

# Back to the Dungeon

Volume 1 Issue 1.2  
by Eldrad

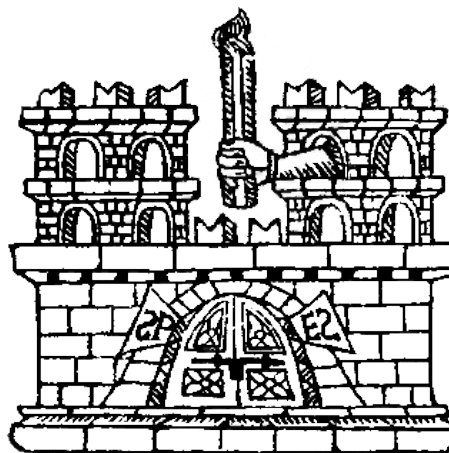


Volume I Issue I.2  
(July 2021 Update)

Ah greetings gentle readers! This is the first issue of Back to the Dungeon zine. It is to be styled after the old zines from the 70s and 80s (and some 90s alright you crybabies).

What I hope to do is share some of my settings and writing from my Campaign: The Little Barony. It is meant to be used with Labyrinth Lord and the Advanced Edition Companion as a base for the rules. Then as time goes by more house rules and lands shall be added. Why LL/AEC? I tried it with Pathfinder and it became an huge task. Too many rules. Swords and Wizardry was the first choice but most modern gamers look at it with horror even though they had fun. OSRIC can have the same effect and it has some extras that are not needed. The base setting of The Little Barony is a very complex setting with simple rules. First I used an 8 ½ X 11 inch sheet of paper with 1 square inch equaling 5 square miles. I put my Barony towards the middle of the map and put it on the western frontier.

It's weird how many different settings have this similar setup. I had this envisioned years before I read the fantastic reports on the West Marches on the Ars Lundi Blog. Let me say that it was quite an inspiration to write up mine and to possibly one day have a game that awesome. I disagree about ignoring the civilized parts though so my city has details. Players like cities to adventure in as well. I have also taken many of my old settings and used the best from them. Now my dungeon The Black Stairs was inspired by Philotomy's website and the sample of Michael Curtis's Stonehell Dungeon. I know that everyone that read over the samples went out and started making their own! The idea of a dungeon that "feels" like a real ancient and scary place is what I am going for. To make people "feel" that knot in their stomach in anticipation of heading into the dungeon! You can never



have enough Megadungeons! I will try and fit all of the Barony of Raven's Keep and a level of the Black Stairs as well as a few other tidbits. I already have much of this information scanned and typed I just have to compile and edit it. This is meant to be printed out and made into a fold over book also know as a zine. Use this book as you like. Many details are intentionally left out or I was lazy. Feel free to fill in any gaps of information that you need too.

**So without further adieu!**

**The Little Barony: Raven's Keep** (also know as the incipient barony of the Von-Kahars).

RAVEN'S KEEP: From the notes of Dulo the Dwarf...  
*She is a city that is build upon the ruins of another. No Dwarf would do such a thing but the wellspring in the center of the city that flows water as if from the elemental plane of water itself feeds all things in the area an makes them green. The ancient carvings on the old stone structures and walls call out a strange longing of old and ancient times. The ruins below will give you grief for we warned ye of the goblins and kobolds but we were called stubby little busybodies. Let's hope that none gets the foul gates to the sewers and dungeons open below the city but to the humans it's an unproven rumor. Well we will make money off of our steel and will desert your foolish asses when it is unsafe. A city of 8000 or more people. I say more than 8000 cause there are many coming from the east escaping the war with the Zuessalonians. Most for work on farms and in the city. A small few are adventurers wanting the gold that lies in these ruined lands. I hope they stir up not the foul things that lay quiet forgetting how evil and powerful they be. Humans have a tendency to stir up ancient and foul beast who end up being a huge problems that we dwarves have to take care of. Stupid humans always wanting to fight for expansion when you can't make what you got at home perfect.*



When one walks into Raven's Keep a small medieval city in the middle of nowhere of a mere 8000 or so inhabitants he or she is assaulted by the smells of incense burning, the smell of smoked meats and all kinds of foods, perfumes, the smell of burning wood, the excrement of dogs, cats, cows, chickens and humans, mud and mold though to a lesser extent in Raven's Keep due to the Wellspring and running water.



