

Dungeon Module A0

Danger at Darkshelf Quarry

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AN ADVENTURE FOR CHARACTER LEVELS 1-3



Darkshelf Quarry holds more than limestone and granite. Whispered rumors abound that the quarry's dwarf overseer isn't what he pretends to be, and that he's involved in unscrupulous dealings with foreign threats. Investigation is the only way to learn the truth, but beware! The quarry is well defended, and danger lurks within its dark tunnels and hidden chambers.

This module contains a challenging scenario, along with maps, notes, and background information for the Dungeon Master. Danger at Darkshelf Quarry is a complete adventure in itself, but it can also be used as a prequel to the Slave Lords series: A1 (Slave Pits of the Undercity), A2 (Secret of the Slavers Stockade), A3 (Assault on the Aerie of the Slave Lords), and A4 (In the Dungeons of the Slave Lords).

ADVENTURE BACKGROUND

A quarry located a half-mile from the village of Darkshelf (so named for the dark, stony seabed in the harbor), on the coast of the Sea of Gearnat in Nyron, has been producing modest amounts of granite and limestone for decades. A surface outcrop of granite was quickly exhausted, but workers tunneled under the surrounding hills to extract more stone. As they moved farther beneath the hills, they discovered seams of flawless limestone.

Today, the quarry is producing more stone than ever. A small, dedicated workforce toils in three shifts around the clock. A steady flow of oxcarts hauls rough blocks of varying size from the quarry to the docks at Darkshelf. From there, the stone goes to building sites up and down the coast or into the continental interior via river barges.

Most of the locals attribute the increased production to the efforts of Bazili Erak, a flame-haired dwarf with a beard to match. Bazili has received the title to the quarry and environs from the local overlord in return for a share of the revenues. Until recently, the overlord has had no cause to complain: revenues from the quarry have quintupled. Bazili has not only increased production but also discovered several veins of pure quartz and even a little gold deep in the quarry (or so he claims).

However, all is not entirely well at the quarry. As the workers tunneled more deeply, they broke into underground springs that flooded parts of the quarry and drowned several members of the crew. Other workers have reported eerie sounds—including moans, cries, rattling chains, sobs, and rhythmic chanting—coming from some of the disused tunnels.

Human workers drawn mostly from Darkshelf and the surrounding country fill two shifts at the quarry. The third shift—working at night—is rumored to consist of dwarves from Bazili's clan (see Bazili Erak, below, for the true story). The human workers never mix with the dwarves or even see them except as shadowy figures deep in the tunnels. Only Bazili deals with these "dwarves."

The quarry isn't the only place where mysterious trouble has arisen. On the waterfront at the village of Darkshelf and on the Pelyra River nearby, several half-eaten bodies, both human and animal, have turned up. Carnivorous fish are suspected, even though some of the victims were found well inland. In truth, several mudtigers from caverns below the quarry have found their way out and have begun hunting in the Darkshelf area. (See the mudtiger entry at the end of the module for details on this monster.)

Perhaps most troubling, pirates and slavers have been active in the region lately. Sailors, fishers, and farmers have been abducted. The local overlord seems to have succeeded in turning the slavers back for the time being. Bazili and his unseen dwarves lent a hand, tracking a slaver gang to its hideout in a midnight raid and freeing a score of captives. The dwarves also killed several slavers and captured a few of them alive. These prisoners were dragged back to Darkshelf, where they were swiftly tried and executed.

Despite the recent success against the slavers, a cloud of unease hangs over Darkshelf and the quarry. The citizens know that the slavers might return at any time and seek revenge for their setback. The other incidents (the noises in the mines, the mysterious dwarves, and the half-eaten bodies) all seem to bode ill for the area.

BAZILI ERAK

The energetic dwarf known as Bazili Erak is really a half-orc fighter named Brubgok who resembles a dwarf closely enough to fool most people he meets. Brubgok has genuine skill at mining and stonework, and he has quite a smooth tongue. He successfully negotiated a deal with Darkshelf's overlord for control of the quarry and has been digging a record amount of stone from it. However, his story about finding gold in the quarry is a fabrication; Brubgok made it up to help explain the income that he is earning from slaving.

The half-orc is part of a growing network of slavers who are taking captives and funneling them to the despoiled city of Highport in the Pomarj. Brubgok acts as a broker, buying slaves from bands of slavers and hiding them in the depths of the quarry until they can be shipped to Highport. Slaves are transported through a series of caverns that connect the quarry's lowest levels with the Pelyra River.

Brubgok's "dwarves" are actually goblins. These skinny humanoid can't pass as dwarves, so they try to stay out of sight.

The midnight raid on the slavers' encampment was a staged affair. Brubgok and his slaver allies rounded up a few members of their organization whose loyalties seemed questionable and told them to collect slaves near Darkshelf. Brubgok and his goblins then met with the slavers under the pretense of purchasing captives, but instead they turned on the suspected traitors. The slavers who were deemed the most dangerous to the organization were killed outright, and the rest were brought to trial. (The trial itself was legitimate; only the arrest of the culprits was fishy.) The authorities in Darkshelf were unaware of the ruse, and the betrayed slavers never figured out what hit them.

THE MISSION

Darkshelf's overlord, a man named Neistor, is wary of Bazili Erak. While the player characters are in or near the village, they learn that Neistor wants to hire adventurers to look into the dealings at the quarry. If they do not seek out the overlord on their own, eventually he sends for the party.

The characters meet with Neistor in his private office in the town hall. Read the boxed text aloud to the players.

The village overlord is a stocky, middle-aged man with graying hair and a beard to match. "The results from the quarry seem too good to be true," he says. "And the raid on the slavers' camp was a little too quick and clean, if you ask me."

He starts counting on his fingers as he paces back and forth across the room. "And then there's the dwarves that work in the quarry at night but that nobody ever sees. And, of course, the terrible attacks we've had around Darkshelf."

He turns to face you. "Something's not right at that quarry. Will you look into it for us?"

If the characters ask whether anyone else has investigated the quarry, he hesitates before admitting that he did send another agent.

"It wasn't so much the quarry as it was the attacks. I sent a man named Kwon out to find what's been killing our people and leaving the bodies looking half chewed-up. He brought me a few reports, but I haven't seen or heard from him in a while now."

Neistor's face becomes grim. "Frankly, I'm worried. I'm hoping that by looking into the quarry, you'll maybe find Kwon—alive, I mean."

If asked, Neistor shares the information that Kwon, a human monk, sent back before he disappeared. In his last communication, he reported finding a hidden dock on the river below the quarry. Kwon indicated that his next move would be to explore the quarry without Bazili Erak's knowledge.

The report includes the location of the ventilation shaft that leads down to area **37** in the quarry's main level. It also reveals the location of a hidden dock on the local river (see Darkshelf and Environs) that leads to area **56** in the caverns below the quarry.

Neistor is worried about his agent, but he does not realize that the monk is not in immediate need of rescue. Kwon has infiltrated the quarry, joined a group of slaves, and started exploring the area in secret (see area **53**).

If the player characters ask for a reward for exploring the quarry and rescuing the monk, Neistor makes them an offer.

The overlord nods. "Fair enough. Tell you what—you find out what's really going on, put a stop to any trouble, and find Kwon, and I'll pay you 500 gold pieces from the village coffers."

Neistor puts on a weak smile. "Erak's also reported that his dwarves have found a bit of gold deep in the quarry. Don't know if I believe him, but if you stumble across any, you can keep it."

As noted previously, the quarry workers found no gold, but the player characters might interpret Neistor's statement to mean that they are justified in keeping whatever treasure they do happen to find in the quarry.

NOTES FOR THE DUNGEON MASTER

DANGER AT DARKSHELF QUARRY has been designed for six to eight characters of levels 1 to 3. A party wishing to attempt this adventure should include several fighters and at least one cleric, one magic-user, and one thief. A 1st-level party should have seven or eight characters, including one or two elves.

Before running **DANGER AT DARKSHELF QUARRY**, the DM should read the adventure thoroughly so as to become familiar with all the information given about the scenario. Information in the encounter keys is generally divided into two sections. The boxed text should be read to the players when their characters enter an encounter area unless circumstances prevent the party from learning the information given. All other text is meant for the DM only so that he or she can referee the encounter. Players might discover some or all of this information during the game, but they will not know it at the start of the encounter.

The player characters can enter the quarry by any method available to them. The ventilation shaft or caverns are the safest bets for the heroes, but they can also bluff their way in through the guard-house (area **1**) or the main gallery (area **34**).

An open approach places the characters at considerable risk. The denizens of the quarry are not stupid; they are well aware that the discovery of their true activities could be disastrous. They do their utmost to pose as honest merchants while keeping visitors at arm's length. They require that armed visitors surrender all weapons before entering the quarry. See the notes in each area for guidelines on how the guards there react to visitors.

MONSTER AND NPC STATISTICS

This adventure includes an abbreviated format for monster and NPC statistics:

AC = Armor Class	#AT = Number of attacks
MV = Movement rate	D = Damage
HD = Hit Dice	SA = Special attacks
hp = Hit points	SD = Special defenses

DARKSHELF AND ENVIRONS

Some player groups might poke around the neighborhood before tackling the quarry. The coast around Darkshelf rises quickly to a series of bluffs that are mostly covered in forest. Near the village, the land lies fairly low, and the countryside has been cleared for farming. Farther inland, the bluffs and the trees rise. Just west of the village, the Pelyra River flows into the Sea of Gearnat.

The action in this adventure centers on the quarry, which is located in the high bluffs about three miles inland from the village. The Pelyra River is less than half a mile west of the quarry and connects to its tunnels through an underground tributary.



The Bluffs and Forest

Although not exactly a wilderness, the wooded uplands are wild and lonely. The party won't find anything there except for a few woodcutters and possibly a patrol that Brubgrok has sent from the quarry.

Ventilation Shaft

The player characters might decide to enter the quarry through the ventilation shaft. To find it, they must carefully search the hilltop above the quarry.

The shaft is about 5 feet wide and has stone-lined sides. It is nearly hidden in a thicket of saplings and looks like an abandoned well. Even with Kwon's report, the characters must search for at least an hour, peering into the undergrowth and probing the ground, to locate the shaft.

Once they find the shaft, the characters can easily push through the undergrowth to access it. The shaft leads down 40 feet to area **37** in the quarry. Characters can tie a rope around one of the many trees near the shaft and use it to descend quickly. For the purposes of climbing, the shaft's stone walls are somewhat rough and slightly slippery (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to travel 6" per round, with double the normal chances for a fall.

Random Encounters

Each hour, there is a 1 in 6 chance that the characters have a random encounter. If they do, roll 1d6 and consult the following table to determine what they encounter.

1–2:	Wild animal(s)
3:	Ghoul(s)
4–6:	Patrol

Wild Animal(s): The party encounters a hunting carnivore or other aggressive animal. Roll 1d8 to determine the exact creature(s):

- | | |
|-----|--|
| 1 | Wild Boar: AC 7; MV 15"; HD 3+3; hp 14; #AT 1; D 3–12; SA can keep fighting for two to five rounds when at 0 to –6 hit points, but dies when reduced to –7 hit points or fewer. |
| 2–3 | Black Bear: AC 7; MV 12"; HD 3+3; hp 15; #AT 3; D 1–3/1–3/1–6; SA claw hit on a roll of 18 or better results in a hug that deals an extra 2–8 points of damage. |
| 4–6 | Wolves (2–5): AC 7; MV 18"; HD 2+2; hp 11 each; #AT 1; D 2–5. |
| 7 | Panther: AC 6; MV 12"; HD 3+2; hp 14; #AT 3; D 1–3/1–3/1–6; SA if both claws hit, can make two extra attacks with rear claws (D 1–4/1–4). |
| 8 | Huge Spider: AC 6; MV 18"; HD 2+2; hp 11; #AT 1; D 1–6; SA poison bite (+1 bonus to the saving throw), surprise on a 1–5 on 1d6. |

Ghouls (1–2): AC 6; MV 9"; HD 2; hp 9 each; #AT 3; D 1–3/1–3/1–6; SA paralysis; SD immune to sleep and charm. These creatures roam the countryside, scavenging for food. They are not opposed to taking fresh meat.

Patrol: The characters encounter a patrol of 2–5 human fighters mounted on light warhorses or a pair of goblins mounted on worgs. Goblins are encountered only at night or in forests where they are shielded from the sun. The patrols are aware of Bazili's secret slave operation but will not divulge what they know unless they are charmed into doing so. They do not know Bazili's true name or that he's a half-orc. There is a 25% chance that Brubgrok or Glyrthiel accompanies a patrol; see areas **18** and **19** for statistics on these leaders. These two NPCs ride light warhorses. If Brubgrok or Glyrthiel is killed in a random encounter, the party cannot encounter that character again in the guardhouse or quarry.

Human Fighters (2–5): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow).

Light Warhorses (1 per rider): AC 7; MV 24"; HD 2+2; hp 10 each; #AT 2; D 1–4/1–4.

Goblin Worg-Riders (2): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (shortsword), or 1–4 (sling); SA split move and fire when mounted (move up to half, fire, and move up to half again).

Worgs (2): AC 6; MV 18"; HD 3+3; hp 15 each; #AT 1; D 2–8.

The Village

Adventurers who investigate the village of Darkshelf before tackling the quarry can learn the quarry's history, as described in the Adventure Background. With a little effort, the party can interview locals who work in the quarry; however, these people know very little. When their shifts begin, they report for work at the main gallery and proceed to one of the active digging sites. Workers can describe the general layout of the top two levels of the quarry, but none has seen the inside of the guardhouse.

Many quarry workers have also heard the troubling sounds mentioned in the Adventure Background, but they cannot say for sure what those sounds really are. The villagers admit that the sounds might arise from wind and water in the tunnels, might be echoes from work in other parts of the quarry, or might just be imagined by people who have the jitters.

Most of the villagers dislike the person they know as Bazili Erak. They describe him as humorless, unkind, and oddly proportioned for a dwarf. He seems to be somewhat hunchbacked, making him taller than he looks, with peculiarly long arms and eyes as red as his coarse hair and beard.

The quarry does legitimate business selling stone. Customers do not linger in Darkshelf for long, but if you wish, the party could meet a sea captain or builder who has done business with the quarry in the past. The customer can tell the party that either Bazili Erak or his assistant, Glyrthiel (a female elf), negotiates the terms and price for any purchase of stone. The usual price is 300 to 500 gp per ton, depending on the size of the stones and the agreed date of delivery.

Several Darkshelf villagers have seen bodies from the mudtiger attacks, though no one has seen a mudtiger and lived to tell the tale. All the bodies have been buried, but if the characters persist, they can have one exhumed. However, the rotten corpse is too decomposed to reveal anything useful. The villagers who saw the bodies when they were fresh say that the victims were bitten deeply, as though savaged by sharks or bears.

The Pelyra River

The river wanders in a series of lazy curves before joining the Sea of Gearnat. Its main channel is 40 to 60 feet wide and about 25 feet deep, with marshy banks. Near Darkshelf, the river snakes along a series of bluffs. The bottomland along the river has plenty of false channels and flooded caves. One of these contains the hidden jetty mentioned in Kwon's report. If the adventurers search the river's south bank for an hour or two, they can locate the jetty.

For random encounters along the river, use the table for the forest, but replace the huge spider with a mudtiger that has 4 Hit Dice.

Although the river is only about half a mile from the quarry as the raven flies, the underground tributary linking the jetty to the caverns below the quarry twists and turns for more than a mile. To enter the quarry via the river, the characters must swim that mile or obtain a boat in Darkshelf. If they use this method of entry, they emerge in area **56** in the caverns.

ADVENTURE TROUBLESHOOTING

Low-level adventurers could wind up as Brubgrok's prisoners, particularly if they fall victim to Gyrthiel's **sleep** spell. Fortunately for the characters, Brubgrok is always looking for new slaves. Captives are stripped of their gear and tossed into the holding area (area **53**), and their gear is taken to Brubgrok's room (area **19**). If the characters are taken prisoner in this way, Kwon helps them break free. The monk steals some gear from the armory (area **10**) and leads the adventurers to area **61** in the caverns, being careful not to disturb the puffball fungi found there.

APPROACHING THE QUARRY

A twisting path, deeply rutted in the places where the surface is not stony, climbs the grassy slopes above the village of Darkshelf. A line of rocky bluffs crowns the slope. Where the turf gives way to the foot of the bluffs, the path splits. One branch levels out and runs to the quarry pit; the second branch turns and climbs sharply toward the guardhouse.

The party is free to leave the path. They must do so if they wish to enter through the ventilation shaft or the hidden jetty.

Openly Entering

Characters can try to bluff their way into the guardhouse or quarry by announcing their presence (by knocking on the guardhouse doors, shouting, or something similar). Doing so alerts the closest set of guards (most likely at areas **17** or **22** in the guardhouse or area **34** in the quarry), who peek out and demand to know the party's business.

Slaving operations at the quarry are kept secret, and any mention of slaves marks the player characters as enemies. The guards, however, are sharp enough to pretend that all is well. A guard asks the party to wait at the bridge while he calls his superiors. The guard then alerts the garrison at areas **6** and **17** in the guardhouse, Gyrthiel at area **18** (or elsewhere in the quarry), and the guards at area **34** in the quarry. Eventually, Gyrthiel and a few guards appear and conduct the visitors to area **5** in the guardhouse, where she attacks the group. Because the elf is often busy supervising or leading patrols, it might take anywhere from a few minutes to two hours or more for her to arrive (see the notes for area **18**).

If the player characters pretend to be interested in buying stone, they are eventually conducted to area **5** for a conference. Gyrthiel negotiates the sale, asks questions about how the stone will be used, and asks the characters to pay at least twice the going price (1,000 gp per ton). If the adventurers accept that deal, Gyrthiel knows they are not legitimate buyers. She also knows the characters are bluffing if they can't discuss stoneworking knowledgeably. The elf does not agree to start work on any project unless the customer pays at least 20 percent of the total fee in advance. She does not expect new customers to have the down payment with them, but she still pushes and tries to get it before they leave the conference room.

If the party fools Gyrthiel, the elf promises them a delivery date, offers them a meal, and bids them farewell. The characters can get a short tour of the quarry if they insist. Gyrthiel gives tours only during the daylight hours; she and a guard lead the characters out of the guardhouse through area **1** and through the quarry pit. After the pit, Gyrthiel shows them the main gallery (area **34**) and one of the dig sites (area **39**) in the quarry proper. Groups that insist on seeing more are attacked. Once the tour is over, Gyrthiel leads the characters back through the pit and sends them on their way.

GUARDHOUSE (GENERAL NOTES)

Brubgrok had the guardhouse built when he took over the quarry. It ostensibly serves as a residence and protects the quarry and its workers from bandits and marauding creatures. In truth, the guardhouse's main purpose is to prevent slaves from escaping. It includes areas for the slavers and their customers to plan shipments and bargain for slaves.

The guardhouse has been built against the quarry pit's south wall, with its lowest floor at the level of the pit, the main floor even with the pit's top, and an upper floor above that.

The lowest level of the guardhouse is carved from the south quarry pit wall (or finished from natural caverns in the walls). The main and upper levels are constructed mostly from granite and limestone from the quarry. The stones vary from fist-sized shards to chunks about the size of a human torso, all irregularly shaped.

Exterior walls and major interior walls are 5 feet thick. Minor interior walls are about 9 inches thick. Though fitted together well, the irregular stones make for somewhat rough surfaces that thieves (or other characters with climbing ability) can scale with the normal chance for success.

Inside, most of the guardhouse is dark, dank, and stuffy, though chambers with exterior windows get extra light and air. Oil lamps set roughly at 15-foot intervals in chambers and passages provide illumination. The lamps are made of iron and mortared into the stone. It's possible to wrench off a lamp with a successful Bend Bars/Lift Gates roll. However, anyone doing so must roll 1d6. On a roll of 1–3, the character spills the oil, and if the lamp is lit, the character is covered in flaming oil and takes 2–12 points of damage, plus an additional 1–6 points the next round as the oil burns out.

Floors inside the guardhouse are stone and fairly smooth, allowing normal movement. Ceilings are about 12 feet high.

Interior doors are made of planks about 3 inches thick, with wrought-iron fittings. They open easily (no roll required) unless the encounter key specifies otherwise. Details on the guardhouse's exterior doors are included in the encounter keys where they are located.

Windows are mere slits in the walls about 6 inches wide and 5 feet high. They have no glass, but most are covered with flaps of thin, translucent parchment.

Guardhouse Personnel Roster

The denizens of the guardhouse move around once they realize they are under attack. The DM might find it handy to cross them off this list as the party defeats them.

Guards and named NPCs that are captured and interrogated admit that Bazili Erak is using the quarry as a cover to mask his secret dealings with slavers. However, only Brubgrok and Gyrthiel know "Bazili Erak" is an alias as well as the details of the slaving operation (see Concluding the Adventure, page 25).

Daylight Resident	Number	Night Resident	Number
Brubgrok (1–2 in 6)	1	Brubgrok (1–2 in 6)	1
Gyrthiel (1–2 in 6)	1	Gyrthiel (1–2 in 6)	1
Goblin	16	Goblin	24
Human sergeant	1	Human sergeant	1
Human guard	10	Human guard	6
Human slave	28	Human slave	28
Nubgrod	1	Nubgrod	1
Snikscab	1	Snikscab	1
Uzgrod	1	Uzgrod	1
Wartslag	1	Wartslag	1
Worg	3	Worg	3
Zodznog	1	Zodznog	1

GUARDHOUSE: MAIN LEVEL

Most of the quarry's business, both legitimate and shady, is conducted here.

1. Entry

The path runs along a gaping pit chiseled from the rock of the bluffs. A stone guardhouse rises from the pit wall. The building has a mix of light and dark stones, giving it a mottled and decaying appearance, though the stonework looks solid.

The guardhouse is separated from the main slope by a stony crevice, perhaps 10 feet wide and at least twice that deep, with crumbling, mossy walls. A narrow wooden bridge with no railings spans the crevice, ending in a sturdy-looking wooden door.

About 10 or 12 feet above the bridge and door, a crenellated parapet overhangs the walls slightly.

There doesn't seem to be a soul in sight.

No guards are posted at the door, but the guards on the parapet in area **22** watch the bridge and door while keeping out of sight. If the player characters try to force the door or scale the walls, one guard from area **22** races to area **17** for reinforcements, and the rest attack the party with arrows or with rocks dropped through the murder hole in area **22**. If the guard reaches area **17**, a chain of alarms is raised (see areas **6**, **10**, **17**, **18**, **19**, and **20**).

The rocks stacked in area **22** weigh 15 pounds each, and the guards can drop them through the murder hole onto anyone standing in the map square directly below the hole (shown as a shaded area on the map for area **1**). A hit deals 1–6 points of damage. If the rock misses, it bounces into an adjacent space (use the miss procedure from page 64 of the **DUNGEON MASTERS GUIDE**). If the rock bounces into a space where a character stands, roll a new attack against that character; if this second attack misses, the rock does not bounce again.

The murder hole grants 90% cover (+10 bonus to Armor Class) against any attack that has to pass through the hole. The parapet at area **22** grants 50% cover (+4 bonus to Armor Class) against any attack that has to cross the parapet.

The crevice here has rough walls (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to descend to the bottom in two rounds and ascend to the level of the bridge in two rounds. However, the crumbling stone and moss are slightly slippery, doubling the chance that a climber falls. If that occurs, the climber slides down the crumbling wall and takes only 1–4 points of damage from the fall.

The guardhouse's stone wall is fairly rough, and a climber can reach the parapet in one round, with the normal chance for a fall. It takes an additional round to scramble over the parapet, with double the normal chance for a fall.

A fall when climbing the guardhouse wall or the parapet results in 1–6 plus 1–4 points of damage as the character plummets to the base of the wall, then slides into the crevice.

Entering the Guardhouse: Characters can knock down the door here to enter the guardhouse. The door is barred from the inside, effectively locking it. A **knock** spell opens the door, but an Open Locks attempt does not because the door has no external lock to open. A character can force the door with an Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces the door. Finally, the party can beat the door down with weapon attacks; the door can withstand 40 points of damage before splintering.

2. Receiving Hall

Orange flames from smoky oil lamps light this wide hall. There are no furnishings, but doors line the long walls.

The door leading to area **1** is barred on this side. The bar fits well and is easy to remove from this side.

Normally, no guards are stationed here, but if the slavers know (or suspect) that visitors are coming, four guards from area **6** are posted here. They escort peaceful visitors to area **5**.

3. Guest Rooms

Brubgrok keeps these three rooms for important visitors, such as well-heeled stone buyers or messengers from the slaver network. Each room has an iron oil lamp mortared into a stone wall, but when the chambers are not occupied, the lamps are not lit.

The door opens into a darkened room. The air inside has a pleasant scent. A thick carpet covers the floor, and tapestries adorn the walls. The room has a trio of armchairs with quilted cushions, a writing desk with a straight-backed chair, and a canopied bed flanked by small night tables, each with a bowl and pitcher on top. Near the foot of the bed stands an unlit brazier on an iron tripod.

These chambers have rich furnishings but nothing else of interest. Brubgrok has each room cleaned and all evidence of the latest occupant removed as soon as a guest leaves. The braziers are meant to provide heat; each contains some unburned charcoal and a bit of ash. Each pitcher is stuffed with a bouquet of herbs to keep the chamber's air fresh.

Two flat chests with casters lie under the bed in each chamber. Each chest has a hasp but no lock. All the chests are empty.

Each room has a carpet and four tapestries worth 75 gp apiece. A carpet weighs 50 pounds, and a tapestry weighs 30 pounds.

4. Dormitory Rooms

These five identical rooms are for less favored guests or for servants or guards accompanying guests housed in area **3**. Each chamber has an unlit oil lamp.

This cramped chamber has stacks of bunks against the east and south walls. It also has a table and a few hard chairs.

An unlocked, empty chest lies under the bottom bunk in each chamber.

5. Conference Room

Here, Brubgrok and Glyrthiel meet with potential customers—and slyly interrogate suspicious visitors. The chamber has a fireplace and two oil lamps, but they are unlit and cold when the room is not being used.

This chamber has a fireplace in the middle of the south wall with a supply of wood stacked nearby. A gleaming table surrounded by high-backed chairs fills most of the chamber.

If the characters have been led here from area **1**, they are invited to sit at the table while servants light the lamps and fireplace. Glyrthiel arrives shortly to meet with the characters, as described under Openly Entering. Four guards from area **6** wait outside, one pair at each door.

Although the table and chairs in this room are well made, they are not particularly valuable. The stack of firewood is dry and well seasoned but otherwise is not special.

A fight here draws any guards in area **6** after two rounds and the sergeant from area **10** one round after that.

6. Barracks

The quarry's human guards live here. The chamber has no door, just a heavy curtain drawn across the entry.

The chamber beyond the curtain has an L shape that bends to the right. There are two pairs of narrow windows on the wall opposite the entry and to the left. Tiers of bunks rise along the walls with the windows. Two plain, scarred tables with hard chairs stand against the inner corner of the L. A smoky oil lamp burns above each table. A thin layer of soiled rushes covers the stone floor.

This room has 24 bunks, one for each guard who lives here. However, only six guards are present at any given time.

Human Guards (6): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

During daylight hours, the guards spend time sitting at the tables, gambling, swapping tall tales, and occasionally wrestling or brawling among themselves. They keep their weapons within easy reach at all times. They know that visitors have no business in here, and they attack anyone who enters unaccompanied by Brubgrok or Glyrthiel.

The guards fight to the death. The archers shoot at lightly armored or unarmored foes; their comrades try to keep foes away from the archers.

Each guard has a small locked chest that holds a few coins and personal possessions. The guards carry the keys on their persons. The chests are stored under the bunks and tables. Collectively, the 24 chests contain 3,000 sp and seven 100-gp jewels (wrought silver rings or armbands decorated with ornamental stones), along with various common items, such as dice, knives, and spare clothes of negligible value.

Most denizens of the guardhouse are accustomed to raucous sounds from this area and do not respond to a fight here. However, the sergeant in area **10** knows his troops and responds to the sounds of a battle here, arriving in two rounds. Likewise, the guards here notice any fight in area **10** and rush to the sergeant's aid in two rounds.

If an alarm is raised in area **1**, two guards move from here to reinforce area **17**, and one guard goes to summon the sergeant from area **10**.

7. East Spiral Stairs

A tiny landing lit by an oil lamp gives access to a tightly spiraling staircase that leads up and down.

The stairs lead up about 14 feet to area **15** on the upper level and down about 25 feet to area **28** on the lower level.

8. Storage and Display Area

The slavers store supplies in this chamber, but occasionally they clear it out to put a few slaves on display.

This fairly long and wide room has six exits: two alcoves in the west wall, two in the east wall, and two doors in the south wall.

A line of crates and barrels runs down the chamber's center.

