 2 fists
Damage: 1d6/1d6
No. Appearing: 1
Save Throws: D6 W7 P8 B10 S9 (Dwarf 6)
Morale: 12
Treasure Type: Nil
Intelligence: 4
Alignment: Lawful
XP Value: 500

Monster Type: Construct, enchanted (rare).

Standing anywhere from 6' to 9' tall, copper golems may resemble humans, dwarves, gnomes, or other generally human shaped creatures made from polished copper. Copper golems are sometimes used as guards or servants in settings where the golem will be publicly visible, are often beautifully carved. They are immune to fire and electricity, and are only harmed by magic or magical weapons.

(reservoir monster, peisiocharis)

Armor Class: 6 [13]
Hit Dice: 5*
Thac0: 15 [+4]
Move: Swimming 150'(50')
Attacks: 2 tentacles (and see below)
Damage: 1d6/1d6
No. Appearing: 1-2
Save Throws: D12 W13 P14 B15 S16 (Fighter 3)
Morale: 8
Treasure Type: Nil
Intelligence: 3
Alignment: neutral
XP Value: 300

Monster Type: Monster [animal?] (very rare).

A strange creature, possibly ancient or possibly a freak of nature. It may or may not be one of a kind. It resembles a large squid, about the size of a large horse, with an 8' snake like neck ending in a head with jaws filled with razor sharp teeth. A pair of 4' clawed tentacles flank the mouth, and are used to attack and to pull food toward the mouth.

A character (or creature human sized or smaller) hit by both tentacles will be pulled to the mouth and bitten for an extra 1d8 damage. They will be held bitten for 1d8 points of damage per round until breaking free with a strength check, or either they or the monster are dead; while holding to bite the tentacles cannot be used to make further attacks.