The buildings are a strange mixture of old ancient stone buildings topped by more recent wooden roofs or second floors to newer rougher all wood structures.

It is said the the Hattir found this city abandoned and empty and in a semi ruined state a few hundred years ago. They settled here leaving their farms and hunting to become city dwellers. They were conquered by the Mastdellian Empire some fifty years ago. It is said that there is no Hattir without the blood of a Mastdellian flowing through it.

At night oil lamps and candles light up everywhere as well as a few continual lighted objects giving the city an eerie glow that can be seen for miles as Raven's Keep sits atop a large hill.

The constant sound of water flowing through the aqueducts all over the small city. The sound of huge rushing waters in the great sewers below which are blocked by great strong gates.

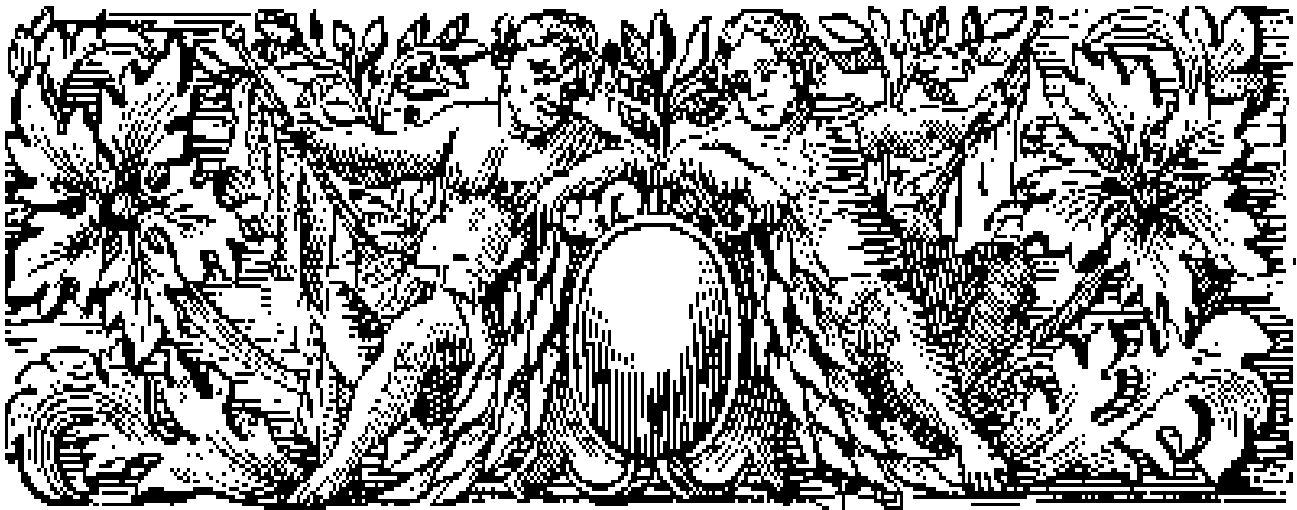
During the day the sounds of people going about their way.