The crates and barrels contain mundane supplies: bolts of common cloth, flour, leather, metal ingots, firewood, charcoal, dried rushes, and the like. The only valuable commodity is a barrel of lamp oil.

It holds the equivalent of 75 flasks. One crate holds several 20-foot lengths of chain (well used) and many sets of manacles.

Characters who investigate the collection of supplies notice a line of heavy steel rings set into niches in the stone floor. The slavers chain their captives to the rings when they conduct a sale.

9. West Spiral Stairs

An oil lamp set into the wall here marks the base of stone stairs that spiral upward.

The stairs lead up about 14 feet to area **16** on the upper level.

10. Armory

This L-shaped chamber has pairs of narrow windows on the north and west walls. The southern arm of the L is screened off with a barrier made of wood and canvas.

The northern arm of the L holds a long rack hung with suits of chainmail. The rack also contains helmets, shields, swords, bows, and quivers of arrows.

A pair of barrels stands near the rack, along with a few three-legged stools and a small anvil.

The sergeant of the guard lives in the screened area to the south.

Sergeant of the Guard (2nd-level human fighter): AC 2; MV 6"; HD 2; hp 15; #AT 1; D 2–9 (longsword plus Strength) or 1–6 (shortbow).

The sergeant spends most of his time here. He attacks anyone spotted prowling around the guardhouse unaccompanied by Brubgrok or Glyrthiel.

In a fight, the sergeant concentrates on the toughest-looking opponent while bellowing for the guards in area **6**, who arrive to assist in two rounds. Likewise, the sergeant notices any combat that takes place in area **6** and joins that battle in two rounds.

If the sergeant is allowed to continue bellowing for three rounds or more, his shouts alert the guards in area **17**. Once alerted, half the guards there descend the stairs at areas **7** and **9** and join the fray.

If an alarm is raised from area **1** or area **17**, the sergeant investigates.

The sergeant has a comfortable bed, a chest of drawers, a writing table with a hard chair, and an armchair. He also has a brazier similar to those in area **3**, except a small charcoal fire burns in this one. A bucket of charcoal sits below the brazier.

The chest of drawers contains personal items and mundane equipment.

A loose stone under the bed (treat as a secret door) contains the guards' pay chest. The chest is locked (the sergeant has the key) and contains 5,000 sp.

The weapons and armor on the rack are well used but still serviceable. If the characters examine the weapons and armor, they discover that about half the items are made for small creatures. These smaller weapons and armor are intended for the quarry's goblins.

11. Great Hall

Most denizens of the guardhouse eat their meals here three times a day (though guards who are on duty take their meals at their posts). The hall stands dark and empty the rest of the time. The boxed text below assumes that the player characters visit the room when it is empty.

This shadowy room has four exits, all doors. Two are in the south wall, set into alcoves. There are also doors to the north and to the east.

The chamber has a low dais at the west end. A sturdy-looking table and comfortable chairs stand atop the dais. The eastern portion of the room has two longer tables, each flanked by wooden benches.

Rushes, both fresh and dried, cover the chamber's floor in a thick layer.

The great hall holds nothing remarkable. After each meal, Brubgrok's servants gather up the rushes (along with any food scraps) and burn the lot in area **12**, then put new rushes down in the hall.

12. Kitchen

A wave of moist heat rushes forth as the door opens. The odors of overheated grease, charred meat, and old ashes follow.

Beyond the doorway lies a long, narrow room with a blazing hearth at the eastern end. A table mottled with glistening stains and an unsavory mix of fur, bone, and feathers takes up most of the chamber. Animal carcasses hang from the ceiling by hooks and chains.

Four human cooks labor in here nearly around the clock. Zodznog, a female half-orc with a leathery face, oversees their efforts and ensures that the cooks work until they drop. She does not tolerate interlopers in the kitchen—not even Brubgrok or Glyrthiel.

Zodznog (half-orc): AC 6; MV 9"; HD 1; hp 6; #AT 1, D 1–4 (improvised weapon).

Human Slaves (4): AC 9; MV 12"; HD 1; hp 3 each; #AT 1; D 1–4 (improvised weapon).

Zodznog knows about the ladder in area **13** that leads down to the spring chamber (area **26**) on the lower level. She allows goblins or other individuals who belong in the guardhouse to pass through the kitchen while traveling to or from area **13**. Otherwise, Zodznog gives an uninvited visitor one chance to exit the kitchen gracefully. If the visitor lingers, she chucks a cleaver at the trespasser. Zodznog prefers to hang back and toss knives, cleavers, and heavy pots (she has plenty of such items at hand) at any target that offers her a clear shot. However, she is not afraid of melee combat.

The slaves hate Zodznog, but they also fear her, so they take up knives, cleavers, rolling pins, and other kitchen implements and join the fray against intruders. The slaves attack the closest foe and fight desperately, hoping to win Zodznog's approval. If the half-orc falls, any slaves still fighting immediately surrender.

The slaves know quite a bit about the guardhouse and a little about the quarry, but they are too exhausted and frightened to volunteer such information—they do not appreciate the value of what they know. If the player characters think to ask the slaves about these topics, they can learn useful information. All the slaves tell essentially the same story about coming here:

- Raiders abducted them from their homes. Eventually they were brought to the quarry on a ship that traveled up the local river and tied up at a jetty (west of area **56** in the caverns). After that, they were blindfolded and carried a "very long way."
- The slaves are vaguely aware that a village is nearby, but they do not know its name.
- They know that some of the quarry workers are not enslaved, but they have never been able to speak with any of those workers.
- They know that goblins also work the depths of the quarry, and the tunnels include some sort of unholy chapel or temple (area **42**).

- Eventually, the slaves were imprisoned in area **21** on the upper level of the guardhouse.
- They know that more slaves are currently being held in area **21**, and turnover is slow. Some slaves leave (presumably sold) only to be replaced by new ones.
- The slaves know about the taskmasters in area **20** but are not sure what kind of creatures they are. The slaves describe them as big, powerful, and very brutal goblins.
- The slaves have seen the guardposts at areas **17** and **22**, and they know that goblins staff the posts at night. They have delivered food to the guards at both areas.
- They do not know about the traps in areas **15** and **16**, but they are aware that guards always announce themselves before entering or leaving the tops of the staircases.
- Zodznog keeps these slaves on the brink of starvation and exhaustion. After the excitement of the encounter fades, they collapse and become all but helpless for at least a day.

13. Buttery

This chamber is fitted with two oil lamps, but they are rarely lit.

The door opens into a darkened room. Three great casks lie atop trestles arranged along the east wall. Barrels and casks fill most of the chamber's floor. A rack full of bottles and jugs stands along the east wall.

Standing among the casks and barrels at the back of the room is a small windlass with a bucket and chain hanging from it. A wooden trapdoor lies under the windlass.

The chamber holds a wide array of beverages intended for the quarry workers and guests. Most of the casks and barrels contain beer, mead, or hard cider; all of these are drinkable, but none is valuable. The rack of bottles contains wines and distilled spirits; fifteen of them are rare or fine enough to bring a good market price. Collectively, the fifteen bottles are worth 1,500 gp. It takes at least two turns of searching to separate the valuable bottles from the rest of the collection.

Lifting the trapdoor beneath the windlass reveals a shaft leading down to area **26** on the lower level, with a ladder for climbing. The windlass has enough rope and chain to lower the bucket into the pool in area **26**. The apparatus is strong enough to hold a 300-pound load.

14. Larder

Like the buttery, this room has two oil lamps, but they are rarely lit.

Shelves crammed with boxes and packages wrapped in parchment line the back wall in this darkened room. Crates and barrels crowd the floor.

The containers in here hold foodstuffs: cheese, salted meat, flour, and a few dried fruits and vegetables.

GUARDHOUSE: UPPER LEVEL

The upper level contains a few guardposts and living quarters for the principal residents. Only the central section has a roof; the rest of the level is open to the sky.

A crenellated parapet rings the whole level. The crenellations are about three feet high—just tall enough for the guards up here to remain out of sight if they hunker down behind them. A creature on the parapet gains 50% cover (+4 bonus to Armor Class) against any attack that has to cross the parapet.

15. East Spiral Stairs

A single step down leads to a landing with a spiral staircase that curls downward. An oil lamp with a smoky flame illuminates the landing.

The stairs lead down about 14 feet to area **7** on the main level.

The top step is trapped. It has a hinged lid that opens into a cavity that contains a spring-loaded trap designed to grab and crush any limb stuck in it (like a bear trap). A successful save vs. breath weapon allows a character to avoid getting caught. If the save fails, the trap catches the character by the ankle. The trap's jaws deal 1–4 points of damage and hold the character fast. It takes a successful Open Doors roll to pry open the jaws and release the trapped character. A character injured by the trap moves at half speed until the damage dealt by the trap is healed.

A hidden lever in area **17** temporarily deactivates the trap by locking the cover in place. The guardhouse residents are in the habit of announcing themselves as they climb the stairs so the guards in area **17** will deactivate the trap for them. See the area **17** description for more details.

16. West Spiral Stairs

This staircase is identical to the one in area **15** (including the trap) except that it leads down about 14 feet to area **9** on the main level.

17. North Guardposts

Crenellations surround this flat rooftop except at one corner, where archways lead into a covered area.

The rooftop is bare except for two stacks of stones, roughly piled.

As noted in the descriptions for areas **15** and **16**, hidden levers here activate and deactivate the traps at the tops of the staircases. The levers are located in the walls separating each guardpost from the nearest stairwell. The guards here are accustomed to deactivating the traps when anyone in a stairwell calls out, without stopping to identify the newcomer.

During daylight hours, two human guards are on duty here. They use the same tactics as the guards in area **6**.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

After sunset, four goblin warriors stand guard here. The goblins toss their spears, then try to hang back and use their slings, though they use their short swords if necessary.

Goblins (4): AC 6; MV 6"; HD 1–1, hp 3 each; #AT 1, D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

The guards here, whether human or goblin, keep watch over the quarry pit below. If they notice anyone approaching area **23** on the lower level, they hail the visitors and most likely attack, as noted in the area **23** description.

Combat at one guardpost immediately alerts the guards at the other post, and they lose no time in coming to their comrades' aid. The reinforcements use missile weapons, if possible, to attack the invaders.

Both sets of guards eventually notice any fighting in area **10** (and in area **6** if the sergeant becomes involved there), and they send half their number to assist. Likewise, the residents in areas **6** or **10** assist their comrades here, as noted in those area descriptions.

If the guards at area **22** face a fight, they come to the north posts for help, and the guards here send half their number to join the battle. Brubgok (if present in area **19**) and Glyrthiel (if present in area **18**) are alert to any disturbances here, and after two or three rounds, they become involved in any battle that involves the guards.

18. Glyrthiel's Chamber

The characters can peek in here through the windows on the north wall. As with the other windows in the guardhouse, sheets of translucent parchment cover the windows from the inside of the chamber. The player characters can easily slit the parchment with a sharp weapon, but doing so alerts anyone in the room.

Bright light fills this genteel chamber. A thick rug covers the floor, and a chandelier of silvery metal hangs above. There's a four-poster bed, a hearth where a carefully banked fire glows, and a leather-covered table with an ornate desk pushed against one end. A comfortable-looking chair is pushed under the desk, and two padded chairs sit near the table. Tapestries depicting woodland scenes cover the walls.

The light in here comes from a **continual light** spell placed on one arm of the chandelier. The chandelier is made from highly polished steel. It looks expensive but has negligible market value.

The bed, table, and desk are well made but not worth a great deal. The desk has several drawers and numerous cubbies and pigeon holes. A false bottom in one drawer hides Glyrthiel's spellbook, which contains the following 1st-level magic-user spells: **friends**, **read magic**, **shield**, **sleep**, and **unseen servant**. The rest of the desk holds an assortment of trinkets and personal items, including a silver and bloodstone ring (75 gp), three small jade figurines (100 gp each), and a pouch containing 10 sp, 15 gp, and 5 pp. The desk also has a lead cap for dousing the continual light effect on the chandelier and a multipiece wooden rod for placing or removing the cap. It takes two turns to completely search the desk.

The room's carpet weighs 50 pounds and is worth 75 gp. The room has eight tapestries; each weighs 30 pounds and is worth 30 gp.

Brubgok's chief assistant, Glyrthiel, lives here, but she is present only about a third the time (roll 1d6; Glyrthiel is here on a 1–2). The rest of the time, the elf is out supervising activities around the guardhouse and quarry or leading patrols. In a fight, Glyrthiel uses her bow if she can or her sword if she must. She uses her **shield** spell to protect against counterattacks, and she looks for a chance to drop her **sleep** spell on as many foes as possible while limiting the number of allies she affects. If necessary, she waits until a few allies fall in combat before casting **sleep**.

Glyrthiel (2nd-level elf fighter/magic-user): AC 5; MV 9"; HD 2; hp 9; #AT 1; D 1–8 (long sword) or 1–6 (long bow); spells memorized: **sleep**, **shield**.

When Glyrthiel is in her room, she keeps an eye (or at least an ear) on the rest of the upper level. If the guards at areas **17** or **22** begin dealing with a situation, Glyrthiel joins the effort after two or three rounds. She immediately responds to any trouble at areas **19**, **20**, or **21**.



19. Brubgrog's Chamber

As with area **18**, this chamber has windows covered with translucent parchment, and the same rules for cutting and peeking apply.

The stench of sweat, unwashed bedding, and half-eaten food hangs heavy in this room. The only light comes from a faint glow from the fireplace, which contains a few smoldering embers, and whatever filters in through the windows.

The room has no furnishings, just a low dais blanketed in greasy-looking furs and littered with dirty bowls and a few gnawed bones.

The heap of furs on the dais conceals a small strongbox that holds 350 pp and 10 carnelians (50 gp each). The strongbox is locked (Brubgrog has the key); the characters can break it open by dealing 20 points of damage to it. The dais also holds five furs and silks worth 200 gp each.

Brubgrog uses this chamber to relax and act like an orc once in a while. Posing as the industrious Bazili Erak is a drain on him. Brubgrog is present only about a third of the time (roll 1d6; Brubgrog is here on a 1–2). The rest of the time, he is out supervising activities around the guardhouse and quarry or leading patrols.

Brubgrog (3rd-level half-orc fighter): AC 2; MV 6"; HD 3; hp 18; #AT 1 (+2 melee due to Strength and magic sword); D 5–12 (**long sword +1** plus Strength) or 4–9 (long bow plus Strength).

In a fight, Brubgrog tries to eliminate the most dangerous opponent first, then mop up the survivors. If he has allies in a fight, Brubgrog spends at least a few rounds firing arrows at opposing spellcasters before closing to melee.

Like his elf assistant, Brubgrog pays attention to noises on the upper level when he is in his room. If the guards at areas **17** or **22** begin dealing with a situation, the half-orc joins the effort after two or three rounds. He immediately responds to any trouble at areas **19**, **20**, or **21**.

20. Taskmasters' Chamber

This room once had windows in the east wall, but they have been bricked up. A dwarf character has the usual chance to detect the new stonework.

This darkened chamber reeks of sweat and filth. Two braziers brimming with glowing coals provide dim light.

A low stone slab sits near the north wall, and a heap of dirty furs lies against the south wall. A collection of chains, manacles, and leather straps hangs from the ceiling. A heavy wooden rack that holds whips, prods, knives, and irons stands near the slab.

The pile of furs hides two leather pouches, each holding 100 gp.

Brubgrog had this chamber built to serve as a chapel for his elemental cleric allies. The clerics preferred the depths of the quarry, however, and now this room belongs to Snikscab and Nubgrod, two bugbears tasked with training and disciplining slaves. The bugbears are present about half the time (roll 1d6; they are here on a 1–3); otherwise, they are harassing the slaves in area **21**.

Bugbears (2): AC 5; MV 9"; HD 3+1; hp 14 each; #AT 1; D 2–8; SA surprise on a 1–3 on 1d6.

Although the bugbears are stealthy and cunning, they have become accustomed to making slaves cringe with little more than a nasty look. In a fight, they try to focus on weak opponents that they can defeat quickly and perhaps sow despair among the enemy.

Snikscab and Nubgrod are generally aware of what's going on around them. If they detect any disturbance on the upper level, they go to guard the slaves in area **21**. The bugbears have a set of keys for all the manacles in the guardhouse, which one or the other carries at all times.

21. Holding Cell

This chamber serves as a holding area for slaves in training.

This dismal space stinks of unwashed bodies. Tiers of bloodstained bunks line the chamber's long walls. A dozen half-naked people lie chained in the bunks, and several more stand or crouch in the aisle between the bunks, chained to rings in the floor.

The bugbear taskmasters Snikscab and Nubgrod split their time between this chamber and area **20**. If the party confronts the bugbears here, they fight as noted in the description for area **20**. However, if one bugbear is slain and the other reduced to 8 hit points or fewer while fighting in this room, the survivor grabs the nearest slave and threatens to kill him or her unless the party backs off. If the characters comply, the bugbear unlocks the slave and sidles out of the room, dragging the hostage, and tries to make his way to area **28** on the lower level (going down the stairs at area **15**).

The holding cell houses 18 slaves. If freed, they are grateful but in no condition to assist the player characters. Unlike the slaves in area **12**, they have not been in the guardhouse long enough to learn the layout or routine, but they can tell the party how they came to be here (see the notes for area **12**).

Human Slaves (18): AC 9; MV 12"; HD 1; hp 3 each; #AT 0; D nil.

22. South Guardpost

A crenellated battlement surrounds this parapet. In the floor is a 5-foot-wide hole with sloped sides. Piles of stones, loosely stacked, flank the hole.

From here, guards keep a constant watch over area **1**, below. During daylight, two human guards are on duty. After sunset, four goblin warriors stand guard here instead.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

Goblins (4): AC 6; MV 6"; HD 1–1, hp 3 each; #AT 1, D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

The guards, whether human or goblin, stay focused on area **1** no matter what they hear going on in the upper level. If attacked, they defend themselves using the tactics described for area **17**. See the description for area **1** for details on how the guards react to intruders or visitors below.

GUARDHOUSE: LOWER LEVEL

The lower level houses most of the animals and many of the goblins that toil in the quarry. The areas in this level are primarily natural caverns or spaces hewn from the rock. Unlike in the rest of the guardhouse, the areas here have no windows or oil lamps (except where noted in the text). Phosphorescent fungi growing on the walls and ceiling provide dim light.

23. Lower Entrance

The stony pit here has a fairly smooth floor broken by cracks. Weeds sprout from the fissures, and gaps in these bands of low foliage form a path of sorts. A crude stone guardhouse rises from the quarry pit floor, clinging to the pit wall for one story before rising two floors higher. The top story, perhaps 30 feet above the pit floor, has a crenellated parapet that overhangs the walls slightly. It's hard to be sure, but a few armored guards seem to be pacing to and fro atop the battlement.

On the pit floor, two pairs of double doors stand about 20 feet apart. No guards are posted at either set, but the guards on the parapet above (area **17**) watch the doors while keeping out of sight. If the player characters try to force a door or scale the walls, one guard from area **17** goes to area **6** for reinforcements while the others attack with arrows or with rocks tossed from the parapet. See area **1** for details on resolving attacks with dropped rocks. Rocks dropped from area **17** deal 2–8 points of damage to targets on the pit floor.

The parapet at area **17** provides 50% cover (+4 bonus to Armor Class) against any attack that has to cross it.

A guard stationed in area **17** can reach area **6** in three rounds. After the guard arrives there, a chain of alarms is raised (see areas **6**, **10**, **17**, **18**, **19**, and **20**).

Entering the Guardhouse: The double doors are secured from the inside with simple iron latches. A successful Open Doors roll allows a character to force one set of doors open. The latches cannot be picked, but a successful Open Locks roll allows a character to jimmy the latch and open a door without making an Open Doors roll. A **knock** spell opens a door.

The characters can try to bluff their way into the guardhouse by announcing their presence (by knocking on the doors, shouting, or something similar). Doing so alerts the guards at area **17**; see the Openly Entering section of this adventure (page 9) for details on how the slavers deal with nonviolent visitors.

24. Stable

Dim light reveals a high ceiling and a wide space. The air feels warm and moist. It carries the scents of hay and manure mixed with the tang of coal smoke. From somewhere in the shadowy depths comes a low chorus of metallic scrapes and clinks.

The quarry uses mules for hauling heavy loads of stone out of the tunnels and oxen for moving stone overland. The draft animals are kept here when not working, along with a few horses and ponies

for riding. Open animal stalls line the west wall (see area **25** for details).

A 4-foot-high stone wall runs down the center of the stable. Rings set in the stone allow animals to be tethered for shoeing, grooming, or temporary housing.

Uzgrad, Brubgrod's half-orc chief groom, is in charge of the animals here. Uzgrad has six human slaves who do the real work.

Almost nobody comes to the stable except for quarry workers bringing in animals and a few goblins moving between area **28** and the guardhouse's upper level. If anyone who is not a goblin or is not escorted by Brubgrod or Glyrthiel tries to pass through the stable, Uzgrad stops the visitor and demands an explanation. He is cagey enough to pretend to accept stories that he thinks are bunk so he can ambush the intruder.

Uzgrad (half-orc): AC 5; MV 9"; HD 1; hp 6; #AT 1; D 1–8 (scimitar) or 1–4 (dagger).

Uzgrad carries a scimitar but prefers to toss daggers at his foes, preferably from behind the dividing wall or a draft animal. The half-orc carries no treasure, but he has a key to the door that leads into area **26**. Uzgrad is accustomed to loud noises and foul smells coming from area **27** and pays no heed to what is happening in the smithy.

Human Slaves (6): AC 9; MV 12"; HD 1; hp 3 each; #AT 1; D 1–6 (improvised weapon).

The slaves hate Uzgrad, but they also fear him, so they take up staves or pitchforks and join the fray if a fight breaks out. The slaves attack the closest foe and fight desperately, hoping to win Uzgrad's approval. If the half-orc falls, any slaves still fighting immediately surrender.

Like the slaves in the kitchen (area **12**), these slaves are too frightened and tired to realize that their information would be valuable to the player characters. They do not know much about the guardhouse or the routines that its residents follow; however, they were once held in area **21** and subjected to the attentions of Snikscab and Nubgrod. The slaves cannot clearly recall anything else about the upper floors of the guardhouse.

They know about the secret door leading to area **28** and that beyond it are many cruel goblins and their pet wolves. The slaves also know about the staircase in area **28** and the ladder in area **26**, but they do not know where either one leads (other than "up").

The slaves also know about the smith in area **27** (who they describe as a tall, powerful goblin) and warn the party that he has probably gone up the ladder in the spring chamber (area **26**) to get help or is lying in wait somewhere for the group. They're right; see the notes for area **27**.

The stable slaves get a fair amount of fresh air and (barely) adequate food to keep them strong enough to tackle the challenges of physical labor. If the player characters suggest it, the slaves take up their pitchforks and accompany the adventurers as they continue to explore. However, their nerves are shattered, and they panic if faced with the slightest danger, tossing down their weapons and fleeing as fast as they can.

25. Stalls

A row of stone stalls lines the wall here, each at least three paces wide. Each stall is fronted with a wooden wall that has a split door (with an upper and lower half) fastened on the outside with a leather loop and a peg.

Two stalls are crammed with supplies: fodder, bedding, and grain for the animals, plus coal and scrap iron for the forge at area **27**. The remaining stalls either are empty or hold a single horse, pony, or mule. Each of these stalls has a manger, a water trough, and a floor covered in deep straw.

26. Spring Room

The door leading into this chamber is always kept locked from the east side. Uzgrad (area **24**) and Wartslag (area **27**) have keys. The lock can be picked with an Open Locks roll. A **knock** spell opens the door. A successful Bend Bars/Lift Gates roll forces the door. A character can also force the door with an Open Doors roll, but reduce the chance for success by 1. The party can beat the door down with weapon attacks; the door can withstand 30 points of damage before splintering.

This chamber has a musty but not unpleasant smell, like grass after a rain. The sound of dripping water echoes loudly. The space seems utterly black and cold, without the faintest gleam of light or heat.

The room has two oil lamps that are just like those on the upper levels. One lamp is placed near the bottom of the ladder leading to area **13**, and the other lies at the foot of the stairs leading to area **27**. Both lamps are usually kept unlit.

When the guardhouse was built, Brubgrog had a basin chiseled into the rock here to hold the water from a natural spring. The whole chamber is flooded to a depth of about 2 feet. Brubgrog's servants keep the walls clear of fungi, but some mold still grows on the walls and in the shaft leading up. Water flows silently from the spring, but condensation from the walls creates a steady drip into the basin.

27. Smithy

A low dais here holds a wide, stone bowl heaped with hot coals that cast an eerie glow over the area. The bowl is surrounded by a visible haze and the reek of coal smoke. Next to the fiery bowl stands a massive iron anvil set atop a stone pedestal. Opposite the anvil lies a stone bench with a great leather bellows and several hammers and sets of tongs heaped on it. A wooden bin filled with coal stands next to the bench.

Wartslag, the bugbear blacksmith, lives and works here. Most of his job consists of making shoes for the quarry's mules and horses, but he also creates or repairs all manner of iron or steel items. The smith spends all his time here tinkering with metalwork, snoozing, or playing knucklebones with his two goblin assistants.

Wartslag pays attention to what happens in areas **24** and **25**, including any comings and goings from areas **26** and **28**. If he notices trouble, he hides behind his forge, hoping to ambush intruders who might come his way.

Wartslag (bugbear): AC 5; MV 9"; HD 3+1; hp 16; #AT 1; D 2–8 or 2–5 (hammer); SA surprise on a 1–3 on 1d6.

Goblins (2): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (short sword) or 1–4 (sling).

If Wartslag manages to surprise the intruders, he attacks the closest opponent. Otherwise, he maneuvers away and chucks hammers (he carries three with him and has four more on his workbench) at lightly armored or unarmored foes until someone engages him in melee.

Wartslag's two goblin assistants use the forge as cover (+4 bonus to Armor Class) and attack with their slings for as long as they can. If an enemy moves into melee range, they toss a stinkbomb they created from animal dung and fungi. The bomb creates a cloud that covers the whole dais and all the squares adjacent to it for five rounds. Anyone in the cloud (except for Wartslag and his assistants, who have built up an immunity) becomes sickened and weakened due to the stench unless the character makes a successful save vs. poison. A failed save results in the loss of 1 point of Strength per round for as long as the victim remains in the cloud and for one round after the victim leaves the cloud. Strength loss lasts for ten rounds after the poison has taken its final effect.

28. Staircase and Guardpost

A natural grotto lit by an oil lamp wedged into a crack in the wall gives access to a tightly spiraling staircase that leads up.

The stairs lead up about 25 feet to area **7** on the main level.

Two goblins and a worg stand guard here, keeping an eye on the stairs and defending areas **29–32** against intruders. In a fight, the goblins try to pin down foes while the worg uses its speed to attack from the flank or rear. It circles through area **29** if necessary to gain an advantage.

Goblins (2): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

Worg: AC 6; MV 18"; HD 3+3; hp 15; #AT 1; D 2–8.

Any combat here alerts the goblins in areas **30** and **31** and the worgs in area **32**.

29. Pool and Grotto

Nearly every surface in this space seems covered with multi-colored stalactites and stalagmites. Several massive natural columns surround a pool of water.

The goblins in this part of the guardhouse use the pool as a water supply. It holds a few blind fish and crayfish, but nothing else.

30. Goblin Den

This fairly wide cavern bounded by natural columns has a lofty ceiling. The mingled scents of smoke, seared meat, sweat, and unwashed clothing hang heavy in the air.

A pit in the chamber floor holds a smoldering fire, where slabs of meat sizzle on skewers thrust into the ash.

Some of the quarry's off-duty goblins lounge here. At night, eight goblins gather around the fire, nibbling on rations and passing the time. During the day, only four goblins are present.

Goblins (4 or 8): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

In a fight, one goblin scurries to area **32** to acquire a worg mount while the rest attack. These goblins also respond to any disturbances in area **32**. They are accustomed to hearing occasional outbursts from area **28**, but if a fight there lasts more than three rounds, one of the goblins here fetches a worg mount and joins the battle. Meanwhile, two more goblins go directly to the battle.

The goblins hide their treasures in clay pots buried in the fire pit. Nine pots hold a total of 700 sp, 200 gp, and nine bloodstones worth 15 gp each.

31. Goblin Barracks

Darkness fills this area. A few patches of luminous fungi cling to the walls, glowing like stars on a foggy night. The sour odors of old sweat and dirt pervade the atmosphere.

Four goblins rest here at night, eight during the day. They have scraped most of the cavern's luminous fungi from the walls to make the chamber dark. Characters without infravision cannot see in here without supplemental light. The goblins use the same tactics as those described in area **30**.

Goblins (4 or 8): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).



32. Worg Den

Deep shadows fill this space, which reeks of offal. Shards of bone crunch underfoot.

This chamber is mostly free of luminous fungi, just as in area **31**. The goblins keep two worgs here. Two sets of tack and harness hang from pegs driven into a wall.

