

Beneath Castle Everglory

An Adventure for GURPS Dungeon Fantasy



Designed and written by Anonymous

Maps by Kuroshima

PDF by Onkl

The source can be found at: http://wiki.rpg.net/index.php/Beneath_Castle_Everglory

TABLE OF CONTENTS

INTRODUCTION: Into the Dungeon	9
SET-UP - The stained green map	10
THE TOWN OF LAND'S END	11
<i>The Dog and Duck Inn.....</i>	<i>11</i>
<i>Mayor Orin Bladebearer.....</i>	<i>11</i>
<i>Other Handy NPCs</i>	<i>12</i>
Kerrigan Blacksmith.....	12
Lom Hunter.....	12
Borgas Saddlemaker	12
Mother Bendyl.....	12
Doctor Gimmerson	13
<i>Rumors in Land's End.....</i>	<i>13</i>
Rumor Table: Roll 3D6.....	13
CUTNOSE ORCS AND BLOOD AXE BUGBEARS: A Primer	15
<i>Cutnose Orcs.....</i>	<i>15</i>
<i>Blood Axe Bugbears.....</i>	<i>15</i>
INTO THE WOODS: Travelling to Castle Everglory.....	16
<i>Orc Hunting Party 1</i>	<i>16</i>
Monsters	16
Wolf Fang (Platoon Leader).....	16
10 Cutnose Orc Archers.....	16
Treasure.....	16
<i>Orc Hunting Party 2</i>	<i>17</i>
Monsters	17
Smash Head (Platoon Leader)	17
9 Cutnose Orc Archers.....	17
Treasure.....	17
<i>Further Random Encounters.....</i>	<i>18</i>
Day Encounter Table	18
Night Encounter Table.....	18
CASTLE EVERGLORY	19
<i>Encounter in the Ruins.....</i>	<i>19</i>
Monsters	19
12 Cutnose Orc Archers.....	19
12 Cutnose Orc Warriors.....	19
3 Blood Axe Bugbears (Rock, Hammer and Strangefruit)	20
Iron Claw (Orcish Captain).....	20
Toad Face (Orcish Shaman)	20
Treasure.....	21
<i>The Bottle Dungeon</i>	<i>21</i>
LEVEL 1: Lair of the Cutnose Orcs	22
1. <i>Guardroom</i>	<i>22</i>
Monsters	22
10 Cutnose Orc Warriors.....	22
Treasure.....	22
2. <i>Orc Barracks</i>	<i>22</i>

GM EYES ONLY

Monsters	22
12 Cutnose Orc Warriors.....	22
Treasure.....	23
3. <i>Bugbear Barracks</i>	23
Monsters	23
6 Blood Axe Bugbears (Stink, Buzzard, Rock, Meataxe, Rock, Fuzzy).....	23
Treasure.....	23
4. <i>Orc Hall</i>	23
Monsters	24
3 Cutnose Orc Warriors.....	24
Treasure.....	24
5. <i>Corpse Storage</i>	24
6. <i>Smashed Furniture Storage</i>	24
7. <i>Garbage Room and Orc Toilet</i>	24
Treasure.....	24
8. <i>Kennels</i>	25
Monsters	25
3 Cutnose Orc Warriors.....	25
8 Hell Boars	25
Treasure.....	25
9. <i>Orc Kitchens</i>	26
Monsters	26
4 Cutnose Orc Cooks	26
Treasure.....	26
10. <i>Workshop</i>	26
Treasure.....	26
11. <i>Orc Breeding Pits</i>	26
Monsters	27
29 Adult Cutnose Orc Breeders.....	27
18 Older Cutnose Orc Juveniles.....	27
22 Younger Cutnose Orc Juveniles	27
Treasure.....	27
12. <i>Prison</i>	27
Monsters	28
2 Cutnose Orc Jailors (Wet Pits and Little Hatchet)	28
Rat Crab Spider (Cutnose Orc Prisoner)	28
Snori Hillstout (Dwarf Prisoner)	28
Waaarg (Troll Prisoner)	29
Treasure.....	29
13. <i>Temple</i>	29
Monsters	29
Old Snaggle (Head Shaman)	30
3 Cutnose Orc Shamans (Gut Biter, Axe Stone and Bad Dreams)	30
7 Cutnose Orc Warriors.....	31
Treasure.....	31
14. <i>Chieftain's Hall</i>	31
Monsters	31
Skull Taker	31
4 Cutnose Orc Bodyguards (Blood Boar, Leg Breaker, Foul Breath, Face Rip)	32
3 Blood Axe Bugbears (Bull, Wide-Oak, Guts)	32
7 Cutnose Orc Warriors.....	32
Treasure.....	32

15. The Stairs Down	33
LEVEL 2: Vault of the Scribes	34
1. Antechamber	34
Monster	34
Hell Slug.....	34
2. Kitchen	34
3. Bedroom 1	34
Treasure.....	35
4. Bedroom 2	35
Treasure.....	35
5. Bedroom 3	35
Monster	35
Five-Limbed Earth Elemental	35
Treasure.....	36
Shocking Runes Trap	36
6. Meeting Chamber.....	37
7. Workroom.....	37
8. Storage	38
9. Library.....	38
Monsters	38
9 Giant Rats	38
Necrodentus.....	38
Treasure.....	39
10. Temple	39
Monster	39
Lurker in Filth	39
11. The Stairs Down.....	40
LEVEL 3: Vault of the Servants.....	41
1. Dormitory 1.....	41
Monsters	41
5 Cave Ogres (Ukrug, Bukrug, Urguk, Gark and Uraguk)	41
Treasure.....	41
2. Dormitory 2.....	41
3. Dormitory 3.....	41
4. Dormitory 4.....	42
Monster	42
Wulfgar (Cavern Giant).....	42
Treasure.....	42
5. Kitchen	42
6. Pantry	42
7. Storage	43
8. Eating Hall	43
Monster	43
Chasnahhahkah the Dragon	43
Treasure.....	44
9. Maintenance.....	44
10. Temple	44
Monster	45
Llyrsyn (Strange Fae Creature)	45
Treasure.....	45

11. <i>The Stairs Down</i>	45
LEVEL 4: The Garden	46
1. <i>Long Grass</i>	46
1A. <i>Flowers</i>	46
1B. <i>The Statue</i>	46
Monster	46
Demongrass	46
2. <i>Scrub</i>	47
2A. <i>Grove</i>	47
Monster	47
Diamond-Headed Tunnel Snake	47
3. <i>Stream</i>	47
3A. <i>Stream Source</i>	47
3B. <i>Stream Bridge</i>	48
3C. <i>Pond</i>	48
4. <i>Swamp</i>	48
4A. <i>Mushroom Ring</i>	48
5. <i>Forest</i>	48
5A. <i>Pagoda</i>	48
5B. <i>Forsaken Statue</i>	49
Monster	49
Peace Blossom Tree	49
6. <i>Jungle</i>	49
6A. <i>Funganoid Territory</i>	49
Monsters	49
12 Streaked Funganoids	50
Treasure	50
7. <i>Side Cavern</i>	50
Monster	50
Great Worm	51
Treasure	51
8. <i>The Stairs Down</i>	51
Monster	51
The Chest Monster	51
Treasure	52
LEVEL 5: The Palace	53
1. <i>Guardroom</i>	53
2. <i>Theater</i>	53
3. <i>Music Room</i>	53
Monsters	53
18 Rock Spiders	53
Treasure	54
4. <i>Gladiatorium</i>	54
Monster	54
Witches' Honey	54
5. <i>Art Gallery</i>	55
Treasure	55
6. <i>Library</i>	55
7. <i>Temple</i>	55
Green Death	55

8. <i>Great Hall</i>	56
Monster	56
Grandmother Chtikrix	56
Grandmother Chtikrix' Spider Swarm	57
Treasure.....	57
9. <i>Shared Bedroom</i>	57
Treasure.....	57
10. <i>Dining Room</i>	58
Monsters	58
9 Black Emperor Ants	58
Treasure.....	58
11. <i>Antechamber</i>	59
Treasure.....	59
12. <i>Master Bedroom</i>	59
Monsters	59
The Three Golems	59
Lena (Praise Golem)	59
Bethel (Housework Golem)	60
Sir Vemish the Courteous (Boast Golem)	60
Treasure.....	61
13. <i>Stairway Down</i>	61
LEVEL 6: The Prison	62
1. <i>The Cells</i>	62
1A. <i>Cell 1</i>	62
1B. <i>Cell 2</i>	62
Monster	62
Eskar Blacksmith.....	62
1C. <i>Cell 3</i>	62
Monster	62
Tom Miller	62
1D. <i>Cell 4</i>	63
1E. <i>Cell 5</i>	63
1F. <i>Cell 6</i>	63
Monster	63
Eigen Forester	63
2. <i>The Bottle Dungeon</i>	64
Monsters	64
The Glitterghouls.....	64
9 Glitterghoul Commoners.....	65
3 Glitterghoul Champions	65
Gurrug (Glitterghoul Leader)	65
Treasure.....	65
3. <i>Warden Common Room</i>	66
4. <i>Kitchen and Storage</i>	66
5. <i>Execution Chamber</i>	66
6. <i>Torture Chamber</i>	66
Monster	66
The Torture Golem	66
7. <i>Temple</i>	67
Monsters	67
6 Grave Worms	67

8. <i>The Stairway Down</i>	67
Covered Pit Trap	68
<i>The Wandering Monster</i>	68
Shedeth the Scourge	68
LEVEL 7: The Tomb	69
1. <i>Entryway</i>	69
Monsters	69
7 Grave Wardens.....	69
Treasure.....	69
2. <i>First Fresco</i>	69
Left Wall	69
Right Wall	70
3. <i>Second Fresco</i>	70
Left Wall	70
Right Wall	70
4. <i>Third Fresco</i>	70
Left Wall	71
Right Wall	71
5. <i>Brown Room</i>	71
Treasure.....	71
6. <i>Yellow Room</i>	71
Treasure.....	71
7. <i>Bare Room</i>	71
Monsters	72
8 Grave Attendants	72
8. <i>Green Room</i>	72
9. <i>Curtained Room</i>	72
Monsters	72
Dancer of the Whirling Steps	73
Dancer of the Whirling Sleeves	73
Dancer of the Whirling Staff.....	73
Player of the Lyre	73
Player of Pipes.....	74
Player of Drums.....	74
Treasure.....	74
10. <i>Temple</i>	75
Monsters	75
Slave of Eternal Desire	75
Slave of Eternal Hunger.....	76
Slave of Eternal Madness	76
11. <i>Antechamber</i>	76
Falling Granite Block Trap.....	77
12. <i>Final Resting Place of the Forgotten King</i>	77
Monsters	77
The Forgotten King.....	77
7 Pudding Zombies.....	78
Treasure.....	78
Crown of the Unknown King	78
Maps	80
<i>Map Level 1</i>	80
<i>Map Level 2</i>	81

Map Level 3 82

INTRODUCTION: INTO THE DUNGEON

Beneath Castle Everglory is a dungeon adventure designed for 5 or more 250 point PCs built according to the templates in GURPS Dungeon Fantasy. However, PCs do not have to be built according to those templates and in fact, the only books absolutely required are GURPS Characters, GURPS Campaigns and GURPS Magic.

The adventure is designed for a party who are proceeding carefully and cleverly, and PC point value may be less important than PC cunning. The dungeon can be dangerous indeed, and while it is not intended to be a “killer” dungeon, death may come easily to those with more bravado than prudence. On the other hand, even a relatively weak party may find the dungeon profitable, since there is no goal to achieve beyond looting whatever the party can get their hands on.

The dungeon beneath Castle Everglory interacts with the supernatural in special ways that must be kept in mind throughout. Supernatural means of gathering information do not function normally when targeting the dungeon or its contents. Spells that offer information about the past will reveal nothing and will cause the caster to suffer a Fright Check at a penalty equal to the spell’s cost in FP. The caster will not be able to recall anything about their terrifying experience apart from a sense of utter emptiness. Other supernatural abilities that offer information about the past should have similar effects.

SET-UP - THE STAINED GREEN MAP

The PCs acquire a map to a dungeon beneath an old castle through whatever means the GM likes. They may find the map as loot in the lair of a defeated foe, or might receive it as a gift from an established NPC patron or friend. It is a battered piece of parchment with simple diagrams and an odd green stain across the surface. A line running diagonally across most of the map is identified as “Old Barleyfarm Road”. One end of Old Barleyfarm Road runs off the page and is accompanied by an arrow labeled “To Cooper’s Mill Road”. The other end of the road terminates at a circle labeled “Land’s End”, presumably a town of some kind. Just north of Land’s End, runs a line of swirling ellipses above which is written “Orcwood”. A line labeled “Cold Water Creek” runs past Land’s End and into Orcwood. Just before it runs off the top of the map, it passes a large X. To the right of the X is written “Castle Everglory”. Under the X is written “The Pits Beneath”.

Finding the Cooper’s Mill Road that branches off into Old Barleyfarm Road should be easy given an appropriate Area Knowledge roll or access to ordinary maps. Such maps will likely also show the little town of “Land’s End” just south of the forest known as Orcwood.

On a roll against Botanist or Herb Lore, a PC may determine that the stain on the map is some kind of algae living on the parchment.

All of this assumes that the PCs are the sort of people who would go and explore a mysterious dungeon. That will describe most Dungeon Fantasy parties, but perhaps not all. Hero types might learn of the suffering of the people of Land’s End at the hands of the Orcs, leading them to strike at the Orc lair at Castle Everglory. Otherwise, the GM could simply have the Orcs capture an established NPC, requiring the PCs to undertake a rescue operation.

THE TOWN OF LAND'S END

The little town of Land's End sits on Coldwater Creek, south of the forest known as Orcwood. The main business is crop farming, which allows the town to feed itself and export barley. The land is fertile here but the close proximity of Orcwood, so named because of its infestation of Orcs, scares new settlers away and keeps the locals in poverty. The Orcs prey on any who would enter their forest and sometimes raid the outlying farms, looting and killing. As everyone knows, the Orcs have made their lair in the ruins of Castle Everglory, up Coldwater Creek.

Most of the people of Land's End are simply resigned to their precarious existence. They say that things have always been this way and that there is nothing that can be done about it. Far from cheering the PCs on to attack the Orcs, they will warn them that the Orcs are simply too powerful to be fought. On the other hand, if the PCs defeat the Orcs, the townsfolk will be genuinely grateful. They are too poor to offer lavish rewards, but will provide praise along with free goods and services.

The old people know that Everglory Castle was built sixty years ago by the present mayor, Orin Bladebearer, and his comrades in arms, after a victory over the Orcs of the forest, supposedly clearing the Orcs from Orcwood forever. Orin said at the time that the castle would make it impossible for the Orcs to ever come back, but eventually, the Orcs overran the castle. The younger people don't have any idea who built Castle Everglory – as far as they are concerned, the ruin has always been there, full of Orcs.

THE DOG AND DUCK INN

Not many strangers come by Land's End, so the Dog and Duck serves primarily as a public house where locals gather once the day is done. The shingle hanging outside the door depicts a wolfhound lying relaxed on its side, with a duck standing on it. There is rarely a roaring fire inside, even in chilly weather, since nobody likes to gather firewood in Orcwood.

The Dog and Duck is owned by Grildi Farmer, a thin, fiftyish woman with graying hair tied in a bun, who has always wished that she had managed to climb higher in life. She will respond favorably to polite strangers who are nicely dressed and will be charmed by anyone who uses Savoir-Faire (High Society). She is too poor to refuse service to any paying customer, but if she witnesses any act of crude or boorish behavior, she will toss her head with eyes rolled back and mouth open in shock and disgust.

The Dog and Duck also employs a short, red-haired serving-wench Mogran Farmer (no relation to Grildi). Mogran is amiable but very stupid and somehow has it stuck in her head that the PCs are travelling musicians. Mogran will not respond to any romantic advances, and will be quick to point out that she is engaged. She collects buttons and may show interest in any unusual buttons the PCs may have on display.

MAYOR ORIN BLADEBEARER

Orin Bladebearer is mayor for life and has looked after the town to the best of his ability for the last 60 years. He is an old man now, tall and imposing with a long mane of white hair flowing down his back, but at 84 years of age, is not the warrior he once was. Orin will be pleased to entertain adventurers at his home because he still thinks of himself as an adventurer and yearns to trade tales. In his youth, he adventured with the mage Tessamon, the priest Ordo and the thief Grimsby, and together they were as daring a band as the world has ever seen. According to Orin, it was he and his

party who built Castle Everglory after saving the town by driving the Orcs from Orcwood. They built the castle, with labor from the townsfolk, to make sure that the Orcs could never hold Orcwood again. The townspeople were so grateful that they made him permanent mayor. Given half a chance, Orin will take the PCs out to the town graveyard to visit the graves of his old friends. Tessamon's marble headstone reads "Tessamon of Whitfield. The fire never dies." Ordo's stone reads "Brother Ordo. The Rock endures". Grimsby's reads "Grimsby Findle. Terror of the Orks".

Talking to Orin Bladebearer can be tricky. He loves to glory in his past triumphs and will approve of the idea of the PCs confronting the Orcs just as he and his friends did so long ago, but he will not appreciate it if the PCs point out that Orin and his friends didn't actually achieve anything.

Perhaps the trickiest thing about talking to Orin is that he insists on using different names for things than everyone else in town does. After he and his friends "saved" the town sixty years ago, they renamed many local features, and Orin will get angry with anyone who uses the old names instead of the "proper" names. The town is not called "Land's End", it is called "Grimsby", after he who was martyred in battle with the Orcs. The forest is not called "Orcwood", it is called "The Forest of Tessemon". The creek is not called "Coldwater Creek", it is called "Ordo's Stand". Other townsfolk try to remember to use these names if within ear-shot of Orin. If they forget, they get a tongue-lashing from the old man.

OTHER HANDY NPCS

KERRIGAN BLACKSMITH

Kerrigan Blacksmith is a skinny young man with lank black hair, perpetually sooty skin, and knotty muscles. He can supply mundane metal items, including ordinary weapons, and perform simple repairs. He has always wanted to meet a Dwarf ever since his father told him stories about them as a child. If the party has a Dwarf, Kerrigan will take to them right away. Otherwise, he would be interested in hearing about the party's experience with Dwarves.

LOM HUNTER

Lom Hunter is a bald man with a scruffy, patchy beard. He is one of the few people brave enough to occasionally enter the forest in search of game. He is a fletcher and can supply the PCs with ordinary arrows. He is proud of his skill in archery (skill 13) and will attempt to engage the PCs in target shooting contests, perhaps with a little money or a few arrows at stake. Lom has an annoying habit of finishing every sentence by asking "eh?"

BORGAS SADDLEMAKER

Borgas Saddlemaker would be an attractive young woman if not for her tendency to grin, revealing the fact that her front teeth are missing. She can supply the PCs with saddles and can craft various mundane leather goods. She loves horses dearly but has little need for human company. While friendly and polite, she is more interested in the PCs horses than she is in the PCs.

MOTHER BENDYL

Mother Bendyl is a cleric of a god of healing appropriate to your game-world, who keeps a little temple in Land's End. She is a grim, little old woman with a sharp tongue and she has few converts,

but she does a lot of healing for the locals and is well respected. She can provide the PCs with Minor and Major Healing spells, as well as all “Cure” spells and Neutralize Poison.

DOCTOR GIMMERSON

Doctor Gimmerson is a mysterious wizard who has settled in town to perform experiments that he does not share with outsiders. He’s thin and pale, always formally dressed and has a pet bat that likes to ride his shoulder. He’s also completely harmless. He will help the PCs with healing magic if Mother Bendyl cannot and unlike the cleric, he is able to cast the Resurrection spell. He keeps the nature of his magic powers as secret as he can and will request that the PCs not tell anyone how he has helped them. Given the good that the PCs are liable to do for the town, he will not accept money in return for his help.

RUMORS IN LAND’S END

There are various ways that the PCs can pick up rumors from the rumor table below. They get 1 roll for half an hour of the evening spent in the bar of the Dock and Duck Inn with a successful Carousing roll. They get 1 roll for an hour spent in the street with a positive reaction roll. Additionally, the GM should feel free to hand out one or more rumors whenever skill use or role-playing seems to warrant it.

RUMOR TABLE: ROLL 3D6

- 3-4. There is no point in trying to kill the Orcs because they don’t stay dead. You can put an arrow right through their heart but in a matter of minutes, the Orc is going to get up and come after you. Even if you cut the Orc’s head off, it will grow back. A risen Orc always seeks revenge and they never forget your scent. (False. Cutnose Orcs die normally)
5. Cutnose Orcs have the power to transform into any beast of the forest. They love to ambush travelers as packs of grizzly bears. (False. Cutnose Orcs can’t do that. There are occasionally grizzly bears in Orcwood, but they are not transformed Orcs)
6. Orcwood is haunted at night by the ghosts of those who have been slain by the Orcs. The ghosts are invisible and if they catch you, they suck out all of your blood. (False. Orcwood is not haunted)
7. The Orcs don’t live in Castle Everglory at all. They live under Castle Everglory in a vast subterranean complex. – the castle is just a surface outpost. (Mostly True. The Orcs do mostly live under Castle Everglory, but their territory is not vast.)
8. Castle Everglory always has Orcish lookouts standing on the ramparts and watching the forest. If they see you, the Orcs will kill you. (True)
9. The Orcs have recruited hairy white giants, the size of a house. (Mostly True. The Orcs have recruited some Blood Axe Bugbears, who are about nine feet tall and are covered in white fur)
10. The forests are infested with patrols of Orcish archers. If they see you, they will kill you. (True)
11. The best way to survive in the forest is to stay quiet and keep your ears open. The Orcs can be stealthy if they want to, but they like to crash about and yell at one another. (True)
12. The chief of the Orcs collects the heads of anyone slain by his tribe. It is said that he decorates his throne room with them. (Both True)

13. The Orcs call their tribe the “Cut Noses”. They call themselves that because their warriors cut their own noses off to prove their courage. (True)

14. The Orcish shamans have terrible powers. They can send an army scattering in fear just by screaming at them. (Partially True. Cutnose Orc shamans have mastered the Mass Daze spell and like to use it in battle. The scream is just a special effect and any resulting panic is caused by Orcish troops making successful attacks against Dazed opponents).

15. The Orcs come in the name of the gods to punish the people of Land’s End for our pride in our prosperity. This is why Orcish archers yell “Breeyark!” when they fire. “Breeyark!” is Orcish for “the punishment of the gods is upon you!”. (False. The Orcs haven’t even heard of the human gods and are just looking for plunder. “Breeyark!” is Orcish for “eat this!”, as any PC who speaks Orcish will know. If the PCs hear this rumor, don’t forget to make some Orcish archers scream “Breeyark!” at them as they fire.)