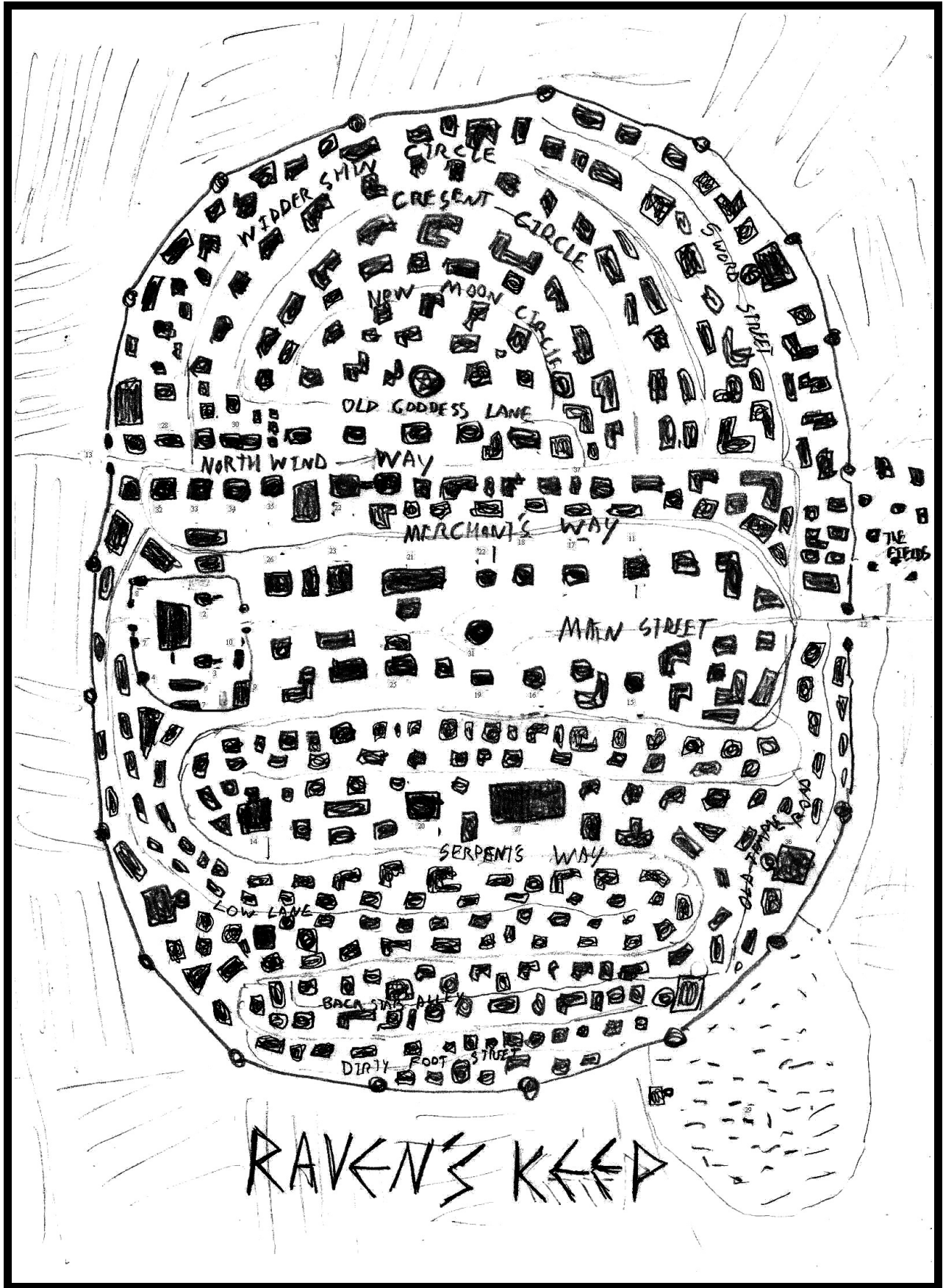
There has been a massive influx of adventurers coming out of the east to the western borderlands to pillage the various dungeons.

There is also a massive influx of slaves who have been coming over the eastern borders as refugees far in the eastern kingdom. It is said that their country has released some great evil and has been destroyed but these are all foul rumors. These people are the Zeuzalonians a sorry

warlike decadent race of cruel and evil men and women. It is said that they worship foul gods and eat their slaves and prisoners of war. All is know that they are all of evil hearts and woe to this land for they are sending too many slaves this way but the arena is hungry and their foul blood shall be spilled.

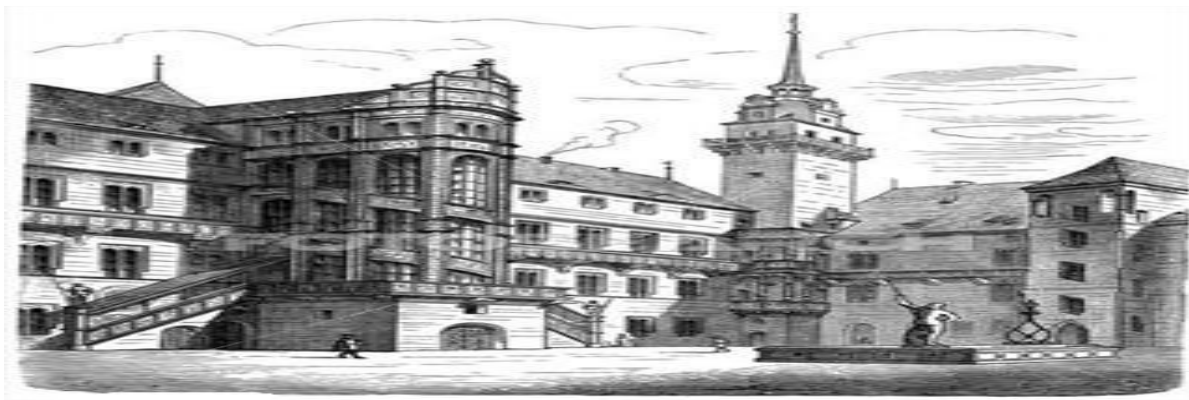
The Map Below came out quite unclear. A clear map can be sent to anyone who emails me at [solomanwolf777@gmail.com](mailto:solomanwolf777@gmail.com) via email.