Worgs (2): AC 6; MV 18"; HD 3+3; hp 15; #AT 1; D 2–8.

The worgs attack anyone who enters here without a goblin escort. The worgs are canny enough to know if a goblin is not in charge of the situation, and they attack if someone drags or ushers a goblin prisoner in here.

If the goblins from areas **30** or **31** come here to get mounts, it takes them two rounds to saddle the worgs. After that, the goblins ride off and seek the enemy. They throw spears or use their slings in battle and can split move and fire when mounted (move up to half, fire, and move up to half again).

QUARRY (GENERAL NOTES)

The quarry's walls are rough hewn and a trifle damp. For purposes of climbing, walls are somewhat rough and slightly slippery (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to travel 6" per round, with double the normal chance for a fall. Ceilings are 12 to 18 feet high (larger chambers are taller). The air throughout the quarry smells musty due to the dampness.

The guards and goblinoids in the quarry know that Bazili Erak is using the mining operation to conceal his slave-trading activities, and they are aware that evil clerics are holed up in the caverns. However, they don't know Bazili's true name or that he's a half-orc, they don't know any of Bazili's contacts in the slaving operation, and they don't know why Bazili is sheltering the clerics or what their intentions are.

QUARRY: MAIN LEVEL

The tunnels here are a continuation of the quarry pit outside; the workers simply followed the outcropping of stone from the surface underneath the hillside.

Luminous fungi on the walls provide dim light throughout the level.

33. Quarry Entrance

The level floor of the quarry pit gives way to a nearly sheer wall of weathered stone that rises the equivalent of three or four stories to a wooded summit. At the bottom of the wall, a crude arch as wide as a village street and as high as a cottage roof leads into the hillside.

Characters can enter through the arch freely.

34. Main Gallery

The slightest sound in here triggers a chorus of echoes that reverberate along a double row of massive, chiseled columns in a cavernous hall.

During daylight hours, two human guards are on duty here, keeping watch over the quarry pit outside and the passages leading west. If attacked, they use the same general tactics described in area **6**.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

After sunset, four goblin warriors stand guard here. In a battle, the goblins toss their spears, then try to hang back and use their slings, though they use their short swords if necessary.

Goblins (4): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 (spear), 1-6 (short sword), or 1-4 (sling).

The guards, whether human or goblin, challenge any strangers not accompanied by Brubgrog or Glyrthiel. The player characters can try to bluff their way into the tunnels by not attacking the guards. See area **1** for details on how the slavers deal with nonviolent visitors. Any combat here attracts the guards in area **36**.

35. Storage

Low mounds of cut stone fill most of this long chamber. Here and there stand carts constructed from planks. Most of them are practically falling apart, and at least one sits propped up on a pile of stone blocks.

One section of the chamber is given over to a collection of crates, sacks, barrels, and casks. In addition, a rack is hung with rows of picks and shovels, a couple of crude ladders, and an assortment of pointed and curved iron bars.

Cut stone ready for shipment sits in here. The quarry workers also store their tools and equipment (both broken and serviceable) here, along with a few supplies. The player characters can find eight coils of rope, each 100 feet long. Six picks can serve as horseman's military picks, and nine of the iron bars can serve as clubs. There are five small mine carts, none of them fit to move.

36. Guardpost

Glowing embers heaped in a pit seem to have driven the subterranean chill and dampness from this chamber. The place also has a table made from crude planks, a few stools and chairs, and two tiers of unmade bunks.

The off-duty guards assigned to area **34** live here—two humans at night, and four goblins during the day. They spend most of their time dozing or gambling, but they quickly respond to any fighting in area **34**. It takes them two rounds to gather their gear and join any battle there.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2-8 (broadsword) or 1-6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

Goblins (4): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 (spear), 1-6 (short sword), or 1-4 (sling).

The guards' personal treasures are kept in areas **6** or **30** of the guardhouse. Here, they have only their fighting gear and a few sets of knucklebones.

37. Upper Ventilation Chamber

A steady draft flows out of this chamber. It's hard to tell if the air comes from the iron grate in the floor or a similar grate in the ceiling.

A vertical shaft here rises about 40 feet to the hilltop above the quarry. The shaft continues 20 feet down through the floor to area **48** on the lower level.

Iron grates in the floor and ceiling protect the shaft. They have been mortared into the shaft walls and coated with grease to keep them from rusting. The grates do not open, but the party can break them down. A character can force a grate with a successful Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces a grate. The party can beat a grate down with weapon attacks; it can withstand 50 points of damage before breaking apart.

The ceiling in this area is 12 feet high. If the characters wish to force the upper grate, they must find a way to reach it. That's not

a problem if the group has climbed down from the hilltop. Otherwise, the characters can heap stones from area **35** or use one of the ladders from there.

38. Ramp Down

A passage here seems to head due west, visibly sloping down.

The passage slopes down 20 feet to area **40** on the lower level.

39. Diggings

The ringing tones of metal striking stone (or other metal) make the walls and the air sing here. The stench of smoke and sweat accompanies the noise.

Teams of quarry workers labor at these locations day and night, chiseling stone from the rock. Most of the walls in these areas are freshly dug and free of luminous fungi, leaving them dark. Brubgrog has ordered these areas lit with iron lamps similar to those in the guardhouse; the lamps have been driven into cracks in the walls.

During daylight, fifteen humans work here in teams of two or three. Each tunnel contains one team, chiseling and prying stone from the rock faces. Each digging area also has a mule hitched to a cart or sledge that the workers slowly load with stone.

These human workers are free citizens from Darkshelf and do not fight unless forced to defend themselves. If confronted with proof of slaving, they set down their tools and walk back to the village. If pressed, they agree to guard any captives taken by the player characters or escort rescued slaves to Darkshelf.

At night, twenty-five goblin diggers work here in teams of two to five. Each tunnel contains one team along with a mule. The goblins attack any strangers who are not escorted by Brubgrog or Glyrthiel.

Human Workers (15): AC 8; MV 12"; HD 1; hp 5 each; #AT 1; D 1-6 (improvised weapon).

Goblins (25): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 2-5 (horseman's pick), 1-6 (short sword), or 1-4 (sling).

QUARRY: LOWER LEVEL

This level is similar to the main level but is darker, clammy, and cooler. Luminous fungi grows in patches on the walls. Characters without infravision can see only 20 feet in the poor light. Several places have no fungi, as noted in the area descriptions.

40. Up Ramp

A passage here slopes up to the east.

The passage slopes up 20 feet to area **38** on the main level.

41. Lower Tunnel

This tunnel is similar to area **39** on the main level except that one team of five goblin diggers works here day and night. Any fighting here alerts the clerics in areas **42-44** and the goblins in area **46**.

Goblins (5): AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 2-5 (horseman's pick), 1-6 (short sword), or 1-4 (sling).

42. Elemental Temple

The ceiling here is 18 feet high.

The floor in this cavern is packed sand, pale yellow with flecks of iridescent material. Tendrils of pale mist or smoke writhe along the ground, carrying the rank odor of muddy filth and the sharp tang of resin or incense.

Ahead rises a pyramidal spire, as thin and sharp as a dart. It is composed of dusky gray stone, marbled with the ghastly white of dead flesh. A staring eye adorns the visible side of the spire.

A pit filled with glowing coals lies just beyond each corner of the spire. Yellow and blue flames dance over the coals, and tendrils of smoke and mist wander among the tongues of fire before escaping the pits and creeping along the floor.

An irregular pool ringed with slime lies beyond the spire.

Brubgok brought in a small group of evil clerics to assist him with his operations. The clerics worship an unspeakably evil god they refer to as the Elder Elemental Eye, or simply the Eye. The floor is covered with a natural deposit of sand mixed with grains of quartz and mica. The sand is 1 to 3 feet deep.

The four-sided spire is solid stone, and each face is adorned with a single eye. The fire pits are dug out of the sand down to the hard rock below. The fires are stoked with coal, and minerals in the stone floor create the odd smoke.

One cleric is always in this chamber, tending the fires and chanting an unholy prayer or supplication. He wears robes over a suit of studded leather armor (bronze studs) and keeps a shield close at hand. The cleric is quick to recognize intruders—only goblins and slavers come here voluntarily—and pretends to welcome anyone who enters the temple.

Human Cleric: AC 6; MV 9"; HD 2; hp 9; #AT 1; D 2–7 (footman's mace) or 1–4 (sling); spells memorized: **curse**, **command**, **cure light wounds**, **cause fear**.

In addition to his regular mace, the cleric carries a mace with a stone head. He uses the stone weapon when he fights alongside mudtigers because the metal one might become magnetized. The stone weapon works as well as a metal one, but it has a –1 "to hit" penalty when used against a foe with an Armor Class of 5 or better (before considering Dexterity or a shield).

In battle, the cleric tries to befriend opponents long enough to use **cause fear** on a fighter type or rogue, then he uses his sling or mace as appropriate. When help arrives, he falls back and uses **curse**, then **command** ("Flee!").

The water in the pool comes from a very small natural spring; the collected liquid is murky and mostly stagnant. It's about 2 feet deep, with a muddy bottom about a foot thick.

The pool is home to a pair of mudtigers. They generally lie at the bottom of the pool, where they cannot be seen. They can hear sounds of combat and other loud noises in the room and move to attack intruders.

Mudtigers (2): AC 6; MV 6"/12" (3"); HD 2; hp 8 each; #AT 1; D 2–5; SA electric shock (D 2–8), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtigers move into melee range as quickly as they can. If necessary, they burrow under the sand to protect themselves from ranged attacks while they close. Once they are close enough to attack, they plunge into the midst of the foe and use their electric shocks. After shocking, they bite, but they shock again as soon as they can.

The cleric here knows the limits of the mudtigers' electric shock and is careful to stay out of range when a shock might be coming.



The cleric and goblins in areas **43** and **44** notice any commotion in the temple and join the fray after two rounds. Likewise, the cleric here notices any combat in area **41** and alerts his comrades in area **43** and **44** after one round.

43. Temple Guardpost

This chamber is dark because it has no luminous fungi.

Deep shadows fill this oddly shaped chamber. The silhouette of an overturned cart is visible in the gloom. Heaps of dirty furs and soiled straw surround the cart. A few lumps of coal have spilled out of the cart onto the floor.

Six goblins stand guard here. The overturned mine cart serves as a bin to hold coal for the fires in areas **42** and **44**, and it doubles as a table for the goblins. Their sleeping furs are filthy and worthless.

Goblins (6): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 2–5 (horseman's pick), 1–6 (short sword), or 1–4 (sling).

The goblins notice any fighting in area **42** and join the fray after two rounds. In a fight, they use their slings as long as they can and use their melee weapons when necessary.

44. Clerics' Quarters

This chamber is roughly L-shaped and contains a stone basin filled with sulphurous ash and glowing embers. Each arm of the room has a thick rug, a bed, a desk, and a padded chair.

Two evil clerics reside here, but one of them is always in the temple (area **42**). The second cleric is resting and has the same equipment as the cleric in the temple, including the stone mace. If the cleric has not been awakened by the sounds of intrusion or combat, he can be surprised.

Human Cleric: AC 6; MV 9"; HD 2; hp 9; #AT 1; D 2–7 (footman's mace) or 1–4 (sling); spells memorized: **curse**, **command**, **cure light wounds**, **cause fear**.

The two desks hold writing implements and other mundane items, plus key rings with keys to the doors in area **55** on the cavern level.

One locked chest lies under each bed; the clerics have the keys on their persons. In total, the chests hold the following: three silver unholy symbols, 260 gp, 18 pp, six bloodstones (15 gp each), three **potions of healing**, and three vials of an herbal preparation that cures the malady caused by the spores of the puffball fungi on the cavern level.

If combat occurs in the temple, the cleric here wakes up and rushes to join the fray after two rounds. When he arrives at the fight, he uses **command** ("Flee!") as soon as he can, then uses **cause fear**, and finally engages in melee. Like his comrade, the cleric knows about the mudtigers' electric shock power and tries to stay out of its range during battle.

45. Ramp Down

A passage here heads due west, visibly sloping down.

The passage slopes down 60 feet to area **54** on the cavern level.

46. Goblin Barracks

This chamber has no luminous fungi, leaving it dark. Characters without infravision cannot see in here without supplemental light. The embers in chamber's fire pit shed light in a 5-foot radius around the pit, revealing the scene below.

The walls spread out into a mostly lightless space. A few dying embers from an ash-filled pit in the floor cast a red glow. The ruddy light reveals several smoke-blackened tin pots lying in heaps and a collection of metal skewers, some still wrapped with charred meat, sticking out of the ash. The air is filled with the sharp odors of burned food and unwashed bodies.

Nearly fifty goblins call this chamber home. Fortunately for the player characters, no more than ten are ever here at once. When it's daylight outside, six goblins sleep here while four more keep watch. At night, only four goblins are here. The others are out working the quarry or patrolling the area around it.

Goblins (4 or 10): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 2–5 (horseman's pick), 1–6 (short sword), or 1–4 (sling).

The goblins attack any nongoblins who enter the chamber except for the evil clerics or anyone accompanied by Brubgrok or Glyrthiel. In the latter case, the goblins are uneasy and suspicious because legitimate visitors to the quarry are seldom brought to this room. In a fight, a few goblins try to pin down enemies with melee attacks while the others use their slings or maneuver to the flanks. If some of the goblins are asleep when trouble starts, it takes the sleepers two rounds to awaken and gather their gear.

Noise from area **47** keeps the goblins from noticing what's happening elsewhere on this level, but they quickly hear any trouble

occurring in area **47**. Goblins who are awake immediately join any fight there, and sleeping goblins follow two rounds later.

The goblins keep their treasures hidden in clay pots buried in the fire pit. Twelve pots hold a total of 900 sp, 250 gp, and 23 quartz crystals (worth 10 gp each).

47. Old Diggings

This roughly triangular chamber has walls that glitter with small bits of crystal embedded in the stone. To the east is a corridor lined with side passages that branch to the south. From each passage comes the irregular tapping of metal on stone.

The stone in this area is not good enough to be used as building materials, but it contains veins of quartz. Brubgrok keeps a few goblins busy here around the clock, digging out the precious and semiprecious bits. A single goblin labors at the south end of each side passage.

Goblins (4): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 2–5 (horseman's pick), 1–6 (short sword), or 1–4 (sling).

The goblins focus on their work, but they notice anyone coming and going outside the diggings. They attack any nongoblins except for those escorted by Brubgrok or Glyrthiel. If fighting occurs in area **46**, the goblins hear the sounds and move to assist their comrades after two rounds. The goblins in area **46** join any fight here as described in area **46**.

48. Lower Ventilation Chamber

A steady draft flows out of this chamber and passes through an iron grate in the ceiling.

A vertical shaft rises 20 feet to area **37** on the main level. The grate here is identical to the ones in area **37**.

49. Trash Chute

Thousands of small, pale fungi carpet the floor and most of the walls in this small chamber. The place reeks of old grease and other less savory odors. An irregular hole, wider than a human is tall, gapes in the center of the floor.

The quarry workers toss their garbage and other offal down the sinkhole. The natural shaft descends 60 feet to area **61** on the cavern level. About 30 feet down, a tunnel links this sinkhole to the one in area **50**.

50. Prison Trash Chute

This area is nearly identical to area **49**; the sinkhole in here leads down 60 feet to area **60** on the cavern level. About 30 feet down, a tunnel links this sinkhole to the one in area **49**. The guards in areas **51–53** toss detritus, which sometimes includes corpses, down the hole.

51. Checkpoint

Brubgrok uses the natural chambers in areas **52** and **53** as a holding area for slaves awaiting shipment. The door is made from iron bars and blocks the only practical entrance or exit from the holding area. (It is possible to go through area **53**, but the characters would have to climb down the sinkhole in area **49**, make their way through the tunnel to the other hole, and climb back up into area **50**.) The following boxed text assumes the party approaches the door from the west.

A door of blackened metal bars blocks the corridor here, sealing off passages that run north, south, and east. Beyond this portal, a point of light flares for an instant.

The barred door does not seem to have hinges or handles on this side.

The door's hinges are on the east side. It's also barred from the east side, and a padlock holds the bar in place. A character can try to reach through the bars and pick the lock, but the bugbear guard (see below) might have something to say about that. The guard carries a key to the padlock.

A **knock** spell opens the door. A character can force the door with an Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces the door. The party can beat the door down with weapon attacks; the door can withstand 50 points of damage before falling apart.

A bugbear always stands guard here. He stays out of sight, in a shadowy alcove just south of the door. The guard has no comforts other than a three-legged stool and a rack to hold his weapons. He keeps an eye on the door and the corridor beyond using a hand mirror (that's the flash of light mentioned in the boxed text).

Bugbear: AC 5; MV 9"; HD 3+1; hp 14; #AT 1; D 2-8 (morning star) or 1-6 (spear).

If the player characters start working on the door, the bugbear takes action. Melee attacks with slashing or bludgeoning weapons cannot pass through the door, but attacks with piercing or thrusting weapons can. Thrusting weapons with thin heads and long shafts, such as pikes or spears, work through the door without penalty. Shorter thrusting weapons, such as daggers or short swords, also work, but they have a -1 "to hit" penalty. Long blades, such as swords, work through the door, but the attacker must thrust with them and take a -2 "to hit" penalty.

Ranged weapons work through the door, but the bars provide 50% cover (+4 bonus to Armor Class for the target).

While the party is on the west side of the door, the bugbear uses his spear. He switches to his morning star if a foe gets past the door or reaches through it.

Any fighting here alerts the bugbear guard in area **52**, who alerts the guard in area **53** and then advances to help defend the door.

52. Guards' Quarters

The corridor ends in a small alcove where a crude wooden table sits, surrounded by a trio of three-legged stools. Three piles of odiferous furs lie roughly in the alcove's southeast corner. Three sets of manacles hang from the north wall. Below the manacles, ugly, reddish-brown stains form streaks all the way down to the floor. A peg on the south wall holds several rings of keys.

A bugbear snoozes among the furs but quickly awakens if combat breaks out in area **51** or **53**. It takes him one round to stand up and get his wits and gear together.

Bugbear: AC 5; MV 9"; HD 3+1; hp 14; #AT 1; D 2-8 (morning star) or 1-6 (spear).

The pile of furs contains three silver urns. One is stuffed with live coals; the bugbear uses it as a bed warmer. Each of the other two urns holds 300 gp, packed in ash, so that a casual look makes them look like burnt-out bed warmers, though they feel considerably heavier than the actual bed warmer. The urns are worth 25 gp each.

Most of the manacles hanging on the north wall are spares for use in area **53**, but three sets are embedded in the wall. The stains are souvenirs from times when the guards meted out punishment to slaves they found troublesome. The keys hanging on the south wall fit the manacles in here and in area **53**.



53. Holding Area

Tiny alcoves that stink of blood and sickness line the corridors here. Manacles ring the walls in the alcoves, forming curtains of rusty metal. Soiled straw and a few buckets and urns cover the alcove floors.

Most of the alcoves are empty because the bulk of Brubgrog's slaves are in the guardhouse or have been shipped to Highport (see the Adventure Background). However, the four northernmost alcoves in the eastern cellblock hold 27 human slaves. They are a mix of males and females between the ages of 12 and 20. All are uncomfortably cold, exhausted, and hungry, though not dangerously so (the slavers keep the wares in decent condition so they will fetch a good price). All slaves are manacled hand and foot to the walls of their alcoves.

Human Slaves (27): AC 9; MV 12"; HD 1; hp 3 each; #AT 0; D nil.

Among this mass of human misery is the monk Kwon, who came here to investigate the quarry for Darkshel's overlord. As noted in the Adventure Background, Kwon slipped into a shipment of slaves and has been posing as one. The monk has learned to pick his manacles and has made several secret forays into the quarry, entering and leaving the holding area through area **50**; he's been careful to return to his alcove in time for each head count. See The Mission (page 6) for more details on Kwon.

Kwon (2nd-level human monk): AC 9; MV 16"; HD 2; hp 7; #AT 1; D 1–4 (unarmed strike).

One of the bugbears from area **52** patrols the two cellblocks and keeps an eye on the slaves, though his attention lapses often enough to allow Kwon to slip in and out.

QUARRY: CAVERN LEVEL

This level of the quarry consists almost entirely of natural caves and pools. The slavers do not use the area much except to smuggle slaves in and out, though Brubgrog's cleric allies breed mudtigers in some of the pools.

The caverns are fairly cool—about 60° F. The water here is even colder; anyone wading or swimming in the caverns risks exposure after 5 minutes. The character must make a System Shock roll with double the usual chance of failure plus an extra 5% chance of failure for every System Shock roll the character has made in the previous 24 hours. A failed check deals 1 point of damage and saps 1 point of Strength and 1 point of Dexterity. A character who remains in the water must make a new System Shock roll each round. Damage from the cold can be healed through the usual means. Ability score loss can be reversed only through rest. For each day of complete rest, the chilled character regains 1 lost point from each reduced ability score.

The caverns are too damp and cold to support the luminous fungi that lights the quarry's upper levels. All areas are dark unless noted otherwise. All boxed read-aloud text assumes that the characters have infravision or are using some kind of artificial light.

Cavern walls are natural limestone unless otherwise noted. They are somewhat rough (with many fissures, knobs, and folds) but slippery. Climbing characters travel at 3" per round, with ten times the normal chance of a fall. Ceilings in the caverns are roughly twice as high as a passage or chamber is wide.

54. Ramp Up

The passage heads west for a few feet, then sharply turns north.

The passage slopes up 60 feet to area **45** on the quarry's lower level. The walls here are hewn but slippery.

55. Antechamber

A smoky oil lamp casts a feeble glow over this irregular chamber. A natural basin of clear water fills most of the floor. The water gently bubbles and churns.

The chamber has three visible exits: a passage to the west, a door to the north, and a door to the east. Each door sports a handle and three keyholes arranged in a vertical column.

The oil lamp here is identical to the lamps in the guardhouse.

The doors are kept locked to prevent access into or out of the caverns. The clerics in areas **42**, **44**, and **65** have keys. In each door, two of the three keyholes are fakes; sticking a key in one of them turns a dummy lock that activates a chime. Ringing a chime risks drawing attention but otherwise has no ill effects. On the north door, the real lock is in the middle keyhole. On the east door, the real lock is at the bottom.

A door can be unlocked with the proper key or by picking the lock (although picking a fake lock triggers the door's chime, as noted above). A **knock** spell opens a door. A character can force the door with an Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces the door. The party can beat the door down with weapon attacks; the door can withstand 40 points of damage before splintering.

The pool contains a natural spring that keeps the water in motion. A tiny natural channel drains the water into area **56**. The pool is home to a water weird, which attacks any creature that lingers in the chamber for more than one round. Any delay, such as searching the pool or fiddling with the doors, triggers an attack.

Water Weird: AC 4; MV 12"; HD 3+3; hp 16; #AT 1; D nil; SA attacks as a 6 HD monster, a hit forces a save vs. paralysis to avoid being pulled underwater; SD being reduced to 0 hit points or fewer causes the weird to dissolve and reform in two rounds, only blunt weapons deal full damage (other weapons deal 1 point of damage), slowed by cold, fire deals half or no damage, **purify water** slays, other energy or magical attacks are ineffective.

56. Cavern Exit

Sand from the beach in this chamber extends east completely through area **57** and just outside areas **58** and **66**.

Coarse sand covering the floor here makes the going seem a bit unsteady as your feet sink in. The sand-covered corridor eventually gives way to a wide, high chamber with a subterranean beach with lapping water beyond.

A boat floats on the water offshore. It seems to be a common rowboat and has oarlocks but no oars. A rope painter attached to the bow is stretched taut, and the rope vanishes into the water. The stern points steadily to the northwest, where there is an opening in the wall. The low murmur of flowing water issues from the opening.

The slavers keep the boat here to bring slaves from the Pelyra River to the quarry. The stream leading from this chamber flows a little more than a quarter mile to the river.

The boat is anchored away from the beach to make slave escapes more difficult. The water here is quite deep, falling away from the beach about 5 feet for every 5 feet to the west, to a maximum depth of 35 feet at the tunnel mouth to the west. The boat floats over 20 feet of water. To reach it, the characters must swim or improvise a raft, perhaps from some of the furniture salvaged from the quarry or guardhouse. The slavers recover the boat with a 20-foot hook that is kept in area **64** with the oars.

Any attempt to recover the boat is fraught with peril, as two mudtigers lurk under the water. They attack anyone who enters the water or messes with the boat unless they are first appeased with

at least one killer frog each (alive or dead) brought from area **66**. The mudtigers will eat fish brought from areas **63** or **64** or just about anything else edible, but they crave killer frogs and are vicious if they do not get their preferred meal.

Mudtigers (2): AC 6; MV 6"/12" (3"); HD 4; hp 16 each; #AT 1; D 2–8; SA electric shock (D 2–12), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtigers start combat by dealing electric shocks, then they bite until they can shock again. They can bite characters riding in the boat by rearing up out of the water and standing on their tails.

57. Trapped Roundabout

The corridor here wraps around a fluted pillar of stone that rises to the ceiling like a moss-covered tree. A profusion of tiny fungi covers the pillar and spills across the sandy floor around it.

The central pillar in this chamber is mostly solid, but the surface has many deep grooves and flutes, which give the stone a treelike appearance. The slavers have hidden a series of trap mechanisms in the grooves and flutes. A powerful system of counterweights is attached to snares laid to the north, south, east, and west of the pillar—one per side. Anyone stepping into one of these spaces must attempt a save vs. breath weapon. If the save fails, the snare tightens around the character's ankle. The victim is lifted into the air, dashed against the pillar, and hoisted to the ceiling 15 feet above. If the saving throw succeeds, the snare is not triggered and continues to lie hidden on the floor.

A trapped character takes 1–4 points of damage and is left dangling from the ceiling. A trapped character armed with an edged weapon can try to double up and slash the snare. The loop has AC 2 and can take 8 points of damage before parting. Someone who climbs to the ceiling can cut the loop without making an attack roll. If a trapped character is cut free with no precautions taken to prevent a fall (such as roping the character to the pillar), he or she

plunges headfirst to the floor and takes 1–6 points of damage.

Commotion in this chamber, such as shouts or groans from trapped characters, alerts the troglodytes in areas **58** and **59**.

58. Troglodyte Barracks

The sand underfoot thins out and gives way to a smooth stone floor. Ahead lies a chamber with a ceiling that bristles with thousands of tiny stalactites, like spines on a giant sea creature. The floor is mostly smooth, but it lies in rounded peaks and troughs like waves on a wind-tossed pond.

Here and there on the floor, heaps of seaweed fill some of the low spots. A faint but putrid smell permeates the air.

A troglodyte resides here, and the slavers have equipped it with metal weaponry.

Troglodyte: AC 5; MV 12"; HD 2; hp 9; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

The troglodyte notices adventurers approaching if they trigger the trap in area **57** or do something else to announce their presence. If alerted, the troglodytes (including the two in area **59**) hunker down and try to surprise the player characters as they enter the chamber.

If the party arrives here quietly, the troglodyte is all but invisible in its beds of seaweed, but it quickly awakens if the characters make too much noise. It cannot surprise the party as it gets to its feet, and the creature might be surprised.



59. Troglodyte Den

The ceiling of this chamber is thick with stalactites. The floor has many knobs and hollows. Drying fish and carcasses of small game dangle from many of the stalactites.

Two troglodytes relax in this chamber. They keep a sharp eye on the corridor leading to area **60** in case the zombies there decide to go wandering. The troglodytes are likely to spot anyone approaching unless the intruder uses no artificial light and takes care to be stealthy.

Troglodytes (2): AC 5; MV 12"; HD 2; hp 9 each; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

60. North Rubbish Heap

A low mound of dirt and rubbish nearly fills this chamber. Many odds and ends, from broken crockery to bone shards, protrude from the mound. A few scattered fungi grow among the bits of junk.

A steady draft seems to flow through this chamber and up through a wide opening in the ceiling.

The ceiling in here is domed and peaks at the opening, 20 feet above the floor. The shaft leads up 60 feet to area **50** on the quarry lower level. The draft keeps the shaft's walls drier than the rest of the level. For the purposes of climbing, walls are somewhat rough and slightly slippery (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to travel 6" per round, with double the normal chance for a fall.

The guards in areas **51–53** above toss all manner of organic material down here, including the occasional corpse. The ghouls from area **62** visit this place regularly and confiscate anything edible.

The slavers have stationed four zombies in this chamber to serve as a buffer between the ghouls in area **62** and the troglodytes in area **59**. The zombies have orders to attack any living thing that enters the chamber. They tolerate the ghouls because those creatures are not alive.

Zombies (4): AC 8; MV 6"; HD 2; hp 8 each; #AT 1; D 1–8; SD always strike last.

The zombies can hear combat or other loud noises in areas **59** or **62**, but they are too stupid to react.