16. Old Annie Farmer had a dream that the Orcs sprouted wings like beetles and swarmed over Land’s End one night. (It is true that she dreamed that, but the dream was just a dream)

17-18. If you drink water by moonlight and touch a hog with your bare foot, you turn into an Orc and run away to join them in the forest. (False)

CUTNOSE ORCS AND BLOOD AXE BUGBEARS: A PRIMER

CUTNOSE ORCS

Cutnose Orcs have rough greenish-grey skin, bright red hair and curved spines. Given their pronounced stoop, they stand about 5' in height. Their warty faces have beady black eyes and sharp yellow teeth, but no noses – they have all been cut off, leaving a reddish, wet hole in the center of their faces. The Cutnoses are proud of this feature and their shields all feature crude pictures of enraged and noseless Orcish faces. Clothing is generally simple and ragged – either animal skins stitched together or garments stolen from humans. Cutnose shields are round and brightly painted, while their swords are curved and have teeth like a saw. Cutnoses generally speak Orcish but no other languages. Even for Orcs, Cutnoses are quarrelsome and argumentative, to the point that any time five or more are gathered, there is almost certainly a screaming match going on. They are extremely xenophobic and attack strangers on sight.

Cutnose Archers will choose targets by the following priorities, in order: anyone who is an immediate threat to them personally, anyone with little or no armor, anyone showing signs of supernatural power, anyone giving orders, and anyone doing a lot of damage. They have the sense to switch targets if it is clear that arrows are not penetrating, either aiming for a vulnerable location or firing at somebody else.

Cutnose Warriors' preferred battle tactic is to surround their foes to strike at them from the flank or rear. Cutnoses generally strike at the torso first, and if they can't penetrate there, at the leg, and if they can't penetrate there, anywhere where they can find a chink in the armor. If Cutnose Warriors find themselves facing a small number of highly skilled opponents (like the average PC party), they are likely to try slams and grapples, preferably from behind or on a flank.

Captured Orcs will know the relative strength of forces in the castle and will know the layout of level 1. However, they won't give up any information without inducement of some kind, will lie if they think they can get away with it, and will be looking for a way to betray the party.

BLOOD AXE BUGBEARS

Blood Axe Bugbears are hulking 9' brutes covered in long, filthy white hair. Their faces have round red eyes and short snouts like a bear, filled with long black teeth. They wear brightly dyed woolen tunics and trousers, cut in human style. Their mail is competently made and is engraved with scenes of bugbears killing lions, bears and human beings. Their huge great axes have decorative handles and the sides of their axe-heads are engraved with monstrous profiles with wide open mouths facing the blade, as if the axe was going to bite its foes. Blood Axe Bugbears are angry and violent by nature and will usually attack strangers on sight. They have been known to settle with Orcish tribes, however, enjoying the status conveyed by their size and strength.

Bloodaxe Bugbears ignore group tactics in battle. They just find the biggest, toughest-looking opponent they can and try to hack them in two with their great-axe. Bloodaxe Bugbears generally strike at the torso, since only weaklings have to attack vulnerable points. Captured Bugbears will know the relative strength of forces in the castle and will know the layout of level 1, but they will refuse to act as informant, even if tortured or threatened with death (both of which will just make them mad). They might be susceptible to bribery however and are certainly susceptible to magic.

INTO THE WOODS: TRAVELLING TO CASTLE EVERGLORY

Castle Everglory should be as far from Land's End as the GM wishes, according to how interested they are in having the PCs muck about in the forest. The trip should take at least long enough for the PCs to run into two Orc Patrols, described below as Orc Hunting Party 1 and Orc Hunting Party 2.

ORC HUNTING PARTY 1

The hunting party has 11 members. The platoon leader, Wolf Fang, is screaming at the other Orcs to be quiet, calling them stupid for scaring the game away. He is doing his best to play the tough guy, trying to dominate the others. However, the other Orcs openly disrespect him. Some are screaming back at him that he is too much of a runt and a weakling to lead the hunt. Two other Orcs are screaming at one another over the issue of a stolen bone.

The PCs should be able to hear the Orcs long before the Orcs are aware of the PCs, giving them ample time to avoid them or to make preparations.

MONSTERS

WOLF FANG (PLATOON LEADER)

Wolf Fang is a tall, skinny Orc who is one of the Cutnoses' most skillful hunters when he isn't stuck leading a hunting team. He wears a tunic and trousers that he skillfully sewed for himself out of wolf hides. He has decorated his outfit with the tails of various animals he has killed – wild pigs, wolves, cats and small mammals.

ST: 12	HP: 15	Speed: 6.25	Attacks: Broadsword-15 1d+3 Cut; Short Bow-15 1d Imp Acc 1 110/165
DX: 13	Will: 12	Move: 6	Traits: Appearance (Ugly); Bully (12); Combat Reflexes; Infravision; Rapid Healing; Resistant to Metabolic Hazards
IQ: 11	Per: 14	SM: 0	(+3); Social Stigma (Savage)
HT: 12	FP: 14	DR: 0	Skills: Stealth-15; Tracking-15
Dodge: 10	Parry: 11	Blk: N/A	Class: Mundane
			Notes: Speaks Orcish

10 CUTNOSE ORC ARCHERS

ST: 11	HP: 12	Speed: 5.25	Attacks: Knife-13 1d-1 Im or 1d-1 Cut; Short Bow-13 1d Imp Acc 1 110/165
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma
IQ: 9	Per: 12	SM: 0	(Savage)
HT: 11	FP: 12	DR: 0	Skills: Stealth-12; Tracking-12
Dodge: 8	Parry: 8	Blk: N/A	Class: Mundane
			Notes: Speaks Orcish

TREASURE

The Archers have 91 copper pieces between them. Their bows are cheap shortbows of unattractively Orcish design (\$10, 2 lbs each) and their quivers are crude pouches of hide (\$1, 1 lb each). Wolf Fang's cheap broadsword also looks unpleasantly Orcish (\$50, 4 lbs). As proud as he is of his clothes, no human would consider paying money for them. His pockets contain 20 copper pieces, an apple, and a 4 carat hematite stone worth \$160.

ORC HUNTING PARTY 2

The Orcs are having a screaming match over who gets to carry the horned helmet of Smash Head, the platoon leader. Smash Head himself is staying aloof from it all, allowing the lesser Orcs to sort it out among themselves. Should Smash Head get a chance to put his helmet back on before combat, it will provide DR 4 to his head (but not face). However, he won't stop to put it back on if opponents are already within melee range. The PCs should be able to hear the Orcs long before the Orcs are aware of the PCs, giving them ample time to avoid them or to make preparations.

MONSTERS

SMASH HEAD (PLATOON LEADER)

Smash Head is a hulking Orcish brute who has at some point received a serious crushing wound to the face, pushing in his cheeks, breaking all his front teeth and leaving deep scars on the skin. He is proud of his wound, thinking that it demonstrates how tough he is. He wears a bear-fur cloak about his shoulders and he likes to flip it back dramatically before entering combat.

ST: 16	HP: 20	Speed: 5	Attacks: Orcish Broadsword-16 2d+3 Cut; Orcish Medium Shield-12 1d Cr
DX: 12	Will: 10	Move: 5	Traits: Appearance (Ugly); Bully (12); Combat Reflexes; High Pain Threshold; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 8	Per: 10	SM: 0	Skills: None
HT: 13	FP: 20	DR: 2 / 1 *	Class: Mundane
Dodge: 9	Parry: 12	Blk: 10+DB2	Notes: Speaks Orcish, * DR 2 (torso, vitals) DR 1 (limbs, groin)

9 CUTNOSE ORC ARCHERS

ST: 11	HP: 12	Speed: 5.25	Attacks: Knife-13 1d-1 Im or 1d-1 Cut; Short Bow-13 1d Imp Acc 1 110/165
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 9	Per: 12	SM: 0	Skills: Stealth-12; Tracking-12
HT: 11	FP: 12	DR: 0	Class: Mundane
Dodge: 8	Parry: 8	Block: N/A	Notes: Speaks Orcish

TREASURE

The nine archers have 102 copper pieces between them, and a bunch of rats tails bound with string. Their bows are cheap shortbows of unattractively Orcish design (\$10, 2 lbs each) and their quivers are crude pouches of hide (\$1, 1 lb each). Smash Head has 40 copper pieces in his pockets. His iron helmet is sturdy but lopsided and ugly. It looks like the kind of thing an Orc would wear and will sell accordingly (\$10, 8 lbs). Smash Head's cheap broadsword and medium shield look similarly Orcish and are \$50, 4 lbs and \$20, 20 lbs respectively. His bear-fur cloak is not of Orcish workmanship and is quite nice (\$200, 7 lbs).

FURTHER RANDOM ENCOUNTERS

If the GM would like further wandering monsters and has access to GURPS Bestiary and GURPS Fantasy Bestiary for GURPS 3rd edition, they may use the following system. For each day and each night, roll 3D6 for encounters. If the characters have wiped out the Cutnose Orcs beneath Castle Everglory, ignore results of Cutnose Orcs.

For a **day's travel**, there will be an encounter from the day table on 8-

For a **night's camping**, there will be an encounter from the night table on 8-

For a **day's camping**, there will be an encounter from the day table on 7-

For a **night's travel**, there will be an encounter from the night table on 10-

DAY ENCOUNTER TABLE

3 - Palac Cat (Fantasy Bestiary, p.50)	11 – Cutnose Orc Archers (3D6)
4 - Griffon (Fantasy Bestiary, p.59)	12 – Wild Boars (Campaigns, p. 458)
5 - Hodag (Fantasy Bestiary, p.31)	13 – Grizzly bears (Campaigns p.456)
6 - Strix (Campaigns, p. 461)	14 - Shrew, Giant (Fantasy Bestiary, p.66)
7 - Centipede, Giant (Besitary, p. 11)	15 - Crocotta (Fantasy Beastiary, p.50)
8 – Snake (Poisonous) (Bestiary, p.32)	16 - Hydrus (Fantasy Bestiary, p.35)
9 – Wolves (Bestiary, p.38)	17 - Jaculus (Fantasy Besitary, p.36)
10 – Red Deer (Campaigns, p.457)	18 - Unicorn, Fantasy (Fantasy Bestiary, p.77)

NIGHT ENCOUNTER TABLE

3 – Plat-eye (Fantasy Bestiary, p. 54)	11 – Cutnose Orc Archers (3D6)
4 - Palac Cat (Fantasy Bestiary, p.50)	12 – Leopard (Bestiary, p.20)
5 - Griffon (Fantasy Bestiary, p.59)	13 - Shrew, Giant (Fantasy Bestiary, p.66)
6 - Crocotta (Fantasy Beastiary, p.50)	14 – Strix (Campaigns, p. 461)
7 – Foul Bats (DF 2, p.23)	15 - Hodag (Fantasy Bestiary, p.31)
8 – Centipede, Giant (Besitary, p. 11)	16 - Hydrus (Fantasy Bestiary, p.35)
9 – Grizzly Bears (Campaigns, p.456)	17 - Jaculus (Fantasy Besitary, p.36)
10 – Wolves (Bestiary, p.38)	18 – Pooka (Fantasy Beastiary, p. 55)

CASTLE EVERGLORY

The ruins of castle Everyglory consist of no more than four low, uneven walls arranged in a square with an open turret at each corner. The walls are all 30 yards in length and range from 7-10 feet high on the North, East and West sides to a mere 2-3 feet on the South side. The turrets are 15 feet high and the tops can easily be reached by stone stairs. While the turrets offer no cover, they are used as lookouts and are a favorite position for Orcish archers in search of a clear field of fire.

There will be two Cutnose Orc Archers on lookout duty on each turret at any given time. Their Vision is 10 and they periodically get distracted by things like birds in the sky, the need to pick their feet, or the latest screaming argument going on among the Orcs.

The Orcish forces in the ruins of Castle Everglory should be too strong to be defeated by a frontal assault (if they aren't, add more Orcs and Bugbears). If the PCs want to get past them, they will have to make clever use of their skills. Fortunately, the Orcish captain in charge of surface forces, Iron Claw, is arrogant, stubborn and stupid (IQ 8), which makes deception easier. He is not insane, however, and will not simply fall for any plan, however ridiculous. Frightening the Orcs away will be particularly difficult. They are very brave in their own crazy, violent way and are not likely to run until at least half their numbers have fallen with little damage done to the other side. The Bugbears will not flee under any circumstances. While the captain is dim, the individual soldiers are bright enough to try to make effective use of the castle ruins. Warriors will try to surround and overwhelm numerically inferior opponents while archers will seek to fire from the towers if that will give them a clear shot.

At any given time, there is very likely to be a screaming match going on in the castle, which may make things easier for the PCs. Most usually, this is a three way argument between the Orcish captain, Iron Claw, the Orcish Shaman, Toad Face, and a Bugbear named "Rock", about who should be in charge. Iron Claw thinks Toad Face is too much of a coward and Rock is too much of an idiot to be in charge. Toad Face thinks that both Iron Claw and Rock are too stupid to be in charge. Rock thinks both Orcs are too weak to be in charge.

ENCOUNTER IN THE RUINS

MONSTERS

12 CUTNOSE ORC ARCHERS

ST: 11	HP: 12	Speed: 5.25	Attacks: Knife-13 1d-1 Im or 1d-1 Cut; Short Bow-13 1d Imp Acc 1 110/165
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 9	Per: 12	SM: 0	Skills: Stealth-12; Tracking-12
HT: 11	FP: 12	DR: 0	Class: Mundane
Dodge: 8	Parry: 8	Blk: N/A	Notes: Speaks Orcish

12 CUTNOSE ORC WARRIORS

ST: 12	HP: 13	Speed: 5	Attacks: Orcish Broadsword-13 1d+2 Cu
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 9	Per: 12	SM: 0	

GM EYES ONLY

HT: 11	FP: 13	DR: 0	Skills: None
Dodge: 8	Parry: 9	Blk: 9+2DB	Class: Mundane
			Notes: Speaks Orcish

3 BLOOD AXE BUGBEARS (ROCK, HAMMER AND STRANGEFRUIT)

ST: 20	HP: 24	Speed: 6	Attacks: Great Axe-15 4d+1 (Must ready after parry or attack)
DX: 13	Will: 11	Move: 5	Traits: Combat Reflexes; High Pain Threshold; Infravision; Social Stigma (Savage)
IQ: 8	Per: 12	SM: 1	Skills: None
HT: 13	FP: 20	DR: 4 / 0 *	Class: Mundane
Dodge: 9	Parry: 11U	Blk: N/A	Notes: Speak Orcish and Bugbear. They ignore any orders they are given. Given a chance to fight, they will just charge into the fray, regardless of what the Orcish captain wants.
			* DR: 4 (skull, torso, vitals, groin, limbs) or 0 (face, neck, hands, feet)

IRON CLAW (ORCISH CAPTAIN)

Iron Claw is a short, stocky, buck-toothed Orc with arms long enough for him to drag his knuckles. He is bare-chested but wears fine-looking human breeches. He is stupid, arrogant and stubborn, though not insane. Iron Claw's lack of brains may well be the defenders most significant weakness.

ST: 14	HP: 14	Speed: 6	Attacks: Orcish Broadsword-15 2d+1 Cut
DX: 13	Will: 12	Move: 5	Traits: Appearance (Ugly); Bully (12); Combat Reflexes; High Pain Threshold; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).
IQ: 8	Per: 8	SM: 0	Skills: None
HT: 13	FP: 16	DR: 0	Class: Mundane
Dodge: 9	Parry: 11	Blk: 10+2DB	Notes: Speaks Orcish.

TOAD FACE (ORCISH SHAMAN)

Just as short as Iron Claw but less heavy, Toad Face the shaman is most easily distinguished by his bald head, his tiger-skin robes, the extraordinary wartyness of his skin, and the engraved wooden staff he holds in his hands. He is by far the cleverest Orc present and he knows it. The frustration of not being in charge is eating him up inside.

In combat, Toad Face's first priority is keeping himself out of melee range. His next priority is to look for an opportunity to cast Mass Daze on a concentrated enemy group. He will also look for an opportunity to disrupt enemy plans with Dispel Magic and may use Minor Healing and Major Healing to heal himself or one of the Blood Axe Bugbears. If forced into melee combat, he will cast Strike Blind on whoever looks most likely to hurt him.

ST: 10	HP: 12	Speed: 5.5	Attacks: Quarterstaff-15 1d+2 Crush
DX: 12	Will: 13	Move: 5	Traits: Appearance (Ugly); Bully (12); Combat Reflexes; High Pain Threshold; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).
IQ: 13	Per: 14	SM: 0	Skills: None
HT: 12	FP: 14 + 4 *	DR: 0	Class: Mundane
Dodge: 8	Parry: 12	Blk: N/A	Notes: Speaks Bugbear, Common, Goblin and Orcish.
			* Power Item Quarterstaff
			Spells: The shaman knows the following spells, all at

GM EYES ONLY

level 16: Armor, Cure Disease, Darkness, Daze, Detect Magic, Dispel Magic, Major Healing, Mass Daze, Mass Sleep, Minor Healing, Paralyze Limb, Sleep, Staff, Strike Blind, Touch.

TREASURE

The common Archers and Warriors have 219 copper pieces between them. All together, they will yield 12 cheap Orcish shortbows (\$10, 2 lbs each), 12 cheap Orcish quivers (\$1, 1 lb each), 12 cheap Orcish broadswords (\$50, 4 lbs each) and 12 cheap, medium Orcish shields (\$20, 20 lbs each)

The 3 bugbears have 9, 12 and 19 silver pieces (42 in total, \$168 value). Given the scarcity of bugbear-shaped customers, their armor is effectively scrap metal (\$40, 200 lbs each). Their great axes are useless to anyone without gigantism (\$30, 16 lbs each). Strange fruit wears a bronze Torc around his neck, too large for a human (\$100, 2 lbs).

Iron Claw has 2 gold and 10 copper pieces (\$170) as well as the standard Orcish broadsword (\$50, 4 lbs) and shield (\$100, 20 lbs). Though his breeches look nice from a distance, the cuffs are torn and they are worthless.

Toad Face the shaman has no money at all. His tiger-skin robes are not well made, but the hide is genuine enough and is in good condition (\$200, 5 lbs). His oak staff (his power item) is carved with stylized images of Orcs in battle (\$300, 4 lbs).

THE BOTTLE DUNGEON

In the middle of the castle ruins is a hole in the ground with a rickety wooden ladder protruding. The ladder leads down into a bottle-shaped stone dungeon, 4 yards across by 3 yards deep. Graffiti scratched into the wall in Common reads "if yoo are so smart how come yoo can reed this???"

The north-west section of wall opens into a rough earthen tunnel 2 yards in diameter, sloping steeply downward. The tunnel spirals down for 20 yards and is difficult going. A PC moving at half speed must roll vs. DX or Climbing minus their level of encumbrance, or tumble to the bottom of the pit for 2d crushing damage. The roll not to fall is at -4 if moving at normal speed. PCs need not roll at all if they are Cat-Folk, Coleopterans, Corpse-Eaters, Dark Ones, Gnomes, Goblin Kind of any sort, or Halflings, even if moving at normal speed. The Cutnose Orcs and Blood Axe Bugbears can likewise move at normal speed here without any chance of falling.

At the bottom of the pit, the tunnel becomes a horizontal corridor constructed from well-cut sandstone blocks. The corridor extends north for 5 yards before turning left, from which direction can be heard the sounds of Cutnose Orcs shouting at each other in room 1 of the first subterranean level.

LEVEL 1: LAIR OF THE CUTNOSE ORCS

Have a look at the map at the end of the document.

1. GUARDROOM

This square room is 5 yards to a side with bare stone walls. There is a long wooden bench along each wall and scraps of old food all over the floor. A lever at the back of the room will drop an iron portcullis across the entrance or raise it up again. The portcullis has DR 9, HP 20, 500 lbs, ST 18 (see DF 2, p.18). The Orcs will drop it so as to divide the party if they can. Otherwise, they will drop it to trap the PCs inside the room with them.

MONSTERS

Then are ten Cutnose Orc Warriors in here on guard duty, They are presently having a screaming match over which of them can pull the most intimidating "war face", leaving them at -8 to hear the PCs.

10 CUTNOSE ORC WARRIORS

ST: 12	HP: 13	Speed: 5	Attacks: Orcish Broadsword-13 1d+2 Cu
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 9	Per: 12	SM: 0	Skills: None
HT: 11	FP: 13	DR: 0	Class: Mundane
Dodge: 8	Parry: 9	Blk: 9+2DB	Notes: Speaks Orcish

TREASURE

The Orcs have a total of 115 copper pieces, along with 10 cheap Orcish broadswords (\$50, 4 lbs each) and 12 cheap, medium Orcish shields (\$20, 20 lbs each).

2. ORC BARRACKS

This 10 yard x 20 yard room is filled with 60 old wooden beds upon which have been heaped piles of stinking skins and dirty blankets.

MONSTERS

There are 12 Cutnose Orc Warriors here off-duty, having a screaming match about whether human beings are a species of Dire Pig (the Orcs will be at -8 to hear the PCs). One side points out that human beings look like pigs, while the other contends that human beings are much uglier. The Orcs have their swords sheathed and they have no shields.

12 CUTNOSE ORC WARRIORS

ST: 12	HP: 13	Speed: 5	Attacks: Orcish Broadsword-13 1d+2 Cu
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid

GM EYES ONLY

IQ: 9	Per: 12	SM: 0	Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
HT: 11	FP: 13	DR: 0	Skills: None
Dodge: 8	Parry: 9	Blk: N/A	Class: Mundane
			Notes: Speaks Orcish

TREASURE

The Orcs have a total of 140 copper pieces along with 10 cheap Orcish broadswords (\$50, 4 lbs each). If the players search the blankets, they will also find a large knife (\$40, 1lb), a stale and moldy cheese, a copper ring (\$1), a cow's horn, a flattened straw hat with a large hole, a rag wrapped around 5 non-precious stones, a broken padlock and a torn pair of pink silk hose.

3. BUGBEAR BARRACKS

This 10 yard x 20 yard room is filled with 60 old wooden beds upon which have been heaped piles of stinking skins and dirty blankets.

MONSTERS

There are six Blood Axe Bugbears in here, sitting against the wall with their axes resting on the floor. They are having a deep, growling conversation in Bugbear about the fact that it is only natural for Bugbears to rule Orcs and that somebody really ought to put that jumped-up chieftain Skull Taker in his place.