Areas 1-10: The Old Keep

1. Baron's Keep: lives here with his many children (See notable NPC section). His castle is a gaudily decorated many roomed keep that is the second oldest building in the city.



Stra Von-Kahar HuF10 16-12-14-12-8-16 / HP64/ AC-3/ +3 Two Handed Sword, +3 Plate Mail

2. Baroness' Temple: C7 Shel-Elene Von-Kahar Worshiper of the **Goddess of Grain Keres**. It is here that the grain goddess virgins are held until they become brides of the horseman.

Shel-Elene Von-Kahar HuC7 10-12-11-10-14-8 /HP26/ AC-1 / +2 Mace, +1 Plate Mail



3. Temple of the Horseman God also know as **Kerne the Hunter, Mal the Slayer of Invaders, and Tyre God of War**. Here is housed the grain goddess brides. The Baron is considered the most holy of all, light of the horsemen.

4. Stewart's Home: Only know as "The Stewart" T4 is a crafty man who inherited his title. He takes care of all things in the castle and has many agents that take care of every whim of the Baron and his family. He is also the Baron's "secret police" captain. He has many thieves and assassins working for him and considers himself a thieves guild master though the real guild masters know for sure. Many slaves and servants suffer here.

The Stewart ½ ElfT4 10-17-12-14-12-15/HP20 /ACX/ XXX

5. Barracks: Here are the Baron's personal guard. Mostly faceless ingrates and spoiled non heir nobility whom enjoy undeserved power and privilege. Typical Captains are F4 armed with Plate Mail and Shield with Longsword, Sergeants F2 armed with Chainmail and Shield with Longswords, and Guardsmen with Leather and Shield and Short Swords F1

6. Lockclank Prison: This is where the Baron keeps his special prisoners. There is a special top floor for the ladies he takes interest in.

7. Blacksmith: Ingris Stonegate Dwf8 is the local blacksmith. He is one of the best in the area.  
Ingris Stonegate Dwf8 16-10-14-12-12-14/ HP45/ ACX/XXX

8. Twelve Sisters Stables: Where horses and various other steeds are bought and sold. Ran by Hilda Strum R12 and her twelve daughters.

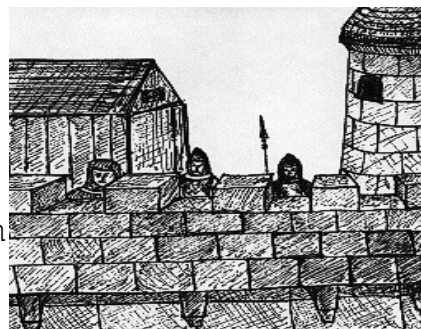
9. The Blue Boar Inn: Ran by Talon Bloodhawk T7 the worthless nephew of the Baron. Very brutal and evil. Only the most vile of nobles party here.  
Talon Bloodhawk HuT7 14-16-10-8-9-15/HP 28/ AC5/+1 Leather Armor, Longsword 1d8+1

10. The Store Room: The Baron's personal store. Has many items that no one else has for sale.

### **END of Old Keep Description**

11. Carriage House - One can rent a carriage for about town, to other settlements or for long trips back to the Capital. There is always work for carriage guards.