The slavers have hidden an unholy relic amid the junk. This item is a steeply sloped pyramid of blackened, greased iron adorned with discs of black onyx and tarnished copper that resemble staring eyes. The item is worth 500 gp as an art object. Its power creates an unholy aura in a 30-foot radius. This aura imposes a –2 penalty to all rolls to turn undead and a +2 bonus to all rolls to control undead.

61. South Rubbish Heap

The air in this chamber reeks of death and decay despite a strong draft, which flows through the entrance and up a natural shaft as wide as a man's outstretched arms.

Immediately below the shaft lies a huge mound of debris and rotting offal. A forest of varicolored fungi covers the mound like a shaggy blanket.

The ceiling is 20 feet high and domed. The opening in the ceiling leads up 60 feet to area **49** on the quarry's lower level. The shaft is fairly dry.

The rubbish is the normal sort, but some of the fungi growing on the mound is not. Among the fungi's stems and caps lie several puffball types, each about as big as a man's fist. Any rough contact with a puffball makes it burst, releasing a cloud in a 5-foot radius. Living creatures in the cloud must attempt a saving throw

vs. paralysis. Failure renders the subject paralyzed for 3–18 turns. After regaining mobility, victims remain infected with the spores and die in 2–8 weeks unless they receive a cure. A **cure disease** spell does the trick; also, the clerics in areas **44** and **65** have several vials of an effective herbal cure.

62. Charnel Complex

A thin layer of crackling debris and splotches of gray powder cover the smooth stone floor. Many niches are carved in the walls, four tiers high. Each niche is 5 to 6 feet long and perhaps half that wide and deep. They are also littered with shards of debris, but the remains are mixed with scraps of moldering cloth instead of gray powder.

An ancient tribe once used this chamber as a charnel house where they left their dead to be slowly consumed by the cavern's scavengers. After the tribe's passing, a massive colony of bats took up residence here. More recently, a pair of ghouls moved in, driving out the bats and consuming the tiny scavenging creatures that lived here. The ghouls also emptied all the burial niches.

The crackling debris on the floor is a mixture of bat bones, insect exoskeletons, and human teeth. The gray powder is decomposed bat guano.

These days, the ghouls subsist on the slavers' castoffs. They attack any living thing that wanders by except for the evil clerics. In combat, one ghoul charges the party, trying to reach an unarmored or lightly armored foe if it can. The other ghoul circles around to take the enemy from the rear.

Ghouls (2): AC 6; MV 9"; HD 2; hp 9 each; #AT 3; D 1–3/1–3/1–6; SA paralysis; SD immune to charm and sleep.

The troglodyte in area **63** can hear any combat that takes place in this chamber, but it does not react except to hide and prepare to ambush intruders. Likewise, the ghouls can hear combat or disturbances in areas **60**, **61**, or **63**, and they prepare to attack anyone who gets too close.

63. Mudtiger Nursery

This chamber stinks of decaying fish and something even more horrid. A low wooden table sits between a pair of turbid pools. Scraps of dismembered fish and globs of old fish guts stain the tabletop.

The quarry's evil clerics raise mudtigers in here. The south pool contains a mudtiger that is ready to lay eggs. The north pool teems with little mudtigers, each no larger than a human's index finger. A troglodyte always works here, tending to all the mudtigers but taking special care to keep the fingerlings in the north pool fed. Every hour or so, the troglodyte takes fish from a half dozen baskets stashed under the table, chops them to bits with a cleaver, and tosses the mess into the north pool. A few times each day, it feeds the adult mudtiger a whole fish.

Troglodyte: AC 5; MV 12"; HD 2; hp 9 each; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

The troglodyte notices the adventurers approaching if they fight in areas **62** or **64** or if they use artificial light in either of those areas. If alerted, the troglodyte takes up a javelin and does its best to blend into the walls. It tries to surprise the intruders and toss the javelin at a likely target. If the characters manage to sneak up on the troglodyte, they find it busily cutting fish at the table.

If any combat occurs in this chamber, the mudtiger in the south pool becomes agitated and climbs out and attacks. It is not affected by the troglodyte's stench and is not careful about where it uses its shock powers. The troglodyte tries to stay out of range of the mudtiger. It uses stone weapons and does not wear metal armor,

so it ignores the magnetic effects of the shocks. The troglodyte's weapons are better quality than those used by the evil clerics, so it has no attack penalties for attacking armored targets.

Mudtiger: AC 6; MV 6"/12" (3"); HD 2; hp 8; #AT 1; D 2–5; SA electric shock (D 2–8), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtiger fingerlings do not leave the north pool. However, they can collectively generate a shock that is as potent as one from the adult mudtiger. The shock fills the whole pool and a 10-foot radius around it. The collective shock recharges just like an adult mudtiger's shock does.

If anyone enters the north pool, the fingerlings attack en masse like a school of piranhas. A character wading in or immersed the pool takes damage each round equal to 1–4 points plus one half the character's Armor Class, not including shield (minimum 1 point of damage). Just sticking a hand in the pool results in a painful bite.

64. Mudtiger Breeding Pool

This large cavern smells of soot and fish. A few smoky oil lamps set in the walls here and there cast feeble light over the chamber, revealing a wide pool that is more or less centrally located. A long-handled net, a few oars, and a very long pole with a claw-like hook on one end lean against a wall just south of the pool.

The evil clerics keep mudtigers in the pool, which currently holds one very big specimen. Two troglodytes always work in here, tending the mudtiger. They use the net to scoop fish from the small pool in area 66 to feed to the mudtiger. The oars and hooked pole are for the boat in area 56.

Troglodytes (2): AC 5; MV 12"; HD 2; hp 9 each; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

The troglodytes notice any combat or disturbances in areas 57, 61, 63, and 66. They also spot any artificial light used in adjacent caverns or passages. Once alerted, they warn the cleric in area 65, then prepare to ambush the intruders here.

The troglodytes try to keep their distance from the pool to avoid shocks from the mudtiger.

Mudtiger: AC 6; MV 6"/12" (3"); HD 5; hp 20; #AT 1; D 2–8; SA electric shock (D 2–12), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtiger is particularly big and nasty. It leaps from the pool and attacks at the first sign of trouble. It uses its shock power as often as it can and bites when it cannot shock. The troglodytes' stench power has no effect on it.

The cleric in area 65 quickly notices any combat in here even if the troglodytes do not warn him. For details on his tactics, see the area 65 description.

65. Cleric's Chamber

This nook features a brazier full of glowing coals, a bed, and a table with a padded chair. An oil lamp set into the east wall lights the space.

An evil cleric from the temple complex (areas 42–44) is always here, supervising the troglodytes on this level. He is awake two-thirds of the time, chanting or overseeing the mudtiger breeding program. The rest of the time, he dozes in the bed. Awake or asleep, he reacts quickly to any warning from the troglodytes in area 64 or any disturbance there. If roused from sleep, it takes him two rounds to be ready. Otherwise, he acts immediately.

The cleric wears robes over a suit of studded leather armor (bronze studs) and keeps a shield close at hand.

Human Cleric: AC 6; MV 9"; HD 2; hp 9; #AT 1; D 2–7 (footman's mace) or 1–4 (sling); spells memorized: **curse**, **command**, **cure light wounds**, **cause fear**.

In addition to his regular mace, the cleric carries a mace with a stone head. He uses it when he fights alongside mudtigers because the metal one might become magnetized. The stone weapon works as well as a metal one, but it has a –1 "to hit" penalty when used against a foe with an Armor Class of 5 or better (before considering Dexterity or a shield).

If warned of approaching trouble, he casts **bless** on the troglodytes and mudtiger in area 64, then hunkers down at the entrance to this room, ready to cast **command** ("Flee!"). If he must rise from bed and go to a fight, he starts with **command** and follows up with **cause fear**. In either case, after casting his initial spells, he uses his mace and looks for chances to use his other spells. The cleric has grown accustomed to troglodyte stench and takes care to stay out of the mudtiger's shock range.

The cleric keeps his personal possessions in area 44, but a chest under the bed here holds two vials of an herbal preparation that cures the malady caused by the spores from the puffball fungi in area 61.

66. Chamber of Killer Frogs

A bank of cloying fog fills the air in here. The vapor has a sulphurous smell. A steady gurgling and splashing is audible somewhere in the depths of the fog.

A natural warm spring fills the large, T-shaped pool in this chamber. Vapor from the heated water creates fog that fills the whole chamber, reducing visibility to 15 feet.

The quarry's evil clerics have stocked the warm pool in here with a colony of killer frogs, which serve as guardians and treats for the mudtigers. Currently, eight killer frogs bask in the water.

The small, round pool is full of cool water. The clerics keep it stocked with fish to feed the killer frogs and the mudtiger in area 64.

Killer Frogs (8): AC 8; MV 6"/12"; HD 1+4; hp 8 each; #AT 3; D 1–2/1–2/2–5.

The frogs leap out of the pool and attack the moment anyone comes into sight; only the quarry's troglodytes can approach unscathed.

CONCLUDING THE ADVENTURE

Once the player characters defeat Brubgok and Glyrthiel and free the slaves in areas 12, 21, 24, and 53 (including Kwon), the adventure is effectively over. The characters can return to Darkshelf, report back to Neistor, and claim their reward of 500 gp.

Any surviving humans or humanoids in the complex flee, taking whatever treasure they can carry. The undead and other monstrous creatures on the cavern level remain.

If the characters avoid the guardhouse and focus their attention on the mines, enemies that escape from them might flee to the guardhouse to alert the forces there. In that event, Brubgok or Glyrthiel might lead a force of humans or goblins into the mines to hunt down the interlopers, leaving at least half of the garrison behind to watch over the guardhouse.

The characters might need to make several forays into the quarry and guardhouse to finish exploring the whole complex. If Brubgok survives their first attack, he summons reinforcements to fortify his weakened defenses. If the adventurers prove to be a serious threat, Brubgok and Glyrthiel consider abandoning their operation and fleeing for their lives, but ultimately they decide to stay. They fear reprisals from others in the slaver network, so they make a stand instead.



MUDTIGER

FREQUENCY: *Rare*
 NO. APPEARING: 1–3
 ARMOR CLASS: 6
 MOVE: 6"/12" (3")
 HIT DICE: 2–5
 % IN LAIR: 50%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2–5 (2–3 HD) or 2–8 (4–5 HD)
 SPECIAL ATTACKS: *Electric shock, magnetize*
 SPECIAL DEFENSES: *Immune to electricity*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal (1)*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: Nil/Nil
 LEVEL/XP VALUE: III/65 + 3/hp (2–3 HD), IV/110 + 4/hp (4 HD), V/170 + 5/hp (5 HD)

Mudtigers dwell on the elemental planes where water and earth meet to form mud and ooze. They find their way onto the Prime Material Plane through elemental vortices or when conjured or summoned. Recently, evil elemental clerics have established breeding colonies of mudtigers on the Prime Material.

Although a mudtiger has a vicious bite, its most dangerous power is the ability to generate an electrical burst. When a mudtiger releases a burst, the effect shocks everyone within 10 feet of the creature, dealing 2–8 points of damage if the mudtiger has 2 or 3 Hit Dice, or 2–12 points if the mudtiger has 4 or 5 Hit Dice. A successful save vs. breath weapon reduces the damage by half. Once the mudtiger generates a burst, it cannot use the burst again until the power recharges. To check for recharge, roll 1d6 before the mudtiger acts during a turn. On a roll of 5 or better, the power recharges.

Any ferrous metal (such as steel) subjected to a mudtiger's electrical burst becomes partially magnetized for two to five rounds. While affected, the metal has a magnetic field with rapidly (and randomly) changing strength and polarity.

Characters wielding ferrous metal weapons while wearing magnetized armor or within 5 feet of a substantial mass of magnetized metal (30 pounds or more) take a –2 penalty on "to hit" and damage rolls.

Characters wearing magnetized armor move at half speed (treat every 1" moved as 2" of movement) until the effect wears off. Characters wearing ferrous metal armor while within 5 feet of another character with magnetized armor or within 5 feet of a substantial mass of magnetized metal (30 pounds or more) also move at half speed.

Description: A mudtiger resembles a cross between a shark and an aquatic lizard. It has a sinuous body covered in scales, a pair of triangular ventral fins, a blunt snout with a toothy maw, and a pair of thick, stubby forelimbs tipped with broad, rayed fins. A mudtiger's body is iridescent green with blue-green stripes.

On land, a mudtiger slithers and hunches along, occasionally pausing to hold itself erect on its forelimbs. In the water, a mudtiger wiggles its body and steers with its forelimbs. A mudtiger also can burrow through soft or loose material such as sand, ooze, or mud.

Against the Slave Lords!

Brubrok's links to the larger slaver network are well protected, but the party can pick up some threads. Capturing Brubrok or Glyrthiel alive and forcing them to talk reveals that they have been using the quarry as cover while secretly transporting slaves to Highport, a nearby coastal city that figures prominently in module A1, **SLAVE PITS OF THE UNDERCITY**. If the characters do not wish to interrogate the prisoners themselves, they can take the villains to Darkshelf and turn them over to Neistor, who obtains the information.

The evil clerics are the only other creatures in the quarry who have a clear idea of how Brubrok's operation really works. They occasionally serve as accountants and scribes for the half-orc, and they can reveal the link to Highport and the connection to the larger slaver organization.

Even if the characters do not manage to capture the important slavers, their discoveries at the quarry help to reveal (or at least hint at) the full extent of the slave network. Officials along the coast of the Sea of Gearnat become wary, and they begin piecing together stories from escaped slaves, survivors left for dead after attacks by bandits or pirates, and merchants and adventurers. Eventually, all of this information points to the slavers operating in Highport (module A1), though reaching this conclusion might take several months.

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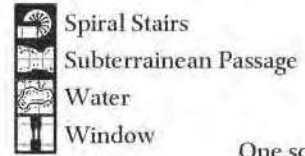
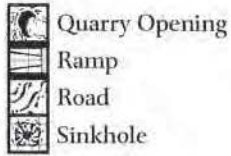
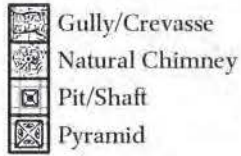
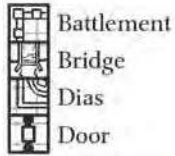
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KEY TO ALL MAPS

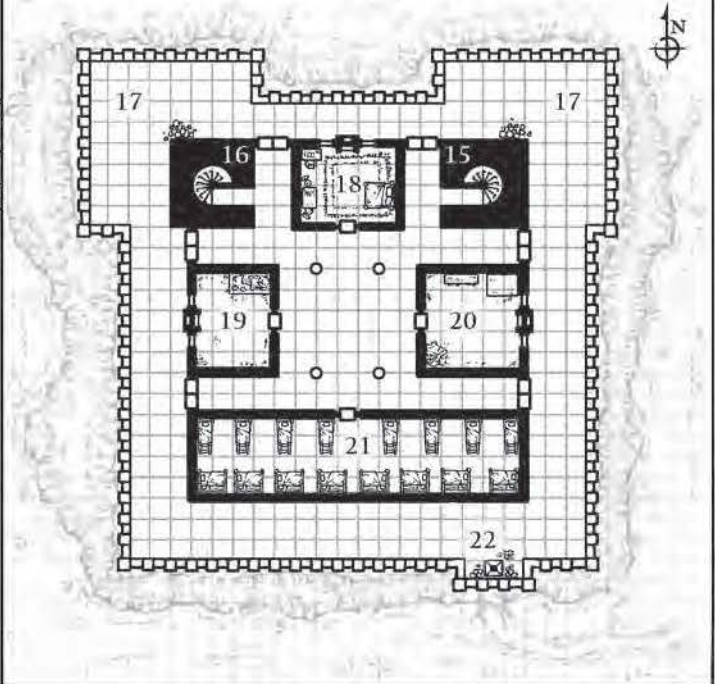


One square = 5 feet

QUARRY (NOT TO SCALE)



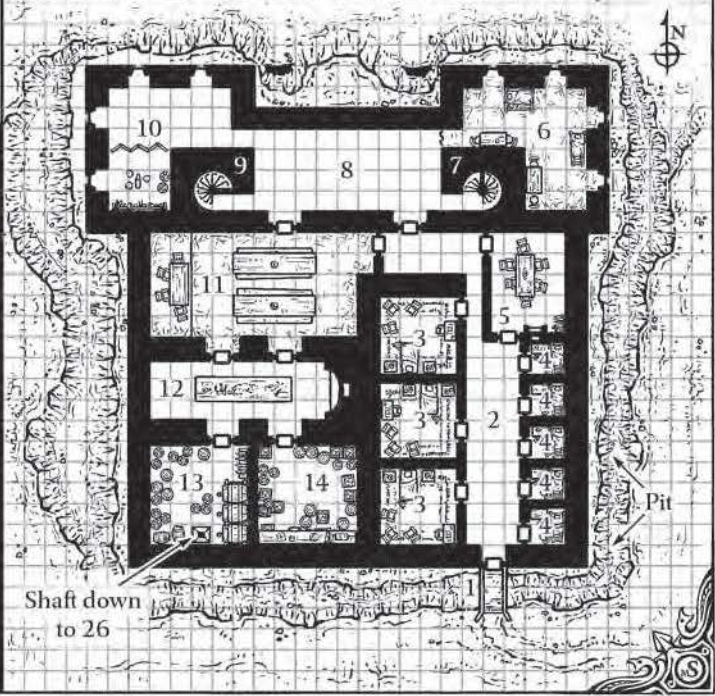
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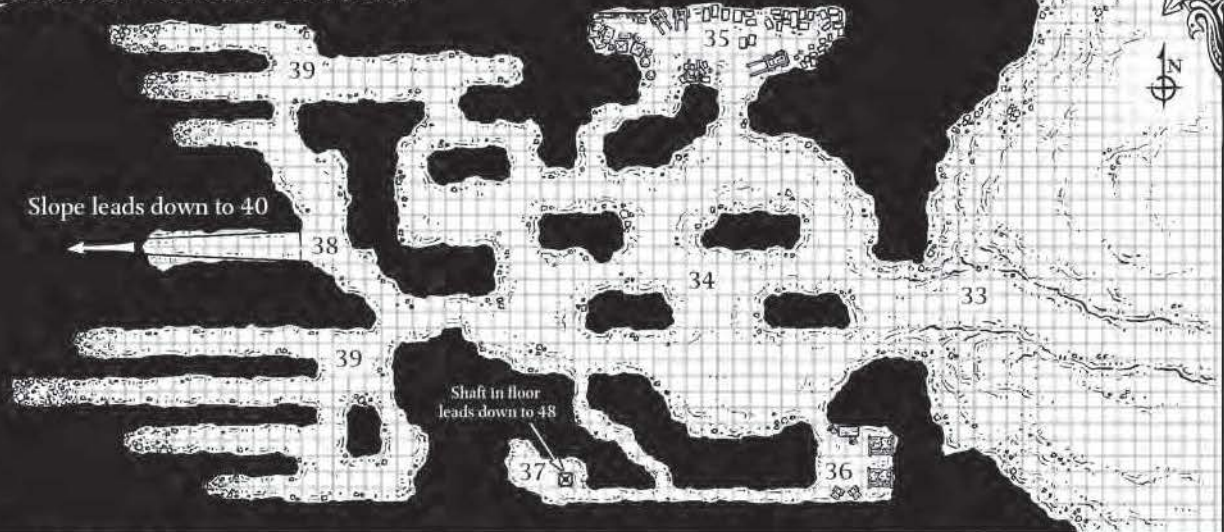
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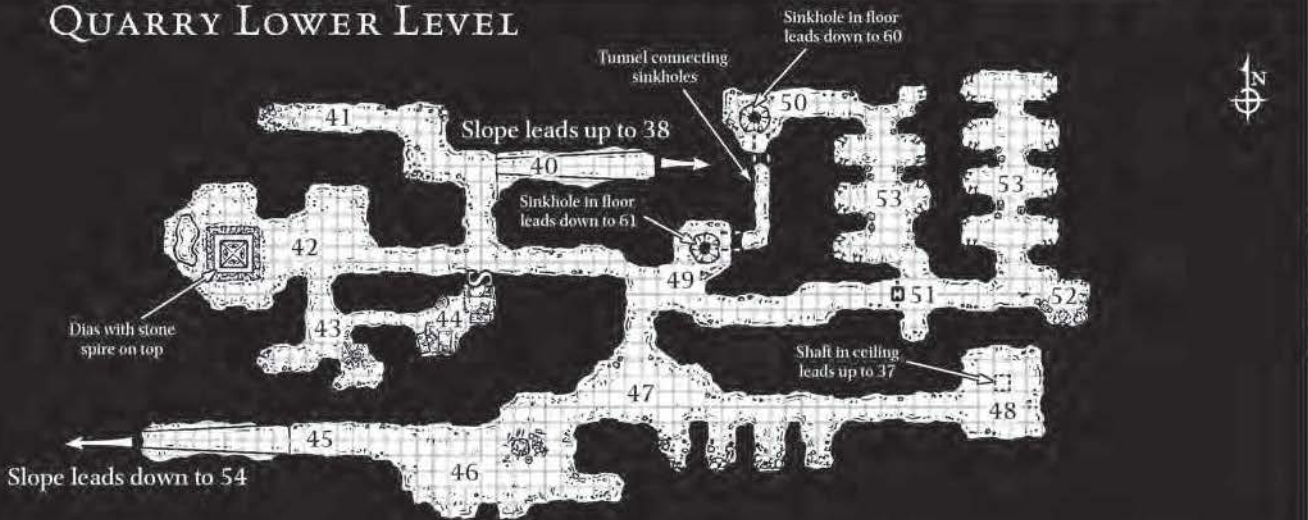
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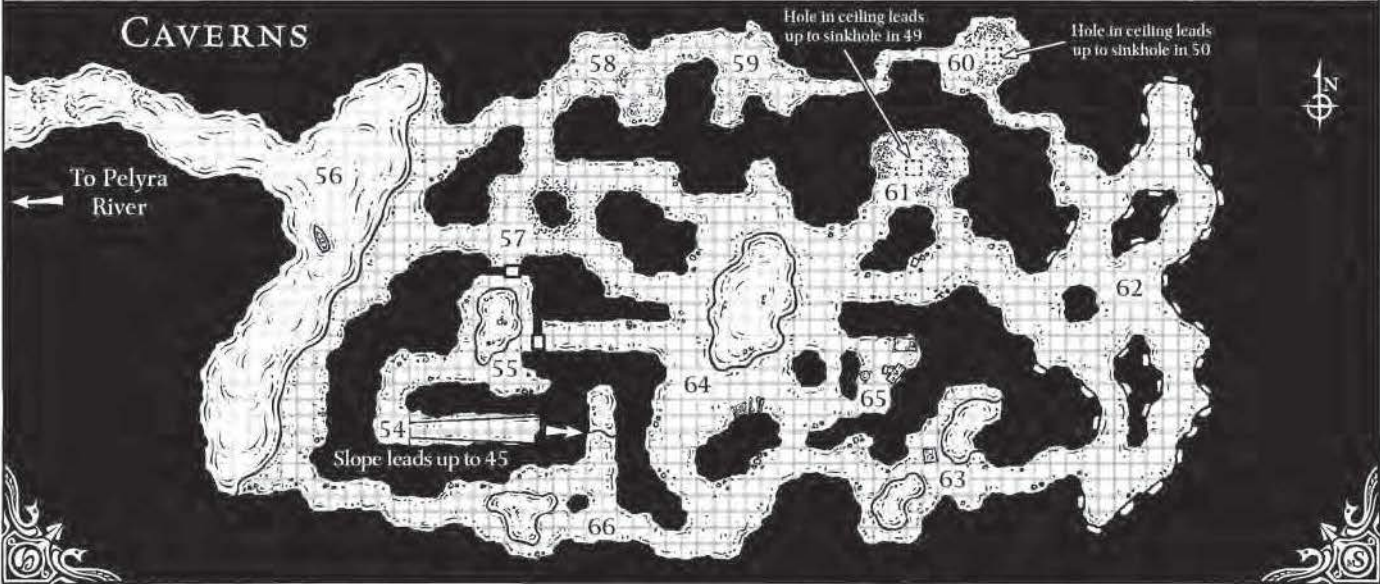
QUARRY MAIN LEVEL



QUARRY LOWER LEVEL



CAVERNS



Dungeon Module A1

Slave Pits of the Undercity

by David Cook

AN ADVENTURE FOR CHARACTER LEVELS 4-7



It is time to put a stop to the marauders! For years the coastal towns have been burned and looted by the forces of evil. You and your fellow adventurers have been recruited to root out and destroy the source of these raids. But beware, hundreds of good men and women have been taken by the slavers and have never been seen or heard from again!

This module was originally used for the official ADVANCED DUNGEONS & DRAGONS Tournament at GEN CON XIII and is the first of four in a series of related tournament modules.

This module contains a challenging scenario, the tournament scoring system plus nine pre-rolled, playtested tournament characters. Also included are large scale referee's maps, notes, and background information. A1 is a complete adventure in itself, but it is also a companion to A2 (Secret of the Slavers' Stockade), A3 (Assault on the Aerie of the Slave Lords), and A4 (In the Dungeons of the Slave Lords).

AD&D Module A1:

SLAVE PITS OF THE UNDERCITY

By David Cook

Background: For several years, organized bands of pirates and slavers have made a living by raiding the coastal towns on the Sea of Gearnat. Ranging from Onnwal to the Wild Coast, they have descended quickly and ruthlessly on the small towns and villages, and carried off innocent citizens into the night. Although these marauders were not approved of by the lords and rulers of the lands they raided, they were allowed to continue their depredations. Feuding amongst the lords and lack of funds prevented all but an occasional naval battle with the villains and the slow fortification of towns. Bribery was often a more effective method of protecting one's lands from the incursions of these avaricious sea-wolves.

Recently, however, the slavers' attacks have become more frequent and vicious. Believing their prey to be weak and helpless, the raiders have burnt entire villages and pulled down the walls of towns. Women, children, and whole families have disappeared; and though bribes are accepted, the agreements are ignored. Vast tracts of coastline have been reduced to ashes, left barren except for packs of wild dogs.

The lords have finally become determined to take action, forgetting their petty squabbles to unite against the marauders of the yellow sails. Through information gained from escaped slaves, and those fortunate enough to have been found and bought by families or friends, the lords have traced the slavers to a port from which they launch their swift attacks on the coast—the despoiled city of Highport in wasted Pomarj. Some who have lost kin and fortune to the reavers have advised taking a fleet and crushing the outpost, but cooler heads have prevailed. They have pointed out that such a base is undoubtedly well-defended and that the slavers, if alarmed, might arrange that loved ones and kin are never seen again. Instead, they have chosen a plan of stealth. Several bands of adventurers have been gathered together and will be sent to infiltrate the base and destroy the leaders of this evil band. Caution is recommended, for the true strength and extent of this slave ring is not known, but they seem to be stronger and better organized than encounters with their small raiding parties would indicate.

Highport was once a human city, but the land and town have been overrun by humanoid—orcs, goblins, kobolds, ogres, and gnolls. Looted, burned, and ill-kept, the city has become a base for human outcasts wishing to deal with these unsavory creatures. Your party, provided with transport, has managed to arrive in Highport and pose as one of these groups come to deal.

Module Background: Sections of this module were used as part of the ADVANCED DUNGEONS & DRAGONS™ Open Tournament at GEN CON XIII, 1980. Instructions are given for using this module (along with the other modules of the A series) to reconstruct this tournament. Information included for this purpose consists of the route taken, descriptions, a scoring sheet, and the characters used in the Open. In certain cases, information presented in this module will or will not apply to tournament use; this is clearly marked where it occurs. However, the DM should take special note of such instances to prevent confusion.

START

Play begins with the adventurers standing outside the walls of a ruined temple compound. Although the interior appears to be gutted and burnt, the walls and some attached outbuildings still appear to be solid and habitable. The walls are constructed of large blocks of stone, closely fitted together. The temple itself is located on the edge of the city and most of the buildings around it have been destroyed. There is little traffic about and those passersby that are around pay no attention to the party.

If the characters take time to observe the temple, they will notice several things. At infrequent intervals guards will be seen patrolling the walls. These will be humanoids or humans in small groups, apparently bored with their duties. At other times parties on foot or horseback will arrive at either the stable door or the main gate. These visitors will hail the guards, announcing themselves as having business; they are then admitted by the guards in small groups. These visitors appear to be either merchants with guards or parties of adventurers. At night, the guards will be more numerous and creatures will be seen to flutter up from within the compound to fly off into the night. No slaves or slaving parties will be observed in the time that the characters are in the area.