6 BLOOD AXE BUGBEARS (STINK, BUZZARD, ROCK, MEATAXE, ROCK, FUZZY)

ST: 20	HP: 24	Speed: 6	Attacks: Great Axe-15 4d+1 (Must ready after parry or attack)
DX: 13	Will: 11	Move: 5	Traits: Combat Reflexes; High Pain Threshold; Infravision;
IQ: 8	Per: 12	SM: 1	Social Stigma (Savage)
HT: 13	FP: 20	DR: 4 / 0	Skills: None
Dodge: 9	Parry: 11U	Block: N/A	Class: Mundane
			Notes: Speak Orcish and Bugbear. They ignore any orders they are given. Given a chance to fight, they will just charge into the fray, regardless of what the Orcish captain wants.
			* DR: 4 (skull, torso, vitals, groin, limbs) or 0 (face, neck, hands, feet)

TREASURE

The Bugbears have 92 silver pieces (\$368) between them. They also have 6 suits of heavy Bugbear mail (\$40, 200 lbs each) and 6 Bugbear great axes (\$30, 16 lbs each). Fuzzy has a telescope tucked under his armor (\$500, 6 lbs, DF 1 p.26), his favorite toy and a prized status symbol.

4. ORC HALL

This 10 yard by 40 yard is dominated by a long, battered wooden table running down the length of the room. Smashed and broken wooden chairs have been shoved under the table and into the corner. The walls prominently display the emblem of a mailed fist holding a battle axe, repeated 18 times across their surface all the way around the room. The workmanship is too fine for the Orcs to

have painted it, but the Orcs have made their own crude additions in red and brown, so that the Axes are now held by caricatures of raging Cutnose Orcs.

MONSTERS

There are three Cutnose Orc warriors standing on the table with weapons drawn, having a screaming argument over who just farted. They do not have shields.

3 CUTNOSE ORC WARRIORS

ST: 12	HP: 13	Speed: 5	Attacks: Orcish Broadsword-13 1d+2 Cu
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 9	Per: 12	SM: 0	Skills: None
HT: 11	FP: 13	DR: 0	Class: Mundane
Dodge: 8	Parry: 9	Blk: N/A	Notes: Speaks Orcish

TREASURE

The Orcs have 34 copper pieces between them. Their 3 cheap Orcish broadswords are each \$50, 4 lbs.

5. CORPSE STORAGE

This 7 yard by 7 yard room contains three wooden beds, a padded wooden table, a smashed wooden cabinet and 9 dead, naked Orcs, stinking from decomposition. The room buzzes with flies and is crawling with rats.

6. SMASHED FURNITURE STORAGE

This 7 yard by 7 yard room is lined with rows of empty, heavy, wooden shelves. The Orcs have used the room to store wooden furniture that they have smashed up – chairs, desks, cabinets and such. There is a small hill of such furniture in the middle of the room.

7. GARBAGE ROOM AND ORC TOILET

This stinking 3 yard by 3 yard room is where the Orcs throw their trash and is the room they use as a toilet. The floor is sinking at the far end of the room and a hole has opened in the stonework, which allows accumulated filth to eventually fall down to the level below (Level 2, Room 10 to be exact). There are wooden cabinets with books at the far end of the room, two still upright and one toppled, spilling books into the filth. A character crossing the room to the shelves must make a DX check or slide into the hole and down into Level 2.

TREASURE

Anyone brave enough examine the books will find that they seem to be inventories, written in Common in a number of different hands. Most of the entries are for food of various kinds, particularly basic items like bread, oats, cheese and meat. Other entries keep track of wood, iron,

blankets and tools for carpentry and blacksmithing. While the goods are dealt with in bulk quantities, the lack of dates for the various entries makes it difficult to tell how many people were being fed and supplied. There is no descriptive text explaining who was keeping the inventories and why. The books have no value on the open market.

8. KENNELS

This 20 yard diameter round room has walls of engraved white stone and is dominated by a 10' marble statue of a human woman in robes, holding up a sword. Thanks to the Orcs, the woman has had her nose smashed off and has had her skin painted green and hair painted red, like a Cutnose. The engravings on the walls show humans (now painted to be Cutnose Orcs) fighting with melee weapons. The armor looks about three-hundred years out of date and there are no clear sides – just a great deal of combat.

Despite the desecrations of the Cutnose Orcs, the room is an area of High Sanctity for those who follow gods of War. Furthermore, clerics of a War god will cast their spells at +4 here, clerics of a Death god at +2, clerics of a god of Good or Evil at -2, and clerics of a god of Love and Fertility at -4.

MONSTERS

The room also contains 8 ferocious Hell Boars on chains just long enough to prevent them from leaving the kennels, and three heavily scarred Orcish keepers.

3 CUTNOSE ORC WARRIORS

ST: 12	HP: 13	Speed: 5	Attacks: Orcish Broadsword-13 1d+2 Cu
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 9	Per: 12	SM: 0	Skills: None
HT: 11	FP: 13	DR: 0	Class: Mundane
Dodge: 8	Parry: 9	Blk: N/A	Notes: Speaks Orcish. All three of the Orcs are heavily scared with bite marks.

8 HELL BOARS

Hell Boars are black, pony-sized mammals that look like a cross between a great pig, a wolf, and a rat. They have short hair, long hairless tails, and a mouth full of gleaming sharp teeth. They are hunters by nature and are extremely vicious and bad tempered. Their eyes blaze and foam drips from their teeth when they are angry, which is most of the time. They can eat almost anything and always feel hungry.

ST: 14	HP: 14	Speed: 6	Attacks: Bite-15 2d Cut
DX: 12	Will: 11	Move: 8	Traits: Discriminatory Smell; Night Vision 2; Quadruped; Wild Animal.
IQ: 5	Per: 12	SM: 0	Skills: Brawling-15; Tracking-14; Swimming-11.
HT: 11	FP: 20	DR: 1	Class: Giant Animal
Dodge: 10	Parry: N/A	Block: N/A	Notes: None.

TREASURE

GM EYES ONLY

The Orcs have 27 copper pieces between them. Their 3 cheap Orcish broadswords are each \$50, 4 lbs each. One of the Hell Boards, underneath the folds of fat on its neck, is wearing a studded leather collar with the word “Angry” burned crudely into the leather in Orcish (\$1, 0 lbs)

9. ORC KITCHENS

This 7 yard by 7 yard room stinks with the unique aroma of an Orcish kitchen. All sorts of strange and revolting ingredients lie smeared over the deeply-scratched surface of what was once a fine rosewood desk. Dangling strings hanging from hooks in the ceiling keep other plants and animals in easy reach and at the far end of the room, clay bowls filled with yet other ingredients line the battered shelves of what was once a pair of fine rosewood cabinets. The floor is covered with moldering trash.

MONSTERS

4 Orcish cooks are having a screaming argument over whether it is best to gut rats, roasting the flesh and making soup from the guts, or whether it is best to eat them alive. They are jabbing at the air with iron knives in each other’s directions to make their point.

4 CUTNOSE ORC COOKS

ST: 11	HP: 11	Speed: 5	Attacks: Large Knife-13 1d-1 Im or 1d-1 Cu
DX: 10	Will: 10	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 10	Per: 13	SM: 0	Skills: None
HT: 10	FP: 10	DR: 0	Class: Mundane
Dodge: 8	Parry: 8	Blk: N/A	Notes: Speaks Orcish.

TREASURE

The Orcish “spices” held in simple clay cups are not labeled and are mostly worthless, but careful examination will reveal 4 ounces of salt (\$60) and an ounce of Orcish Firegrain (\$150, DF p. 11)

10. WORKSHOP

This 3 yard x 5 yard room contains four scratched wooden tables, covered with crude iron tools. In the NE corner of the room, broken swords and arrows are piled up together.

TREASURE

The tools include a cheap hatchet (\$6, 2 lbs), and clumsy implements for blacksmithing and carpentry including chisels, hammers, planes, saws and tongs (\$200, 80 lbs, -4 to skill).

11. ORC BREEDING PITs

This huge 60 yard by 90 yard room is a natural cavern given a level wooden floor. These are the Orc breeding pits where the tribe’s females and juveniles live in squalor – 120 Orcs in all. Cutnose Orc culture relegates females and juveniles to the status of livestock and they keep them in the breeding

GM EYES ONLY

pits. Here they live naked in filth amidst screaming and fighting, amusing themselves by bullying anyone smaller. Scarification is common, being the only form of decoration available. These Orcs will avoid combat with the PCs if possible, though the adult females will not abandon the juveniles even if the situation is hopeless. Given a chance to communicate, adult females will beg for their lives and the lives of the juveniles, promising that they have no treasure to take. If they are spared, they will not tell the Chief about the PCs – instead they will use the opportunity to run away. The PCs may encounter them sometime later as forest bandits, in which case, the Orcs will treat the PCs with contempt for being such merciful idiots.

MONSTERS

In combat, these Orcs will try to overwhelm foes with numbers, trying to outflank and looking for opportunities to slam or grapple. If they successfully capture a PC through mass grappling, they will stab the PC with knives.

29 ADULT CUTNOSE ORC BREEDERS

ST: 10	HP: 12	Speed: 5.25	Attacks: Large Knife-12 1d-2 Im or 1d-2 Cu
DX: 12	Will: 10	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 10	Per: 13	SM: 0	Skills: None
HT: 11	FP: 10	DR: 0	Class: Mundane
Dodge: 8	Parry: 8	Blk: N/A	Notes: Speaks Orcish.

18 OLDER CUTNOSE ORC JUVENILES

ST: 9	HP: 11	Speed: 5	Attacks: Large Knife-11 1d-3 Im or 1d-3 Cu
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 9	Per: 12	SM: 0	Skills: None
HT: 10	FP: 11	DR: 0	Class: Mundane
Dodge: 8	Parry: 7	Blk: N/A	Notes: Speaks Orcish.

22 YOUNGER CUTNOSE ORC JUVENILES

ST: 8	HP: 10	Speed: 5	Attacks: Large Knife-10 1d-3 Im or 1d-4 Cu
DX: 10	Will: 8	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 8	Per: 11	SM: 0	Skills: None
HT: 10	FP: 11	DR: 0	Class: Mundane
			Notes: Speaks Orcish.

The remaining 40 Orcs are too young to fight.

TREASURE

While the Orcs have hoarded bits of rag, ordinary stones and small bones, none of it is of any monetary value.

12. PRISON

GM EYES ONLY

This 7 yard by 7 yard room may once have been a smithy, judging by the old bellows and the large iron anvil. Now it is the Orc's prison and torture chamber, thanks to the addition of three cells with doors held shut by crossbars. Sets of manacles are bolted into the walls of the room, beside a glowing brazier and a stack of sharp or pointed iron tools.

The troll in cell 3 is screaming to be let out, while the two Orcish guards are screaming at her to shut up. The other two cells contain an Orcish and a Dwarven prisoner. Thanks to the healing spells cast by the Orcish Shamans, the prisoners are all at full hit points right now, ready to be tortured again.

MONSTERS

2 CUTNOSE ORC JAILORS (WET PITS AND LITTLE HATCHET)

ST: 14	HP: 16	Speed: 5	Attacks: Orcish Broadsword-15 2d+2 Cu
DX: 10	Will: 10	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 8	Per: 12	SM: 0	Skills: None
HT: 11	FP: 14	DR: 2	Class: Mundane
Dodge: 8	Parry: 10	Blk: N/A	Notes: Speaks Orcish

RAT CRAB SPIDER (CUTNOSE ORC PRISONER)

Rat Crab Spider is a very thin Cutnose Orc with broken teeth and a scar running right down the middle of his face. He was been thrown into the dungeon because he laughed out loud when the chief, Skull Taker, began to use perfume. Rat Crab Spider has been terrified lately, but he is delighted to see the PCs, who he hopes will free him. He knows that he will never be welcome among the Cutnose Orcs again and he's looking for a new gang to hang with – being with any outfit would be better than being alone. He will immediately try to ingratiate himself with the PCs, speaking to them in broken Common. He will tell them that if they spare his life, he would make a very useful guide and that he hates the Cutnose more than the PCs do. As it happens, the Orc really does know the layout of the entire level, really has no plans to betray the PCs, and will be a loyal minion if offered the chance. If allowed to accompany the party, Rat Crab Spider will try to attach himself to whoever seems most sympathetic towards him, performing services and offering flattery. If nobody is particularly sympathetic, he'll attach himself to the biggest, strongest character. He will put up with a lot of bullying, but may eventually respond to cruelty by stealing valuables and fleeing. Rat Crab Spider will do his best to be obedient, but his instincts are animalistic and hateful. When forbidden to engage in a cruel act against an outsider, Rat Crab Spider will be unable to prevent himself from weeping loudly and possibly rolling on the ground. He just cannot stop himself from crying, even if it puts the entire party in danger. He also has a tendency to laugh inappropriately.

ST: 11	HP: 9	Speed: 6	Attacks: Punch-14 1d-1 Cr
DX: 13	Will: 11	Move: 6	Traits: Appearance (Ugly); Bully (12); Combat Reflexes; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 11	Per: 14	SM: 0	Skills: Brawling-14; Broadsword-13; Climbing-13; Knife-12; Stealth-13; Survival (Forest)-12 Survival (Underground)-13; Tracking-11.
HT: 11	FP: 13	DR: 0	Class: Mundane
Dodge: 10	Parry: 11 *	Blk: N/A	Notes: Speaks Broken Common and Orcish. * Parry 11 (Brawling)

SNORI HILLSTOUT (DWARF PRISONER)

GM EYES ONLY

Snori is a thin but muscular dwarf dressed in ragged woolen trousers and a torn linen shirt. His long black hair and brown beard are unkempt and bristle wildly in all directions.

Snori will be very grateful if released. He is more than ready to take his revenge on the Orcs and he feels honorbound to save the life of one of at least one party member. However, if he accompanies the party, he will want an equal share of the treasure. If given an equal share after defeating the Orcs, he will agree to accompany the players to lower levels. Snori hates Orcs and will never trust Rat Crab Spider.

ST: 14	HP: 12	Speed: 5	Attacks: Punch-14 1d Cr
DX: 11	Will: 9	Move: 5	Traits: Combat Reflexes; High Pain Threshold; Infravision.
IQ: 10	Per: 12	SM: 0	Skills: Brawling-14; Broadsword-15 (2d cut); First Aid-10; Shield-15; Mining-15; Survival (Underground)-12.
HT: 12	FP: 14	DR: 0	Class: Mundane
Dodge: 9	Parry: 11 *	Blk: N/A	Notes: Speaks Common and Dwarvish. * Parry 11 (Brawling)

WAAARG (TROLL PRISONER)

Waaarg is a ten foot naked humanoid reduced to skin and bones with hunger. Her leathery, grey skin is covered with scabs and there are patches of matted black hair on her scalp. Her wide mouth bristles with teeth like needles and her red eyes blaze with rage. Waaarg claws at the door to her cell, screaming like a wounded animal. She has gone insane with rage and suffering and now all the Troll cares about is killing. Although she wants to escape from her cell, she is too crazy to hide her desire to rend the PCs limb from limb. As long as the PCs do not open the door to her cell, she is no danger to them but if they let her out, she will try to kill them.

ST: 30	HP: 40	Speed: 5	Attacks: Claws-15 3d Cu or Bite-15 3d Imp
DX: 12	Will: 14	Move: 6	Traits: Combat Reflexes; High Pain Threshold; Infravision; Near Instant Regeneration (2 hp per second).
IQ: 8	Per: 14	SM: 1	Skills: None
HT: 14	FP: 20	DR: 4	Class: Mundane
Dodge: 11	Parry: 12 *	Blk: N/A	Notes: Speaks Trollish. * Parry 12 (Brawling)

TREASURE

The brazier is not of Orcish design (\$120, 6 lbs) but the torture implements are just scrap iron twisted into strange shapes (\$20, 20 lbs)

13. TEMPLE

This twelve yard by fifteen yard room has empty wooden weapon-racks lined along the walls which are engraved with neat stick figures in combat poses. At the far end of the room is a stone altar, carved with crude leering Orcish faces. On the alter is the blood-dripping head of a ram on a spike. As long as the head remains upright, the temple is an area of High Sanctity for clerics of Evil gods, including the Orcish Shamans. Furthermore, Clerics of a god of Death, Evil or War will cast spells at +4, of a god of Earth, Fire or of The Hunt at +2, of a God of Agriculture at -2, and of a God of the City, Good, the Sea, or the Sun at -4. The Orcish shamans will cast at +4.

MONSTERS

7 Cutnose Orc Warriors, lead by 4 Cutnose Orc Shamans wearing tiger-hide robes and carrying staves, are chanting at the altar. The warriors have their backs turned to the entrance, but the Shamans are standing behind the altar with a clear view.

OLD SNAGGLE (HEAD SHAMAN)

Old Snaggle's long hair has turned completely white and his spine is so bent that he can hardly hold his head up. His nose also seems to have grown with age, now hanging down almost six inches from his face. He wears nothing but heavy leather leggings and a patchwork rat-fur cloak. His chest is covered in a brightly colored and skillfully rendered tattoo depicting a giant squid fighting with a dragon. Old Snaggle's engraved staff is topped with a jewel that is glowing with a soft yellow light.

Old Snaggle has great authority and the other Orcs will do whatever Old Snaggle orders them to, short of turning against the Chieftain, Skull Taker. Old Snaggle will fight bravely, but if forced to choose between death and cooperating with the party, he will definitely cooperate. He will do anything to stay alive.

In combat, the first thing Old Snaggle will do is cast Invisibility on himself, then use his Staff of Ranger's Tread to cast Mage-Stealth on himself, then look for an opportunity to drop an Explosive Fireball on the enemy without doing too much collateral damage to the Orcs. He is fond of Dispel Magic, Fireball and Daze and may cast Minor Healing or Major Healing on himself or another shaman. If forced into single combat, he is likely to cast Paralyze Limb.

ST: 12	HP: 20	Speed: 6	Attacks: Quarterstaff-15 1d+4 Cr
DX: 12	Will: 15	Move: 6	Traits: Appearance (Ugly); Bully (12); High Pain Threshold; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).
IQ: 13	Per: 15	SM: 0	Skills: None
HT: 13	FP: 16	DR: 2 / 0 *	Class: Mundane
Dodge: 9	Parry: 13	Blk: N/A	Notes: Speaks Bugbear, Common, Dwarven, Goblin and Orcish. DR 2 Legs, 0 Rest
			Spells: Old Snaggle knows the following spells, all at level 18: Armor, Cure Disease, Darkness, Daze, Detect Magic, Dispel Magic, Explosive Fireball, Fireball, Invisibility, Mage Sight, Major Healing, Mass Daze, Mass Sleep, Minor Healing, Paralyze Limb, Shatter, Sleep, Staff, Strike Blind, Touch.

3 CUTNOSE ORC SHAMANS (GUT BITER, AXE STONE AND BAD DREAMS)

The Shamans wear robes made of tiger hides and carry staves in their hands that are engraved with images of battle. They are smaller than most Cutnose Orcs and their spines have become increasingly bent with age. All of them have streaks of white through the red of their hair.

In combat, the shamans favor Mass Sleep and Sleep spells. They exploit opportunities to cast Dispel Magic and may cast Minor Healing or Major Healing on another Shaman. If Forced into Single Combat, they are likely to cast Daze to give them an opportunity to flee.

ST: 10	HP: 20	Speed: 6	Attacks: Quarterstaff-15 1d+2 Cr
DX: 12	Will: 15	Move: 6	Traits: Appearance (Ugly); Bully (12); High Pain Threshold; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).
IQ: 12	Per: 14	SM: 0	Skills: None
HT: 12	FP: 14 + 4 *	DR: 0	Class: Mundane
Dodge: 8	Parry: 12	Blk: N/A	Notes: Speaks Bugbear, Goblin and Orcish. * 4 FP from Poweritem

GM EYES ONLY

Spells: The shamans know the following spells, all at level 15: Armor, Cure Disease, Darkness, Daze, Detect Magic, Dispel Magic, Major Healing, Mass Daze, Mass Sleep, Minor Healing, Paralyze Limb, Sleep, Staff, Strike Blind, Touch.

7 CUTNOSE ORC WARRIORS

In combat, the first priority of the warriors will be to protect the shamans.

ST: 12	HP: 13	Speed: 5	Attacks: Orcish Broadsword-13 1d+2 Cu
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage)
IQ: 9	Per: 12	SM: 0	Skills: None
HT: 11	FP: 13	DR: 0	Class: Mundane
Dodge: 8	Parry: 9	Blk: N/A	Notes: Speaks Orcish

TREASURE

The 7 Orcish Warriors have 55 copper pieces between them. They also have 7 cheap Orcish broadswords (\$50, 4 lbs each) and 7 cheap, medium Orcish shields (\$20, 20 lbs each)

The 3 shamans wear tiger-skin robes, which are not well made, but the hide is genuine enough and is in good condition (\$200, 5 lbs). Their oak staffs (their power items) are carved with stylized images of Orcs in battle (\$300, 4 lbs).

Snaggle Tooth's leather leggings are stitched to fit his twisted limbs and are without value in the open market. Despite the work that went into making a cloak out of rat-hides, the garment is likewise without value back in civilization. Old Snaggle's weapon looks like an ordinary alder staff carved with leaves and vines, but is a Staff of Ranger's Tread (\$10,500, Mage-Stealth, 4 lbs, users of Divine magic only).

14. CHIEFTAIN'S HALL

This 15 yard by 20 yard chamber has a stage at the far end, on which Skull Taker, the chieftain, has set his wooden throne. The stage is hung with moldy and tattered red curtains and the walls are stamped all around with the repeated emblem of the battle axe in a mailed fist. The emblem shows fine workmanship and the battle-axe looks like a human design rather than an Orcish one. Distributed all about the room are twenty free-standing iron spikes five feet tall, each topped with a severed head, some Orcish, some human. The heads are in various stages of decomposition, ranging from barely cold to mere skulls. Behind the throne sit three large wooden chests, bound with iron.

MONSTERS

Skull Taker sits on his throne attended by a full retinue armored in iron plate. Three Blood Axe Bugbears stand guard beside the throne, while ten Orcish warriors (some of them particularly large) stand below the stage, paying him compliments.

SKULL TAKER

Skull Taker is a huge, muscled Orc, though stooped with age. His long red hair, streaked with white, is bound into many plaits with leather thongs. The Chief wears a gleaming suit of polished plate mail built to fit his frame, although if he isn't expecting trouble, the hawk-plumed helmet will be sitting

GM EYES ONLY

beside his throne. Skull Taker smells strongly of sweet lilac perfume, an affectation he has only recently acquired. His odor is unusual, but is much more pleasant than that of the average Orc.

ST: 21	HP: 25	Speed: 6.25	Attacks: Fine Broadsword of Seeking-17 4d+1 Cu or 2d+3 Imp
DX: 13	Will: 13	Move: 6	Traits: Appearance (Ugly); Bully (12); Combat Reflexes; High Pain Threshold; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).
IQ: 13	Per: 15	SM: 0	Skills: None
HT: 13	FP: 16	DR: 6	Class: Mundane
Dodge: 11	Parry: 13	Blk: 11+2DB	Notes: Speaks Orcish

4 CUTNOSE ORC BODYGUARDS (BLOOD BOAR, LEG BREAKER, FOUL BREATH, FACE RIP)

There are four particularly strong and vicious Cutnose warriors, picked to personally serve and protect the chief. Their black iron mail is of Orcish production. Though it looks clumsy and ugly, it is practical and highly effective.