12. Front Gate - Tall and foreboding walls of granite stone some 20 ft tall ornately carved yet heavily weathered depictions of warriors and monsters from some long lost history. There are two 40' towers that are on each side of the





great 30ft wide gate as well as a battlement that is slightly lower above the gate in order to be able to stand upright and address the masses. The gates stay open most of the day and open a bit after sunrise. There are always an assortment of soldiers and archers here ready to quickly dispatch any troublemakers. On Saturday there are the weekly executions and punishments. Many are hung on the walls of the Front gate. There is also a set of stocks that have room for 1-10 people at any given time. There is also three stakes and five swill pots for a really horrible slow death. The ravens and buzzards feast when the crowd leaves. Most of the day there is Sgt Thom F2 who resides at the gate. Thom is not very friendly but will warm up to the PCs if they continue to be polite. He is easily won over by a drink at the end of the day. There is also Ratskin the Beggar T2 who offers to guide people around the city and sometimes he has them robbed if they don't appear to be well armed.

13. Back Gate - The back gate looks much like the front gate except less used.

14. Temple of the God of Luck: Old Pagan God Malick. This temple is ran by Brother Thaddus C6 who is in constant contact with the capital.

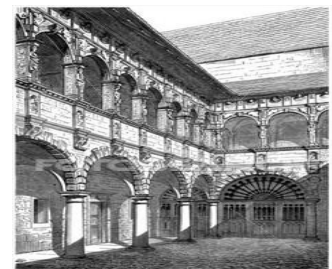
15. The Muddy Axe Inn - The large three storied Inn and Tavern that is frequented by adventures and other unsavory sorts.



16. The Wizard's Shop - A shop ran by the old Wizard Tumarsh MU10 and his three beautiful daughters Tila MU8, Lila MU6, and Kila MU4.

17. The Shire Reeve - The old sheriff of the people. An old and tired fighter Old Thom Masterson F6 tries to keep the law the best he can. All his men were recently killed in a bar fight.

18. Adventurer's Guild: A place for adventurers that is in competition with the RKAS.



19. The Brotherhood (Rangers) - These are the hardy men who work directly for the kingdom independent of the Baron but still respectful of his rule. They travel the wilderness

mapping out many areas and protecting civilization from wilder evils.

20. The Arena - A large and foreboding building left over from whomever abandoned this fair city the arena was quickly sanctioned by the Baron. It is mostly for cruel bloody entertainment but in some cases the Baron's enemies are disposed of in a cruel fashion. Any number of monsters could be found in this cruel area. The current favorite is Moloch the Troll who has killed over 45 men in the last few weeks.

21. Lady Arlena's Brothel - A huge ornate rotting building full of whores of all ages. Ran by Lady Arlena T13

22. The Lord Mayor & Courthouse - The Lord Mayor and his wife are the center of society. They are always having parties at the courthouse or at other aristocratic homes.



23. Barber and Surgeon - Here is where you can get the finest haircuts and any surgeries that you may need.

24. Bath House - Heated by a captive fire elemental these bathes have been running continuously for hundreds of years. Even when there were no people to enjoy it.

25. Play House - This ancient playhouse has plays almost every night with the weekends having plays all day.

26. Opera House - This place has operas in Mastadellion language to keep out the low class. Very expensive and very full of treasure. The upper floors have an extensive art gallery.

27. Slave House - This is the horrible house of slavery where people are bought and sold. Lately there has been a giant influx of Zeuzalonian slaves. Possibly too many to handle.

28. Museum - This ancient huge museum contains much history of the region. Only a small part of it is open to the public. The museum pays well for ancient relics.

29. Graveyard - The place of the dead. It has a huge haunted catacomb below it that has been gated off.

30. University: There are various mage orders at odds with each other. They will take it to the streets after dark. There are other non university mage orders but the University Mages believe themselves the authority over all

magicians. They are trying to get the authority to have a Mage License.

31. Wellspring - Here is an ancient magical wellspring connecting directly to the elemental plane of water. From here the water flows all over the ancient city and then feeds all the croplands for miles around. The water is kept separate by various canals and aqueducts as well as a very advanced sewer system. Raven's Keep is one of the cleanest cities of the Empire.

32. House Rateveur - A noble house that is into many questionable activities. It is rumored that they are trying to take over the Barony. It is lead by Lord Malus "Blood" Rateveur F7 and his Sister Konnie Rateveur MU6 plus a huge collection of various strange family members in all kinds of questionable activities. Why the baron has not called this house out is unknown. Possibly they have something on the Baron?

33. House Paldinor - The only good house in the city. Ran by the aging Paladin Micheal Angel P10 and his small collection of 10 to 15 low level paladins.

34. House Arcanos - Ran by the Wizard Eldrad Wolfsbane MU10. His family is from a long line of Magic Users but most of his children are going their own direction.