TOURNAMENT START

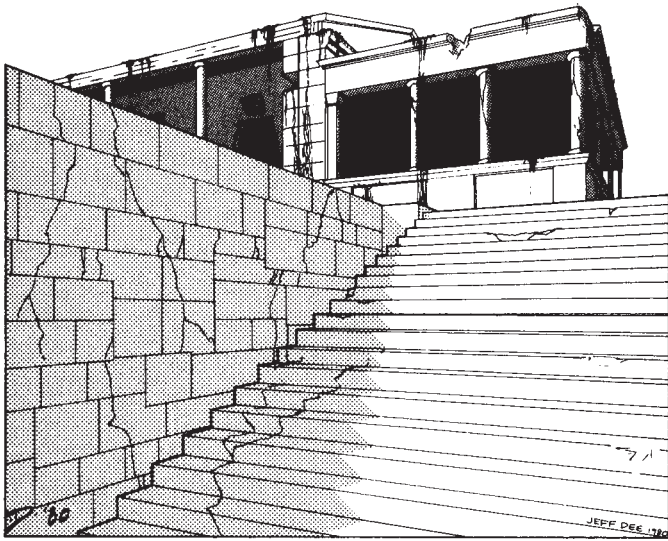
Play commences with the characters standing before a secret entrance at the back of the temple. This entrance was described clearly to the party before they left on their mission by an escaped slave and they have had no trouble finding it. It is nighttime and occasionally the shadows of guards pass overhead, but none of the guards seem to notice the party. The secret door in the outer wall has opened easily and the party enters and proceeds to the end of a 5' wide hallway.

Notes For The Dungeon Master

SLAVE PITS OF THE UNDERCITY has been designed for six to eight characters of moderate levels (4 to 7). A party wishing to attempt this adventure should contain several fighters, at least one or more clerics and magic-users, and at least one thief. Several members of the party should have magic weapons and every character should possess some minor magic item such as a potion or scroll. Characters of levels lower than those suggested for play may also find this module enjoyable if some safe method of entering and exiting the temple several times is provided. The characters which have been provided for tournament use at the end of the module are ideally suited for many of the situations encountered in the temple, as sections of the module are designed with their capabilities in mind.

Before commencing with play, it is recommended that the DM read the module *thoroughly* and become familiar with the information given. The DM must also decide whether to use this module as part of a campaign, or to run players through this as if in the tournament it was designed for. Should the DM decide to do the latter, it is advised that copies of the semifinal and final rounds contained in Dungeon Modules A2, A3 and A4 also be obtained. Particular attention should also be paid to the section entitled **TOURNAMENT NOTES**.

A random encounter table with attached explanations is included before each key for the upper and lower sections of the temple. These tables are provided for campaign play only, not for tournament use. Before each of the section keys is also a Wandering Monsters Roster. This roster is meant to limit the number of creatures of each type that may be encountered by the party. *Whenever an encounter occurs, the DM should note the number of*



monsters slain (if any) alongside the listing for that particular creature. Once the maximum number given is reached, no more of that particular type of monster will be encountered. If characters should leave the temple and return later, it will be possible for some creatures to refill their numbers from outside. How many replacements arrive and how long this takes is left to the DM's discretion.

Information presented in the key is generally divided into two sections. The boxed script is material which should be read to the players unless special circumstances prevent their knowing the information given there. The information not boxed is material for the DM only, so that he or she may referee the encounter. Characters may discover this information as play continues, but they will not know it from the start of the encounter.

The players or the DM must also decide which of several entrances will be used to enter the temple and its sewers. It is advised that unless the DM wishes to start the characters at the secret door at the back of the temple, the characters be allowed to observe and select their own entrance into the compound. It is possible for characters to pose as slave merchants and be admitted through the front gate, but this will place them under the close observation by the guards inside. Unless known and trusted, characters will have their weapons taken away from them and possibly even have their alignment checked through the use of a spell. Those living within these walls are not stupid and will never act or fight in such a way. The humans, orcs, half-orcs, and aspis (see information near the end of module) are experienced and have dealt with intruders before. They will therefore be on their guard against many common tricks that might be used to deceive them. Furthermore, they will learn from experience with the party and will guard entrances not guarded before and set traps in so-called "explored areas" if necessary.

The scope of the module is not limited to what is presented. After reading the introductory background, it will be obvious that an ambitious DM could design an entire town or city to complement the temple. Such a place would certainly be dangerous and a source of many exciting adventures. Likewise, the sewers are not complete and may be expanded by those who wish more underground adventure. The DM is encouraged to add and alter things which he or she feels will improve the module or help it fit into his or her campaign.

TOURNAMENT NOTES

In the original tournament, modules A1, A2 and part of A3 were used for the first rounds, the second part of A3 was the semifinal, and A4 was the final round. A1 and A2 each contain two sessions (the above ground and underground sessions). Therefore there are 5 first rounds, each requiring nine players for a total of forty-five players in the tournament (minimum). However, since this number is beyond most people wishing to try tournament play, it is suggested that each module be handled as one entire round instead of two.

The maps on pages 51 and 52 show those areas of this module to be used for tournament play. *The darker screened areas do not exist for the purposes of the tournament.* Doors and passages that lead to them should not be mentioned or indicated. In both cases, players start at **1** on the encounter areas if the module is to be used as two separate rounds. If the module is to be played as a single round, the characters should start at area **1** on the surface and continue to play until area **21** on the lower level is reached. The information found at the end of each session (assuming the party has been successful) should, if five separate rounds are being played, lead the characters directly to the Aerie of the Slave Lords.

Certain conventions were followed in tournament play to insure that many situations were handled in the same way:

1. The players are presented with precreated characters. All characteristics have been listed, along with equipment, spells, and magic items. *Players may not add to or alter this list.* This will guarantee that all players start with the same chances. Players should be allowed the use of the **PLAYERS HANDBOOK**, but not of the **MONSTER MANUAL** nor the **DUNGEON MASTERS GUIDE**, although all magic items they possess will be known and understood by the owner completely.
2. There are **no** wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.
3. Monsters will fight to the best of their ability and will show no mercy or quarter; attempts to bargain with them will result in failure. Monsters encountered in tournament play need never check morale and will not retreat or flee unless it is so noted in the text. Monsters will be fully aware of the capabilities of their weapons, magic items and spells and will use these to their advantage.
4. Note that between these modules, the tournament characters do not advance in level. Although tournament characters may accumulate experience points for their adventures, they will not be able to advance in level until the requisite amount of time is spent in training. The pacing of the modules is such that characters are not allowed sufficient time to do this between adventures.
5. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the Gen-Con Open but may be used as a method of determining top players from session to session.

Wall Encounter Table (roll d8)

Encounter occurs 1 in 6 (d6), check each turn.

1. 2-8 Ghouls; see below
2. 2-12 Zombies; see below
3. 2-12 Skeletons; see below
- 4.-6. Orcs (special); see below
7. 1-10 Stirges
8. 1-4 Harpies

Ghouls: There is a 50% chance that the ghouls will be accompanied by 1-3 ghouls. There is also a 1-in-4 chance that they will be returning from the city, carrying their foul meals with them. In such a case, they will be encountered climbing down the outer wall. Otherwise, they will be merely making a patrol and will ignore any creature on the ground outside the temple. They have befriended the cleric and will not attack her or any of the orcs.

Zombies and Skeletons: These have been created strictly to patrol the walls. They will ignore any activity on the ground outside the temple. They will not attack orcs nor the cleric of the temple.

Orcs: The exact composition of any wall guard of orcs will be as follows (roll 1d4):

- 1 — 2-8 orcs armed with short swords and light crossbows.
- 2 — 2-12 orcs armed as above and led by a 4th-level half-orc fighter.
- 3 — 2-8 orcs armed with halberds led by a 5th-level half-orc fighter and a cleric/assassin (levels 4/5).
- 4 — 2 half-orc fighters (levels 2-4), a half-orc fighter/thief (levels 1-3 each), and 2 half-orc cleric/fighters (levels 2-5 each).

Orcs will attack intruders on sight.

TEMPLE DESCRIPTION:

There are two main types of construction in the temple compound. The rooms and passages that are still intact show signs of a great fire at some time in the past. The walls originally beamed and plastered are now scorched and sooty. Small burnt sections show the beams and stone behind them. The walls are 10' high and large sections of plaster have fallen from the ceiling, sometimes showing the sky above. None of these openings are big enough for even a gnome to fit through. The other major section is the temple proper. This large three story structure was originally built of stone blocks with an arched ceiling. The fire has gutted and ruined the upper floors of the structure, so that it is nothing but a hollow shell. The original roof has collapsed and sections of its supports lie in ruins near the base of the temple walls. A new roof has been built onto what remains of the temple from wooden beams and the fallen stone. Ceilings are 35' high unless otherwise noted. The walls are decaying and pitted stone. The floors are stone, dirty and grey with ash and dust.

Those areas of the temple compound that are not part of the temple, a room or passage, or one of the courtyards are ruins. These areas are the remains of several totally burnt buildings that once lined the walls of the temple compound. Weeds grow up through broken beams, skeletons, and tumbled blocks. Dust and ash blow through the air. The dashed lines on the map indicate walls that still stand one to three stories in height, with doors and windows, but no roofs or floors. Throughout this area the following special encounter table should be used.

Ruin Encounter Table (roll d6)

Encounter occurs 1 in 6 (d6), check each turn.

- 1.-2. Orcs (special); see below
3. 1-2 Basilisks
4. 2-8 Ghouls
5. Wight
6. Slavers (special); see below

Orcs: When encountered in the ruins, there will be 3-18 orcs gathered around a small fire. There are also chances for the following extra creatures to be present:

- 10% human slaver (fighter, levels 5-8).
- 25% ogre, 1-3.
- 50% half-orc fighter (levels 2-5).
- 30% half-orc fighter/cleric (levels 4-6/4).

In addition to the fire, there will be 0-5 crude shelters constructed around the campsite. Each shelter will contain 1-100 gp.

Slavers: These humans will often be found in the ruins, carrying out business with the orcs and half-orcs who dwell there. A band of slavers will have a fighter of 8th or 9th level and 3-10 1st level fighters. There is a 50% chance that a cleric of 6th or 7th level will be present. If no cleric is with the group, there is a 75% chance that a magic-user of 5th or 6th level will accompany the band. In addition to the humans, 1-4 half-orc fighter/thieves (levels 4-6/3-5) will be acting as interpreters. The humans will try to deal with the party first, appealing to them as fellow men.

WANDERING MONSTER ROSTER

Whenever a wandering monster is slain, the listings below should be adjusted to show the number of creatures of that type remaining. Characters may never encounter more wandering monsters than the amounts given here. Except in noted instances, the death of wandering monsters will not affect the appearance of placed encounters.

Aspis	10
Basilisk*	2
Crocodile	10
Doppelganger	6
Ghast	6
Ghoul	20
Green Slime	Unlimited
Half-orc cleric/assassin	5
Half-orc fighter	15
Half-orc fighter/cleric	7
Half-orc fighter/thief	5
Harpy	6
Ogre	8
Orc	50
Rat, giant	Unlimited
Skeleton	20
Slave	40
Slaver	15
Stirge	30
Weasel, giant	5
Wight**	1
Zombie	20

* Remove the appropriate number of basilisks from encounter area **10**, temple level.

** No wight will be encountered in the Inner Courtyard (area **9**) if rolled on the Wandering Monster Table.

KEY TO THE TEMPLE LEVEL

1. SECRET DOOR AND SPIKE TRAP:

a. Outside Entrance:

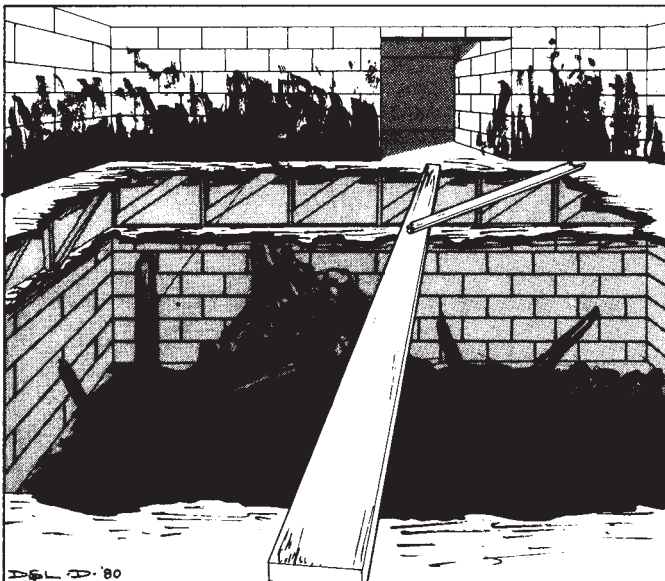
At the end of this 10' long passage is what is obviously the back of a secret door. Constructed to look as if it were part of the wall to those on the other side, no attempt has been made to disguise the presence of the door from this side. Light from the other side faintly outlines the door, and there is a handle to pull the door open.

The door is trapped from the opposite side so that any person who opens it will trigger the trap. This trap consists of a spiked, spring bar beside the door, bent back so that when released it will snap across the doorway at chest height with a great deal of force. Any character standing in the doorway will take 3-18 points of damage (FOR TOURNAMENT USE: 13 points of damage), unless they are a gnome or halfling, in which case the bar will pass harmlessly overhead. If a thief successfully detects traps, he or she will discover the trigger rope on the other side of the door by peering through one of the cracks. This rope may be cut (and the bar released) with a dagger inserted in the crack. The bar will smash into the panel of the door and will do 1-6 points of damage to any characters pressed against the door.

b. Inside Exit:

About halfway down the hallway is a wooden board, crudely but securely fastened to the wall at one end. The other end has nails, spikes, glass and other jagged items stuck into it. It has then been bent back towards the wall and held in place by a rope fastened to a pin. Another rope is connected to this pin and runs forward along the wall to a hook set in the wall. This hook is about the same place where the bar would strike if released.

This trap covers the secret door to the outside. If the rope is cut, the bar will be released to swing into the wall. Anyone standing in the arc of the bar will take 3-18 points of damage (13 points in TOURNAMENT USE) from the blow. If the board strikes the wall, it will crack the wood and plaster panel there to reveal a secret door giving onto passage beyond.



2. BRICKED UP ROOM:

This room is burnt and partially destroyed, much like others throughout the temple. The floor is crowded with debris and movement is difficult. Sagging and collapsed as it is, the ceiling still appears to be sound. The east wall is different from the others. It shows signs of recent construction and upkeep as it is patched in several places. On the whole this wall appears to be stoutly built.

This room is empty of monsters or treasure and in poking through the rubble no useful item will be found. The east wall is maintained in good condition to protect the rest of the compound from the basilisks that live on the other side.

3. COLLAPSED GUARD ROOM:

The wooden door to this room is charred with several boards missing and other planks obviously weakened. The handles, hinges, and other metal fittings are half-melted, soundly jamming the door shut. The room beyond, as seen through the holes, is severely burnt, its furnishings buried and ruined beyond recognition. The ceiling has collapsed for the most part, revealing another chamber on the second floor. About 5' of the ceiling still remains around the walls of the room, forming a narrow jagged ledge. The floor is littered with beams, plaster, ash, and unknown pieces of junk. The air is filled with the odor of rot.

The door cannot be forced open, although three solid blows with a mace or axe will knock an opening large enough for a man to step through. Likewise, a character in plate mail who throws his or her body against the door will smash through immediately, stumbling to the floor beyond (the next round for that character must be spent in recovering). Hidden on the ledge above this room are eight ghouls (AC 6; MV 9"; HD 2; hp 8 each; #AT 3; D 1-3/1-3/1-6; touch causes paralysis, immune to **sleep** and **charm** spells) and two ghosts (AC 4; MV 15"; HD 4; hp 24, 27; #AT 3; D 1-4/1-4/1-8; touch causes paralysis, stench causes save vs. poison or be -2 on "to hit" rolls, immune to **sleep** and **charm** spells). When anyone enters the room, the ghouls and ghosts will leap from above, howling. They will surprise a party on a 1-4 (d6). Once a character has been paralyzed by a ghoul or ghost, the monster will continue to attack that character automatically hitting, unless distracted by someone else (i.e. attacked). Ghoul paralysis will last for 3-12 turns. On the ledge of the room above are six 500 gp gems and a **potion of fire resistance**.

4. TREACHEROUS FLOOR:

At the top of the stairs are the remains of a door, beyond which is a room. The floor here is almost entirely gutted as is the floor below. 30' below is the gray stone of the cellar floor. There is an open doorway on the opposite side of the room on this level. Any exits from the first floor or the cellar have been completely filled with rubble. There are three possible ways to walk across the space—a charred and crumbling section of floor clings to the left wall, a narrow pathway of fallen beams stretches across the center like a bridge, and a sounder section of floor, only burned at the edge, runs along the right wall. All three paths are accessible from this end and lead to the doorway on the opposite side.

If the crumbling ledge is probed, large pieces of burned wood will

crash to the floor. If any character steps on the ledge, it will collapse beneath them. The center path is narrow and will wobble slightly when stepped on. Plaster and ash will fall and the wood will creak and groan. As unsafe as it seems, the path is sturdy and may be crossed without falling. The ledge to the right is sound and solid. However, when the lead character reaches the halfway point, their weight will cause a loose beam underfoot to shift. The wall beside them will collapse inwards, knocking the figure off the ledge. If characters are roped together when this happens, each figure after the first must roll a successful *bend bars/lift gates* to stay on the ledge. Characters that fail will be pulled over the side. The fallen wall will block this ledge. A fall to the cellar will do 3-18 points of damage. (FOR TOURNAMENT USE: 12 points of damage).

5. a. Alcove:

A small alcove set along the center of the passage has three barrels in it. These barrels are sealed and dusty. The wooden staves are stained a dark brown.

The tops of these barrels may be opened by smashing them with a mace or axe; one round being required for each barrel. Inside each is a dark, thin, sour-smelling liquid. This is actually nothing but old soured wine, more vinegar than alcohol. The barrels may be rolled down the hall if unopened, or manhandled by two people if the top has been removed.

b. Sundew's Lair:

This room is almost bare except for the stairs on one wall and the door on the opposite wall. 5' from this door is a mound of tarry looking rags. Many flies buzz about the room and the air has a sweet honey smell.

The mound is actually a giant sundew (AC 7; MV 1"; HD 8; hp 48; #AT 6; D 1-3 plus special—acid damage on 1 per tendril per round, suffocation on a "20", -1 on "to hit" per 3 hits, ½ damage from fire and missile weapons) that will attack any character within 5' of it. Having sprouted roots, it will not move from its position and will use its sticky tentacles to protect it from any attacks it can. The vinegar at **5a.** may be used to dissolve its glue; each barrel will coat half the floor space of the room. If the barrels are released at the top of the stair, they will be broken by the time they reach the floor. Around the base of the sundew, hidden under its glue are 500 gp, three gems (500 gp, 1,000 gp, and 10 gp) and a **ring of spell storing (friends, shatter, jump)**.

6. STABLE:

This wooden building is in good condition. In it is a row of stalls for horses, three of which are occupied at the moment. Tack hangs from the walls and three saddles are piled near the double doors. Piles of hay line the walls opposite the stalls and several open sacks of grain are beside them. Four humans are sitting on the sacks, their short swords thrust into the hay beside them. A ladder near the single door leads to a loft.

The four humans are actually half-orcs (AC 7; MV 9"; HD 1; hp 8 each; #AT 1; D 1-6 with short sword) who are assigned to work here as stable hands and guards. One of the four has a horn concealed under his cloak and at the first sign of trouble he will attempt to call for help by blowing on it. If the alarm is raised, more half-orcs will arrive according to the numbers found under the random encounter tables. They will arrive in 2-5 rounds. The loft over

the stable is filled with loose hay and more stacks of grain. Hiding among these is a doppelganger (AC 5; MV 9"; HD 4; hp 20; #AT 1; D 1-12; surprise on a 1-4, immune to **sleep** and **charm** spells, saves as a 10th level fighter). He will pose as a half-orc, orc, human merchant, fighter, or slave according to the situation. He will attempt to join any party that defeats the half-orcs, probably claiming to be an escaped slave. If allowed to do so, he will attempt to lead a member of the party away from the others and then slay that character and take his or her place.

The half-orcs each carry 20 gp on their persons. Other than this there is nothing of value in the stables except for the horses and the saddles.

7. STONECUTTER'S SHED:

This ramshackle building is cluttered with a variety of tools and junk. There are hammers, chisels, axe handles, slabs of stone, and warped boards. The walls are covered with many different types of holy symbols, some of evil and some of good religions. Most of these look as if they have been pegged or nailed in place. Crouched around a dim and sputtering lantern are six orcs, nervously fingering their halberds and glancing about.

The six orcs (AC 6; MV 9"; HD 1; hp 4, 3, 6, 7, 1, 4; #AT 1; D 1-10 with halberd) have been ordered to stand guard here to prevent any intruders from entering the compound. All the exits are barred, but the doors are weak and easily broken. The orcs do not like this duty and are plainly terrified of the nearby cemetery, as they do not like the idea of becoming victims of some undead creature. To prevent this they have gathered any and every holy symbol available, including those of their victims, and hung them up. Nonetheless, they are apprehensive. If surprised, their first thought will be to flee (if possible). If they cannot get away, they will fight at a +2 on their chances "to hit" out of sheer ferocious panic. Each orc has 5 gp and a silver holy symbol of some religion, worth 40 gp.

8. CEMETERY:

This open area was obviously once the cemetery for the temple compound. Now it is overgrown with weeds, gnarled bushes and dying trees. Stone markers and small crypts can be seen at some points through the overgrowth. Paths twist through the cemetery and some show signs of recent use. Everything seems gray in color here—the grass is gray-green, the soil dusty gray, the stone markers brown and gray. A feeling of oppression hangs over the entire cemetery.

This area is avoided by the orcs and half-orcs unless they come in large numbers, for they dislike the plants that grow here. These plants have managed to become animated through the will of the goddess whose temple this was. Although unwilling to interfere more directly than this, she has made the garden unsafe for all who enter. As characters move through this area roll a d6 each turn. On a 1-3 an encounter has occurred. Roll on the following table (d8) to determine what happens:

1. Branches and weeds bend and move, blocking the path behind the last person in the party. To return the way they came, a party would have to cut through this overgrowth.
2. A tree branch strikes once at a random party member. It attacks as if it were a 2 HD monster causing 1-6 points of damage if it hits.
3. The branch of a bush will attempt to pickpocket a member of the party. The chance of success is 65%. Failure by greater

than 20% will indicate that the character has noticed the attempt. A small item, randomly determined, will be taken from the character.

4. 2-8 giant worker ants (AC 3; MV 18"; HD 2; hp 9 each; #AT 1; D 1-6) will attack the party.
5. Weeds will attempt to entwine the legs of the characters. Failure to save vs. paralyzation will result in entanglement. The weeds will hold characters until they are freed by others or killed by a wandering monster.
6. 2-5 ghouls (AC 6; MV 9"; HD 2; #AT 3; D 1-3/1-3/1-6; touch causes paralysis) will attack the party.
7. Weeds and bushes will bend to block the way ahead of the party. Further progress ahead must be done by cutting (MV 1").
8. A tree will fall across the path, attempting to strike a random party member. The tree will attack once as an 8-HD monster and will do 4-24 points if it hits.

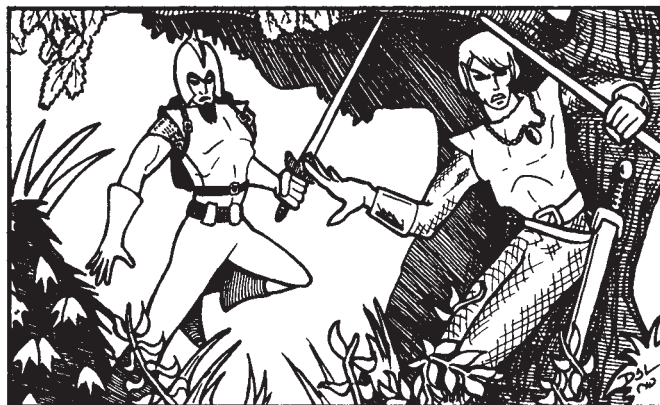
Should characters attempt movement off the path, the plants will become very active to stop them. Weeds will entangle them every step of the way and branches will constantly strike at members of the party. Should the characters become extremely destructive (i.e. cutting, chopping or burning), it will be discovered that trees have moved to block all the exits. Each tree will have 60 hit points, attack as a 10 HD monster and will be able to attack four times per round, D 1-6 each. There will be three trees guarding each exit.

There is a large crypt at the center of the cemetery with a heavy iron door in the front. The insides of this crypt have been removed and a staircase going down has been installed. This stair will lead to the dirt tunnels that eventually wend towards the aspis nest and room **21** on the underground key.

9. INNER COURTYARD:

This large courtyard is mostly dust and grass, although several large trees grow at one end. Near the edges of the yard are large blocks that have tumbled from the walls of the temple and its outbuildings. These ruined areas look like they will provide adequate cover for any creature of man size or smaller that wishes to hide in them.

Hidden in this pile of debris is a wight (AC 5; MV 12"; HD 4+3; hp 27; #AT 1; D 1-4 plus energy drain, silver or magic weapons needed to hit) who stalks this courtyard. The half-orcs have managed to appease him through the regular offerings of victims, whether they be human, half-orc, orc, or otherwise, and the cleric of the temple has formed a shaky alliance with the creature. Consequently, the wight seldom roams outside the area of this courtyard. However, it considers any who enter this area to be fair game. Should the party be pursued into this area, their foes will halt outside and prevent the party from returning the way they came, hoping to watch the sport. Hidden in the debris are 2,000 cp, 1,000 ep, and a pair of **gauntlets of dexterity**.



10. BASILISKS' DEN:

There are no visible doors to this area; in fact, openings that might once have been windows or collapses in the wall have been repaired and maintained. Now there is a wall facing the inner courtyard that stands about 10' high. Inside this area is the ruin of a collapsed building. Several of the inner walls stand, broken and irregular at their tops, but there are no floors nor ceilings anywhere inside the walls of this area. Along the wall near the outer edge of the compound are a large number of chipped, cracked, and broken statues. These are in many different poses: people crouching, kneeling, praying, defiant or twisted into broken positions. They are all of exquisite workmanship and may have once been part of the furnishings of the previous temple.

This area actually contains two basilisks (AC 4; MV 6"; HD 6+1; hp 45, 33; #AT 1; D 1-10; gaze turns to stone) who have been walled off by the half-orcs from the rest of the compound. This area is used to punish traitors and enemies (provided the half-orcs don't get carried away and kill them first). Many humans attempting to rescue their kin have also wound up here. Since the area is somewhat large, there is a chance that the basilisks will not be in the area of any intruders who enter. Every round spent in this pen there is a 1 in 6 chance of encountering one of the basilisks. Loud noises are sure to draw these creatures to their source. These creatures have no treasure.

11. BURNT DORMITORY:

This room is charred and burnt, and in a state of collapsed ruin. Although the walls are still intact, the ceiling has fallen in at several places. Fallen beams have crushed bunks and the tattered remains of blankets show under the ashes and plaster. Several small beetles and spiders scuttle from place to place, leaving tracks in the muddy ash.

This room is not used by the denizens of the temple as it is considered unsafe. Careful searching will reveal crushed bunks and charred bits of simple furniture (stools, tables, etc.) but nothing of value to the party. The room is dangerous and any major disturbance of its structure (knocking holes in walls, clearing away beams, etc.) is liable to cause another collapse. This will be of 6' to 15' (1d10 + 5) in radius from the point of the disturbance and will do 3-18 points of damage to all within that area. There is a 1 in 6 chance that any character injured by a collapse will be pinned under a beam and will need help to free him- or herself.

12. FALSE SLAVERS' LAIR:

The walls of this chamber are linked with twenty human slaves, their ankles and wrists shackled and manacled together. On the same wall as the door can be seen the shadow of a large ogre-like figure brandishing a whip. Guttural commands and pitiful screams can be heard. At each crack of the whip, the slaves cringe and cower. A trap door is set in the floor at the far end of the narrow room.

This room is actually a trap prepared by the half-orcs to catch those who would try to deceive the slavers. Whenever a new buyer comes to the temple, he or she is first taken to this room and his or her reactions carefully watched. Only after several visits, when the half-orcs feel sure the buyer is what he or she says he or she is will they take the person to the actual slave pens.

a. The twenty slaves are actually half-orcs whose appearance is good enough to pass for humans. Seventeen of these are normal half-orcs (AC 10; MV 9"; HD 1; hp 6 each; #AT 1; D 1-6) armed with short swords carefully hidden under their ragged robes. Near the trap door are 2 half-orc assassins (AC 8; MV 9"; Level 5; hp 23, 25; #AT 1; D by weapon type; backstab triple damage), hiding + 1 short swords and wearing disguised leather armor. Near the door is the leader, a half-orc fighter/cleric (AC 7 due to dexterity; MV 9"; Levels 5/4; hp 32; #AT 1; D by weapon type) armed with a **+1 short sword** (NSA) who will attempt to stand back and cast spells. He has the following spells memorized:

First level: bless, command (x2), cure light wounds, darkness

Second level: hold person, silence 15' radius

The shackles and manacles worn by the "slaves" are false and will quickly drop off at a moment's notice. They are cleverly constructed and only a thief examining them can detect they are false. Once the party is well into the room, the half-orcs will rise, pull their short swords, and leap to the attack. While the party is occupied with them, the assassins will attempt to hide in shadows (automatic for tournament purposes) and then backstab, not assassinate, at the first opportunity. The half-orcs and the assassins each have 1-6 gp on their persons. The fighter/cleric has a ring worth 500 gp.