ST: 15	HP: 17	Speed: 5	Attacks: Orcish Broadsword-15 2d+2 Cu
DX: 12	Will: 10	Move: 5	Traits: Appearance (Ugly); Bully (12); Combat Reflexes; High Pain Threshold; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).
IQ: 9	Per: 14	SM: 0	Skills: None
HT: 12	FP: 14	DR: 4 / 0 *	Class: Mundane
Dodge: 9	Parry: 11	Blk: 11+2DB	Notes: Speaks Orcish, * everywhere but hands and feet or 0 hands or feet

3 BLOOD AXE BUGBEARS (BULL, WIDE-OAK, GUTS)

ST: 20	HP: 24	Speed: 6	Attacks: Great Axe-15 4d+1 (Must ready after parry or attack)
DX: 13	Will: 11	Move: 5	Traits: Combat Reflexes; High Pain Threshold; Infravision; Social Stigma (Savage)
IQ: 8	Per: 12	SM: 1	Skills: None
HT: 13	FP: 20	DR: 4 / 0	Class: Mundane
Dodge: 9	Parry: 11U	Blk: N/A	Notes: Speak Orcish and Bugbear. They ignore any orders they are given. Given a chance to fight, they will just charge into the fray, regardless of what the Orcish captain wants. * DR: 4 (skull, torso, vitals, groin, limbs) or 0 (face, neck, hands, feet)

7 CUTNOSE ORC WARRIORS

ST: 12	HP: 13	Speed: 5	Attacks: Orcish Broadsword-15 1d+3 Cu
DX: 11	Will: 9	Move: 5	Traits: Appearance (Ugly); Bully (12); Combat Reflexes; High Pain Threshold; Infravision; Rapid Healing; Resistant to Metabolic Hazards (+3); Social Stigma (Savage).
IQ: 9	Per: 12	SM: 0	Skills: None
HT: 11	FP: 13	DR: 4 / 0 *	Class: Mundane
Dodge: 9	Parry: 11	Blk: 11+2DB	Notes: Speaks Orcish, * everywhere but hands and feet or 0 hands or feet

TREASURE

The 7 Orcish Warriors have 70 silver pieces between them. Their 4 suits of Orcish mail are the wrong shape for anyone without a hunched spine, but would be worth something to an armorer for salvage

GM EYES ONLY

(\$20, 80 lbs each). They also have 7 cheap Orcish broadswords (\$50, 4 lbs each) and 7 cheap, medium Orcish shields (\$20, 20 lbs each).

The 3 Blood Axe Bugbears have 95 silver pieces between them. They also have 3 suits of heavy Bugbear mail (\$40, 200 lbs each) and 3 oversized great axes (\$30, 16 lbs each).

The 4 Orcish Bodyguards have 132 silver pieces between them. They also have 4 suits of decorative Orcish mail (\$100, 80 lbs each), 4 cheap Orcish broadswords (\$50, 4 lbs each), and 4 cheap, medium Orcish shields (\$20, 20 lbs each).

Skull Taker has 100 silver pieces (\$400) on his person. His mail is more elaborate than that of the other Orcs, but that only makes it uglier (\$100, 80 lbs). His medium shield is fine quality human work, decorated with a red griffon (\$600, 12 lbs). He wields a fine enchanted *Broadsword of Seeking* (enchanted with Accuracy +1, \$7,000, 3 lbs).

The chests are all DR 2, HP 14. \$200, 40 lbs. They are locked and only Skull Taker knows where the key is hidden. Each can be opened with a straight Lockpicking roll and there are no traps.

Chest 1 contains 200 square feet of wolf fur (\$1,000, 150 lbs)

Chest 2 contains 2,108 copper pieces.

Chest 3 contains 1,091 silver pieces.

15. THE STAIRS DOWN

A short corridor terminates in a stone stairway, spiraling downwards. Characters walking down the stairs will descend 10 yards until they arrive at the open doorway into level 2, room 1.

LEVEL 2: VAULT OF THE SCRIBES

1. ANTECHAMBER

This 4 yard by 4 yard room contains a wooden desk and chair, and some balls of animal dung on the floor (anyone with Naturalist, Survival (Underground) or Zoology has +3 to recognize it as the dung of Giant Rats). The walls are stamped all the way around with the emblem of a hand holding a quill.

MONSTER

Hiding above the doorway waiting to drop on anything that comes through is a predatory Hell Slug.

HELL SLUG

The Hell slug is a broad, flat invertebrate of roughly oval shape that hides in trees or on ceilings, dropping onto creatures passing below to grapple and smother them. It has a limited ability to alter the color of its rough, slimy hide for camouflage and may vary in color from light brown to dark brown or green, to black. The slug waiting on the ceiling here is dark brown and well-concealed against its background. PCs coming through the door above which it waits are at -6 to notice it. PCs entering through any other door are at -2. The Hell Slug's pink blood is extremely thick and sticky. Anyone who damages the slug with a weapon of Reach 1 or less must roll Dodge or be splattered with blood on the attacking limb or limbs (no Dodge permitted if striking bare-handed). If a character is splattered, consider their limb to be covered by units of goo equal to the damage they just caused to the slug (example: a sword blow to the slug causing 4 points of damage will produce 4 points of goo). Until the goo is removed, use of the limb will require the character to win a contested ST roll every second against the cumulative amount of goo on it. The goo can be removed at a rate of one unit per second of cloth-wiping or five units per second of washing.

ST: 40	HP: 50	Speed: 5	Attacks: Squeeze-16 4d Crushing
DX: 12	Will: 11	Move: 5	Traits: Constriction Attack; High Pain Threshold; Infravision; Invertebrate; Vermiform.
IQ: 3	Per: 10	SM: 2	Skills: Brawling-16; Stealth-16.
HT: 12	FP: 40	DR: 2, 8 *	Class: Dire Animal.
Dodge: 9	Parry: N/A	Block: N/A	Notes: None

2. KITCHEN

This 5 yard by 5 yard room contains four scratched wooden tables and rusty iron cooking implements hanging from hooks on the wall. The rear wall is lined with empty wooden shelves. There are balls of dung here, as in room 1.

3. BEDROOM 1

This 5 yard by 7 yard room contains three wooden beds and what looks to be scraps of torn linen sheets and woolen blankets on the floor. The walls have been painted with fake windows, looking out onto a sun-filled garden. There is a small wooden locker at the bottom of each bed. They can be opened with a straight lock-picking roll or by doing 10 damage to them (they have DR 2). Smashing the boxes may damage the contents at the GMs discretion.

TREASURE

Locker 1: 26 silver pieces, an ivory makeup kit engraved with a picture of a sleeping white tiger (1 oz, \$200), 5 ounces of Frankincense (\$80) and a bottle of Jasmine-scented perfume (6 oz, \$500).

Locker 2: 41 silver pieces, a steel dagger of very fine quality enchanted with Penetrating Weapon (2) (\$5,400, 0.25 lbs), and a vial containing a green Great Healing potion (\$1,000, 0.5 lb).

Locker 3: 4 silver pieces, 25 copper pieces, a pair of red silk men's slippers (\$70, 1 lb) and 3 vials, each containing a black Speed Potion. (\$550, 0.5 lb each).

4. BEDROOM 2

This 5 yard by 7 yard room contains three wooden beds and what looks to be scraps of torn linen sheets and woolen blankets on the floor. The walls have been painted with fake windows, looking out onto a sunny beach. There is a small wooden locker at the bottom of each bed. They can be opened with a straight lock-picking roll or doing 10 damage to them (they have DR 2). Smashing the boxes may damage the contents at the GMs discretion.

TREASURE

Locker 1: 4 gold pieces, 66 silver pieces, 37 copper pieces, and four small stones in a green velvet bag. To the untrained eye, the stones look quite like diamonds and are as hard as rock. They are, however, a form of sugary candy, and will dissolve pleasantly in the mouth. They are worth a copper piece each.

Locker 2: For some reason, the locker is filled to the brim with old, broken egg-shells. They are worthless.

Locker 3: 12 silver pieces, a small silver mirror (\$400, 0.5 lb.), and an electrum broach in the shape of a scarab (\$2,000, 0.15 lbs).

5. BEDROOM 3

This 5 yard by 7 yard room contains three wooden beds and what looks to be scraps of torn linen sheets and woolen blankets on the floor. The walls have been painted with fake windows, looking out onto a sun-dappled forest. There is a small wooden locker at the bottom of each bed. They can be opened with a straight lock-picking roll or by doing 10 damage to them (they have DR 2). Smashing the boxes may damage the contents at the GMs discretion.

MONSTER

The room is currently being used by a spherical, brown, five-limbed earth elemental, who is sitting on the floor and slapping it with its hands/feet, for reasons only an earth elemental can understand.

FIVE-LIMBED EARTH ELEMENTAL

The elemental has a rough, brown-black round body with five supporting limbs, each ending in five fingers/toes. It has ten mouths in a horizontal ring, rocky, toothless holes that are strong enough to crush rocks. The creature has a name, but to PC ears, it sounds like rocks grinding together.

GM EYES ONLY

The elemental speaks the language of Earth elementals and broken Dwarvish. It has no interest in the PCs problems and knows nothing of any use. If asked to help, it will agree to aid the party in return for some interesting stones, provided upfront. The elemental will be satisfied by about 100 gold pieces (\$8000) worth of stones. However, once it has swallowed them, it will no longer remember having promised to help.

In Combat, the Elemental likes to cast Mud Jet on groups of enemies, followed by Stone Missile. Anyone who damages the elemental in combat will really annoy it and is likely to be the subject of a Flesh to Stone spell. If fearing for its life, the elemental may cast Walk Through Earth to get away from the PCs, but it will be back to finish the fight as soon as it thinks the PCs don't know where it is, hoping to come at them from an unexpected direction. If defeated, the elemental will be willing to cast Flesh to Stone on any petrified characters, as well as doing whatever else it needs to do to survive long enough to escape.

ST: 25	HP: 40	Speed: 4	Attacks: 2 x Punch-16 2d+2 Crushing Traits: Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Limbs (5 Arms / Legs); High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals). Skills: Brawling-16; Innate Attack (Beam)-16. Class: Elemental Notes: Speaks the language of Earth Elementals and broken Dwarvish. Spells: The elemental knows all of the Hard spells of the Earth College except Entombment and Steelwraith at level 20.
DX: 11	Will: 12	Move: 6	
IQ: 8	Per: 9	SM: 1	
HT: 14	FP: 40	DR: 10	
Dodge: 9	Parry: 9	Block: N/A	

TREASURE

Locker 1: The locker contains a thick sheaf of yellowed papers, under which are 44 silver pieces, and a bronze ring engraved with the image of a lotus (\$30, 0.1 lb). The top sheets of paper are the alphabet written out carefully again and again, as though someone had been practicing their calligraphy. After that are 40 pencil drawings, all of the face of the same man, somewhat fat, balding and middle-aged and with a faint sneer to his expression. The pictures are signed "Marf". They aren't bad but nobody is going to pay money for them.

Locker 2: 2 gold pieces, 37 copper pieces, and a delicate knife, fork and spoon set made of billon (\$300 for the set, 0.25 lbs)

Locker 3: Locker 3 is trapped with a magical trap.

SHOCKING RUNES TRAP

Detect: Per-based Thaumatology, or Per-based Traps -2. It is assumed that the Traps skill includes instruction on recognizing magical traps.

Disarm: No

Circumvent: DX-based Traps roll to scrape the runes off the locker without setting them off. Once removed, the runes are harmless.

Evade: No.

Effects: Resist Runes-15 with Will or suffer 3d electrical damage (burn).

Shots: Infinite.

Steal: No

60 silver pieces and 3 books, all bound in codex form and written in Common.

Jade Path of the Magus.

Primer: Occultism, Thaumatology. Spell: Ignite Fire (which the book calls “Sacred Flame Ritual”). \$250, 9 lbs.

An introduction to thaumatology and the occult, this book harps heavy on the awesome responsibility of being a magus and includes many exhortations for the student to lead a virtuous and upstanding life.

The Five Cryptic Keys of Lao.

Textbook: Cryptology, Mathematics, Thaumatology. Spells: Create Fire (“Manifestation of the Sun”), Extinguish Fire (“Banishing the Sun”), Ignite Fire (“Evocation of the Sun”), Seek Fire (“Pilgrim of the Sun”), Shape Fire (“Possession of the Sun”). \$850, 14 lbs.

This meandering text can be a little hard to follow, not least because of the author’s reliance on complicated metaphors and cryptic hints. The book includes many logical puzzles which serve no practical use, but might provide some light entertainment over the campfire.

The Last Wizard.

Heavy leather covers decorated with swirling scratches. Thesis: Psychology, Thaumatology, 4 points in each. Spells: Burning Touch (“Close Melee Burn”), Explosive Fireball (“Tactical Area Burn”), Fireball (“Targeted Range Burn”), Firecloud (“Firestorm”), Flaming Weapon (“Armed Melee Burn”), Flame Jet (“Flamethrower”), Heat (“Targeted Armor Scorch”), Ignite Fire (“Targeted Incendiary”), Rain of Fire (“Surface Denial Incendiary Area Burn”), Shape Fire “Tactical Incendiary Area Denial”. \$1,500, 24 lbs.

This text is essentially the anonymous autobiography of a mage for hire, woven through with digressions on the subjects of Thaumatology and human psychology and concluding with a grimoire. The mage sees his life as a tale of human triumph. Rising from extreme poverty as a child in the big city, he found success as a mercenary wizard specializing in fire magic, flinging off the chains of morality along the way as he slowly came to realize that only a fool gives a damn about anyone else.

6. MEETING CHAMBER

This 4 yard by 8 yard room has the emblem of a hand holding a quill stamped all around the walls. The room is dominated by a long wooden table, around which there are twelve wooden chairs. There are two toppled ceramic mugs on the table, a shattered glass vase and a small wooden box holding shards of white chalk. The far wall is paneled with slate and has the words “THE FUTURE” written on it in white chalk with Common capital letters.

7. WORKROOM

This 5 yard by 5 yard room has the hand and quill emblem stamped all around the walls. It contains six simple wooden desks, each with a wooden chair. A small, blue ceramic inkwell sits at the right hand corner of each desk. There are empty wooden shelves along each wall that an animal of some kind has been chewing on (A roll against Naturalist, Survival (Underground) or Zoology will identify the teeth-marks of a giant rat).

The inkwells are empty, though stained with ink. If the PCs look under the desks, they will find under one of them that someone has carved in Dwarvish “Get a real job, thief!”.

8. STORAGE

This 5 yard by 5 yard room is ringed with wooden shelves, laden with closed, labeled wooden boxes of different sizes. The boxes contain stacks of old, yellowed, blank paper, bunches of withered writing quills bound with string, and small glass bottles of ink (long dry).

9. LIBRARY

The floor of this stinking 4 yard by 4 yard room is covered in torn, stained paper to a depth of about 1 yard, spilling out into the corridor. There are badly-chewed, empty wooden shelves ringing the walls, except where the boards have been torn down. If the PCs stand silently for a few seconds, they will hear occasional shrill squeals and scurrying feet. Eventually, whether they make noise or not, a huge, hairy brown rat head will emerge from the papers and hiss at them, baring yellow teeth.

Once the rats have become aware of the PCs, combat is almost certain. If the PCs invade the rats' lair, the rats will attack (-4 to hit them through all the paper). On the other hand, if the PCs leave, the hungry rats will take this as a sign of weakness and will follow and attack them.

MONSTERS

9 GIANT RATS

ST: 9	HP: 9	Speed: 6.5	Attacks: Bite-15 1d-1 Cutting
DX: 13	Will: 10	Move: 7	Traits: Night Vision 5; Semi-Upright; Striking ST +2 (ST 11); Wild Animal.
IQ: 5	Per: 12	SM: -1	Skills: Brawling-15; Stealth-15.
HT: 13	FP: 13	DR: 1	Class: Giant Animal
			Notes: None.
Dodge: 9	Parry: N/A	Block: N/A	

The death of the last rat is the beginning of the party's problems. A few seconds after the combat finishes, a stinking breeze blows through the room and a Necrodentus arrives from nowhere.

NECRODENTUS

For reasons unknown, the extermination of a group of rats can sometimes result in the summoning of a Necrodentus, a cow-sized air elemental, cloudy brown-black with floating dust and grit, in the rough shape of a rat. The Necrodentus is evil but is not undead. Its first action upon being summoned is always to try to slaughter whoever slaughtered the rats. If it succeeds, it may return to whatever stranger plane it comes from, or it may decide to remain and hunt for flesh.

ST: 20	HP: 24	Speed: 8	Attacks: Bite-15 1d Impaling
DX: 13	Will: 17	Move: 6	Traits: Dark Vision; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Flight (Lighter Than Air, -10%); Immunity to Metabolic Hazards; Injury Tolerance (Diffuse), No Fine Manipulators; No Legs (Aerial); Vulnerability (Vacuum and wind-based attacks x2).
IQ: 8	Per: 16	SM: 2	Skills: Brawling-15.
HT: 13	FP: 20	DR: 0	Class: Elemental
Dodge: 10	Parry: N/A	Block: N/A	Notes: The bite of a Necrodentus may be Dodged, but not Blocked or Parried. Armor does not protect, though magical defenses, including enchantments on armor, do.

A Necrodentus can do all of the following once every three minutes as free actions:

GM EYES ONLY

1. Extinguish all small fires in 30'. Light and Continual Light spells in the area are the subject of a Dispel Magic (17).
2. Utter a piercing high-pitched howl in a cloud of dark dust, causing a Fright Check at -4 for animal allies, drowning out the music of bards, and doing 1d corrosive damage to the flesh of any creature that hears it. Armor does not protect.
3. Make its black eyes blaze a brilliant red as it attacks its chosen target with its bite. As long as the target can see the eyes blaze and regardless of whether the bite hits or not, the target must win a quick contest of Wills or suffer 1d of corrosive damage to the eyes. Armor does not protect.

TREASURE

The pages seem to have scribbled writing on them in a number of hands, but the ink has all run, rendering them illegible. Any PC who has experience with old books will know that ink just doesn't do that naturally.

10. TEMPLE

This round room, 9 yards in diameter, is where all of the Cutnose Orcs' garbage and dung from Level 1 Room 7 winds up, in a wide lake of filth in the sunken floor, dominated by a hill of trash. The stench is indescribable. On a stone dais in the middle of the hill is a statue, brown with muck. The statue is of man with the head of a cat, holding a stylus and a tablet, upon which is written the word "Wisdom" in Elvish. The filth-caked walls of the room are engraved with scenes of reeds growing on the banks of rivers.

Despite the desecration, the temple is an area of High Sanctity for clerics of Knowledge. Any spells cast to write something somewhere are cast at +6. Any spells that harm a living creature are cast at -4. Mages as well as divine spell-casters are subject to these modifiers.

MONSTER

LURKER IN FILTH

The pool is home to a Lurker in Filth, presently happily submerged beneath the surface and impossible to see. The Lurker in Filth is not looking for a fight, but it will not hesitate to defend the great heap of garbage and Orc dung in which it lives. In practice, this means that anyone who touches the heap will immediately be attacked.

The Lurker in Filth is a slimy, greenish-brown, invertebrate scavenger that lives on rotting organic matter and dung. It has six short legs, three on each side of the body, and four tentacle arms that feed the toothless mouth found on the underside. The Lurker can see and hear perfectly well, despite the lack of any visible sense organs apart from a mass of feeler-tentacles at one end (the end that happens to contain the brain, such as it is). In battle, the Lurker will do its best to face away from danger, which does not hamper its ability to perceive its enemy or to fight, but will convince most enemies to attack its rear end rather than the end that contains its brain.

ST: 40	HP: 40	Speed: 8	Attacks: 2 Barbed Tentacle Slash-20 4d Cutting
DX: 15	Will: 15	Move: 4	Traits: 360 Degree Vision; Discriminatory Smell; Doesn't Breathe; Extra Attack; Extra Arms (4 Tentacles); Extra Legs (6 Legs); High Pain Threshold; Infravision; Invertebrate; No
IQ: 3	Per: 14	SM: 2	

GM EYES ONLY

HT: 12	FP: 40	DR: 4	Fine Manipulators.
Dodge: 8	Parry: 12	Block: N/A	Skills: Brawling-15
			Class: Mundane
			Notes: The Lurker in Filth's barbed tentacles both filthy and envenomed. Any character wounded by the Lurker in Filth must roll vs. HT. Failure will reduce that characters HT by 1 for a number of days equal to the degree of failure. Effects are cumulative. This counts as both as poison and disease for resistance and curing.

11. THE STAIRS DOWN

A short corridor terminates in a stone stairway, spiraling downwards. Characters walking down the stairs will descend 10 yards until they arrive at the main corridor.

LEVEL 3: VAULT OF THE SERVANTS

1. DORMITORY 1

This 5 yard x 7 yard room contains six simple wooden beds. 4 Cave Ogres lie snoring on a pile of linen sheets and wool blankets on the floor, while a fifth sits on a bed facing the doorway, scratching the side of the bed with his claws, to make shavings curl up (at -3 to notice the PCs). Scratched clumsily into the stone wall above each bed is the symbol of a shield crossed by a staff. In the SE corner, a wooden mop stands in a tin bucket.

MONSTERS

5 CAVE OGRES (UKRUG, BUKRUG, URGUK, GARK AND UGRAGUK)

The Cave Ogres are squat, eight foot tall, hairless humanoids with tusks and crusty blue-grey skin. They are wearing kilts made out of bear-hide tied with the skin of huge serpent and carry massive, black, flanged, iron maces. Their yellow teeth are like jagged, broken rocks and their breath stinks like rotten eggs. They are violent predators and will attack the PCs as soon as they become aware of them.

If captured, the Ogres will become servile until they find a good opportunity to escape. They know about the dragon ("the great fire snake") and the giant ("the giant") and they are terrified of both.

ST: 25	HP: 30	Speed: 5	Attacks: Mace-15 5d+2 Cr;
DX: 11	Will: 11	Move: 5	Tusks-15 1d cutting
IQ: 8	Per: 13	SM: 1	Claws-14 1d-2 cutting
HT: 11	FP: 25	DR: 4	Traits: High Pain Threshold, Infravision.
Dodge: 9	Parry: 11U	Block: N/A	Skills: Brawling-15
			Class: Mundane
			Notes: The Ogres speak Orcish, Ogre and broken Bugbear.
			curing.

TREASURE

The ogres' maces are mauls by human standards (\$80, 12 lbs).

2. DORMITORY 2

This 5 yard x 7 yard room contains six simple wooden beds. On the far wall, a white linen sheet hangs suspended from the wall by unseen means. The sheet has been gashed in a way that makes it look like an unhappy face – two gashes for eyes and a sad, semi-circle mouth (the sheet is harmless and it is held up with glue of some kind). Many linen sheets and wool blankets are piled together in a mound on the floor. Scratched clumsily into the stone wall above each bed is the symbol of a shield crossed by a staff.