35. House Crimson - An adventurer's haven of misfits of all kinds. Not truly a noble house but really a gathering of all kinds of classes, races, and other. They have a small amount of power and influence and from here is the base of operations of the Raven's Keep Adventuring Society.



36. Temple of Bobber - This god is the god of fishing and travel. The priest Father Maltronis C8 is the oldest man in Raven's Keep along with his one Acolyte Ted Maltronis C2 and two servant children Kari and Cory.

37. Tattoos by Celery - Celery is a tattoo artist from an ancient land far from here. Celery is secretly on the run from evil monks as he is a powerful Monk himself.

38. Adarian Consulate - This was once a wonderful place of song and art. An open exchange of culture, art, and elven food from the Adarian tribe until the Baron ravaged an



elvish princess. She has went missing and some believe that the Baron holds her hostage for nefarious reasons. Now the Adarians are outlaws and their woodlands closed to outsiders. It is rumored that the Adarians are planning an attack on the city or at least an assassination of the baron. This consulate is locked up and closed to the public. It is rumored full of treasure.

39. Felsparian Consulate - This is the Felsparian Tribe of Elves that now are quite cautious since the incident with their allies the Adarians.

40. Dwarven Consulate - Dwarves from all over the world come here plotting to reclaim their underground kingdoms.

Eastern Front (14 days away far off the map) is where most of the slaves in the west come from. Zeuzalonian from the Land of Zeuzaylon. Looks are above average. Most braid hair upon adulthood and they wear Romatoga a light cloth wrapped clothing. ALL Zeuzalonians are Lawful Evil.

The Zeuzalonians are the lowest of all people followed by the Hattir, Dwarves, Halflings and any other foreigners.

To the NE there is the Gras-zi. They have jet black hair and pale skin. They are know as a race of "Thieves". This native race has very few people left as the Mastdellian Empire conquered them long ago. Very prized and sought out as slaves.

There are the people of the NW Desert know as the "Juin"

The Hattir are the natives of the western borderlands that were conquered by the Mastdellian Empire and make up 50% of the population some fifty years ago.

The Mastdellian Empire are the people of the eastern kingdom some 14 days away to the east.



Elves are mistrusted. There are the Adarian (Adara) and the Felsparaians (Felspara). The Felsparians come to trade wines, skins and weaponry. The Baron ravaged an Adarian Elf Princess and now there is a state of war and any elf found to be Adarian is to be imprisoned and interrogated.

Dwarves come here from the Stormy Mountains and the Dwarven Citadel. Most worship Mabus the Dwarven God.



At the front Gate on Saturdays there are the weekly executions.

Crimes:

Any insults by a lower.

Murder

Thievery

Rape

Duels are good if both agree.

### **Encounters**

-Street vendors selling slave ware, meat on a stick, clothing, potions, livestock, tea, incense, junk, and whatever you can think of.