The trap door at the end of the narrow room is locked from this side. It leads to the aspis food storage chamber (level 2, room 7).

b. In this small alcove are three orcs (AC 6; MV 9"; HD 1; hp 2, 6, 7; #AT 1 by weapon type). The smallest of the three carries a whip (D 1-3) and is standing in front of a bullseye lantern, casting his shadow on the far wall. He is also imitating the voices of the ogre and the slaves. To either side of him kneel the other orcs armed with light crossbows at ready (D 1-4) and short swords (D 1-6). These orcs will not be surprised as the "slaves" will have signaled them. Each orc carries 1-4 gp.

13. CLOISTER HALL:

This chamber is dusty and bare of furnishings. The floor is wooden and inlaid with simple geometric designs. Long narrow windows pierce the south wall. Near each door is a tallow candle mounted on a wall sconce.

This chamber is totally empty of creatures or treasure. If the candles are examined, it will be noticed that pieces have been pulled off of them. The windows are little more than slits and look into the garden at **14**. There is a 2 in 6 chance that any character looking through these will see and be seen by one of the harpies living in the cloister garden. Once prey has been spotted, these creatures

will immediately begin to sing, hoping to lure their victims into the garden. If tallow from the candles is stuffed into the ears, it will provide effective protection from their songs.

14. CLOISTER GARDEN:

Though choked with weeds and untended, this garden looks almost pleasant. Bright flowers bloom in many places—yellows, violets, reds, blues, and many other colors. A path goes straight through the center to the door on the other side and it shows signs of recent use. The trees are blighted and dying, twisted boles and bare branches. Perched in the trees are four harpies.

The path through this garden is used by the half-orcs to reach the buildings beyond it. Near each door to the garden is a tallow candle to plug their ears with. Whenever anyone enters the garden, the harpies (AC 7; MV 6"/15"; HD 3; hp 12, 16, 18, 21; #AT 3; D 1-3/1-3/1-6; singing and touch **charm**) will start to sing. If after a round the victims show no reaction, the harpies will stop and ignore the party, considering them to have business in this place. Should some of the members proceed to the harpies' direction, they will immediately swoop to the attack. If two or more of their number are killed, the survivors will fly out of the garden and not return until after their foes have left.

15. WATER-FILLED PASSAGEWAY:

The corridor is narrow, plastered stone, and roofed by an arched ceiling. Heavy wooden beams form arches every 10'. Ahead, the floor of the corridor has collapsed, revealing a flooded sewer line below. This collapse extends for 60' and then ends, as the water flows out from a sunken opening. 15' above this water line is a door set in the end of the passage. Leaning against the wall at this end of the passage is a pole about 10' long and 3" thick. The water appears to be moving at a swift pace. Trash floats away from the door and disappears through a narrow opening under the collapsed edge of the corridor. The air is foul and smells of sewage.

Characters may attempt to swim to the far end of the hall, but to do so against the current is difficult and tiring. Current speed is 3" and the water depth is 8'. Only characters in leather armor or less (except those in magic armor) may swim the distance. Those in leather may not carry more than 200 gp of extra weight. Swimming characters will move at the same rate as their dungeon speed plus or minus the speed of the current. Many methods may be used to reach the opposite side including unhinging the doors to be used as rafts, **levitating** a person over with a rope, **spider climbing** along the walls, etc. A door will carry either one heavily loaded or armored character or two unarmored ones. If not poled or towed by a rope, it will drift with the current. Spikes driven into the doors and walls will support no more than one armored character at a time. It takes three rounds to travel the length of a rope to the opposite end.

16. MAIN COURTYARD:

a.

This courtyard is a large open area. For the most part it is bare dirt, but tall, rank weeds grow up in the corners. At the north end is a large gatehouse to the outside. This way is blocked by two heavy portcullises. There is a wooden door on either side of this gate. Opposite the gatehouse is a pair of huge double doors leading to the temple proper. In the courtyard are two tables, one near the gate and the other near the temple doors, and an unusual looking pushcart. Three orcs stand near each table and four humans or half-orcs are standing around the pushcart.

If not surprised, the orcs (AC 6; MV 9"; HD 1; hp 4 each; #AT 1; D by weapon type) will immediately push the tables over and take cover behind them. These tables will give them 50% cover, rendering them AC 2 and adding +4 to any saving throws from physical attack forms (**lightning bolts**, **fireballs**, etc.). From behind these tables, the orcs will fire their light crossbows and defend with their spears. At the same time as they are doing this, the half-orcs (AC 6; MV 9"; HD 1; hp 7; #AT 1; D by weapon type) will turn the pushcart so that it faces the intruders. This cart is a primitive flamethrowing device. The front of it has been fixed with a mantlet, giving the half-orcs 90% cover (AC -4), +10 on all frontal attack saving throws, $\frac{1}{2}$ or no damage if save is successful). Protruding from this mantlet is a nozzle with a slow burning torch mounted on a bracket in front of it. Behind the mantlet is a barrel containing a volatile oil mixture which is sprayed out the nozzle by a bellows arrangement. This cart may be worked to flame three times before the fuel is exhausted. The flame has a range of 30' and is 5' wide at the end of its range. This flame will cause 4-24 points of damage (FOR TOURNAMENT USE: 18 points of damage) to the first person struck. If others are behind this person, they will suffer half damage from the flame. A successful saving throw vs. dragon's breath will reduce the damage by $\frac{1}{2}$ for the first person and will indicate that no damage has been suffered by those characters behind him or her. The cart is able to move 6' per turn. If it is attacked by a fire based spell, it must undergo a separate saving throw, regardless of the success of the half-orcs. A 10 or better will indicate that the cart has saved; failure to save indicates that the cart has caught fire and will explode the next round. There is a 25% chance that the half-orcs will remain and attempt to put the flames out. A roll of 1-2 on a d6 is required for the half-orcs to be successful at this. Failure to put out the flames will result in an explosion doing 3-18 points of damage (FOR TOURNAMENT USE: 11 points) to all within 10' of the cart (no saving throw).

Unless in danger of being flanked, neither the half-orcs nor the orcs will advance from behind their respective cover. They will attempt to slay the party with arrows and use the cart to force them into a corner.

The operation of the cart is not as simple as it seems, due to the valves controlling the oil flow, nozzle adjustments, and other controls. Characters will not be able to manage the operation of this device without lengthy study and practice. Likewise, it requires a special oil mixture to operate this device, one that is not readily available.

The orcs and half-orcs carry no treasure.

b. OUTER PORTCULLIS WINCH:

This room is cluttered with ropes, wooden blocks and stools. In the main section is a table with a candle and a bowl of gruel on it. In the alcove at the back of the room is the winch for raising the outside portcullis. Sitting at the table is a man eating dinner. Sullenly staring at him from the far wall are three slaves, apparently unchained.

The man is a half-orc fighter (AC 3; MV 9"; Level 4; hp 32; #AT 1; D by weapon type) dressed in chainmail. On the table beside him rests a dagger (D 1-4) and a longsword (D 1-8). If attacked he will attempt to escape from the room. On his finger he wears a **+1 ring of protection**. The slaves are actually chained to the wall by neck collars and so cannot move about freely. Should the half-orc ever venture within 5' of them, they will attempt to grapple and overbear him, provided that he does not have his weapon at ready. In the pockets of the fighter's clothes are the key to release these slaves and a gem worth 1,000 gp.

c. INNER PORTCULLIS WINCH:

This small room is almost featureless. A small window looks into the space between the two portcullises, a large winch dominates the center of the room, and two humanoids are sitting on stools facing each other at the other end of the room. One, an obvious half-orc, is holding a sword and pointing it at the other.

The half-orc (AC 4; MV 9"; HD 1; hp 8; #AT 1; D by weapon type) has realized that he is sitting in the same room with a doppelganger (AC 5; MV 9"; HD 4; hp 13; #AT 1; D 1-12; surprise on a 1-3, immune to **sleep** and **charm** spells, save as a 10th-level fighter) and is trying to hold him at bay with his sword. If the doppelganger is not surprised by the entrance of the party, it will shape itself into the likeness of a slave. When the party enters they will see the half-orc holding his sword on a slave. If the doppelganger is surprised, the party will see a half-orc holding a sword on his perfect double. Given the circumstances, the doppelganger will either try to join the party or convince them that the half-orc is really the doppelganger. The doppelganger has 20 gp and the half-orc carries 5 ep.

17. TEMPLE DOORS:

These double doors are each 5' wide and 10' high. Beyond them is a corridor stretching as far as the eye can see. Every 10' there are statues in niches on both sides. These statues are life-like carvings of orcs and gargoyles, set on 5' high pedestals. They are in a series of orc-gargoyle, orc-gargoyle. Each orc carries a different weapon in an attack position, while the gargoyles are crouched, ready to spring at an unknown foe. All the statues are clean and look relatively new.

A **glyph of warding** has been cast across the 10' section of passageway marked by the X. If stepped on without proper precautions, this glyph will release its energy at the gargoyle statues to either side, causing them to be flung into the hallway. Characters in the second rank must save vs. paralyzation or suffer full damage (16 points) from one of these statues. A successful save will reduce damage by $\frac{1}{2}$. The statues will make a great deal of noise, negating any chance for surprise in encounter area **18**. The statues are not animated in any way.

18. TEMPLE CHAMBER:

Beyond these double doors (fitted like those at area **17**, is a large open room, lit by braziers and candles. The scent of incense is faintly noticeable. Across the room opposite the door is a dais and an altar. This consists of a semicircular 3-step raised platform projecting out from the wall. On the dais rests a gigantic statue. This statue is of a one-eyed orc-like humanoid standing with legs spread, holding a sword in both hands above his head. In front of this statue, standing on the main floor, are 3 half-orcs dressed in plate mail and carrying halberds. Behind them stands a woman wearing plate mail and carrying a mace. To the right of the double doors is a poorbox mounted on the wall. To the left and in the corner is a font with 10 slaves chained hand and foot beside it.

The woman is a 6th-level evil cleric (AC 1 due to dexterity; MV 6"; Level 6; hp 30; #AT 1, D by weapon type) carrying a **+1 mace** and a **potion of speed**. She has the following spells memorized:

First Level: command (x2), cure light wounds (x2), protection from good

Second Level: hold person (x2), resist fire, silence 15' radius, spiritual hammer

Third Level: bestow curse, blindness, prayer

The half-orcs in front of her are 3rd level fighters (AC 3; MV 6"; Level 3; hp 20; #AT 1; D by weapon type). They will attempt to melee with a party, preventing attackers from reaching the cleric. She will stay behind them, attempting to cast spells.

If the cleric is alerted of the party's presence before they enter this area (through loud noise, etc.) she will cast the following spells (if time permits) in the order listed:

The **silence** spell will be cast in the area round the door.

A **prayer** will be cast over herself and the fighters in front of her.

A **resist fire** will be cast upon herself.

A **protection from good** will be cast upon herself.

Hidden in the poorbox is a troll made tiny by a **stone of diminution**. (A small grey stone, this device acts in the same manner as a **potion of diminution** with respect to the size of the creature when the device is operating. This diminution will last for 2-5 turns or until the user lets go of the stone. Each use requires one charge. A stone will have 1-6 charges). Two rounds after the party enters the room, the troll (AC 4; MV 12"; HD 6+6; hp 37; #AT 3; D 5-8/5-8/2-12; **regeneration**) will burst out of the box at full size and attack the party. It will have normal chances for surprising the party.

Hiding in shadows behind the font is a 4th-level assassin (AC 7; MV 12"; hp 12; #AT 1; D by weapon type, backstab for double damage) who will attempt to backstab an unarmored figure if possible. Unless precautions are taken to protect the rear of the party, the assassin will be able to make a backstab attempt.

The slaves are ordinary slaves and will avoid combat if at all possible. No figure may pass through this group due to their chains; they must always be circled. Figures forced into the slaves will stumble and trip, requiring one round to regain their feet, during which time they may not attack. The slavers will suffer an extra 1-6 points of damage if forced into the slaves as they will be struck by chains, fists, and feet.

On the floor between the legs of the statue is an ornamental trap door. This leads to the lower sections of the temple, through the aspis lair. In a niche at the top of this shaft are three bags with 300 gp each, a gem worth 2,000 gp, and papers detailing when the next caravan will leave and where it will go.

FOR NON-TOURNAMENT USE ONLY: The trap door to the lower level has been trapped to prevent unwanted people in the lower level. If the trap door is opened without first locking the secret catch located on the left foot of the statue, the arms of the statue

will fall forward. The sword blade will swing directly over the trap door and will do 6-36 points to any person in its path.

19. RUINED CHAPEL:

This was once a large high-ceilinged chamber, obviously the altar room of the previous temple. The ceiling was once built from stone arches, but now it has all collapsed and crashed down, crushing the altar. Great shattered blocks and columns cover the floor, and the roof is open to the sky. Sheets of roofing material and jagged beams thrust up from the floor. Ivy covers the walls. Fluttering and squeaking can be heard.

The squeaking sound comes from ten stirges (AC 8; MV 3"/18"; HD 1+1; hp 5 each; #AT 1; D 1-3, strikes as 4-HD creature, drains blood for 1-4 per round) nesting in the creepers on the walls. Hungry, they will attack any who enter this chamber, avoiding those with open flames and attacking other characters first. If four or more stirges are killed the survivors will retreat to their nests. They will return to attack in 5-8 rounds. Under one of the vines is a jeweled dagger worth 1,000 gp.

TOURNAMENT START FOR THE SEWER SECTION:

After your arrival in Highport, you were able to pose as evil humans and mingle with the creatures that lived throughout the city. Through careful questioning, you discovered that the slavers led their prisoners to the sewers and there disappeared, prisoners never to be seen again. Finally you have been contacted by an escaped slave, who hurriedly told you of a way in before attempting to flee the city. Now, night has come and you stand next to a boulder that you have rolled aside to reveal a shaft with a ladder leading down

The Tournament Start for the Sewer Section is only for those players using this module in tournament play—either individually or in sequence.

As a point of reference, the boulder that has been rolled aside is located in the same position as the ornamental trap door where the temple (room **18**) would be. Both shafts are the same, opening into area **1** of the sewer level.



KEY TO THE SEWER LEVEL

Sewer Encounter Table

Encounter occurs 1 in 6, check each turn.

- 1-4 aspis drones (AC 3; MV 15"; HD 6; #AT 2; D 1-4/1-4 or by weapon type).
- 2-3. 2-12 orcs (AC 6; MV 9"; HD 1; #AT 1; D 1-8 or by weapon type); see below.
- 4-5. Slave band; see below.
6. 2-20 giant rats (AC 7; HD ¼; #AT 1; D 1-3).
7. 1-2 giant weasels (AC 6; MV 15"; HD 3+3; #AT 1; D 2-12).
8. 1 green slime (AC 9; MV 0"; HD 2; #AT 0; D special).
9. 1-3 dopplegangers (AC 5; MV 9"; HD 4; #AT 1; D 1-12); see below.
10. 1-6 crocodiles (AC 5; MV 6"/12"; HD 3; #AT 2; D 2-8/1-12).

Orcs: There is a 10% chance that an ogre will be present with any band of orcs. The orcs will be armed with light crossbows and battle axes or short swords.

Slave band: 2-12 slaves shackled and manacled together will be herded through the sewers by 2-8 orcs armed with whips and short swords. There is a 25% chance that a human fighter (Level 6-7) will be present along with a half-orc fighter (Level 1-3) acting as interpreter. This human will be preparing a caravan to leave the city.

Doppleganger: There is a 50% chance that these creatures will be posing as orcs when encountered.

NOTE: There are three main types of construction found throughout the underground passages of the temple—dirt tunnels and chambers, sewers, and passageways and rooms. Dirt tunnels are dug from the soil, are hard packed, and are roofed by wooden planks. There are beams every 5' supporting the ceiling. The passageways are normally 10' wide, but this will vary considerably from section to section. The ceilings are about 7' to 8' high. The chambers have also been delved from the earth and are supported by beams, although there is no planking to cover the ceiling. The walls and floors in chambers and passages are slightly muddy, but show no signs of crumbling. If the beams supporting the ceiling are destroyed (due to removal, fire, **lightning bolt**, etc.), there will be a collapse in a 5-10' radius. Persons caught in this area will suffer 2-20 points of damage (no saving throw). If more than 15 points are sustained by a character, that person has been totally buried and must be rescued within 5 rounds or die of suffocation. Players may dig 2' per round without tools or 5' per round with shovels. A collapse will totally block a passage.

Sewer tunnels are 20' wide arched passageways of brick and stone. The walls are rotting, crumbling brick, covered with harmless molds and slimes. Along one side is a 5' wide stone ledge. The remainder of the passage is filled with a runoff mixture of sewage and water, 6" below the level of the ledge. The water depth varies from 5' to 12' at any given point (roll d8 + 4 to determine the depth when necessary). Garbage floats sluggishly at the surface, not revealing the stronger undercurrent. This current, 2' beneath the surface, moves at a rate of 3" per turn in the direction of the **GRUB HATCHERY** (area 2). Those swimming downstream may add this amount to their movement rate; those swimming upstream must subtract this amount. The ceiling is formed of stone blocks, and stone arches support it every 10'. The ceiling is 7' high at the sides and 10' at the center of the arch. Water drips from cracks in the stone and calcification has formed tiny stalactites hanging from the ceiling. In some places, small plant roots hang down from above.

The passageways and rooms are of standard dungeon construction. These areas are comparatively dry. The walls, ceilings, and floors

are made of large blocks of smoothly dressed stone. Doors are made of heavy oak, bound in iron and studded with large rivets.

1. ESCAPE LADDER:

A ladder extends from a circular stone shaft to a dirt tunnel. The ladder is wood and in good condition. It does not appear to be fixed to the wall. There are many tracks in the mud about the ladder. The air is damp and foul.

This ladder leads to the temple altar on the surface (room 18). A stone lid covers the top of the shaft, but this may easily be moved aside from below. The tracks are those of orcs coming and going, and an unknown creature (aspis) of great stature.

2. GRUB HATCHERY:

The floor of this room is completely covered with drying garbage and other foul materials; characters must wade through this muck to enter the room. The air is steamy and condensation appears on the walls, which are already covered by pale moist slime growths. The heat of rotting garbage rises from the floor, rendering infravision useless. There are four exits from the chamber, one at each compass point. The exit to the east is a brick and stone passage; the others are dirt tunnels. The odor of rot filling the air is almost nauseating in its intensity.

The room is actually a pit, filled with sewage waste up to the level of the surrounding passages. The sewage is 5'6" deep and has a consistency of slimy quicksand. Beneath the sewage at the entrances are 5' x 5' platforms, and connecting them is a 3' wide ledge. The forward edge of the platform becomes steps going down into the pit, six steps in all. The platforms are covered by 6" of sewage while the ledge quickly slopes down to a depth of 2".

Living in these pits are five aspis larvae (AC 6; HD 5; hp 20, 21, 26, 16, 10; #AT 1; D 2-7; surprise on 1-3, immune to acid) in different stages of growth. These blind 1½-3' long creatures will attack any disturbance in the sewage choosing greater disturbances over lesser disturbances. They are capable of attacking while submerged, but may only rise ½' above the surface. None will attack figures on the 5' x 5' platforms. Up to three may attack those standing on a ledge, and all may attack those in the pit.

When entering the room, if no precautions are stated, the front rank will automatically stumble on the steps, plunging into the pit. Characters in the pit move at ¼ their normal movement rate, fight at a -4 to hit, defend at -4 from their normal armor class, and may only use thrusting weapons. The sewage is mildly corrosive and burns flesh and weakens cloth or leather. Each round, characters standing on the ledge will take 1-2 hit points of damage; those in the pit will suffer 2-5 points of damage. Characters submerged in the sewage take an extra 8 points of drowning damage at the end of the second round; characters with constitution scores of 16 or better take only 4 points. Thereafter damage will continue for every round the character remains submerged. Characters may float to the surface by releasing held items and swimming. No other actions may be taken if this is done.

If the sewage is collected and carried to be thrown at opponents it will do no damage, but the stench of the fluid will cause all within a 3' radius of the burst sewage pots to save vs. poison or be helpless with nausea for 2-8 rounds. The sewage fluid may only be carried in ceramic or metal vessels. If the container is not stoppered, the smell will affect the party. Even if the sewage is carried in a stoppered container, the stench gained in obtaining the fluid will remain for 5 turns, negating surprise during that time.

3. EGG CHAMBER:

The passageway rises quickly above the level of the sewage and the chamber floor seems dry. The space is large and the dirt ceiling is supported by many beams. Ten feet away, spaced in a ring around the only entrance to the chamber, are 3 large insect creatures. Each carries 2 battle axes, one in each upper forelimb. Beyond them near the far wall are many glistening white ovoids, about 6" to 1' in length.

Three drone aspis (AC 3; MV 15"; HD 6; hp 30, 27, 45; #AT 2; D by weapon type) are guarding the egg chamber. They will instantly attack any strangers who enter the room (+2 on their "to hit" rolls due to morale). They will neither retreat nor surrender. If not surprised, they will attempt to summon aid by making loud clicks and whistles. If any aid should come (50% base chance, subject to DM's modification), it will be a few of the drones from the **ASPIS CHAMBER** (area 5). The twenty white ovoids on the ground beyond the drones are the eggs of the nest. Their soft membranes may be easily slit open to reveal partially formed aspis larvae inside. Hidden under one of the eggs along the south wall of the chamber is the combined treasure of the 3 drones—3 gems worth 500 gp, 1,000 gp, and 100 gp respectively.

4. FOOD STORAGE:

A 5' wide path runs through the center of this room from exit to exit. To either side of the path is a trench (5' wide) filled with grain. Beyond the trenches are piles of dried carcasses and mounds of rotting vegetation. Hung from stakes driven into the walls are leather skins and full bladders.

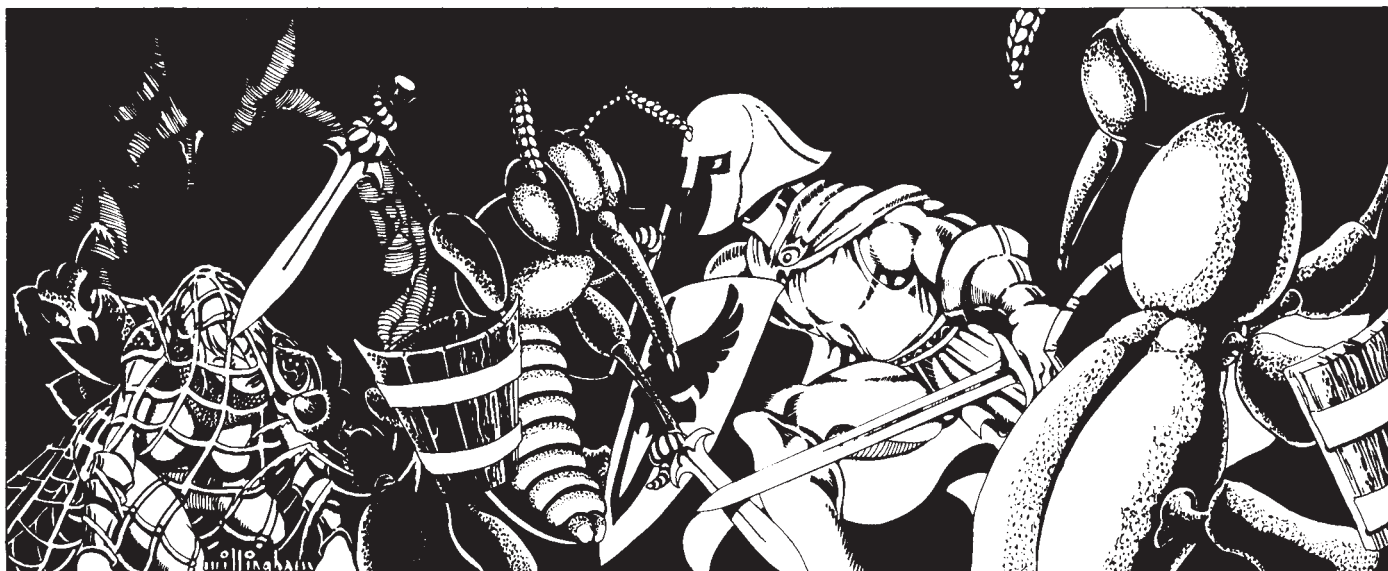
This chamber is the food storage area for the aspis. The trenches to either side of the path are 3' deep. The southern one contains nothing but grain, but the one to the north is inhabited by a gray ooze (AC 8; MV 1"; HD 3+3; hp 19; #AT 1; D 2-16; corrodes metal, affected only by blows and lightning) at the bottom of the trench. It will attack creatures that disturb its trench. The mounds of decaying vegetation are infested with rot grubs, 15 in all (AC 9; MV 1"; hp 1 each; burrow into flesh if touched, will kill host in 1-3 turns unless flame or **cure disease** is applied). The aspis consider the grubs a delicacy. Under one of the piles may be seen the thongs of a leather sack. This sack contains three apples covered with a glittering silver-blue mold. The mold is beneficial and will cure any non-magical disease if one apple is eaten. The piles of

carcasses are those of 26 giant rats and 14 humans. The bodies are unclothed and unadorned. The leather skins and bladders are filled with honey and wine.

5. ASPIS CHAMBER:

This large dug-out chamber has several exits visible. Three of these are man-sized in height and lead off in different directions. The other exits are smaller, near the floor, and appear to be large enough for only gnomes or halflings to use. There is much activity, and the room appears to be a meeting area. Four insect men are occupied with various tasks—mending straps, eating, sharpening weapons. Around their feet run five giant ants.

Just before each tunnel entrance is a silken trip cord set about 4 inches above the floor. This trap will release a camouflaged net hung over the tunnel entrances. These nets have been soaked in the sap of the giant sundew, making them particularly sticky. The nets cover a 5' x 5' area; any creatures caught in them will fight at a -2 due to entanglement on the first round and will suffer an additional -1 on his or her chance to hit each round thereafter. Characters with an 18 strength or greater may break the net in three rounds. All other characters must be cut free with the aid of another person. When a party enters, the insect men will first order the five giant worker ants (AC 3; MV 18"; HD 2; hp 13 each; #AT 1; D 1-6) to attack while the drones prepare. The drones (AC 2; MV 15"; HD 6; hp 44, 36, 20, 34; #AT 2; D by weapon type) will each attack with two broadswords (D 2-8) and defend with two shields. They will attempt to stab at the defenseless players caught in the nets while they are preoccupied with the giant ants. If forced to retreat, the drones will attempt to go to the **BREEDING CHAMBER** (area 6) to help protect the cow. No reinforcements will come to this chamber unless the party is already being pursued.



6. BREEDING CHAMBER:

This chamber is a large cavern dug from the earth, its ceiling supported by long beams that extend from wall to wall. The ceiling is 12' high. The floor is puddled with water. Several openings are visible, some 4-5' high while others are only high enough for a halfling or gnome to crawl through. Towards the center of the room is a gigantic white larva, almost 12' long and 4' wide. Around it are several insect men, six in all, armed with halberds and shields. On the floor against the south wall may be seen four leathery white balls, about 1' in diameter.

This is the main breeding chamber of the aspis. It is occupied by the giant grub-like cow (AC 7; MV 3"; HD 10; hp 60; #AT 1; D 3-18) and six aspis drones (AC 2; MV 15"; HD 6; hp 40 each; #AT 2; D 1-4/1-4 or 1-10/1-10 with halberd). Due to their fanatical devotion to the nest, the drones will fight at +2 on their chances "to hit" and will not surrender or flee unless the cow is slain. If the cow should be killed, the aspis will attempt to flee to the egg and grub chambers to defend the young.

In 2-5 rounds after the party enters, 2-4 giant soldier ants will appear from the mouths of the ant tunnels (determine which tunnel randomly) to assist the aspis. They will retreat before a stoutly wielded open flame. Every round for five rounds after the ants first appear, two more worker ants will enter the chamber, until a total of ten have arrived. The entrances may be temporarily blocked with any suitable material (bundles of sacks, a full backpack, a body, etc.). Each blockage will require 2 rounds for the ants to remove.

Along the south wall are four egg cases. These have been collected after the larva have hatched, then cleaned and sewn back together to form sacks. Three of these cases contain 100 pp each while the fourth contains a **+1 cloak of protection**, a **potion of healing**, and a **scroll of protection from petrification** (10' radius).