3. DORMITORY 3

This 5 yard x 7 yard room contains six simple wooden beds. Linen sheets and wool blankets are piled together in a mound on the floor. Scratched clumsily into the stone wall above each bed is the symbol of a shield crossed by a staff.

4. DORMITORY 4

This 5 yard x 7 yard room contains six simple wooden beds. Linen sheets and wool blankets are piled together on a mound on the floor, on which sits a scowling twelve-foot giant, arms crossed over his knees. Scratched clumsily into the stone wall above each bed is the symbol of a shield crossed by a staff.

MONSTER

WULFGAR (CAVERN GIANT)

Wulfgar is 14 feet tall and looks like an oversized rural bum with an implausibly bulbous nose. His long blonde hair and bushy beard are unkempt and dirty, his yellow hemp shirt has no sleeves, his brown hemp trousers are ragged and patched and are tied around his waist with a rope, and his feet are bare and black with dirt. Wulfgar is no fool, however – he just doesn't like to go to a lot of effort.

Wulfgar the Cavern Giant is a simple soul – he wants to eat the PCs and collect their stuff. He's curious enough to listen to negotiation attempts, but isn't going to make any deals – he's just going to eat the PCs and collect their stuff.

If defeated, Wulfgar will cooperate with the PCs in return for his life. However, he will constantly be looking for a chance to betray and defeat them. He knows the layout of the level and knows about the "little folk" (Cave Ogres), who he despises for being small and weak, and the "abomination" (Chasnahhakah the dragon), who he hates for being a monster.

ST: 40	HP: 60	Speed: 5	Attacks: Broadsword-16 7d Cu or 5d 1m
DX: 12	Will: 15	Move: 7	Traits: High Pain Threshold; Infravision.
IQ: 12	Per: 14	SM: 2	Skills: None
HT: 12	FP: 30	DR: 6	Class: Mundane
Dodge: 11	Parry: 12	Block: N/A	Notes: Speaks Common, Dwarvish.

TREASURE

Hat of Shrinking. Wulfgar has a long, floppy, red, wool hat the size of a sleeping bag that can shrink him to 3' in height. This works for anyone who puts on the huge hat provided that they are over 3' normally, and the cap will shrink as well to fit. Wulfgar usually only wears this to make it easier to leave the room and while eating, to make his meals bigger. (\$500, 20 lbs)

Ring of Bright Water. Wulfgar also has a human-sized silver ring that he can wear when he has been shrunk. The thick silver band is enchanted with Create Water. For some reason, the water has a faint white glow. (\$4,300, 0.3 lbs)

5. KITCHEN

This 5 yard by 5 yard room contains four scratched wooden tables and little else. The rear wall is lined with empty wooden shelves and hooks are set in the other walls, but nothing hangs from the hooks any more except for a pair of tin spatula and a whisk.

6. PANTRY

GM EYES ONLY

This 3 yard by 3 yard room abuts the kitchen (room 5). It is lined with wooden shelves on which nothing now sits but lines of small bones. There are 40 bones in all and a roll against Physician, Physiology, Thanatology, Zoology or First Aid will reveal that they are human toe bones. The GM may allow characters who spend a lot of time around skeletons to substitute IQ for this roll.

7. STORAGE

This 5 yard by 5 yard room is ringed with wooden shelves, laden with open, labeled wooden boxes of different sizes. The boxes contain linen sheets, woolen blankets, and simple woolen shirts, skirts and trousers. The material has deteriorated with the passing of the years and is badly molded and moth-eaten.

8. EATING HALL

This smoky, 10 yard by 20 yard room is dominated by a huge, red dragon, laying in wait for anyone or anything that might wander by. The walls are stamped all around with the emblem of a hand holding a silver chalice, except in a few places where the wall has been scorched black. The floor is almost entirely scorched and is covered in a thin layer of ash.

MONSTER

CHASNAHHAHKAH THE DRAGON

Chasnahhahkah is a very splendid looking dragon and he knows it. His gleaming scales are dark red along his back, blending into orange along his sides and deep yellow along his underbelly. He holds his head high at the end of his towering neck, his long, crocodilian face set with bright yellow eyes, slit with black pupils. Six bright purple plumes grow from his face, two from each cheek, and one from above each eyebrow. The dragon can manipulate these plumes independently, an ability that he likes to show off by using them for emphasis in conversation. Dark smoke curls from the dragon's wide nostrils and past his rows of long teeth.

Above all, the dragon is looking for an opportunity to gloat. Although he intends to eat the PCs, he is even more interested in playing with them, boasting to them, and telling them how powerless they are before him. He is quite self-righteous, believing that the PCs were out to kill him and take his treasure. While his vanity may be exploited, he is highly intelligent and far too paranoid to fall for simple deceptions - Chasnahhahkah may be arrogant but he didn't get to be 300 years old by being gullible.

The dragon may cast Charm, Mass Suggestion or Perfect Illusion just to mess with the PCs heads. One illusion he likes is to have an obsequious human servant enter the room and confess to a minor mistake, such as breaking a clay cup, after which the dragon gives the "human" a hard look and they burst into flame, dying horribly and dramatically.

In combat, Chasnahhahkah loves nothing better than casting a Terror spell at an enemy group and then breathing fire all over them. He likes to cast Foolishness on annoying mages and Fear on annoying melee fighters. While he doesn't mind using his claws and teeth, he prefers to use them on foes who are running away.

If defeated, Chasnahhahkah will do anything in return for his life. He will deal honestly with the characters unless being dishonest will allow him to escape from them. He knows the layout of the entire level and knows about all of its current inhabitants by their proper names.

GM EYES ONLY

ST: 50	HP: 65	Speed: 7	Attacks: Claw-18 3d Impaling Bite-18 4d Impaling Breath Weapon-15 3d-1 Burning, 10 hex code, costs 2 fatigue. Traits: Compartmentalized Mind; Discriminatory Smell; Extra Attack, High Pain Threshold; Infravision; Winged Flight. Skills: Brawling-18 Class: Mundane Notes: Fluent in Common, Elvish and most dead languages. Spells: The dragon knows the following spells at level 20: Charm, Detect Magic, Dispel Magic, Fear, Foolishness, Forgetfulness, Mage Sight, Mass Suggestion, Perfect Illusion, Suggestion, Terror. Due to its Compartmentalized Mind, the dragon is able to cast spells and attack at the same time.
DX: 14	Will: 16	Move: 7 or 18 flying	
IQ: 14	Per: 18	SM: 4	
HT: 12	FP: 50	DR: 8	
Dodge: 10	Parry: 10	Block: N/A	

TREASURE

Chasnahhahkah is resting on a great pile of copper, silver and gold. Anyone who takes the time to separate and count it will find 3,199 copper pieces, 1,520 silver pieces and 129 gold pieces. Also in the pile are an ordinary pickaxe (\$15, 8 lb), a silver crown engraved with lions (\$575, 0.5), an electrum bracelet engraved with flowering vines (\$5,120, 0.5), and the following three enchanted items:

Brush of Cooling. Teak Brush enchanted with Coolness. (\$4,020, 0.5 lbs.)

Garrote of Shell-Cutting. Very Fine, enchanted with Penetrating Weapon (2). (\$5,040, Neg.)

Shield of Dancing. This is a fine quality medium shield enchanted with Dancing Shield. The shield's surface is a patchwork of inlaid woods of different kinds, depicting a hawk rising into the air with wings spread. (\$6,020, 12 lbs.)

9. MAINTENANCE

This 3 yard by 3 yard room is lined with wooden shelves and cluttered with buckets, mops, piles of rags and broken furniture and tools.

10. TEMPLE

This round room, 9 yards in diameter, is centered around a white marble dais on which stands a white marble statue of a robed man holding a shield in his left hand and a staff in his right. The white stone walls are engraved with images of simply dressed figures kneeling to richly dressed ones. Four wooden chairs have been set against the wall and in each chair sits a stiff desiccated corpse, wrapped in a white burial sheet, with their head, arms and shoulders sticking out. A young man in fine clothes is adjusting their postures, somehow managing not to snap their limbs in the process. He appears to be playing with them as if they were dolls.

The temple is an area of High Sanctity for clerics of Love and Fertility. Clerics of a god of Love and Fertility will also cast spells at +4 to skill, while worshipers of a god of Death will cast spells at -8, and of gods of the Hunt, Night or Storm at -4.

MONSTER

LLYRSYN (STRANGE FAE CREATURE)

Llyrsyn looks like a rich young nobleman who just been to a ball. He is wearing a burgundy velvet coat, well-tailored sheepskin trousers, and a pea-green, three-cornered hat with a decorative silver buckle over the brim. A long, thin dress-rapier hangs at his hip (though he has no idea how to use it). He is clean-shaven, with neatly-combed, lank black hair that reaches his shoulders.

Llyrsyn is a fae creature, not malicious, but insane by human standards, who has dropped by to play with the corpses that he found in the room. He speaks all common languages (including Common, Elvish and Dwarvish) and will respond with as much friendliness or hostility as he is shown. He will not leave his game, however, and will grow hostile if told that he shouldn't be playing it. He cannot be bribed as he has everything he wants. However, he is aware of the giant "the big, angry man", the dragon "the great drake" and the ogres "the cave wights". He will warn friendly PCs that the dragon is a fire-breather and a wizard.

If attacked, Llyrsyn will do his best to escape by casting Perfect Illusion, calling up transparent human "ghosts" dressed in rags and bound in chains warning "flee!" He will defend himself against magic using Meta-College spells such as Dispel Magic. If Llyrsyn can get out of the PC's sight, he will use Perfect Illusion to disguise himself as a cheap wooden chest and Sound to lead characters away.

ST: 10	HP: 14	Speed: 7	Attacks: Punch-15 1d-2 Cr
DX: 14	Will: 16	Move: 9	Traits: Dark Vision; Detect (Supernatural)
IQ: 16	Per: 20	SM: 0	Skills: Brawling-15
HT: 12	FP: 20	DR: 0	Class: Faerie
Dodge: 12	Parry: 10	Block: N/A	Notes: Speaks all common languages (including Common, Elvish and Dwarvish)
	(Brawling)		Spells: Llyrsyn knows all of the Hard spells from the Meta college and all of the Hard spells from the Illusion and Creation college except for the Create spells. All spells are known at level 20.

TREASURE

Llyrsyn's clothes and weaponry look valuable, but if taken from him will turn to sticks and leaves by the next dawn.

11. THE STAIRS DOWN

A short corridor terminates in a stone stairway, spiraling downwards. Characters walking down the stairs will descend a full 100 yards until they arrive at a wide arched opening through which pours what looks like sunlight.

LEVEL 4: THE GARDEN

The stairwell opens up onto what looks to be a sunlit wilderness, housed in a great cavern. A blazing white sphere three yards across, located just beneath the cavern roof 30 yards above, radiates both heat and light. Long grass grows on the plain at the foot of the stairs, while further off is a broad pond and a forest of trees. In the middle of the plain stands what looks to be a white statue.

Closer examination of the “sun” by flying characters will reveal that it is a magic glass ball hanging on an iron chain that is bolted into the cavern roof. The ball has DR 5, but if DR is penetrated, it will be shattered and destroyed, plunging the cavern into darkness. Since all of the denizens of the cavern rely heavily on senses other than sight, this will not disadvantage them in combat. On the other hand, the loss of the sun is an ecological disaster and all of the plants will be dead within a week, forcing the animals to yield their territory and move upstairs somewhere.

1. LONG GRASS

The grass here is a lush green and grows from one to two feet high.

1A. FLOWERS

This small valley is covered in bright flowers in red, yellow and orange, and the air is fragrantly sweet. The flowers also radiate magic. The flowers are of no known type, but a roll against Botany -4, Naturalist -4 or any wilderness Survival -4 will suggest that living flowers will have a curative scent. The Analyze Magic spell will reveal that the scent of the living flowers will function as an Instant Neutralize Poison cast at level 16. The flowers will die if uprooted or planted elsewhere.

1B. THE STATUE

On a small hillock stands a sandstone dais, surrounded by a rock garden of arranged, black stones, overgrown with grass and weeds. On top of the dais stands a pocked and blank-faced marble statue, all features eaten away as if by a powerful acid. The statue is has been damaged over the entirety of its body, though the dais shows no signs of damage at all.

Unfortunately, all of the long grass within four yards of the statue is, in fact, part of a huge Demongrass plant lurking beneath the soil. Noticing the difference between long grass and Demongrass in time to avoid it requires a successful Perception based roll against either Naturalism or Survival (Plains)-4.

MONSTER

DEMONGRASS

The Demongrass can make one grapple attack per turn and can have up to ST/5 grapples in effect at any one time (so up to 10 in this case). The first grapple will be to one of the legs. If that is successful, the Demongrass will follow up with a grapple to another limb, chosen at random. If the Demongrass has two successful grapples on a victim, it will attempt a Takedown. If a victim has been taken down, the Demongrass will grapple any limb that is damaging it. If the victim is prone, grappled in at least two places and not doing any immediate damage, the Demongrass will grapple for the throat. The Demongrass does not crush the throat, but it does cut off the air supply unless the victim has rigid

GM EYES ONLY

neck armor of some kind. The Demongrass may grapple multiple foes and will do so to defend itself, but it must divide its strength between foes.

ST: 50	HP: 50	Speed: 1	Attacks: Grapple-15 Grab
DX: 11	Will: 0	Move: 1	Traits: Constriction Attack; Doesn't Breathe; Doesn't Sleep;
IQ: 1	Per: 10	SM: 2	High Pain Threshold; Immunity to Metabolic Hazards;
HT: 12	FP: N/A	DR: 0	Indomitable; Injury Tolerance (Homogenous, No Blood); No
Dodge: N/A	Parry: N/A	Block: N/A	Fine Manipulators; Unfazeable.
			Skills: None
			Class: Plant
			Notes: None.

2. SCRUB

The terrain here is a mixture of long grass and low bushes.

2A. GROVE

There is a small grove of trees here. Hidden alongside it (Per-2 to notice it before it rears up) is a huge Diamond-Headed Tunnel Snake.

MONSTER

DIAMOND-HEADED TUNNEL SNAKE

The Diamond-Headed Tunnel Snake looks like a giant cobra with spines running down its back. When threatened, it will give a warning before going on the offensive, trying to scare the PCs away by rearing up and opening its hood, revealing a pattern like a white diamond. The snake may spit up to 15 feet, but the spit is a harmless, if disgusting, bluff.

ST: 35	HP: 50	Speed: 8	Attacks: Bite-16 4d Impaling
DX: 14	Will: 12	Move: 4	Traits: High Pain Threshold; Infravision; Striking ST +3 (ST
IQ: 4	Per: 10	SM: 2	13); Temperature Tolerance 10 (-135° to 40°); Vermiform;
HT: 12	FP: 12	DR: 3	Wild Animal.
Dodge: 10	Parry: N/A	Block: N/A	Skills: Brawling-16; Stealth-14.
			Class: Giant Animal.
			Notes: The bite of the Diamond-Headed Tunnel Snake is
			highly venomous. A character bitten must make a HT roll or
			suffer 1 HP of damage a second until they reach the point
			of death. At the point of death, they may make one final
			roll against HT. Success will cure them of the poison.
			Failure means death.

3. STREAM

Clear, clean water flows in a stream through the middle of the cavern in a stream three yards across and one yard deep.

3A. STREAM SOURCE

The stream flows directly from a hole in the cavern wall here, half a foot in diameter. The tunnel is not deep and ends in a magical opening to a distant lake.

3B. STREAM BRIDGE

An ornamental, though practical, wooden bridge crosses the stream here. It is painted in bright red, yellow and green and shows no sign of degeneration.

3C. POND

The stream empties out into a weed-choked pond some 30 yards across. Fragrant white lilies grow on the surface, somewhat masking the scent of wet vegetation rotting. A population of eyeless, grey frogs sits on pads or swim in the water and small insects skip across the pond's surface.

4. SWAMP

For about three yards from the surface of the pond, the water has become soft and marshy, causing feet to sink into the muck and halving movement.

4A. MUSHROOM RING

A ring of large, white mushrooms with red and brown caps grow in a ring in the mud. A roll against Botany, Naturalist or Survival (Swamp) will reveal that the mushroom is likely to be poisonous, but may be the sort of poison that some cultures consume to heighten their magical senses.

If a mushroom is eaten, the eater must roll against HT or take 1d toxic damage for each point by which they fail their roll. If they do not fail their HT roll, they gain one point of ST and regain 1d of Fatigue for each point by which they succeeded. ST will return to normal within an hour. If a subject eats the mushrooms three times within twenty-four hours, they will be cursed with the Gluttony (Mushrooms) Disadvantage until subjected to a Remove Curse. Taken five times within 24 hours, the mushrooms should cause the PC to develop a mental Disadvantage that the GM rules is an appropriate outgrowth of their personality. The Disadvantage need not have anything to do with mushrooms – it simply represents the character getting a little bit crazier. The GM decides whether the disadvantage can be lifted with a Remove Curse or whether a personal quest of some kind must be undertaken. The mushrooms can be picked, but picked mushrooms become merely poisonous at the next sunrise.

5. FOREST

The trees here are common surface species for the area, somehow growing green and healthy deep underground.

5A. PAGODA

An ornamental wooden pagoda, painted in greens, blues and golds stands before a pebbled courtyard, overgrown with weeds. In the middle of the courtyard grows a tree with twisting branches. Mounted on the tree is a human skull, branches growing through its mouth and eye sockets.

Inside the pagoda is an octagonal wooden table and a warped old rocking chair. On the table is a red clay mug and a white china teacup painted with tiny blue flowers (the cup is worth about \$200 but is very fragile).

GM EYES ONLY

The Pagoda and courtyard are areas of High Sanctity for clerics of Death or the Wilderness. Furthermore, Spells cast by a cleric of Death or the Wilderness are cast at +4, but if cast by a cleric of a god of Good, at -4. Spells from the Colleges of Body, Healing, Plant, Meta and Necromancy are cast at +4, while spells from the elemental collages are cast at -4. The total bonus or penalty cannot exceed 4. Removing the skull will eliminate the sanctity of the area but the character who does the removing will be the subject of a Curse spell, cast at level 20.

5B. FORSAKEN STATUE

The marble statue of a naked woman with flowers in her hair lies on its side here, covered in weeds and with both arms broken. Her right arm holds a snake, wrapped around her forearm. The hand on the left arm seems to be holding fire, rising up from her palm. Standing directly over her is a Peace Blossom Tree.

MONSTER

PEACE BLOSSOM TREE

Whenever the Peace Blossom Tree is struck or an animal passes within 10 feet of the limbs, it releases a white cloud of spore twenty feet in every direction. Any creature caught in the cloud who is not holding their breath is affected as if by a Sleep spell cast at level 21. Touching a sleeper within 20' of the tree will automatically trigger another burst of spore. Those sent to sleep by the Peace Blossom can be woken up, but will never wake up without help – the tree keeps them in peaceful slumber until they die and feed the soil.

The Peace Blossom Tree is covered in broad green leaves and small yellow flowers. It has grown to 20 feet in height, with branches reaching 10 feet from the trunk. Characters may recognize the trees for what they are before blundering into them on a successful roll against Botany, Naturalist or Survival (Forest)-4.

ST: 20	HP: 30	Speed: 1	Attacks: Sleep-21 Respiratory Agent Traits: Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood); No Fine Manipulators; Unfazeable. Skills: None Class: Plant Notes: None.
DX: 14	Will: 0	Move: 1	
IQ: 4	Per: 10	SM: 2	
HT: 12	FP: 20	DR: 4	
Dodge: N/A	Parry: N/A	Block: N/A	

6. JUNGLE

The lush trees here are heavily hung with vines. Movement is halved if the front row characters are hacking through the undergrowth with blades, quartered otherwise.

6A. FUNGANOID TERRITORY

Characters with Discriminatory Smell who make a Perception roll will notice the vague scent of lemon in the air and will be able to trace it back to transparent slime on some of the trees.

MONSTERS

GM EYES ONLY

Sooner or later, characters wandering the area will run into 1d6 Funganoids out of the 12 who roam the jungle here.

12 STREAKED FUNGANOIDS

The Funganoids are magical plant creatures shaped like an elongated barrel, with a mass of fern-like feelers at the top and a manipulative foot at the base. Brightly colored in reds, oranges and browns, they are limbless and fly magically. Hundreds of tiny black eyes are arranged around the center of the body, swaying on short stalks. Funganoids have no known mouths.

Funganoids are murderously xenophobic and will attack the PCs as soon as they become aware of them, calling out in ultra-high frequency to attract all other Funganoids in the jungle. For simplicity's sake, assume that five seconds after the call goes out, 1d6 Funganoids will arrive each second from a variety of directions. The Funganoids will pursue the PCs but will not leave this level of the dungeon.

In combat, a Funganoid is likely to cast Invisibility followed by Great Hallucination. The hallucination will take the form of large slavering mouths appearing in the ground, trees and walls, trying to bite the subject.

The Funganoid attacks by firing seeds from somewhere inside its body. The seeds are as hard as stone and as sharp as glass and make a buzzing sound as they cut through the air. The Funganoid can fire them in any direction.

When a Funganoid dies, it releases a cloud of red gas, which will affect everyone standing within Reach 1 who is not holding their breath. The gas stinks of decomposing plant-life and functions like a Sleep spell cast at skill 15. The gas will dissipate after one minute.

ST: 12	HP: 12	Speed: 4	Attacks: Seed Spit-15 1d-1 Impaling, Acc3 Range 10/20 Traits: 360 Degree Vision, Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood; Unfazeable. Skills: None Class: Plant Notes: Too alien to communicate or negotiate with. Spells: The Funganoids all know the following spells at level 21: Great Hallucination, Hallucination, Illusion Disguise, Invisibility, Mage Stealth, Perfect illusion.
DX: 12	Will: 9	Move: 4 (flying)	
IQ: 7	Per: 12	SM: 0	
HT: 12	FP: 16	DR: 2	
Dodge: 9	Parry: N/A	Block: N/A	

TREASURE

Funganoids have no treasure as most humanoids understand it, but what they do have is a great pile of leaves heaped around the trunk of an oak old tree. The leaves on the ground are of no value, but the holes in the tree are packed with various herbal concoctions. There are 5 doses of Paut (\$135, 0.5 lb each.), 2 Anti-Toxins (\$20, 0.5 lb. each) and 2 Invisibility Potions (\$2,250, 0.5 lb. each). Identifying them will require a roll against Herb Lore.

7. SIDE CAVERN

The rock of the cavern wall has cracked open, creating an opening into another large cavern, this one devoid of soil and plants, and lit only by the "sunlight" that spills through the cave opening.

MONSTER

GM EYES ONLY

GREAT WORM

Lying on the rocky cave floor is what looks to be a gigantic pink earthworm, about eight feet wide and thirty feet long. When it detects intruders, it will open its mouth, revealing a ring two yards wide filled with shining, knife-like teeth. The worm is blind but it can detect movement on the ground through vibration and it will mindlessly pursue and attack anything that it detects.

ST: 70	HP: 70	Speed: 4	Attacks: Bite-16 6d Cutting
DX: 9	Will: 10	Move: 4	Traits: High Pain Threshold; Infravision; Striking ST +3 (ST 13); Vermiform; Wild Animal.
IQ: 1	Per: 8	SM: 4	Skills: None
HT: 12	FP: 20	DR: 4	Class: Dire Animal
			Notes: None.
Dodge: N/A	Parry: N/A	Block: N/A	

TREASURE

The ivory of the worm's teeth is quite valuable. It weighs 10 lbs in all and is worth \$10,000. However, PC's are unlikely to recognize this unless they have a suitable Connoisseur specialty that might give them experience with different kinds of ivory.

8. THE STAIRS DOWN

An opening in the southern wall of the cavern leads to a broad stone stairway 5 yards wide, spiraling downwards. The stonework is particularly fine, with the smooth blocks fitting perfectly together, but the walls are mossy and grow progressively mossier as the characters descend. After descending 10 yards, the PCs will arrive at the landing where the Chest Monster lurks. 20 yards lower than that, at a depth where the walls are thick with moss, is the arched entryway to Level 5, Room 1.

MONSTER

THE CHEST MONSTER

On an otherwise empty landing sits the silent Chest Monster. The Chest Monster would look like an ordinary large wooden chest with an iron lock, were it not for the three large round eyes and the grinning gash of a mouth, full of sharp teeth. The Chest Monster's large eyes will make it clear that it is watching everything the PC's are doing and the closer they get to touching it, even if with an attack, the wider it will grin.

An unusually stupid member of its species, the creature is physically capable of perfectly impersonating a chest, but doesn't have the sense to do it properly. It is waiting patiently for the PCs to come over and touch it, at which point, it will attack. It has no idea that it is telegraphing its intentions with its highly expressive face. If the monster starts to feel ignored, it may make a sound in its belly like muffled change ringing, not realizing that chests don't do that.

If spoken to by someone making eye-contact, the creature will assume perfect chest form for three seconds or until touched, during which time it is blind and deaf. After that, one eye will re-appear, then the other two, then the mouth with return. The creature will not otherwise acknowledge having been spoken to.

GM EYES ONLY

The creature has a very simple inner life but the GM should feel free to express it all on the face in a very human manner. The monster may emote that it is angry to be ignored, or sad to suffer damage, or surprised by a feat of magic, or whatever else the GM feels is warranted.

If bypassed, the chest will look miserable and jingle as it watches the characters go. As soon as they are out of eyeshot, it will then stalk them with intent to ambush whoever looks smallest.

In its natural, dead form, the Chest Monster looks like a cube of pinkish meat, with three large round eyes and a huge mouth.

ST: 20	HP: 20	Speed: 5	Attacks: Bite-12 2d Impaling
DX: 11	Will: 10	Move: 3	Traits: Infravision; Vermiform; Wild Animal.
IQ: 1	Per: 8	SM: 0	Skills: Brawling-14; Stealth-14.
HT: 12	FP: 20	DR: 2	Class: Mundane
Dodge: 8	Parry: N/A	Block: N/A	Notes: Too alien to negotiate.

TREASURE

In the depths of the Chest Monsters gut are two empty bottles, a ceramic cat, and a fuzzy toy bear that squeaks if pressed. They are in poor condition and none of them are worth anything.

LEVEL 5: THE PALACE

1. GUARDROOM

This 4 yard by 4 yard room is almost coated in fuzzy green mold, spilling out into the stairwell and the corridor on the far side. The air is stuffy with the dank smell of vegetation. Where the surface of the wall can be seen, it is stamped with the emblem of a golden crown. The room is entirely bare of furnishings but it does have a thriving population of ants and spiders, feasting on the mold.

2. THEATER

This 10 yard by 20 yard room seems to be a theater. Rows of engraved pinewood seats, padded with moldy red velvet, are arranged before a raised stage, hung with moldy velvet curtains of red and blue. Spider-webs hang from curtain to stage, wall to wall, making it impossible to mount the stage without either walking through them or making a hole in them. There is a large and throne-like wooden chair on the stage, gaudily painted to look like engraved ivory set with bright jewels. The heavily molded backdrop curtain shows a palatial sunlit courtyard, complete with fountains and flowering trees. On a successful Perception roll or upon a careful examination, it will be seen that the extensive mold on the upper right corner of the painting obscures a small group of human figures standing in the far corner of the courtyard and gesturing in the direction of the stage. Unfortunately, the damage is so extensive that little more remains than vague human outlines. Similarly, a successful Perception roll or careful examination will reveal that the mold on the bottom right of the backdrop hides a small painted plant, growing from a crack in the otherwise perfect paving. The plant resembles a miniature black tree, with a tiny human skull at the end of every branch.

There is a small bare 2 yard by 2 yard room leading off the stage to the left. Piles of costumes are stacked in the corner, including clothing appropriate for nobility, clergy, peasantry and soldiers. A variety of painted wooden weapons hang from pegs on the wall and there are simple shelves containing rotted makeup, cobwebbed wings and funny rubber noses. Standing in one corner is a dusty marble statue of a robed old man, bald at the crown but with long hair at the sides and back and a long beard. The old man's face is grave and he is pointing directly forwards, but someone has wrapped a pink feather boa around his raised arm. If the PCs follow the pointing of his finger, they will find that it points at the rubber noses (irrelevantly).

3. MUSIC ROOM

This 6 yard by 6 yard room is so thickly webbed that even the corridor outside is filled, making it impossible to come within 5 yards of the doorway without touching the web. The web is not strong enough to entrap humans but touching it or otherwise causing movement will summon the Rock Spiders who live in the room and are looking for a meal.

Should the PCs actually make it into the room, they will find that it contains a wooden dais 2 yards in diameter, before which are set 7 engraved cedar chairs, padded with red velvet and draped in spider-webs. The stained and moldy walls depict scenes of nymphs and satyrs dancing through the woods playing lyres, pipes and drums. The room is home to 18 very aggressive Rock Spiders.

MONSTERS

18 ROCK SPIDERS

GM EYES ONLY

Rock spiders are brown, furry arachnids about the size of a medium dog, who capture their prey by hunting in packs. They are very aggressive hunters and even human-sized animals, once detected, will immediately be attacked as food.

ST: 7	HP: 8	Speed: 4	Attacks: Bite-12 1d-1 Impaling
DX: 12	Will: 9	Move: 4	Traits: 360° Vision; Combat Reflexes; Extra Legs (Eight Legs); Horizontal; Infravision; No Fine Manipulators; Super Jump 1 (10-yard jump); Wild Animal.
IQ: 3	Per: 8	SM: -1	Skills: Jumping-16; Stealth-15.
HT: 10	FP: 8	DR: 0	Class: Dire Animal.
Dodge: 9	Parry: N/A	Block: N/A	Notes: Any character damaged by the bite of a Rock Spider must roll against HT or be at -1 DX for one hour. Effects are cumulative with the number of times the character was bitten.

TREASURE

Resting on one of the chairs and covered in web is a bone harp, beautifully carved with long twisting dragons. (The harp is actually made from dragonbone, considerably improving its value). (\$7000, 3 lbs.)

4. GLADIATORIUM

This round room is 10 yards in diameter and thickly covered in mold. Engraved cedar chairs, padded with red velvet, line the walls around a wide pit sunk three yards deep. Rope ladders offer access from the seating level down into the pit (but they are rotten and will break if used). Where the mold does not quite cover the wall, it can be seen that the stonework is painted with images of naked skeletons fighting with swords.

The most on the floor is extremely thick here and PCs will be at -3 to any roll to remain on their feet and -5 to climb. Worse yet, the spongy floor is drenched with Witches' Honey, a gelatinous predator. Noticing the almost transparent "honey" requires a Perception based roll at -3 against Botanist, Naturalist, Zoology or Survival (Underground). The Witches' Honey will attack as soon as anyone steps on or attacks it.

MONSTER

WITCHES' HONEY

Witches' Honey is a foul living jelly found in caves, in bodies of water, and in areas with high rainfall. It is a slowly creeping puddle of sickly yellow translucence and eats any organic matter that it can find, adventurers included.

ST: 0	HP: 30	Speed: 3	Attacks: Psuedopod-12 2d Toxic. Roll vs. HT or be affected as if by a Paralysis spell. Each successful attack does damage each round at a cumulative -2 per round until washed off. Any time that a character touches the jelly is considered a successful pseudopod attack. If a character becomes engulfed, damage is 4d Toxic and HT must be rolled against each second to avoid Paralysis.
DX: 12	Will: 0	Move: 3	Traits: Amphibious; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; Infiltration, Can ooze under barriers and
IQ: 0	Per: 0	SM: 1	
HT: 12	FP: 12	DR: 0	
Dodge: 9	Parry: N/A	Block: N/A	

GM EYES ONLY

through tiny holes); Invertebrate; No Legs (Slithers); No Manipulators; Vibration Sense (Air).

Skills: None

Class: Slime.

Notes: Nonsentient – can't communicate or negotiate.

Unaffected by Animal or Plant spells that don't specifically target slimes.

5. ART GALLERY

This 4 yard by 12 yard hall is bare of furniture, though the walls have been paneled in oak. The walls are hung with paintings in elaborately engraved wooden frames. However, at some point in the past, the paint has run, somehow becoming liquid and leaving nothing of the original image but a smeared blur of color down the canvas and the wall. These blurs of paint are perfectly dry now.

One painting, halfway down the hall, is only one-third destroyed. The right hand third is a melted mess of paint like any other artwork in the room, but the remaining two-thirds show a fine white stallion wearing an ornate saddle and a set of reins.

TREASURE

Any PC who thinks they are going to be able to get money for this ruined artwork is dreaming. Feel free to have an art dealer praise the originality and genius of the works, only to conclude by laughing in the PC's faces.

6. LIBRARY

This 4 yard by 4 yard room is so thickly encrusted with mold that nothing can be seen of it but the vague shape of a large chair in the center of the room and the vague shape of standing shelves set against the far wall. Exploring through the mold, the PCs will be able to find an engraved cedar chair with padded velvet seats and a rug so rotten and brown that no pattern can be discerned. The mold on the shelves contains scraps of leather book-covers, but the pages have long since rotted away as has any lettering on the cover.

7. TEMPLE

On a marble dais in the center of this round, 7 yard diameter room stands a tall, green-leafed tree, somehow thriving with no sunlight and no soil. 5 human skulls hang from the branches of the tree on leather thongs. The white marble walls, patchy with mold, are engraved with scenes of farmers and craftspeople peacefully going about their work.

The temple is an area of Very High Sanctity for clerics of a god of Death or the Wilderness. Furthermore, spells cast here are at +7 if cast by the cleric of a god of Death or the Wilderness but at -7 if cast by a cleric of Good. Spells from the colleges of Body, Healing, Plant, Meta and Necromancy are cast at +6, while spells from the elemental collages are cast at -8. Total bonuses and penalties cannot exceed 10. Killing the tree will eliminate the sanctity of the area but the character who delivers the killing blow must save vs. HT-4 or be infected with plant parasites. Consider the parasites to be a Disease (see GURPS Campaigns, p.442) which we will call "Green Death".

GREEN DEATH

Vector: Respiratory.

HT roll: HT-1

Delay: 6 hours.

Damage: 1d toxic.

Symptoms: Severe chills and vague but horrific nightmares. The whites of the eyes will gain a greenish tinge and the subject may develop feelings of isolation and hopelessness (the degree to which they give in to these feelings or not should be a role-playing matter for the player to decide).

Cycle: 2 x (20-HT)

A Cure Disease spell will cure the Green Death, and so will a Wither Plant spell. A Blight spell will slow the infestation, doubling the duration of cycles.

8. GREAT HALL

This 20 yard by 40 yard oak-paneled hall is crawling with spiders, to the point that the walls and ceiling constantly seem to be moving and there is a continual whisper of scuttling legs. A long table runs down the middle of the room, covered by a white sheet of web, as are the chairs around it. One chair, larger than the others, has been hoisted up from its place at the far end of the table and is now suspended 8 feet in the air at 45 degrees. Nestled in the web with the end of its abdomen resting in the chair is a massive black spider the size of a cow. This is Grandmother Chtikrix.

MONSTER

GRANDMOTHER CHTIKRIX

Grandmother Chtikrix is a massive black spider, hairless and with eight gleaming beady eyes. She will do her best to stay off the ground and out of the reach of the PCs. She likes to sit in her chair, but she is perfectly capable of scuttling up her web and standing upside down on the 12 foot ceiling.

Grandmother Chtikrix isn't sure if she is going to eat the PCs or not. It may depend on how entertaining they are. She will initiate conversation if given a chance and speaks Elvish and broken Dwarvish. She has no interest in helping the PCs but will agree to spare their lives if they amuse her. She likes dances, songs, stories and jokes. However, some content will make her angry. She hates jokes that rely on an understanding of humanoid social rules, because she doesn't get them. She also hates romantic tales that end in a man and a woman living happily ever after, because she ate her true love's head in a fit of passion. Finally, stories in which heroes slay monsters may offend her if she identifies with the monster. She will not warn the PCs about these sore points.

In combat, she is likely to cast Control Animal (Spider Swarm) (see below) and Animate Shadow to keep her foes occupied. Difficult targets, such as well-armored warriors, are likely to be hit with Spider Silk, of which Grandmother Chtikrix can project four strands at once. If damaged, she may cast Steal Vitality to heal herself. She will defend herself from magic with Meta spells (such as Dispel Magic). She quite enjoys biting people if it isn't too dangerous and may even come down to the floor for the opportunity. She likes to cast Pestilence at fleeing foes and if she needs to escape, she will use Shapeshift to change into a swallow and fly away.

ST: 25	HP: 40	Speed: 6	Attacks: Bite-18 3d Impaling. Any character damaged by the bite of Grandmother Chtikrix is the subject of an Enslave spell, cast at level 21. Traits: 360° Vision; Clinging; Combat Reflexes; Extra Legs
DX: 15	Will: 10	Move: 6	
IQ: 16	Per: 8	SM: 1	

GM EYES ONLY

HT: 12	FP: 20	DR: 8	(Eight Legs; Long, Can walk over SM 0 or smaller adventurers without needing to evade); Horizontal; Infravision; No Fine Manipulators; Super Jump 1 (10-yard jump); Wild Animal. Skills: None Class: Dire Animal Notes: Speaks Elvish and broken Dwarvish. Spells: Knows the following spells at level 21: all Hard Animal college spells (including Shapeshifting for most normal birds, reptiles and mammals), all Hard Meta college, and all Hard Necromancy spells that do not deal with the undead, demons or spirits.
Dodge: 11	Parry: 12	Block: N/A	

GRANDMOTHER CHTIKRIX' SPIDER SWARM

ST: 0	HP: 20	Speed: 4	Attacks: Bite. Automatically hits anyone in the swarm's hexes. Victim must roll vs. HT every time they are bitten or be at a cumulative -4 to DX for 24 hours. Traits: Swarm; Wild Animal. Skills: None Class: Animal Notes: None, see GURPS Campaigns p.461 for swarm rules.
DX: 0	Will: 5	Move: 4	
IQ: 0	Per: 0	SM: 1	
HT: 0	FP: 0	DR: 0	
Dodge: N/A	Parry: N/A	Block: N/A	

TREASURE

On her second right foreleg, Grandmother Chttikrix wears a gold bracelet set with eight small circles of black onyx (\$16,000, 1 lb). The bracelet is too wide to be worn by a normal human and has the unpleasant side-effect of attracting mundane spiders.

9. SHARED BEDROOM

This 5 yard by 10 yard room contains 4 carved four-post cedar beds, beside each of which is a carved cedar closet and a carved cedar bedside table, set with a mirror of ivory and silver. The walls, discolored by mold as they are, are painted with bright flowers in all colors. The sheets on the beds are of moldy, stained silk.

TREASURE

Between the sheets of bed 1 is a stuffed toy cat with one button eye. The cat's skin, once white, is gray-green with mold.

The closets are filled with once-fine women's clothing, now ruined by mold. One of the closets seem to have belonged to someone obsessed with having images of cute cats and kittens on their clothing.

The four ivory and silver mirrors, if they can be successfully removed from the tables, are 0.5 lbs each and can sell for \$500.

The four beside tables themselves have locked drawers and are of surprisingly sturdy construction. DR 2, HP 14. -1 to Lockpicking skill. They have the following contents.

Table 1. 12 gold pieces, a silver brooch in the shape of a kitten playing with string (\$250 0.25 lbs), a silver bracelet engraved with the heads of cats (\$400.25 lbs)

Table 2. The drawer is trapped with a poison needle.

Poison Needle Trap

Detect: Per-based Traps -2.

Disarm: Yes.

Circumvent: Block the tiny hole the needle fires from.

Evade: DX-4.

Effects: As for Cobra Venom (GURPS Campaigns, p.439).

Shots: 1

Steal: Yes

39 gold pieces, a lock of white hair tied in a red silk ribbon (worthless).

Table 3. 17 gold pieces, a silver necklace (\$45, 0.05 lbs) and a gold ring engraved with Elvish runes. The ring is a Ring of Poise.

Ring of Poise. Gold Ring , engraved with Elvish runes that read “Grace never stumbles”. The ring grants Perfect Balance (p. B74) and is enchanted with Climbing +1 and Dancing +1. (\$25,000, 0.25 lbs)

Table 4. 13 gold pieces, three rings, two silver (\$115, 0.15 lbs each) and one electrum (\$1,705, 0.15 lbs), a pair of electrum ear-rings (\$500, 0.15 lbs), and an electrum necklace (\$3,000 0.25 lbs).

10. DINING ROOM

The PCs are likely to hear the soft drumming sound coming from this room as they approach it.

This 6 yard by 6 yard room contains a finely carved cedar table and four finely carved chairs of cedar and velvet. The two silver candelabras are hung with cobwebs and the white silk tablecloth is patched with mold. The walls are paneled in oak and fitted with ornate brass candle holders

MONSTERS

The area beneath the table is filled by a mass of leaves and the room is infested with 9 Black Emperor Ants.

9 BLACK EMPEROR ANTS

Black Emperor Ants are huge black insects the size of large dogs. They are often heard before they are seen as they communicate with one another by drumming their feet on the floor with a fast vibration. Anything that is not a Black Emperor Ant is considered food and will be immediately attacked.

ST: 11	HP: 12	Speed: 5	Attacks: Bite (15): 2d impaling.
DX: 12	Will: 10	Move: 5	Traits: 360° Vision (Vulnerable); Combat Reflexes; Extra Legs (Six Legs); High Pain Threshold; Horizontal; Lifting ST +2; Nictitating Membrane 1; No Fine Manipulators; Slave Mentality; Striking ST +4; Teeth (Sharp); Terrain Adaptation (Sand); Tunneling 1 (Only Through Earth); Wild Animal.
IQ: 3	Per: 10	SM: -1	Skills: Brawling-15.
HT: 13	FP: 13	DR: 4	Class: Giant Animal
Dodge: 9	Parry: N/A	Block: N/A	

TREASURE

2 ornate silver-plated candelabras (\$4,000 for the pair due to the lovely workmanship, 2bs)

11. ANTECHAMBER

This 3 yard by 3 yard room contains three simple wooden chairs and a simple set of wooden shelves lined with unmarked glass bottles of red liquid.

All of the bottles contain a single, very fruity type of wine that no connoisseur will be able to identify.

TREASURE

There are 12 bottles in all, each weighing a lb and fetching up to \$1,100 each in the right market.

12. MASTER BEDROOM

This 10 yard by 10 yard room is entirely free of mold and is luxuriously appointed. It contains a single huge four-posted bed, large enough for six, as well as a pair of ornately carved cedar closets and an ornately carved set of cedar shelves. The walls are paneled in oak and set with brass candle holders.

The room also contains what appear to be three silent human beings, two of which stand perfectly still, while the third bustles around the room dusting surfaces that are already clear of dust.

MONSTERS

THE THREE GOLEMS

The three golems who defend this room will not attack unless the PCs try to damage or take anything in the room. The golems will not initiate conversation, but will speak with the PCs if spoken to in Common. While they appear to be human, if they are damaged, it will become clear that they are constructed of clay.

LENA (PRAISE GOLEM)

Lena appears to be a beautiful, petite human female with long blonde hair, threaded through with flowers. She wears a light blue silk dress with lace at the collar and cuffs, cut in a style that has not been fashionable for centuries.

She exists to express her love and admiration for someone she knows only as “him”, having forgotten his name. She knows that “he” is the master and builder of the complex and that he sleeps in the bedroom every night and works in the throne room every day. She will want to tell the PCs how great “he” is and how much she loves “him”. If questioned, her description of “him” will be extremely vague. She knows he is handsome and brilliant and wise and so forth, but cannot recall any particulars, not even what the color of “his” eyes are. She is psychologically incapable of realizing how strange this is, however much the PCs point it out. It will be impossible to engage her on any other subject but “him” – anything not directly related to “him” is simply not of any interest to her. She knows nothing of the world beyond the room in which she lives, nor does she care.

Lena is non-aggressive by nature and will only fight if personally attacked. She cares nothing about what happens to the other golems.

ST: 8 HP: 12 Speed: 4 **Attacks:** Punch (14): 1d-4 crush.

GM EYES ONLY

DX: 16	Will: 15	Move: 4	Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Protect room); Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood, No Vitals). Skills: Brawling-16. Class: Construct. Notes: Speaks Common. .
IQ: 14	Per: 10	SM: 0	
HT: 12	FP: N/A	DR: 1	
Dodge: 10	Parry: N/A	Block: N/A	

BETHEL (HOUSEWORK GOLEM)

Bethel appears to be a stocky, plain-looking woman with mousy-brown hair, tied back in a ponytail. She wears a simple black dress in a cheap cut and sensible leather sandals. She is in constant motion, walking around the room inspecting it.

The Housework Golem exists to keep this room tidy. While Bethel does not crave conversation, and will ignore the PCs if they ignore her, she will answer questions honestly if treated respectfully. She knows the layout of this level, which she calls "the palace". She knows that it is her purpose to serve "him" but she finds it so strange that she can remember nothing about "him" that she has concluded that "he" never really existed. For some reason, Lena and Sir Vemish tolerate her opinions about "him" as if they didn't hear them at all.

Bethel will only fight if attacked or if the PCs try to remove or damage things in the room. She will not fight to defend the other golems, however - they are outside of her duties and it makes no difference to her whether they live or die.