7. SPARE FOOD CHAMBER:

This chamber appears empty although the floor has four 3' deep pits dug in it. There is ample room between the pits to safely walk across the chamber. The pits appear to have nothing in them. On the east wall is a ladder to a trap door in the ceiling.

This chamber is a reserve food storage area, presently not in use. Inspection of the pits will reveal a scattering of grain, but nothing else. The trap door is locked from the top side, but there is a secret catch on the underside which a thief may locate if a successful *open locks* roll is made. Otherwise, the trap door may be forced as if it were a normal door, although all attempts are made at a -1 to the die roll.

8. GIANT ANT LAIR:

These tunnels are small holes dug through the earth, obviously unsupported by beams or other fittings. They are only wide enough for gnomes or halflings to crawl through.

a. NESTS:

Each chamber will contain 2-12 giant worker ants (AC 3; MV 18"; HD 2; hp 9 each; #AT 1; D 1-6) and 1-3 giant soldier ants (AC 3; MV 18"; HD 3; hp 14 each; #AT 1 and 1; D 2-8 and poison sting if the first attack hits—D 3-12, or save vs. poison for 1-4). The chamber will also contain either food (60%) or eggs (40%).

b. QUEEN'S CHAMBER:

In this chamber, protected by 10 soldier ants (hp 15 each) and 10 worker ants (hp 9 each), is the queen (AC 3; MV nil; HD 10; hp 55; #AT 0; D nil). The soldier ants will fight to the death while the workers attempt to remove the eggs (20 total) from the chamber. If the workers succeed, they will then attempt to push the queen to another nest. Should the queen be killed, the ants will be **confused** for 6 melee rounds and will then begin to leave the nest. The collected treasure of the giant ants may be found under the body of the queen. It consists of 7 gems (one 10 gp, two 50 gp, three 200 gp, one 1,000 gp) and a potion bottle of **oil of slipperiness**.

9. LEDGE TRAP:

The only noticeable feature here is that a greater than normal amount of trash floats on the surface of the sewer runoff.

If the characters spend a turn observing this, they will note that garbage floats in from both directions and collects here although the amount of trash never really seems to increase. There is a drain in the center runoff channel and a trap has been set to make use of it. The 10' shaded area of ledge on the map has been fitted to tip over. Unless precautions are taken, the ledge will tip, the edge closest to the wall tilting up and the other edge dropping towards the water, tossing the characters into the sewer. Precautions that would be effective include wedging the ledge, providing counterbalancing for characters as they cross, moving across the trap pressed against the wall, etc.

Once in the water, the drain suction will start pulling the character down. The character must drop all items in hand to attempt to stay afloat. The base percentage chance for keeping one's head above the water is 40%; +1% for every strength point (and +1% for each 10% of exceptional strength over 18), -15% for leather armor, -20% for shield (which may be released the next round) or studded leather armor, -35% for chainmail, -40% for banded armor, -45% for splint or scale armor, -50% for plate mail, and -10% for each round submerged after the first. All magic armor—except shields—improves survivability by 5%.

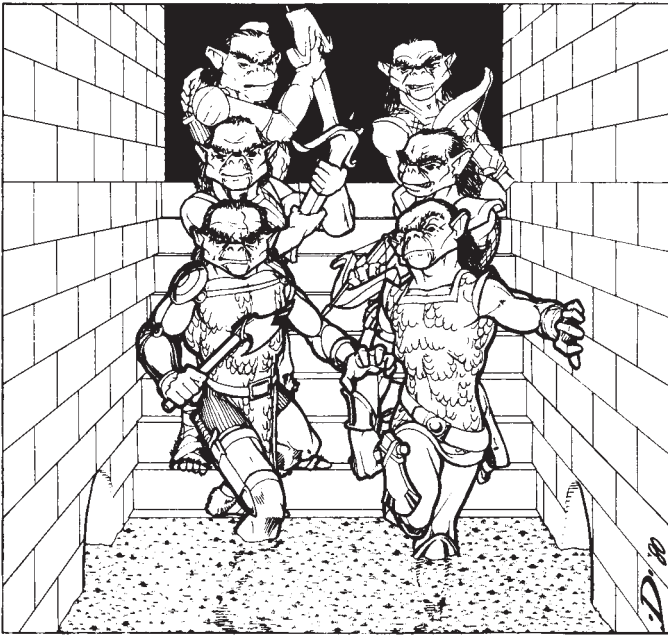
A character pulled under the surface has two rounds to surface. If the character has not reached the surface by the 3rd round, the person will suffer 10 points of damage each following round. The drain is wide enough for a man to fit through, but progress is slow down it. If someone on the surface does not have a rope in hand, it will take one round to ready one. Suction will draw a weighted rope within reach of the submerged person, and the person will find it on a roll of 1-5 (d6). A combined strength of 36 points is required to free a person from the suction in two rounds (each 10% over 18 equals another point), 72 points will free the person in one round.

When leaving this area, characters will begin to hear a thumping of "drums," coming at a steady, but slightly irregular beat. The sound will echo throughout the passage and will be obviously coming from somewhere ahead.

a. SEWER BRIDGE:

There is a wooden bridge supported by stone pillars that crosses the river of sewage at this point. The bridge is 5' wide and has no railing. It is well built and appears to be sturdy.

10. a. FALSE DRUM:



The sewer passage ends in a tumble of ruin, completely choking the passageway. Part of the collapsed tunnel forms a ledge extending into the water. Little current moves through here and the water is stagnant and slimy. An old tun rests upside down at the end of the ledge.

This tun acts as a drum when drops of water strike it from above. This sound resounds throughout the sewers at almost regular intervals. Should the tun be moved or disturbed, the intelligent creatures of the sewers will be aware that someone is wandering around in their area. Orcs and aspis will be ready for any attackers and will not be surprised.

FOR NON-TOURNAMENT USE ONLY: At the end of the passageway, in the rubble of the collapse, is a door carefully camouflaged to appear to be part of the ruined wall. This should be treated as a concealed door. Once found, it may be easily opened.

b. SECRET DOOR:

This secret door is a stone slab that pivots around a vertical axis, and is thus hidden from both directions. It is activated by a large mass (such as a human body) striking the 10' wide slab within 3' of either edge. The slab will pivot in either direction. The DM should consider the possibility of the swinging end of the door striking any character in its path and possibly depositing them in the slowly flowing sewage.

11. SMALL SEWER CHANNELS:

The construction of the sewer changes here, the main channel dividing into three smaller tunnels. The walls are still made of brick and the ceilings of stone, but there are no longer any dry ledges to walk upon. The floor is solid, but is covered by about 2' of sewage flowing towards the main channel. Wading through this is difficult and tiring. All movement is reduced by $\frac{1}{4}$ and all "to hit" rolls must be made at -1.

12. ORC AND OGRE OUTPOST:

This irregular-shaped room has apparently been enlarged by the inhabitants of the sewer. The western half of the chamber is raised about 6' above the level of the sewage and the three passages that enter the west side of the chamber each go up a short flight of stairs to reach the room. The eastern half of the area appears to have been recently dug. It has dirt floors and a ceiling supported by beams. The stone wall connecting it to the western half has been partially removed. There is a ladder in the eastern section that leads to a trap in the ceiling and there is a door on the northern wall. A great number of orcs and three ogres are in this room. They appear to be armed and standing watch.

Three ogres (AC 5; MV 9"; HD 4+1; hp 24, 19, 20; #AT 1; D 1-10, throw rocks 80' for 1-8 damage) act as captains for eighteen orcs (AC 6; MV 9"; HD 1; hp 6 each; #AT 1; D by weapon type) guarding this area. If approached from one of the three sewer passages from the west, six of the orcs, if not surprised or alerted because of the drumming stopped, will form three ranks on the steps. The bottom rank will be armed with hand axes (D 1-6), and the two ranks above them with light crossbows (D 1-4) and hand axes (D 1-6). Behind the third rank will stand two of the ogres with six rocks each. Of the remaining twelve orcs (also armed with light crossbows and hand axes), six will remain out of sight to act as reinforcements, while the other six orcs and the third ogre move down one of the side passages to attack the party from behind. In the time it takes the party to close with the orcs on the steps, their ogre captains and those armed with crossbows will attack with missile weapons. Once the front rank of orcs has been closed with, the orc crossbowmen will fire at unarmed characters to prevent spellcasting. As orcs in the front rank fall, their places will be filled by those orcs above them, dropping their crossbows and stepping down into melee. Reinforcements will then fill their positions. The orcs will not flee, due to their fear of the ogres and lack of a suitable escape route.

If the party enters from the northern door, the orcs, unless previously warned, will be unprepared for defense. They will simply rush the party and rely on greater numbers to win the battle.

In the ceiling of the chamber is a false trap door with an old ladder bolted to the wall leading to it. In a corner is the group treasure of 180 cp and 360 gp. Each ogre carries one 500 gp gem and the largest carries a **+1 dagger, +2 vs. magic-users and enchanted creatures.**

13. SEWER COLLAPSE:

The sewer ahead appears to have undergone a major collapse and the passageway is almost entirely blocked. A narrow path crosses over the tumble of rocks that the sewer water flows under. In the center, it is blocked by a large beam that extends from a crack in the floor to the ceiling. The beam appears to support a large stone block and prevents a total blockage of the passageway. The ceiling height here is 7'. To either side of the beam are spaces that a gnome or halfling could squeeze through. On the ground around this area are five flat pieces of rock (each about 6" thick), two broken beams (each 5' long) and a broken set of manacles. On the walls are scrawled samples of orc graffiti. (Samples: "Elves are fairies," "Grom the kobold takes baths.")

The beam blocking the center of the passageway does indeed support the stone block in the ceiling. If this beam is removed without any precautions, the block will immediately fall and block the passageway; nor can the passage be widened as the walls and floor here are made of wide sections of tumbled stone. If attempts are made to push the beam to the side, no improvement will result and the block will slip down a few inches in a clatter of small stones. Examination of the crack from which the beam thrusts will



disclose that the crevice extends to a substantial depth and that the beam is precariously balanced on a small outcropping of rock a short distance down. Evidently, the weight of the block prevents the beam from slipping off this ledge. Any character with 18 or greater strength may lift the block for one round and may hold it for every round thereafter that a successful *bend bars/lift gates* roll is made. When the weight is lifted off the beam, the beam will shift with a rattling crash and slide into the crevice out of sight. This noise may alert any nearby creatures, or attract the attention of wandering monsters. The block may be supported by the character for as long as possible while other characters slip through, or it may be supported by placing three to four of the flat rocks under one of the 5' beams and wedging this in place. Should the block fall (either by dropping it or knocking away the support) it will do 3-30 points of damage (FOR TOURNAMENT USE: 18 points) to the person releasing it, unless the support was pulled out by a rope or some similar means. The block will completely close the passageway. The stone may be levered up with beams and stones, but this will require 50 combined strength points and three turns to accomplish.

14. ORC GUARD POST:

This is a small dirt chamber. In the east corner is a small glowing brazier that provides a dim light and little heat. The odor of burnt meat and uncured leather hangs in the air. The walls are hung with the hides of various creatures, all poorly prepared and ragged. About the room are six orcs armed with short swords and spears. Near each exit is a gong hung from a large bone stuck into the wall.

The six orcs (AC 6; MV 9"; HD 1; hp 5, 6, 2, 7, 7, 4; #AT 1; D 1-8 or by weapon type) are guards to alert the main chamber of any attacks. If not surprised, 1-4 orcs will remain in the area to fight the party while the others flee the chamber, pounding on the gong as they go. These fleeing orcs will attempt to join either the main group or one of the other guard posts. Those that remain will fight until one of their number is killed. When this happens, the survivors will attempt to flee in any direction. All orcs will fight if surprised. The skins on the wall are worthless, being too poorly prepared to have any value. The brazier is made of bronze and *might* be worth 1 gp if it were cleaned and restored. Each orc carries all of his personal treasures (2-12 gp each). Beyond this, there is nothing of value in the room.

15. ORC CHAMBERS:

a. Main Chamber:

This crudely fashioned room is large and somewhat crowded, being occupied by many orcs engaged in daily tasks. The walls throughout are hung with weapons, shields, skins, and tribal banners (such as gaudily decorated manacles, etc.). There are several small cooking fires, giving off little light, but just enough heat to ruin infravision around them. Near these fires are low mounds of dirt. The air is smoky and rancid smelling.

There are twenty-four orcs, six males and eighteen females (AC 6; MV 9"; HD 1; hp 5 each; #AT 1; D by weapon type, +1 on "to hit" and morale because of standard) in the chamber. All will fight with equal ferocity attempting to capture or kill intruders. There are also twenty young who will not fight. A variety of weapons will be available to the orcs—hand axes, spears, short swords, and daggers. If six or more orcs are killed, one will attempt to summon aid from one or more of the following chambers: the **Chief's Den (15b)**, the **GUARDPOST (14)**, or **(16a)**. If possible, these reinforcements will attempt to circle around behind the party, although this will take five rounds. If the orcs are forced to retreat, they will not allow themselves to be trapped in the Chief's Den if at all possible.

The skins on the walls are of no value, being like those in room **14**—poorly cured, ragged, and dirty. The other items that can be found in the chamber—chipped pots, worn baskets, bone dice (probably loaded), utensils made of human bones—are also of no particular value. The weapons, though battered, are sturdy and sharp. Each male will have 1-6 gp on their person. The females carry no treasure.

b. Chief's Den:

This room appears much like the others in this orc lair. It is an earthen chamber, its walls hung with furs and worn tapestries instead of skins. These tapestries are dingy and drab-colored, and depict various scenes of torture. The floor is covered with skins and furs concealing the dirt floor. At the north end of the chamber is a raised platform with even more furs (decorated tastelessly). Upon one end is a chest. In the chamber are eight large orcs, armed and ready. Furthermore, on the platform sits an extremely large orc flanked by two ogres.

The chief of the orc tribe (AC 4; MV 9"; HD 3; hp 15; #AT 1, D by weapon type), his bodyguards (as the chief, hp 12 each), and his 2 ogre advisors (AC 5; MV 9"; HD 4+1; hp 22, 25; #AT 1; D 1-10) reside in this room. All except the ogres are armed with long swords (D 1-8) and flails (D 2-7). These creatures will fight to the death, expecting no mercy from their opponents and having no place to flee. If possible, they will attempt to rush an opposing group, pushing them aside and then turning and trapping their *opponents* in the room. If this is successful, but they still cannot defeat their enemies, they will fetch fire from the main chamber and burn the room or fill it with smoke.

The chest is the only thing of obvious value in the room, the rest being too stained, poorly maintained, or trashy to be worth taking. This chest is locked and there is a keyhole in the front. The chest also has a **glyph of warding** cast on it, a rune which only the chief knows. Any who open the chest without the proper precautions must save vs. paralysis or be paralyzed. This paralysis may only be removed by a **remove curse**. The key to the chest is buried in the northwest corner. In the chest are three bags of copper pieces (400 pieces in each) and four gems (50 gp, 5 gp, 5,000 gp, 2,000 gp). There are also three daggers: one copper-hilted, one bronze-hilted, and one brass-hilted. The blades appear to be coated with rust, but is really dried smears of orcish poison. The merest scratch by one of these blades necessitates a save vs. poison. Only one successful strike with each dagger may be made

before the poison is rubbed off. While the daggers are worth 25 gp, 40 gp, and 60 gp respectively, lawful merchants and armorers will recognize the orcish make and poison and refuse to have anything to do with the sellers, believing them to be chaotic to carry such weapons.

16. WITCH-DOCTOR'S CAMP:

Here the sewer resumes with water to the east side and a 5' wide ledge to the west. A low wall of rocks (3' high) block the ledge at this point. Across the water to the east from the wall of rocks are three ledges extending 5' into the water. Each is ringed by a low rock wall (2' high).

- a. Eight orcs live in the chamber just west of the ledge (AC 6; MV 9"; HD 1; hp 7 each; #AT 1; D 1-6), armed with spears and short swords. At present, two are on guard duty behind the wall across the ledge. They will not attack until a party is within 20' of them. If fired at with missile weapons, these orcs are considered to have 50% cover, if they remain behind the wall (AC 2 instead of 6, +4 on saving throws vs. frontal attacks).

On the first attack the orcs will hurl their spears and then draw their swords. If any members of the party close with the orcs, these guards will engage them with swords, staying behind the wall. If the party does not close with the guards and rather attacks with missiles the orcs will retreat out of sight up the west corridor until the party attempts to cross the wall, at which point the orcs will charge. Replacements will arrive from the side cavern to assist as needed. If two or more orcs are killed, the rest will fall back from the wall, forcing characters to cross the wall to engage. On the round spent climbing over the wall, the characters automatically lose initiative; if not engaged, the orcs will attack with thrown spears.

In the chamber are 1,000 gp in a stone chest. In a small pit under this chest is a magical **scroll** with one spell, **invisibility**. There are also two 15' long planks for crossing the sewer.

- b. Six orcs (AC 6; MV 9"; HD 1; hp 4 each; #AT 1; D by weapon type) and an orc witch-doctor (AC 4; MV 9"; HD 1; hp 6; #AT 1; D by weapon type, spells, see below) also live here. The orcs carry light crossbows (D 1-4) and three have pots of particularly vile sewage (when thrown all within a 3' radius of the burst must save vs. poison or be helpless with nausea for 2-8 rounds).

The witch-doctor (cleric/magic-user, levels 3/3) is armed with a sling (D 2-5) and a mace (D 2-7), has a clerical scroll of one spell, **prayer**, (10% chance of error in reading) and has the following spells memorized:

Clerical Spells

First level: cure light wounds, darkness

Second level: resist fire

Magic-User's Spells

First level: shield, affect normal fires

Second level: scare

As the party approaches (the noise at area **13** or **15** will alert the witch-doctor and his minions), the witch-doctor will cast the **prayer** upon himself and the six orcs. The orcs will then move to the entrances on the east side of the sewer (two on each ledge) and hide behind the low walls. One at each position will have a sewer pot. Once the adventurers have engaged with the guards on the opposite side, these orcs will attack the rest of the party first with the pots and then with missile fire. They will remain behind their walls, receiving the benefit of 25% cover (AC 4 instead of 6, +2 on saving throws vs. frontal attacks).

As soon as the **prayer** is cast, the witch-doctor will cast a **shield** on himself and then go to the southern-most ledge. Once there he will cast **darkness** at the lead figure and then **scare** at the second in line. Given a chance he will use **affect normal fires** to reduce the light of a torch or lantern to almost nothing. Due to cover, the witch-doctor has an armor class 2 places better than that given by the **shield** spell (i.e. 0/1/2). Given the opportunity, he will cast a **resist fire** on himself.

If four or more orcs on this side of the sewer are killed, the survivors will flee back into the chamber. They will not pursue the party. In the chamber are two sacks, each containing 250 gp; there are also 2 gems, 100 gp, 1,000 gp; and two 15' planks for crossing the sewage.

17. GAS FILLED ROOM:

A short flight of steps leads up to a landing on the north end of the sewer above the sewer runoff. There is a door in the center of the north wall. The air here has a bitter odor different from the rest of the sewer. The torches flare and flicker as if in a breeze.

If the door is opened, the characters will see:

Beyond the door is a room, cluttered with rags, rusting weapons, splintered armor, and dirt. The air is bad and stings the eyes slightly, but not enough to cause any ill effects. Likewise, breathing the air seems to have no dangerous consequences. There is a door on the opposite wall, 5' from the right end.

The entire chamber is filled with colorless explosive gas. Nothing will happen until a character enters the room with a burning light source. Torches will ignite the gas instantly, but lanterns will require 1 round before the gas explodes in a cloud of fire. All who are in the room or within 5' of an open door must save vs. dragon's breath. Failure to do so will result in 4-24 points of damage (FOR TOURNAMENT USE: 16 points of damage) and blindness for 2-5 rounds. A successful saving throw will result in ½ damage (no blindness). The gas is consumed so quickly that the entire explosion will last but a second. Nothing will be set on fire, but clothes, hair, eyebrows, etc. will be scorched. If one or both doors are left open for one turn, the gas will dissipate. If the doors are closed, the room will refill in three turns. There is no treasure in this room.

18. a. THE SLAVE PITS:

This room is large and high ceilinged. Two pillars, 5' diameter, reach twenty feet from ceiling to floor, in the middle of the room. A grid of 10' square trap doors form the floor of the entire room. They are hanging open, forming a grid of 6" wide beams between them. Fifteen feet below may be seen empty slave pits. These are 10' square and are separated from each other by iron bars that reach up to the trap doors.

Standing out of sight, one behind each pillar, are two aspis drones (AC 2; MV 15"; HD 6; hp 32, 36; #AT 2; D 1-4/1-4 or by weapon type; immune to electrical and cold attacks, ½ damage from fire). Each drone carries two swords (D 1-8), two shields, and twelve darts (D 1-3) strapped to the inside of their shields. The drones will not advance to attack, preferring to cast their darts and use the pillars as cover. Once a party advances over the pits, the aspis will close and melee with the party. The aspis use the hind feet to sling to the beams and are practiced at maintaining their balance, characters however must take care when attempting to melee while standing on the beam. Any aspis scoring a hit of 2 or more greater than the number required to hit will have managed to knock a character off the beam into one of the pits below, inflicting 1-6 points of damage from the fall. The trap door at the top will be closed by the operator at **18b** once a character has fallen in. If a character crosses over a closed pit, the operator at **18b** will open it long enough for the person to fall in.

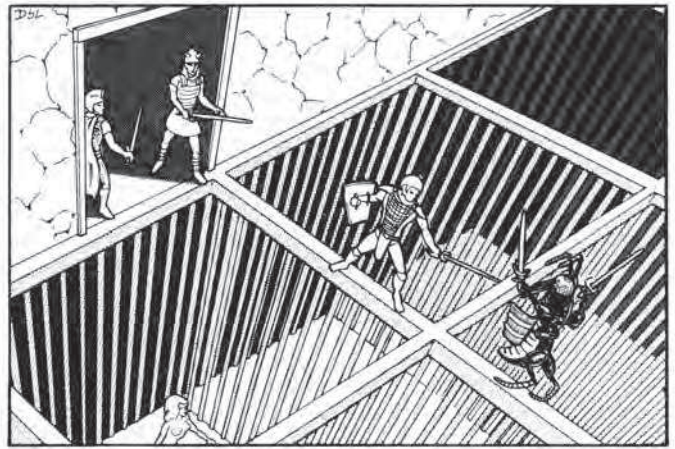
If a *character* strikes an aspis with a roll that is four or more greater than the number needed to hit, the aspis will lose one attack that round as it regains its balance. Two such successful attacks will cause it to lose both of its attacks that round, while three such hits will knock it over the edge. Trap doors will *not* close over an aspis, and they will be able to climb out in one round.

The pits are separated from each other by iron bars spaced 6" apart. These extend from the beams above to the floor. There are no doors in the bars. One attempt to *bend bars* may be made per wall. The trap doors are connected to levers and long rods that run along the beams and disappear into the wall.

b. TRAP DOOR CONTROL BOOTH:

This is a small room, sparsely furnished. On the east wall are a large number of levers and above them at eye level is a narrow horizontal slit. A large insect man stands in the room. He is carrying a 2-handed sword, 2 shields and wears two belts that cross his thorax.

This aspis drone (AC 2; MV 15"; HD 6; hp 33; #AT 2; D 1-4/1-4 or by weapon type; immune to electrical and cold attacks, ½ damage from fire) operates the controls to the trapdoors of area **18a** and usually watches through the slit for signs of activity. Any who successfully pass through the slave pit room will be met by it in the hallway, as it will not allow unknown humans to pass. If the slit is seen from the chamber, it will still be difficult to see the aspis beyond it. This viewslit is too small for missile weapons to be shot through it, nor may the aspis be struck by a **magic missile** as the aspis cannot be seen. Fire attacks (e.g. a **fireball**) will do some damage if the center point of the attack is within 5' of the opening. Damage from such attacks will be ¼ the normal amount. The aspis drone has one treasure that he was carrying back to the nest—a **pearl of wisdom** set into a brooch that he wears at the cross of his belts.



19. a. MAIN SLAVE CHAMBER:

This broad, long room is filled with two rows of cages, whose bars reach from floor to ceiling. Each has a door with a heavy locking mechanism in it. On the floor of the cells are straw and wooden bowls. Each cell holds a man or a woman, although each could hold more. Strolling down the central corridor between the cages are three humans and five orcs.

The humans and the orcs are viewing the selection of slave stock in preparation for selecting the hardiest to march out of town on the caravan route. One of the humans is a merchant (AC 10; MV 12"; HD 1-1; hp 3; #AT 1; D by weapon type) armed with a dagger under his robes. The second person is a female 7th-level fighter (AC 5; HD 7; hp 44) wearing chainmail armor and carrying a battle axe (D 1-8). She is also carrying a **luckstone** (+1 on all saving throws). The last person is a magic-user (AC 6; Level 6; hp 12) wearing robes, **bracers of defense AC 6**, and a **ring of shooting stars** on one of his fingers. He carries a staff, dagger, and his spells are as follows:

First level: burning hands, friends, magic missile, spider climb

Second level: invisibility, web

Third level: monster summoning I, slow

Accompanying the humans are five orc guides and interpreters (AC 6; MV 9"; HD 1; hp 4 each; #AT 1; D by weapon type) armed with light crossbows (D 1-4) and spears (D 1-6). The leader of the group carries a ring of keys that will open the cell doors. The prisoners, thirteen in number, are ragged and beaten looking. Eleven of these are common folk, both male and female (AC 10; MV 12"; 0-level fighters; hp 2-7), while one of the remaining two is a 4th-level fighter (hp 20) who will join the party if equipment can be provided for him. The remaining slave is actually a doppelganger (AC 5; MV 9"; HD 4; hp 16; #AT 1; D 1-2, surprise on a 1-4, immune to **sleep** and **charm** spells, save as a 10th-level fighter) who, when accidentally captured by the orcs, decided to pose as a slave while preying on any creature he could find. At times when he is unobserved, he will attempt to slip free of his bonds and hunt for prey.

Each of the caravan organizers carries three gems worth 500 gp each. The merchant also carries a map showing the route the caravan will take when they leave here. If followed, it will lead to Dungeon Module A2: **SECRET OF THE SLAVERS STOCKADE**. The orcs each carry 2-8 gp.

b. STOREROOMS:

These rooms have tables and shelves neatly piled with clothing, dried rations, manacles, whips, rope, branding irons, and tuns of wine. These have evidently been kept in good order and free of pests like giant rats or insects.

There is no treasure, armor, or weaponry in either of these rooms.

c. MACHINE ROOM:

This chamber is set about 5' higher than the level of the floor of the slave pens. The ceiling is 10' high. Mounted along the length of the ceiling are a series of pistons and springs that operate the opening and closing of the trapdoors in the main slave chamber (area **18a**). Presently maintaining these are five slaves and an insect man.

This room is beneath **18b** and the corridor. The aspis drone (AC 2; MV 15"; HD 6; hp 34; #AT 2; D 1-4 or by weapon type; immune to electrical and cold attacks, ½ damage from fire) directs the activities of five slaves (AC 10; Level 0; hp 2-7) who maintain the machinery of the slave pits. The drone is armed with two long swords and carries a shield on his back. If the drone is attacked, the slaves will attempt to assist the attackers by grappling with it. Due to their desire for freedom, the slaves will press their attack regardless of losses, so long as the hope of rescue remains. There is nothing of value in the room.

20. TRICK STAIRS:

A staircase goes down about 10' and ends in a small landing with a door facing the stairs. The steps are made of flagstones set in mortar. The flagstones are loose.

This staircase will become a slide if the door to room **21** is not opened properly. A thief may not detect the trap, but a dwarf could detect shifting stone if checked for. If the door is opened without first locking a secret catch (detectable only by a thief), the stairs will suddenly slant, creating a steep incline. Unless previous precautions have been taken, characters will slide into room **21**, automatically losing surprise and initiative for the first round. Characters roped together, but not fastened to anything, will have even greater difficulties (the characters will be surprised for two segments and may not take any action during that time). After the door is closed and pressure released from the slope, the stairs will return to normal. If the door is opened after locking the catch, nothing will happen and the party will find stairs going down.

21. SLAVE LORD'S DEN:

This chamber is circular with a moat of sewage surrounding a bare platform in the center. Around the outer wall of the room is a narrow 3' ledge connected to the center of the chamber by three arched stone bridges. On this ledge stand ten orcs. From the west side of the room a staircase descends into the center of the platform. Opposite the stairs to the east, is an alcove containing a table, chairs, and many crates and boxes. There is a man sitting at the table with five giant weasels around him. A ladder at the back of the alcove leads to an opening high in the wall. The entire area is torch lit.