ST: 20	HP: 20	Speed: 4	Attacks: Punch (14): 2d+1 crush. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Protect room); Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood, No Vitals). Skills: Brawling-16. Class: Construct. Notes: Speaks Common.
DX:	Will:	Move: 6	
IQ: 7	Per: 8	SM: 0	
HT: 12	FP: 20	DR: 2	
Dodge: 9	Parry: N/A	Block: N/A	

SIR VEMISH THE COURTEOUS (BOAST GOLEM)

Sir Vemish the Courteous appears to be a handsome young man, dressed in fine knightly garb, including a hoodless suit of chainmail. He is clean-shaven, with immaculate black hair reaching to his shoulders.

The Boast Golem exists to boast about "his" achievements and to smugly insult people regarding how inferior they are to "him" in every regard. There isn't a skill or virtue that "he" has not mastered to perfection in the Boast Golem's view, whereas the PCs will be held up in rude and contemptuous comparison. The PCs may insult the golem in return as much as they like, but if they insult "him", the golem will attack. The Golem knows nothing of the world outside the room and like the other golems, can't remember a single specific particular about "him".

The Boast Golem will fight in self-defense and will attack anyone who attacks another golem or tries to remove or damage anything in the room. While he cares nothing for the other golems personally, he regards attacks on them as an insult to "him". Sir Vemish is fond of Feints and Deceptive Attacks and is smart enough to make called shots if he isn't penetrating armor. If disarmed, his sole priority will be getting his sword back. He is psychologically unable to attack without it.

GM EYES ONLY

ST: 24	HP: 30	Speed: 6	Attacks: Weapon (22): Broadsword (4d+2 cutting)
DX: 15	Will: 10	Move: 6	Traits: Combat Reflexes; Dark Vision, Detect
IQ: 12	Per: 8	SM: 0	(Supernatural); Doesn't Breathe; Doesn't Eat or Drink;
HT: 12	FP: 20	DR: 4	Doesn't Sleep; Higher Purpose (Protect room); Immunity to
Dodge: 11	Parry: 12 *	Block: N/A	Metabolic Hazards; Indomitable; Injury Tolerance (No
			Blood, No Vitals).
			Skills: Broadsword-22.
			Class: Construct.
			Notes: Speaks Common. * Parry 12 (Broadsword)

TREASURE

The closets are filled with fine clothing fit for a lord. Overall, there are 300 lbs of clothing here, about 300 years out of date but in good condition and worth about \$7,000 altogether. The shelves are empty.

Sir Vemish happens to be wielding a magic sword, *Viper's Tongue*.

Viper's Tongue: This is a very fine, balanced broadsword with a hilt forged in the shape of a viper coiled around a branch. The blade is engraved with extensive geometric relief which sometimes takes the form of stylized serpents. It is enchanted with Accuracy +2 and Quick-Draw, and does +3 damage against Amphibians. \$32,000, wt 3.

13. STAIRWAY DOWN

At the end of a short corridor is a heavy locked door (-1 to Lockpicking, Construction: Heavy (see DF 2, p.18)). Beyond the door is a narrow stone staircase, 2 yard wide with simple rough walls. The stairs spiral down for 10 yards before coming to a second heavy locked door (-3 to Lockpicking, Construction: Very Heavy (see DF 2, p.18)) behind which is the main corridor of Level 6.

LEVEL 6: THE PRISON

1. THE CELLS

The following six cells are all behind locked and windowless iron doors (no penalty to Lockpicking to open). The cells are all 2 yard by 2 yards with bare stone walls set with rings to hold manacles.

1A. CELL 1

A skeleton clad loosely in a hessian shirt and ragged, patched trousers has collapsed across the stone floor scattering finger bones and teeth.

1B. CELL 2

This cell holds the insane, undead creature that used to be called Eskar Blacksmith.

MONSTER

ESKAR BLACKSMITH

Eskar Blacksmith appears to be an emaciated corpse in an advanced state of decomposition, hung with rags. Many of his teeth are missing and tufts of black hair share space on his scalp with bare yellow skull. His blue eyes stare madly, bulging from his lidless sockets as if in shock.

Having gone insane with suffering long ago, Eskar will attack anyone he can in the only way he can – looking them in the eye and psychically assaulting them with his own despair.

ST: 20	HP: 30	Speed: 8	Attacks: Eskar cannot attack physically. However, each second, he can meet the gaze of one person who is looking at him and attempt to use psychic power to terrify them, filling their minds with terrible visions and forcing the character to make a Fright Check at -6. Trying to use mirrors to fight the creature only makes things worse. Not only is the Fright Check unaffected, but the mirror becomes haunted and will periodically display horrific visions requiring fresh Fright Checks. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals). Class: Undead. Notes: Unwilling to negotiate. Truly evil.
DX: 14	Will: 18	Move: 8	
IQ: 14	Per: 16	SM: 0	
HT: 12	FP: 20	DR: 4	
Dodge: 12	Parry: N/A	Block: N/A	

1C. CELL 3

Here resides the undead creature that was known in life as Tom Miller.

MONSTER

TOM MILLER

GM EYES ONLY

Tom Miller is an emaciated corpse, looking just like Eskar Blacksmith save that instead of patches of black hair, he has the grizzled remains of what was once a bushy brown beard. Like Eskar, his black eyes bulge insanely from his sockets.

Tom Miller has acclimatized well to undeath and has become quite content with his lot. He sits peacefully in his cell, just relaxing, wanting for nothing. He isn't evil and, in fact, will do favors if asked politely. He has no fear of danger and does not care if he is destroyed or not. Tom remembers a little of his formal life. He can recall the faces of his wife and two sons and images of the village where he used to work. He remembers that he somehow offended the master of the complex and was thrown here in prison where he starved to death. He can no longer recall what his crime was, though he has often tried. He also can remember nothing about "him", who he offended, not even "his" name. Nor can he recall anything about the layout of the level.

ST: 9	HP: 20	Speed: 4	Attacks: Punch (11): 1d-2 crush.
DX: 10	Will: 16	Move: 4	Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals).
IQ: 15	Per: 15	SM: 0	Class: Undead.
HT: 12	FP: 9	DR: 2	Notes: Speaks Common.
Dodge: 10	Parry: N/A	Block: N/A	

1D. CELL 4

This cell is entirely empty. The words "TELL MY" have been crudely scratched on the wall in Common.

1E. CELL 5

A naked skeleton sits propped up in the far corner, grinning. If touched, it will fall to pieces.

1F. CELL 6

This cell imprisons Eigen Forester, an ageless, fae shapeshifter who loves to feast on the flesh of humans (and other forms of intelligent life).

MONSTER

EIGEN FORESTER

Eigen Forester is a tall young man with raven black hair and a long, curly black beard. He is thin, but shows no signs of starvation. He wears a torn white linen shirt and simple cotton trousers with scuffed leather boots. As soon as he sees or hears the PCs, he will appear at his barred window, begging and shouting at them to set him free in the name of Goddess of Mercy (or your setting's closest equivalent).

Eigen Forester is also a 300 year old, shape-shifting, man-eating monster of fae origin, who knows perfectly well that he was thrown into prison for murdering and eating people and has been waiting a long time for a chance to do it again. What Eigen wants most is to be released from its cell, where it has spent so many years that it has completely lost count. It has no sense of gratitude however and sees the party only in terms of their usefulness. It may agree to help them, but is thinking only about what it can steal or even about whether the PCs would be worth eating. While Eigen does not need

to eat to survive, it loves to do so. It can only eat raw meat and can only do so while in the form of the animal the meat came from. Its favorite meat by far is human flesh.

Eigen may help the PCs to gain their trust, although he doesn't have a lot of information to offer. He knows that "lizardmen" (Glitterghouls) have invaded the prison and that something that slithers like a great snake (Shedeth the Scourge) roams the halls. He didn't see the layout of the prison on his way in and can recall nothing about "him" who threw him in prison, though he will claim to have to have been thrown in prison for refusing to bow to "him". He attributes being alive after centuries of imprisonment to his Elvish blood and constant prayer.

Eigen can shapechange into any normal animal between the size of a medium dog and a great cat at the cost of 4 FP. He prefers tiger form for combat and wolf form for running away.

ST: 14	HP: 30	Speed: 7	Attacks: Claws (16): 2d cut.
DX: 16	Will: 20	Move: 6	Traits: Dark Vision, Doesn't Eat or Drink.
IQ: 20	Per: 20	SM: 0	Class: Faerie.
HT: 12	FP: 20	DR: 3	Notes: Eigen speaks fluent Common, Elvish, most Faerie languages, and most common dead languages. * Parry 12 (Brawling)
Dodge: 12	Parry: 12 *	Block: N/A	

2. THE BOTTLE DUNGEON

The opening to the bottle dungeon is nothing more than a round hole in the floor at the end of a corridor, with no means of access offered for getting in or out. The bottle-shaped chamber itself is 6 yards deep and 12 yards wide, and (thanks to excavation by the Glitterghouls who now live here, 60 yards in length).

MONSTERS

The old bottle dungeon is now home to a tribe of Glitterghouls. If unaware of the PCs, the Glitterghouls will be gathered at the far end of the cavern, sitting in a circle around a human skull in silence and darkness, completely still.

THE GLITTERGHOULS

Glitterghouls look like jet-black bipedal skinks, standing between five and six feet tall. Even their bulging eyes are glinting black spheres. They are naked and do not usually use weapons, although they are perfectly capable of using tools. Glitterghouls move by hopping, using legs with knees in the back, like the knees of a bird.

"Glitterghoul" is a name coined by human sages and is not a word known to the Glitterghouls, who just refer to themselves as "the people".

The Glitterghouls only speak their own language. They will be hostile and aggressive towards any intruders with which they cannot communicate, in an attempt to drive them off. If communication is magically established, they may be convinced not to fight, though they will not actively help a group with humans under any circumstances (humans are violent and crazy). They know the layout of the level and know the locations of the three "ghosts" (Eskar Blacksmith, Tom Miller and Eigen), the "great maggots" (Grave Worms), and the "round man" (Torture Golem). However, if asked questions, they will lie, trying to get the party killed.

GM EYES ONLY

There are 13 Glitterghouls in all, 9 commoners, 3 champions and the leader, Gurrug.

9 GLITTERGHOUL COMMONERS

In combat, the glitterghouls' first instinct will be to cast Flash, rendering their foe blind and unable to defend themselves against claw attacks.

ST: 9	HP: 9	Speed: 5	Attacks: Claws (14): 1d cut. Traits: Bright Vision, Clinging, Dark Vision, Protected Senses (Eyes are polarized and protected against intense light and flash effects). Class: Mundane. Spells: Knows the following spells at level 15: Continual Light, Flash, Glow.
DX: 11	Will: 11	Move: 6	
IQ: 10	Per: 12	SM: 0	
HT: 10	FP: 11	DR: 2	
Dodge: 9	Parry: 11	Block: N/A	

3 GLITTERGHOUL CHAMPIONS

In combat, a Glitterghoul Champion is likely to cast Sunbolt for offense. Defensively, they may use Wall of Light to enemy block lines of sight (Glitterghouls have Bright Vision, so can still see through).

ST: 11	HP: 12	Speed: 6	Attacks: Claws (14): 1d+2 cut. Traits: Bright Vision, Clinging, Dark Vision, Protected Senses (Eyes are polarized and protected against intense light and flash effects). Class: Mundane. Spells: A Glitterghoul Champion knows all of the Hard spells of the Light and Darkness college at level 18, except for those that darken rather than illuminate.
DX: 11	Will: 11	Move: 7	
IQ: 11	Per: 13	SM: 0	
HT: 11	FP: 13	DR: 3	
Dodge: 10	Parry: 12	Block: N/A	

GURRUG (GLITTERGHOUL LEADER)

In combat, the foreclaws on Gurrug's hands glow with a brilliant white light. If the combat takes place at range, he is likely to engage in the same way as the Champions – by casting Sunbolt for offense and Wall of Light to block lines of sight. However, if he must engage in hand to hand combat, or if there is a blind and helpless enemy conveniently nearby, he will strike with his blazing claws.

ST: 14	HP: 20	Speed: 7	Attacks: Claws (14): 2d impaling (2). Traits: Bright Vision, Clinging, Dark Vision, Protected Senses (Eyes are polarized and protected against intense light and flash effects). Class: Mundane. Spells: Gurrug knows all of the spells in the Light and Darkness college at level 21, except for those that darken rather than illuminate.
DX: 14	Will: 16	Move: 8	
IQ: 15	Per: 17	SM: 0	
HT: 12	FP: 20	DR: 4	
Dodge: 11	Parry: 13	Block: N/A	

TREASURE

The Glitterghoul's treasure, piled in a corner at the far end of the cavern, consists in 123 glass beads of various colors and sizes (\$12 for the lot), 5 shards of broken glass (worthless), 3 chipped glass glasses (worthless), a twisted pair of spectacles (worthless), and the following three valuable stones:

- *Luckstone:* 2 carat turquoise enchanted with Talisman 2. \$300
- *Fire Opal:* 4 carat reddish opal enchanted with Rain of Fire. It possesses a soft inner glow and is always strangely warm to the touch. \$17,000

- *Rock of Refusal*: 2 carat white calcite enchanted with Utter Wall. The calcite feels as heavy as a rock twice the size. \$20,250

3. WARDEN COMMON ROOM

This 5 yard by 5 yard room houses a pair of scratched wooden tables and six simple wooden chairs. The walls have been painted white and the paintwork is still in good condition. On one of the tables is an open glass bottle, a pack of cards and a brass candle-holder. On the other table on three dead rats (further examination will reveal that they have been nailed there with iron nails).

4. KITCHEN AND STORAGE

This 5 yard by 8 yard room appears to be a well-appointed kitchen, stacked with wooden boxes. The kitchen contains a large stove, a long wooden table, and shelves holding an array of clay bowls and mugs and copper cooking implements. Five dead rats have been nailed to the shelves with iron nails.

The wooden boxes are empty apart from one, which contains six moth-eaten woolen blankets and a small family of rats.

5. EXECUTION CHAMBER

This bare stone 3 yard x 3 yard room contains only a single item of furniture – a chipped cube of stone carved in the unmistakable shape of an executioner's block.

This room is magically aspected. Any Necromancy spells cast here are cast at +4 to skill.

6. TORTURE CHAMBER

This 7 yard by 10 yard room is filled with furniture designed to bring pain. A rack stands in the far-left corner and a cross in the far right. Between them stands a closed iron maiden, molded with the idiotically grinning face of a buffoon. Iron manacles dangle from a hook in the ceiling and from nails in the walls hang strangle-shaped tools of glinting steel.

MONSTER

THE TORTURE GOLEM

The torture golem was built to cause suffering. It is a rusty iron sphere, standing on two spindly metal legs and with six spindly metal arms, each set with numerous joints. At the end of two of the arms are skeletal metal hands, while the other four are all set with unique, weirdly shaped knives. Its limbs clank and grind as it moves, sometimes making sparks fly.

The golem will immediately attack any warm-blooded creature, striking at the limbs so as to cause pain rather than going for vital spots. It will stop attacking a creature that falls unconscious.

ST: 30	HP: 40	Speed: 7	Attacks: Weapons (15): 2 Hands (1d crush), 2 Slashers (1d cut), 2 Impalers (1d impale). The torture golem may attack with all 6 in a single second, dividing its attacks between targets any way it wants, without penalty. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink;
DX: 14	Will: 16	Move: 7	
IQ: 3	Per: 8	SM: 1	
HT: 12	FP: 20	DR: 5	

GM EYES ONLY

Dodge: 12 Parry: N/A Block: N/A Doesn't Sleep; Higher Purpose (Punish invaders of protected place); Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood, No Vitals).
Skills: Brawling-18.
Class: Construct.
Notes: Completely evil and too insane to communicate or negotiate.

7. TEMPLE

This round room of 10 yards diameter is dominated by a sandstone dais on which stands a marble statue of a man covered head to toe in plate armor, small wings set at the sides of his helmet. In his right hand, he holds an axe and in his left a bundle of rods - he holds the two crossed across his chest. His mail is marked with the sign of an X. The sandstone walls are engraved with depictions of kneeling humans, their arms bound behind them and their heads down.

The temple has High Sanctity for clerics of a God of Agriculture, Death, Fire, Storm or War, who will additionally cast clerical spells at +4 to skill. Clerics of a God of Fertility and Love or Messengers and Rogues will cast at -8.

MONSTERS

6 GRAVE WORMS

A Grave Worm is a white maggot the size of a horse, with spiked black pincers protruding from its head. Its body is constantly wriggling, even while in combat. They are carnivores and will immediately attack any creature they smell.

ST: 20	HP: 20	Speed: 4	Attacks: Bite (14): 2d impale. A Grave Worm that successfully damages a target becomes attached and will automatically suck blood for 1d6 HP until removed by killing it or overcoming its ST to pull it off. Traits: High Pain Threshold; Infravision; Striking ST +3 (ST 13); Vermiform; Wild Animal. Skills: Brawling-14; Stealth-15. Class: Dire Animal.
DX: 11	Will: 0	Move: 4	
IQ: 0	Per: 10	SM: 0	
HT: 11	FP: 15	DR: 2	
Dodge: N/A	Parry: N/A	Block: N/A	

8. THE STAIRWAY DOWN

The entrance to level 7 has been blocked and concealed as stone floor. Allow the party to notice it by some means. To determine which PC gets the honor of noticing it, start roll for the highest of Vision, Observation, or Per-based Traps in the party, working down the list until somebody notices it. If every roll fails for some reason, just pretend that one of them was a success and let a character notice the concealed entrance.

The entrance is blocked with earth covered by stone floor blocks, and can be excavated in about five minutes with picks and shovels, fifteen with improvised tools. Underneath is a basalt passageway, spiraling steeply downwards into darkness.

The spiraling passageway descends 110 yards. At the bottom, is a simple arched doorway of stone, set with a door of polished teak.

GM EYES ONLY

The door is not locked. However, just before the arched doorway that leads into Room 1 of Level 7 is a pit trap, disguised as stone floor by a thin sheet of slate held up with wood.

COVERED PIT TRAP

30'-deep spiked pit under 10'x10' section of false floor.

Detect: Per-based Traps.

Disarm: No.

Circumvent: DX or Jumping – or automatic with ladder, board, etc.

Evade: No.

Effects: 3d impaling.

Shots: Constant.

Steal: No.

THE WANDERING MONSTER

At some point as they explore this level, the PCs will be attacked by the demon Shedeth the Scourge. Shedeth will look for an opportunity to ambush the party when they are at their weakest, though he won't attack them if they are already in combat with something else. Preferably, the PCs shouldn't meet Shedeth until they have seen the rats he has nailed up in rooms 8 and 9.

SHEDETH THE SCOURGE

Shedeth the Scourge is a seven-foot tall demon with the head of a great fly, the chest and arms of an ape, and the lower body of serpent. He wears a rusty crown or iron that is embedded in his skull, has a bandolier of nails slung over his shoulder, and carries a massive nine-thong whip with glinting steel hooks set into the tails.

Shedeth has the ability to become incorporeal for the purpose of passing through walls, though he cannot be incorporeal if he is not passing through a wall.

If captured, Shedeth the Scourge will do anything to have his life spared. However, Shedeth is compelled to lie with every sentence he speaks (or writes), a rule he is incapable of breaking. He knows the layout of the level and is familiar with its inhabitants, though he doesn't know the names of the three "ghosts".

ST: 16	HP: 20	Speed: 6	Attacks: Weapon (20): Barbed Whip. 1d cut x 6. Any character struck by Shedeth's whip must win a quick contest of ST or DX against Shedeth's weapon skill of 15 or fall down. Any character damaged by Shedeth's whip suffers the effects of an Agonize spell, cast at level 15. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Cause Torment); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals); Supernatural Durability (Can only be killed by supernatural damage). Skills: Brawling-16; Melee Weapon (Whip)-20, Stealth-18. Class: Demon. Notes: Speaks Common.
DX: 11	Will: 10	Move: 6	
IQ: 8	Per: 9	SM: 0	
HT: 12	FP: 20	DR: 2	
Dodge: 12	Parry: N/A	Block: N/A	

LEVEL 7: THE TOMB

1. ENTRYWAY

This round, white marble room is 8 yards in diameter. Standing in alcoves in the wall are 7 white figures dressed in burial sheets and holding two-handed swords. Engraved in the marble are depictions of a variety of birds, standing or in flight. For some reason, the room smells of roses and lilacs.

MONSTERS

7 GRAVE WARDENS

The Grave Wardens are remarkably well-preserved, looking much as they did in life, save for the fact that their skin is white as paper and their eyes have shriveled to the point that they hang from their sockets. They are four men and three women, dressed in white burial sheets and standing motionless against the walls, holding shining, steel two-handed swords with the points resting on the stone floor.

The soldiers are unable to negotiate – they exist to defend the room and have no other thoughts. Despite the condition of their eyes, they can see perfectly well.

ST: 20	HP: 25	Speed: 6	Attacks: Weapon (16): Greatsword (4d+1 cut). Any character damaged by the sword of a Grave Warden is the subject of a Death Vision spell, cast at level 15. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Allow nobody in); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals). Class: Undead.
DX: 14	Will: 16	Move: 6	
IQ: 12	Per: 16	SM: 0	
HT: 12	FP: 40	DR: 5	
Dodge: 12	Parry: 12	Block: N/A	

TREASURE

The 7 steel two-handed swords are of simple design but are fine and balanced. (\$6,400 each, wt. 7)

2. FIRST FRESCO

The walls of this 4 yard by 8 yard room have been plastered and the plaster has been painted with brightly colored frescos. There seem to be three distinct scenes on each wall, but in almost all of the scenes, the fresco has been marred in one or more places by the melting of paint, leaving nothing but a blurred stain on the wall. Read left to right while facing into the tomb, the scenes depicted are as follows.

LEFT WALL

The first scene, which is undamaged, would appear to depict a tribe of Orcs, or other similar humanoids, destroying farms. The tribe, distinguished by their black teeth and the snarling wolfs crudely drawn on their shields, slaughter livestock, set fire to crops, and kill families of humans.

The middle foreground of the next scene is nothing but a melted blur of paint. The rest of the space is devoted to images of the invading Orcs in flames, screaming and writhing as they burn. The background depicts the ruins of a farm.

The whole left half of the third scene is blurred. The right half shows a tall, elderly woman, wearing simple white robes and with long white hair falling loose down her back. She stares stoically in the direction of the blur, her right arm raised at forty-five degrees, her fingers spread open. In the background, a wide paved courtyard stretches off toward a line of trees.

RIGHT WALL

The first scene is unmarred and shows an army of two-handed sword wielding humans clashing with an army of two-handed axe wielding Dwarves, set against the backdrop of a great cavern. Though both sides are heavily armored, heads and limbs go flying as the two forces hack at one another.

The second scene is blurred in the lower left hand corner, but otherwise depicts Dwarves apparently in the process of being struck by lightning. The Dwarves scream and twist, some of their faces blackened to smoking skulls, as jagged white “bolts” arc between them.

The entire left half of the third scene is blurred. In the right half, facing left, sits what looks to be a bearded king, crowned and enthroned and wearing regal purple robes. He sits with his hands resting on his knees, palms upwards. Behind him, land stretches away to the horizon, divided into fenced fields.

3. SECOND FRESCO

The walls of this 4 yard by 8 yard room have been plastered and the plaster has been painted with brightly colored frescos. The scene on each wall has been marred by the melting of paint. Read left to right while facing into the tomb, the scenes depicted are as follows.

LEFT WALL

The left wall depicts a sunny garden, filled with trees and with flowers of all colors. In the foreground stands an ornamental wooden pagoda, painted in greens, blues and golds. Around the pagoda is a pebbled courtyard where small red birds peck at the ground. Inside the pagoda is an octagonal wooden table, but everything just to the left of the table has been melted away. PCs who have seen the pagoda in the garden level above will immediately recognize it in the picture. There is no sign of the strange tree.

RIGHT WALL

The right wall depicts a fine oak-paneled hall, fit for a lord. The mounted heads of animals line the wall, deer sharing space with a crocodile, a lion, a bear and a rhinoceros. The long table that runs down the middle of the room bares a magnificent feast served on silver plates, but the carved wooden chairs are empty. At the head of the table, the paint has run, leaving nothing but a dark blur. PCs who have seen the Great Hall (Grandmother Chtikrix’s lair) in the Palace level above will immediately recognize it in the picture.

4. THIRD FRESCO

GM EYES ONLY

The walls of this 4 yard by 8 yard room have been plastered and the plaster has been painted with brightly colored frescos. On the left wall, the fresco has been marred by the melting of paint. Read left to right while facing into the tomb, the scenes depicted are as follows.

LEFT WALL

Twelve figures, their bodies and faces entirely hidden by the voluminous white robes they wear, stand gathered with arms outstretched around what might be a long stone altar, carved with rows of stone orchards. Whatever was on top of the altar is now nothing but a broad streak of melted paint, running down the sides. In the background, a blue sky is filled with swirling white clouds and wheeling hawks.

RIGHT WALL

The fresco shows a street filled with weeping humans, all walking in the same direction. Peasants trudge alongside fine ladies and gentlemen, all faces distorted with the depth of their grief. A few people crawl and some appear to be whipping themselves or other weepers. They are all barefoot and the cobbled road is stained with the bleeding of their feet.

5. BROWN ROOM

This square 8x8 yard room has plastered walls decorated with abstract swirls in browns and oranges. A velvet divan is placed before a small, ornate wooden table, on which sits a red clay mug. Against the north wall is a stone ledge on which sit two bronze bowls. One of them blazes with fire and other is filled to the brim with water.

TREASURE

Vessel of Undying Flame. The magic bowl of fire is worth only about \$200. It is impressive, but a bowl that always blazes can be highly inconvenient. The magic bowl that always fills itself with water is worth \$5,000. It is inconvenient, but can also be quite useful. The bowls weigh 2 lbs each.

6. YELLOW ROOM

This square 8x8 yard room has plastered walls decorated with abstract swirls in yellows and golds. Seven velvet armchairs are loosely arranged around an ornate table, the surface of which is divided by white lines and marked with numbers, apparently at random. On one corner of the table sit six dice stacked together. Along the north wall is a fine set of shelves containing finely cut glasses and unlabelled glass bottles filled with dark liquid.

TREASURE

The drinking set is altogether 4 lbs and worth \$3,500 due to the lovely craftsmanship, though it is very fragile. The bottles are filled with the same very fruity wine found in Level 5, Room 11. There are 20 bottles in all, each weighing a lb and fetching up to \$1,000 each in the right market.

7. BARE ROOM

GM EYES ONLY

This square 8x8 yard room has bare stone walls. 8 desiccated corpses stand motionless along the south wall.

MONSTERS

8 GRAVE ATTENDANTS

The grave attendants are corpses in advanced stages of decomposition, sewn into simple work clothes. They wear white linen long-sleeved shirts sewn to white cotton gloves at the hands and to black linen trousers at the waist. The trousers are stitched directly to black leather boots. The dead have all had their mouths sewn shut and their eyes are yellowed and sunken.

The undead in this room are intelligent but have been undead slaves so long that they have become entirely passive. They will not fight even if attacked but will otherwise obey any order given. They will not communicate, however – they are psychologically incapable of trying to answer back. Any attempt to read their minds will merely cause a Fright Check at -5, involving horrific visions of something the caster won't be able to recall.

ST: 15	HP: 20	Speed: 5	Attacks: Claws (13): 1d cut. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Obey); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals). Class: Undead. Notes: * Parry: 10 (Brawling)
DX: 12	Will: 14	Move: 5	
IQ: 12	Per: 16	SM: 0	
HT: 11	FP: 30	DR: 2	
Dodge: 10	Parry: 10 *	Block: N/A	

8. GREEN ROOM

This square 8x8 yard room has plastered walls decorated with abstract swirls in greens and oranges. The floor is dominated by a 7x7 square of bare dirt from which sprout three dead trees. A red velvet divan sits against the east wall.

Examination of the dirt will reveal that it is 2 yards deep and contains the remnants of dead roots.

9. CURTAINED ROOM

The walls and ceiling of this 12 yard by 6 yard room are swathed in velvet curtains of dark red and blue and the floor is entirely carpeted by woven rugs. A singled padded velvet chair sits near the entrance, while at the far end of the room can be seen 6 motionless figures, wrapped from head to toe in brightly colored bandages, veils and ribbons. Three of them stand on a sandstone dais and holds instruments; a lyre, a reed flute and a small drum. The other three stand in dance positions the floor below. One of the dancers holds a staff tied with colorful veils, while the other two stand on either side, foot raised in the air to step forward.

MONSTERS

The first instinct of the 6 undead performers in this chamber, upon learning of the party's presence, will be to put on a show for them, with music and dancing. They are unwilling or unable to communicate, but as long as the PCs don't attempt to damage or remove anything, they will seek only to entertain the intruders as best they can. If the PCs do attempt to damage or remove

GM EYES ONLY

anything, the undead will attack. Any attempt to read their minds will simply cause a Fright Check at -6, involving visions that the caster cannot afterwards remember.

DANCER OF THE WHIRLING STEPS

When dancing, this corpse twirls around clockwise, its veils and ribbons streaming in the air. It sweeps with its feet in wide arcs as it spins and when attacking an intruder, will use this motion to slash with the four steel razors bolted to each foot.

ST: 15	HP: 20	Speed: 7	Attacks: Claws (15): 2d-1 cut. Due to the whirling nature of the dance attack, all defenses against it are at -2. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Defend the Theater); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals). Class: Undead.
DX: 14	Will: 18	Move: 7	
IQ: 14	Per: 18	SM: 0	
HT: 12	FP: 30	DR: 4	
Dodge: 13	Parry: N/A	Block: N/A	

DANCER OF THE WHIRLING SLEEVES

When dancing, this corpse twirls around counterclockwise, its veils and ribbons streaming in the air. It sweeps with its arms in wide arcs as it spins, making its long sleeves billow. When attacking, it will use this motion to slash with the four steel razors bolted to each hand.

ST: 15	HP: 20	Speed: 7	Attacks: Claws (15): 2d-1 cut. Due to the whirling nature of the dance attack, all defenses against it are at -2. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Defend the Theater); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals). Class: Undead.
DX: 14	Will: 18	Move: 7	
IQ: 14	Per: 18	SM: 0	
HT: 12	FP: 30	DR: 4	
Dodge: 13	Parry: N/A	Block: N/A	

DANCER OF THE WHIRLING STAFF

When dancing, this corpse spins its staff in the air, making the colored veils swirl. The veils hide the fact that the staff is set with steel razors. The corpse will use the spinning motion of the dance to slash at intruders. Whirling dancer with razor flag pole

ST: 15	HP: 20	Speed: 7	Attacks: Weapon (15): Bladed Staff (2d cut). Anyone attempting to defend against the whirling staff of rags must win a quick contest of IQ against dancer's skill of 15 or be mentally Stunned for a number of seconds equal to their margin of failure. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Defend the Theater); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals). Class: Undead. Notes: * Parry: 13 (Staff)
DX: 14	Will: 18	Move: 7	
IQ: 14	Per: 18	SM: 0	
HT: 12	FP: 30	DR: 4	
Dodge: 13	Parry: 13 *	Block: N/A	

PLAYER OF THE LYRE

The lyre player will not normally fight physically. Instead, it will defend itself by playing the Song of Dementation on the lyre. Anyone who hears the song must win a quick contest of Will against the

GM EYES ONLY

musician's skill of 15 or suffer disorientation and confusion for as long as the music plays, causing them to use all stats and skills at -2.

ST: 14	HP: 20	Speed: 6	Attacks: Claws (15): 1d+2 cut.
DX: 12	Will: 20	Move: 6	Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Defend the Theater); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals).
IQ: 16	Per: 20	SM: 0	Class: Undead.
HT: 12	FP: 28	DR: 3	
Dodge: 12	Parry: N/A	Block: N/A	

PLAYER OF PIPES

The pipe player will not normally fight physically. Instead, it will defend itself by playing the Song of Mania on the pipes. For as long as the piper plays, all dancers and musicians involved in melee can attack twice per turn.

ST: 14	HP: 20	Speed: 6	Attacks: Claws (15): 1d+2 cut.
DX: 12	Will: 20	Move: 6	Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Defend the Theater); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals).
IQ: 16	Per: 20	SM: 0	Class: Undead.
HT: 12	FP: 28	DR: 3	
Dodge: 12	Parry: N/A	Block: N/A	

PLAYER OF DRUMS

The drum player will not normally fight physically. Instead, it will defend itself by playing the Song of Despair on the drums. Anyone who hears the song must win a quick contest of Will against the musician's skill of 15 or be unable to attack when the drumbeat sounds – every second turn. This effect will last for as long as the drummer keeps playing.

ST: 14	HP: 20	Speed: 6	Attacks: Claws (15): 1d+2 cut.
DX: 12	Will: 20	Move: 6	Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Defend the Theater); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals).
IQ: 16	Per: 20	SM: 0	Class: Undead.
HT: 12	FP: 28	DR: 3	
Dodge: 12	Parry: N/A	Block: N/A	

TREASURE

- Staff: The strange bladed staff is impossible for a normal person to use effectively as a weapon and it is thus worthless.
- Reed flute: The flute is very simple. It weighs 1 lb and is worth only \$40.
- Small drums: Beautifully carved and painted with pictures of elephants on parade. \$800, 2 lbs.
- Lyre: The Lyre is beautifully crafted and is set with elegant lapis lazuli inlay. \$2,500, 3 lbs.
- The curtains are 200 square feet of velvet altogether, weighing 10 lbs and worth \$200.
- Rugs: There are 100 square feet of thick and excellently-woven rugs in all, weighing 150 lbs and worth \$10,000.

10. TEMPLE

This round room is 10 yards in diameter the walls are bare, roughly-carved stone. Standing in the very middle is a 15 foot high statue of a tree with a skull at the end of every branch, carved in basalt. Some of the skulls look to be human or humanoid while others are animal skulls. A pile of real human skulls lie a foot deep around the basalt roots.

12 naked and skeletal corpses, little more than dry skin stretched over bone, slump against the bars of cages set in the stone wall, cages just large enough to keep them standing upright.

The room is an area of Very Low Sanctity for all clerics, regardless of deity. Consider the tree to have 1,000 DR, with 200 Hit Points for the trunk and 50 for a branch. The tree may be damaged in accordance with the rules for Structural Damage in Campaigns p.558. Oddly, though it is made of stone, the statue bleeds red blood.

MONSTERS

3 of the skeletons are more than they seem. Numbers 3, 7, and 11 (counting from left to right) are sentient and magically powerful undead, although they can no longer move their physical remains. They remain in psychic communication, so anything one knows, all the others know as well and they are able to coordinate their efforts.

These undead are far too alien and insane to communicate or negotiate with the party. However, they are at least as interested in playing with the PCs heads as they are in defending the room.

They will begin by gathering intelligence. The Slave of Eternal Desire (number 3) will cast See Invisible (dropping to 38 Fatigue), The Slave of Eternal Hunger (number 7) will subject the PCs to Mage Sight (dropping to 39 Fatigue) and the Slave of Eternal Madness (number 11) will cast Know Illusion (for free).

If the characters are in the temple, but not doing any harm, they might be subjected to a Touch on the shoulder from the Slave of Eternal Desire, followed by a Tickle, and when that gets dull, Rooted Feet. If the party is still not a threat by this point, the Slave of Eternal Hunger will cast Drunkenness. When the dead no longer find this funny, the Slave of Eternal Hunger will cast Steal Youth (without growing any younger himself, see below). Anyone who tries to leave while the game is still fun is likely to get Paralyze Limb cast on their leg by the Slave of Eternal Desire, perhaps followed by Roundabout.

If the PCs look like they are going to actually cause some damage, things will get more serious. The Slave of Eternal Desire is likely to cast Strike Dumb on spell-users, Strike Blind on missile combatants and Total Paralysis on melee threats, in that order. The Slave of Eternal Hunger is likely to cast Steal Energy on spell-users and Steal Youth on anyone else. The Slave of Eternal Madness will tend to cast Terror followed by Madness, possibly using Mass Daze for crowd control. All three undead will be ready to use Dispel Magic if the opportunity presents itself. They are liable to finish the fight by using their power of telekinesis for damage. This telekinesis may also be used just to throw a particularly annoying foe out of the room.

SLAVE OF ETERNAL DESIRE

ST: 29 *	HP: 30	Speed: 7	Attacks: Telekinesis (15): 3d cr. Range: Anywhere in the temple.
DX: 14	Will: 22	Move: 7	

GM EYES ONLY

IQ: 18	Per: 22	SM: 0	Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Defend the Temple); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals). Class: Undead. Spells: Known at level 21, may cast them with no gestures or incantations: Agonize, Clumsiness, Control Limb, Debility, Detect Magic, Dispel Magic, Frailty, Hinder, Hunger, Know Illusion, Mage Sight, Pain, Paralyze Limb, Perfume, Retch, Roundabout, Recover Energy, Rooted Feet, See Invisible, Sensitize, Spasm, Strike Dumb, Strike Blind, Strike Deaf, Strike Numb, Tanglefoot, Thirst, Tickle, Total Paralysis, Touch, Ward, Weaken Blood, Wither Limb. Notes: * Telekinesis only, ** Parry: 12 (Telekinesis)
HT: 13	FP: 40	DR: 6	
Dodge: 12	Parry: 12 **	Block: N/A	

SLAVE OF ETERNAL HUNGER

ST: 29 *	HP: 30	Speed: 7	Attacks: Telekinesis (15): 3d cr. Range: Anywhere in the temple. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Defend the Temple); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals). Class: Undead. Spells: Known at level 21, may cast them with no gestures or incantations: Detect Magic, Dispel Magic, Recover Energy, Know Illusion, Mage Sight, See Invisible, Steal Attribute, Steal Beauty, Steal Energy, Steal Skill, Steal Spell, Steal Vitality, Steal Youth, Ward. The Slave of Eternal Hunger never gains any physical benefits from Steal spells, though the subject will still lose whatever is stolen. Notes: * Telekinesis only, ** Parry: 12 (Telekinesis)
DX: 14	Will: 22	Move: 7	
IQ: 18	Per: 22	SM: 0	
HT: 13	FP: 40	DR: 6	
Dodge: 12	Parry: 12 **	Block: N/A	

SLAVE OF ETERNAL MADNESS

ST: 29 *	HP: 30	Speed: 7	Attacks: Telekinesis (15): 3d cr. Range: Anywhere in the temple. Traits: Combat Reflexes; Dark Vision, Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Defend the Temple); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals). Class: Undead. Spells: Known at level 21, may cast them with no gestures or incantations: Daze, Detect Magic, Dispel Magic, Disorient, Dull (Sense), Drunkenness, Dullness, Fear, Foolishness, Forgetfulness, Know Illusion, Madness, Mage Sight, Mass Daze, Mental Stun, Panic, Recover Energy, See Invisible, Terror, Ward, Weaken Will. Notes: * Telekinesis only, ** Parry: 12 (Telekinesis)
DX: 14	Will: 22	Move: 7	
IQ: 18	Per: 22	SM: 0	
HT: 13	FP: 40	DR: 6	
Dodge: 12	Parry: 12 **	Block: N/A	

11. ANTECHAMBER

This 6 yard high, 6 yard broad and 12 yard long room has walls of rough granite, pockmarked as if soaked in acid. Six sandstone columns line the path to wide granite stairs leading up to an arched

GM EYES ONLY

doorway barred by oaken doors and an iron grille. Along the east and west walls stand a row of three basalt altars, making 6 in all, and upon each altar lies a human skeleton, bound to the stone by an iron collar around the neck and two inches of chain.

The great oaken doors are not just locked (-5 to Lockpicking, Construction: Vault (see DF 2, p.18)), but trapped.

FALLING GRANITE BLOCK TRAP

Granite block drops in front of anyone standing in front of the doorway, triggered by touching the doors.

Detect: Per-based Traps at -9.

Disarm: DX-based Traps. Failure triggers!

Circumvent: Touch the doors with a pole. Then somehow deal with the granite block blocking your way.

Evade: Hearing roll at -2 allows Dodge at -2.

Effects: 6d crushing.

Shots: 1.

Rearm, Steal: No.

12. FINAL RESTING PLACE OF THE FORGOTTEN KING

This is a cubic room, 7 yards to a side, with walls of smooth unadorned granite. The stench of rotting flesh in here is shocking.

An eight foot open stone sarcophagus stands in the center of the chamber. It is filled almost to the brim with a lumpy, light brown liquid, about equally reminiscent of vomit and dung. This filth is the Forgotten King. He will attack all intruders if his massive liquid body is touched, damaged or magically manipulated.

MONSTERS

THE FORGOTTEN KING

Summon Pudding Zombies. Once per day, the king can instantly summon seven Pudding Zombies, liquefied undead like himself, though only human-sized. The zombies ooze through the walls in only one second.

Fountain of Filth: Once every three seconds, the king can cause himself to erupt, spewing a rain of filth for 40' in all directions. Anyone caught in the rain takes 1d of toxic damage (may be Blocked, but not Dodged or Parried). The smell is unbelievable. Whether they are hit or not, PCs must roll successfully against HT or be violently ill for seconds equal to their margin of failure.

ST: 40	HP: 60	Speed: 8	Attacks: Engulfment (15): 4D. May not be Blocked or Parried. Engulfed characters cannot breathe. Once a character has been engulfed, they stay engulfed and automatically take damage each turn unless they break free with a successful ST-2 roll. Breaking free takes an entire second and allows for no other action. The king can engulf up to 40 ST worth of characters. Spray of Corruption (15): 2d(5) toxic + follow-up 1d toxic (3 one-second cycles).
DX: 15	Will: 25	Move: 8	
IQ: 20	Per: 20	SM: 2	
HT: 13	FP: 50	DR: 2	
Dodge: N/A	Parry: N/A	Block: N/A	

GM EYES ONLY

(Jet, Range 10/20). Characters who fail to roll against DX+2 are blinded for seconds equal to their margin of failure.

Traits: Amphibious; Combat Reflexes; Dark Vision, Detect (Supernatural), Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Immunize to Non-Magical Weapons; Injury Tolerance (Diffuse); Infiltration, Can ooze under barriers and through tiny holes); Invertebrate; No Legs (Slithers).

Class: Undead.

Notes: Too insane to communicate or negotiate.

7 PUDDING ZOMBIES

Pudding Zombies are 250 pounds or so of liquid undead that come in various shades of brown and dark green. They are composed of lumpy, rotting, liquefied flesh and their stench is indescribable.

ST: 14	HP: 18	Speed: 5
DX: 12	Will: 11	Move: 5
IQ: 1	Per: 10	SM: 0
HT: 12	FP: N/A	DR: 2
Dodge: 10	Parry: N/A	Block: N/A

Attacks: Kiss (15): Pudding Zombies attack the face at no penalty. If they succeed, they attach themselves, blinding and deafening their host as well as making it impossible for them to breathe. They may be removed through a successful contest of ST but will otherwise remain until either they or the host are killed. If there are no faces around to attack, one Pudding Zombie may temporarily merge with another who has already laid claim to a face – creating a zombie with twice as much ST and twice as many hit points. Merged zombies may separate again at will.

Traits: Amphibious; Dark Vision, Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse); Infiltration, Can ooze under barriers and through tiny holes); Invertebrate; No Legs (Slithers).

Class: Undead.

Notes: Too insane to communicate or negotiate.

TREASURE

At the bottom of the sarcophagus, under the filthy brown liquid that is the king's body, lies a platinum crown.

CROWN OF THE UNKNOWN KING

This heavy (wt. 3lbs) platinum crown is covered in twisting spires of metal of different lengths and thickness, arranged in no discernible pattern. Engraved around the band are the letters of the alphabet in order, each written simply, with no flourish or decoration. Connoisseurs of fine jewelry are likely to find the crown ugly. Others are just likely to think that it looks weird.

Information spells will reveal no information about the crown and it does not appear to be magical, psionic or (un)holy. Viewed through mystic means, such as by Magesight, it appears to be perfectly mundane.

Inexplicably, anyone wearing the crown is at +4 to Charisma. This effect does not register as magic, or (un)holy, or psionic, or as supernatural in any way.

While 31 lbs of platinum is worth a lot of money on its own, the crown is priceless due to the difficulty of detecting and countering its effects. However,

1. There is no way to tell what the crown does without someone putting it on. 2. Beyond a certain sum, it is easier for NPCs to steal the crown or take it by force than to pay for it.

If the PCs just want to get the thing out of their hands, it should be possible to fence it through appropriate known contacts or through role-playing and the use of appropriate skills. Given a reasonably competent and professional system of loot disposal, \$250,000 might be an appropriate price. GMs should feel free to raise or lower this price as they wish. Give the PCs whatever sort of reward you think is appropriate for having hacked all the way through the dungeons beneath Castle Everglory.

At the GMs discretion, PCs can sell the crown for significantly greater rewards by making an adventure of questing for the right buyer. This should not be easy. Not everyone would want the crown, an item that is a little disturbing to say the least. Of those who want the crown, not everyone has the money to pay for it, and among those who want the crown and have the money, not everyone wants to honor their deals, particularly when the price rises high enough. When word gets out about this item, it likely to attract the attention of conmen, gangsters, thieves and assassins.

Use of the crown is highly addictive, but not supernaturally so, and the nature of the addiction, if any, depends on the user's personality. Some people really like to be liked. For others, it is less important. The effect on PCs who wear the crown should be a role-playing matter for the player to decide. A truly humble, anti-social or selfless individual may suffer no effects at all, while someone who feels undervalued, or is a glory hound, or is simply ambitious may find themselves obsessed by the love and respect they may potentially gain. In short, the crown is a plot hook. Have fun with it in whatever way works best!

MAPS

MAP LEVEL 1





MAP LEVEL 3