The man sitting at the table is a thief (AC 5; Level 7; hp 26; #AT 1; D by weapon type; backstab for triple damage; leather armor, sword, sling, a **+2 ring of protection** and a **potion of invisibility**). The five giant weasels (AC 6; MV 15"; HD 3+3; hp 20, 24, 18, 19, 21; #AT 1; D 2-12; drain blood for 2-12 points per round) are trained to obey his commands. If not surprised, he will order the weasels to leap the moat and attack. After this, he will run behind the boxes where he cannot be seen and take a sip (1/8 of the total) of the potion to become invisible for 3-6 turns. Thereafter, he will await an opportunity to backstab any character he can, sipping the potion again after attacking.

The ten orcs (AC 6; MV 9"; HD 1; hp 4; #AT 1; D by weapon type) on the ledge are armed with light crossbows (D 1-4) and short swords (D 1-6). Two will stand at each bridge while the remaining four will position themselves halfway between the bridges. The orcs will not engage in melee now, but will fire crossbows at any characters not fighting the weasels. If any characters enter the alcove, any surviving orcs will rush there to attack. Also, they will try to prevent characters from crossing the bridges.

The crates contain rations, chains and other supplies in preparation for a slave caravan. In one crate are bags of coins, 5,000 gp total. In another sack in a different crate are three pieces of jewelry, each worth 1,000 gp. On the table are the records of the slavers' activities in the area and a map of the caravan route and the stops on the way.

The ladder leads to a dirt tunnel that exits in the cemetery of the temple above ground (see **Temple**, area **8**).

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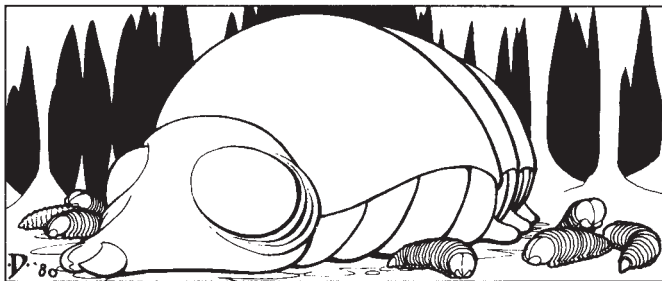
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Tournament Coordinator: Bob Blake

ASPIS

	Drone	Larva	Cow
FREQUENCY:	Rare	Rare	Very rare
NO. APPEARING:	2-20	3-30	1
ARMOR CLASS:	3 (2)	6	7
MOVE:	15"	1"/6"	3"
HIT DICE:	6	2-5	10
% IN LAIR:	30%	90%	95%
TREASURE TYPE:	F	Nil	Nil
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-4/1-4 or by weapon type	2-7	3-18
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	Immune to acid	See below
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Very	Non-	Low
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M	S	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil
LEVEL/X.P. VALUE:	V/300 +6/hp	2HD - II/28 + 2/hp 3HD - II/50 + 3/hp 4HD - III/85 + 4/hp 5HD - III/130 + 5/hp	VII/1,350 + 14/hp

Considered unfathomable by humans, aspis are seldom encountered in populated lands unless raiding for food. They commonly live in small groups, tending to their own business and only occasionally dealing with outsiders. Few people can report of ever meeting one of these creatures, and the existence of larva and cows is only a subject of rumor. These do exist, however, as they are necessary for the survival of the race.



Aspis Cow: Unlike other larvae who harden their skins and metamorphose into drones, the cows retain their larval form, becoming huge and bloated females, 10' to 15' in length. Their sole purpose in life is to lay eggs for the nest. They are sluggish creatures, but their large size makes their bite dangerous. In addition, their skin exudes a milky acidic slime that will eat through metal or wood in 1 round and will burn exposed flesh for 1-8 points of damage each round until washed off.

Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 granaries, 1-6 grub hatcheries, and a central chamber. The tunnels are commonly about 4' high and will be well defended by traps and guards. The grub hatcheries will contain 1-10 larvae each. Only one cow will be found in any nest. There is a 10% chance that 10-100 giant ants will share the nest with the aspis.

Aspis larvae are the offspring of the nest. Ranging anywhere from 1½' to 3' in length, they resemble fat, white grubs. They are blind and deaf but can locate and identify other creatures through vibrations and scent. They have voracious appetites and require an almost constant supply of food. They are most commonly found in hatcheries maintained by the drones—usually pits of rotting materials in which the larvae swim or burrow and feed. Occasionally the drones will select one larva and feed and treat it in such a way

that it will not develop along normal lines, but will instead become an aspis cow.

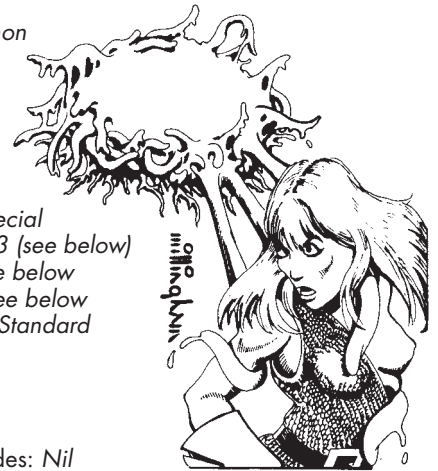
Aspis drone are the adult males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names. Fierce warriors, they are capable of using all weapons but bows, and can fashion items they need with skill. Although they prefer to travel on all six legs, in combat they will stand on their hind legs, using the other four to wield two weapons and two shields (making them armor class 2). They are fanatically loyal to a single cow and will defend her to the death. They are immune to electrical and cold attacks and will only take ½ damage from fire-based attacks.

Aspis drones speak their own language and 5% will be able to speak common. They do not have a written language per se, but may communicate in a similar manner by using subtle scents and perfumes.

Description: Drones are 6' long and appear to be giant weevils. They have an extremely long proboscis and multi-faceted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink amongst them.

SUNDEW, GIANT

FREQUENCY:	Uncommon
NO. APPEARING:	1-4
ARMOR CLASS:	7
MOVE:	1"
HIT DICE:	8
% IN LAIR:	0%
TREASURE TYPE:	Nil
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	1-3 (see below)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Semi-
ALIGNMENT:	Neutral
SIZE:	M
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil
LEVEL/X.P. VALUE:	VII/1,075 + 10/hp



Unlike its smaller cousin, this plant is almost sentient, being slightly aware of its surroundings. Preferring shaded, cool places to grow, the giant sundew grows only hairlike roots to lightly anchor it in place. Furthermore, it may at will withdraw these roots and pull itself along the ground with its sticky tendrils. It primarily derives its sustenance from the prey it catches.

The giant sundew is able to detect moving creatures by vibrations and when anything moves within 5' of it, it will lash out with its tendrils. Its lump-like body is covered with hundreds of these, so up to six may attack each creature in range each round. These tendrils end in sticky globs of sap. For every three tendrils that strike a victim, that creature will suffer a -1 on the victim's subsequent "to hit" rolls. This effect is cumulative, so that if 6 tendrils hit, the victim will be -2 on its "to hit" roll. If a 20 is rolled "to hit" by the sundew, that tendril will have struck the character across the mouth and nose, clogging these with its sap. The character will suffocate in 2-4 rounds unless the sap is removed. In addition to these attacks, the sap is composed of a mild enzyme acid that will cause 1 point of damage per tendril each round until the tendril is broken. These tendrils may be broken at the same chance as that for opening doors for each character and each tendril should be checked for individually. The sap will dissolve and become harmless if soaked with vinegar or alcohol (such as wine), and this is the only non-magical way to prevent suffocation. Due to the plant's sticky exterior, missile and firebased attacks will only do ½ damage.

Description: Giant sundews appear as 3 to 4' large mounds of gray-green tarry ropes or rags. Areas where they are found are often heavily fly-infested. If found in a closed area, the air will often have a thick odor like sweet syrup.

TOURNAMENT CHARACTERS

CHARACTER NUMBER	Elwita 1.	"Ogre" 2.	Freda 3.	Karraway 4.	Blodgett 5.	Dread Delgath 6.	Phan-stern 7.	Eljayess 8.	Kayen Telva 9.
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Cls	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/III	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3'10"	6'	5'3"	6'	3'	6'1"	5'8"	5'4"	5'6"
WEIGHT	131 lbs	183 lbs	129 lbs	175 lbs	60 lbs	162 lbs	204 lbs	123 lbs	98 lbs
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	-2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	12"	12"	12"	12"	12"	12"	12"	12"	12"
STR	17	18 (56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	11	11	13	9	11	13	14	10	13
PETRIFY	12	12	14	12	10	11	13	13	13
RODS	8	13	15	13	7	9	11	14	11
BREATH	13	13	16	15	13	13	15	15	15
SPELLS	9	14	15	14	14	10	12	15	12
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	0
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	+1
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%

THIEVING* ABILITIES:	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language
	65%	62%	50%	60%	56%	25%	75%	20%

* Blodgett's Thieving Abilities.

	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	+1 shield +2 war hammer	Belt pouch (lg), 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50' rope	
"Ogre"	Long sword Short bow (comp) Throwing knife	+1 long sword +2 splint mail	Backpack, waterskin, flask of oil, blanket, quiver and 20 arrows, 50' of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Eight +2 arrows +3 chainmail Potion of Healing	Backpack, quiver & 12 arrows, tinderbox, 6 torches, 50' rope	
Karraway	Footman's mace Hammer	Potion of Clairaudience , Scroll of Raise dead	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes	Bless, Command, Cure It. wounds (x2), Light, Find trap, Hold person (x2), Silence, Spiritual hammer, Cure disease, Dispel magic
Blodgett	Short sword Dagger Sling	+1 ring of protection, boots of elvenkind	Belt pouch (sm), tinder-box, 2 flasks of oil, 20 bullets, 20' of rope, 4 spikes, waterskin, thieves tools	
Dread Delgath	Dagger Staff	Bracers of Defense AC 6, Wand of fire (4 charges)	Belt pouch (lg), 2 oil flasks, material spell components, 3 tallow candles, 2 torches, 1 tinderbox	Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow
Phanstern	Dagger (silver)	Potion of Extra healing , Scroll of Blindness and Blur	Belt pouch (sm), bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation
Eljayess	Spear Long bow Hammer Long sword	+1 spear Potion of Speed	Quiver & 20 arrows, vial of holy water, wooden holy symbol, small pouch, 50' of rope, waterskin	Command, Cure It. wounds (x2), Light, Chant, Hold person, Silence 15' radius
Kayen Telva	Long sword Long bow Hand axe Dagger	Two Javelins of piercing , Scroll of Hold portal and Suggestion	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle	Charm person, Shocking grasp, Sleep, Invisibility, Knock

TOURNAMENT SCORING

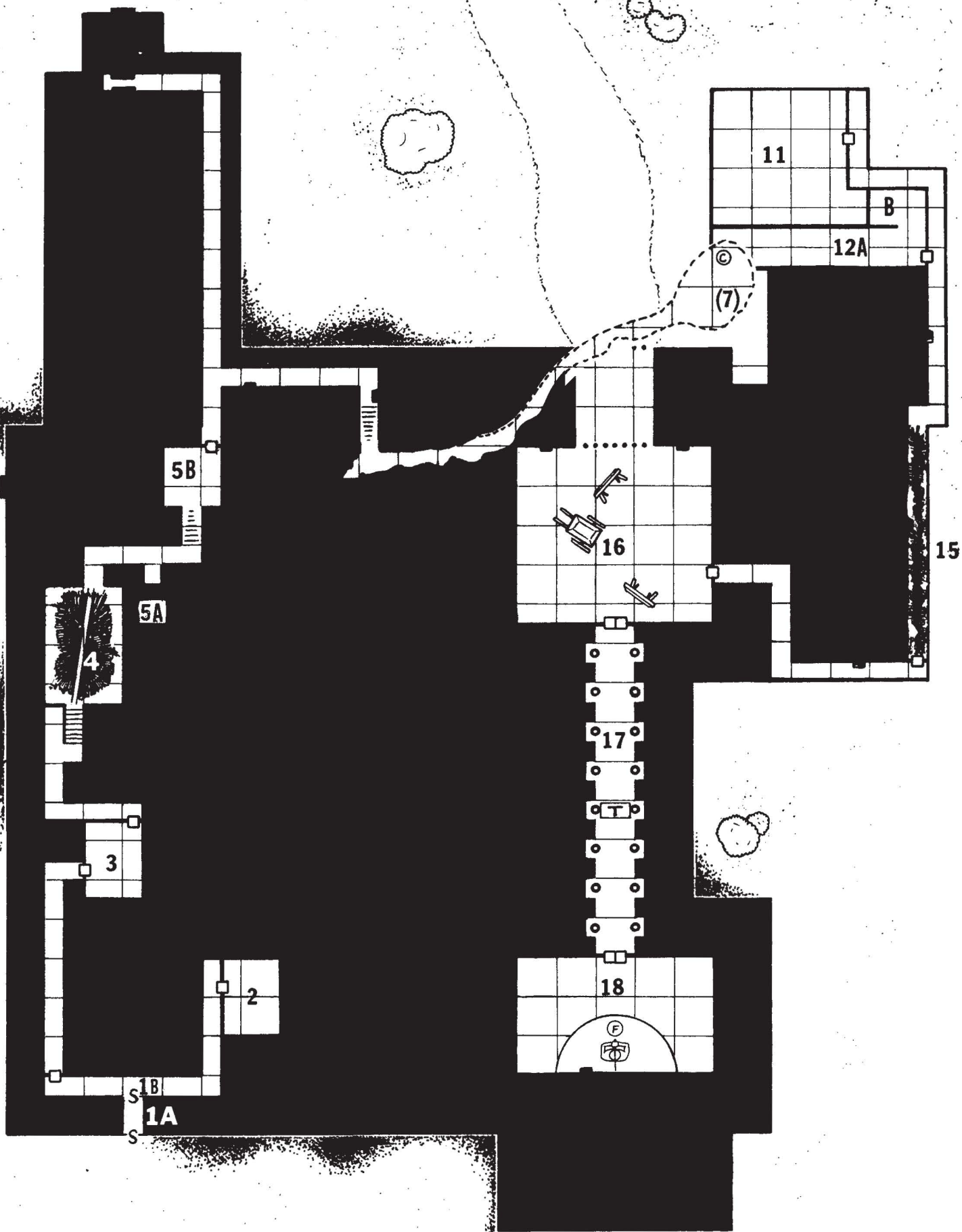
For this tournament, the highest scores will be awarded for completing the most room encounters before time runs out. Scoring also takes into consideration the number of characters surviving.

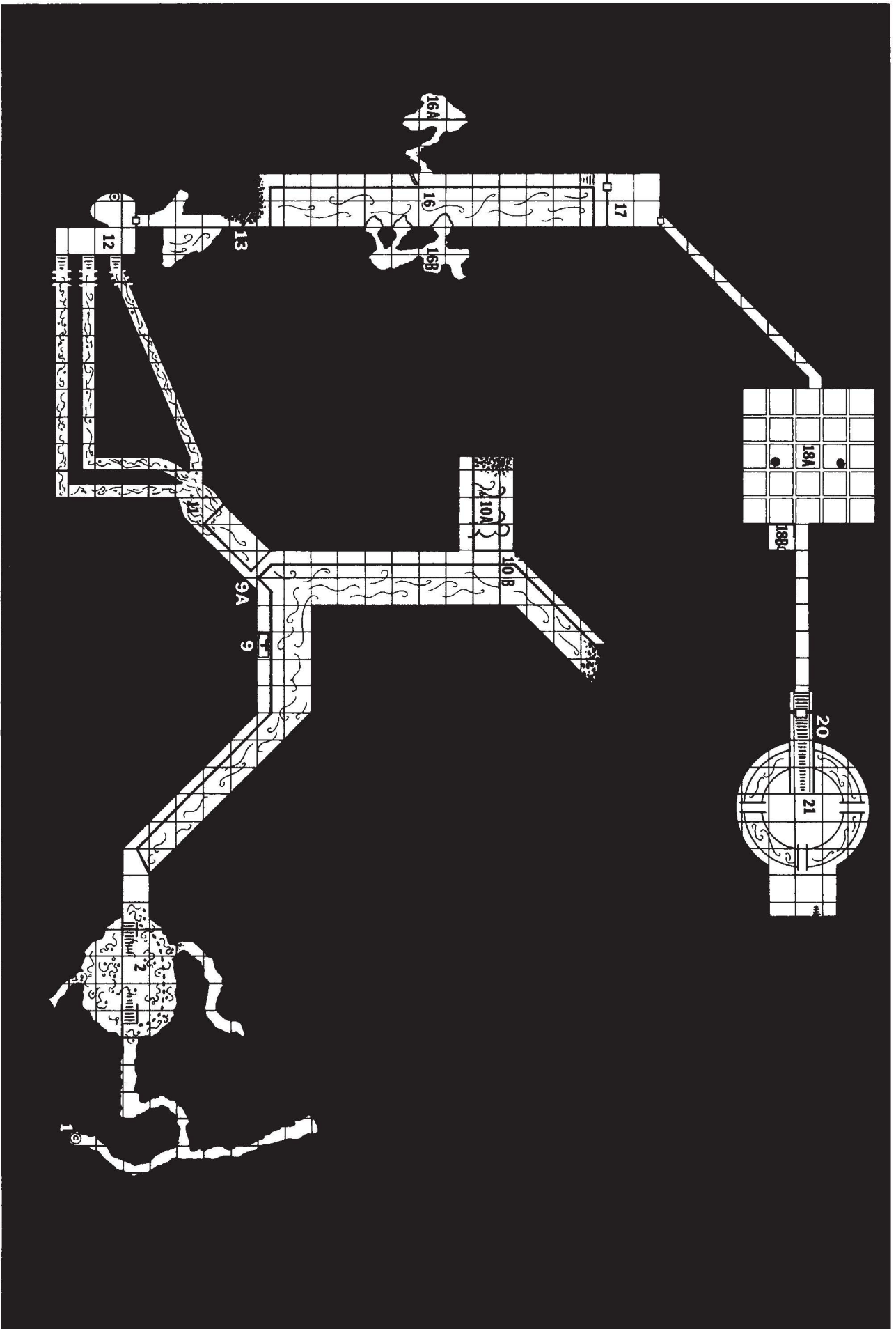
		ROOMS ENCOUNTERED								
		1	2	3	4	5	6	7	8	9
Number of Characters Surviving	1.	5	50	95	140	185	230	275	320	365
	2.	10	55	100	145	190	235	280	325	370
	3.	15	60	105	150	195	240	285	330	375
	4.	20	65	110	155	200	245	290	335	380
	5.	25	70	115	160	205	250	295	340	385
	6.	30	75	120	165	210	255	300	345	390
	7.	35	80	125	170	215	260	305	350	395
	8.	40	85	130	175	220	265	310	355	400
	9.	45	90	135	180	225	270	315	360	405

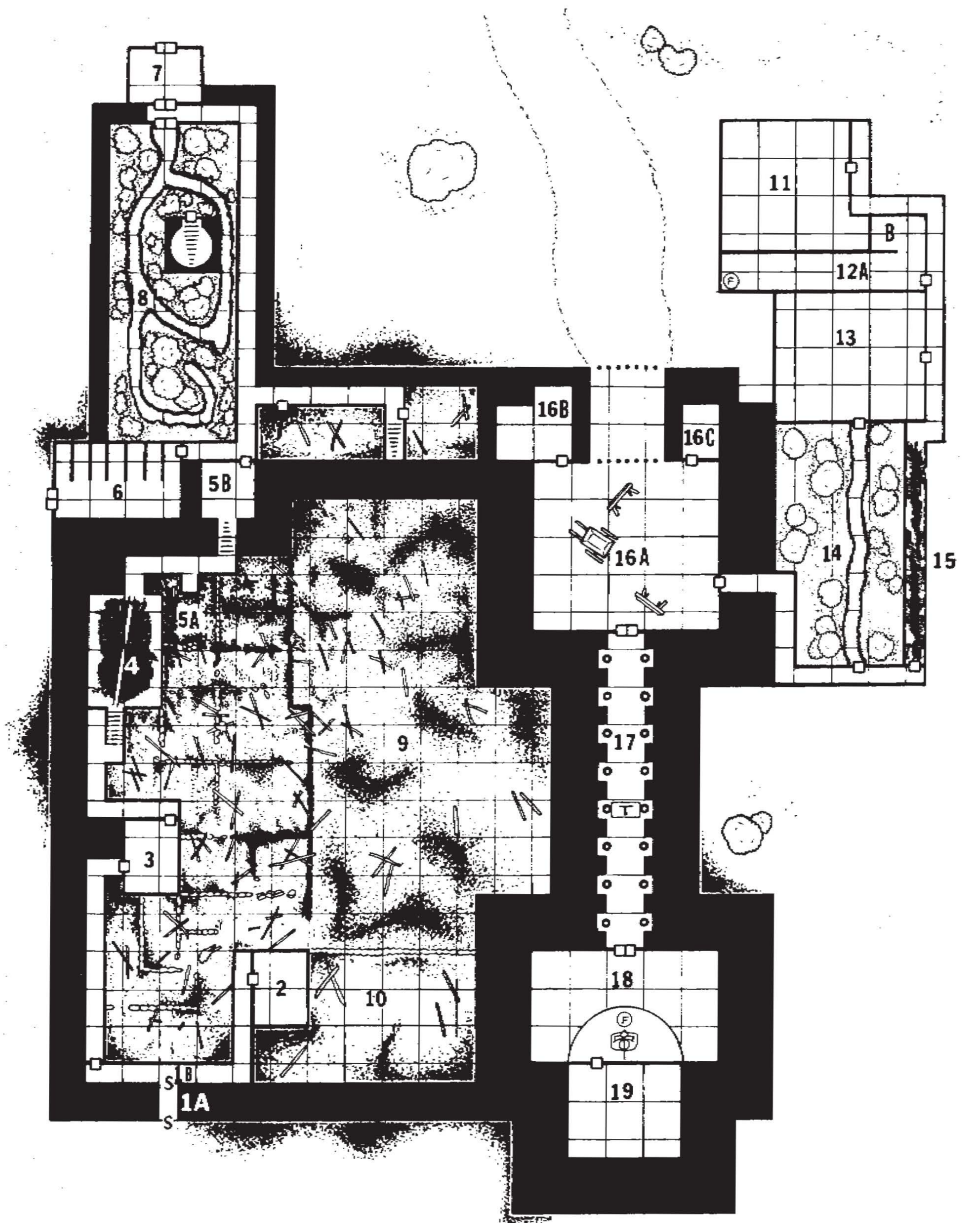
SCORING ADJUSTMENTS

Start	+7 for casting invisibility on halfling
Rm. 1	+4 for attempting to find trap
Rm. 2	No adjustments
Rm. 3	-4 for sending one character in alone -4 for attempting to use sleep spell +4 for attempting to turn undead
Rm. 4	-4 for attempting to cross on charred section +4 for using spider climb, levitate or climb walls
Rms. 5a, b	-4 for destroying barrels +8 for using vinegar in barrels on sundew +4 for using missile fire/avoiding direct contact
Rm. 12	+8 for checking manacles +8 for <i>not</i> charging down the hall -8 for casting fireball
Rm. 15	+4 for levitate, spider climb or climb walls +4 for making raft out of door -4 for attempting to swim in metal armor
Rm. 16	+4 for casting slow spell +4 for casting wall of fog +8 for casting paralyzation
Rm. 17	+4 for attempting to find trap +8 for casting dispel magic
Rm. 18	+4 for casting blindness on cleric +4 for casting silence on cleric +8 for casting dispel magic or avoiding silenced area

TOURNAMENT MAPS



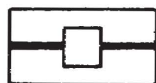




SECRET DOOR



OVERTURNED TABLE



DOOR



STATUES



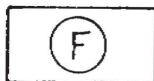
RUBBLE



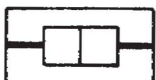
TRAP



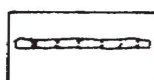
STAIRS UP



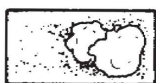
TRAP DOOR IN FLOOR



DOUBLE DOOR



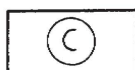
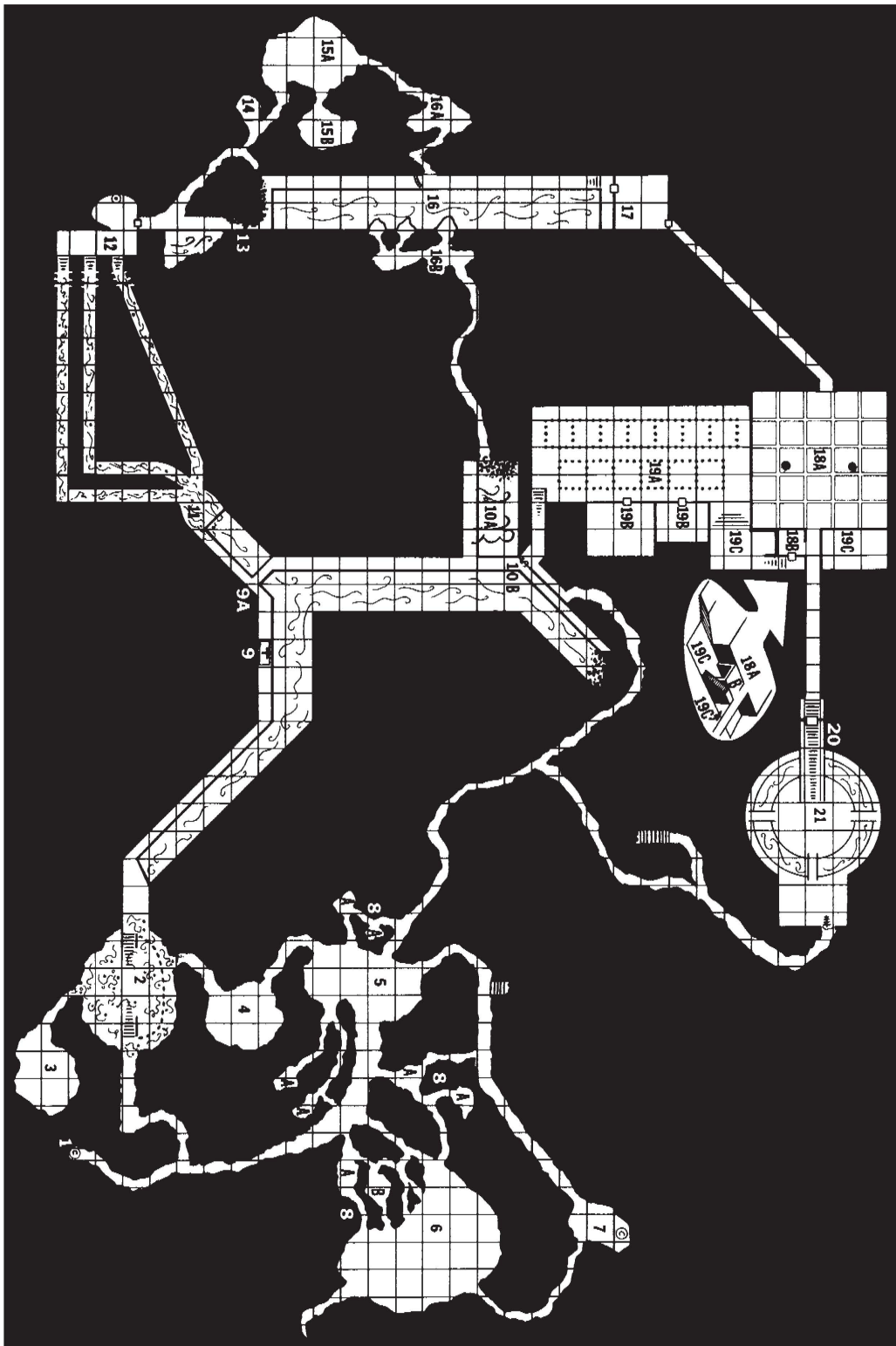
ROCK WALL



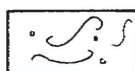
GARDEN



STATUE



TRAP DOOR CEILING



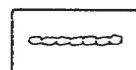
WATER, SLUDGE



STAIRS DOWN



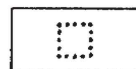
LEDGE



ROCK WALL



PILLARS



CAGE BARS



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By David Cook



A2: Secret of the Slavers Stockade™
By Harold Johnson
with Tom Moldvay



A3: Assault on the Aerie of the Slave Lords™
By Allen Hammack



A4: In the Dungeons of the Slave Lords™
By Lawrence Schick

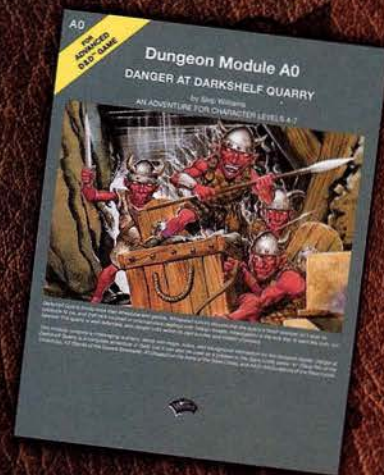
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