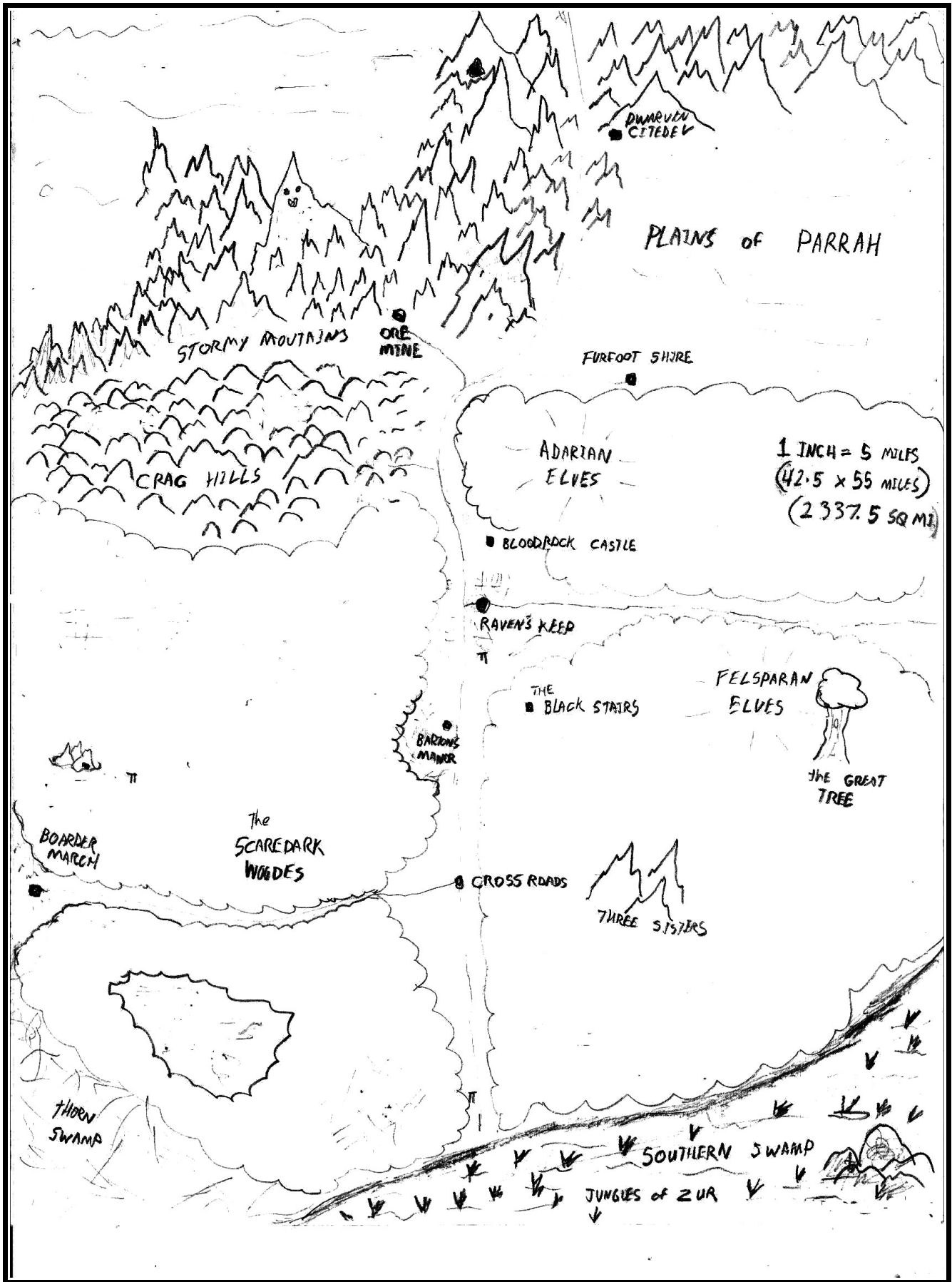
-Runaway cart!

-Rude knights with horses in full run not stopping for anyone! Even a fair maiden or child.

-Street fight!

-Various messengers putting up postings. Even some are for adventurer's quest.





**Notes:**

The little barony far far in the western frontier. First of all the walled city of Raven's Keep came out really well. It is a city of around 8000 (or more) people. I placed it in the middle of the map with a road going back to the eastern kingdom. The western road comes out and joins a north south road.

It is well know that the city was founded long ago but the history is very mysterious. The most popular story is the city was founded because of a wellspring. A never ending wellspring that gives the entire city running water unless the cold freezes it. The water drains down to an ancient sewer that depths are unknown. The city is surrounded by bountiful fields that are are watered by the wellspring. Others say the city was found completely empty and they just took it over. There are many ghost and unquiet spirits in the city.

The oldest and most poplar religion of the people is of the Grain Goddess Keres. The city will live and breath the ancient festivals dominated by this goddess including one (inspired by the original 70s movie) The Wicker Man. There are other churches as well. A few will be written by the players.

The scale is rather small. One inch equal five miles. On an 8.5 x 11 inch piece of paper not a large setting but I have packed this page with lots of possibilities.

There are two known dungeons the simple Bloodrock Castle and The Black Stairs less than a day away. There are many more to be discovered...

An ancient world lost in time where the capital of the world is Babylon, the City of a Thousand Gods.

Where the Old Gods walk the Earth.

To the north is the Icelands. The oceans are low and there are far more lands of man and monster.

A world know as Odd Earth!

There is a more detailed secret referee map if you contact me.

### **Odd Earth**

Odd Earth is possibly our world in a lost ancient time. The ice caps are huge and there are now massive continents making the oceans and seas smaller. The world is very primitive as volcanoes and savage storms beat down upon mankind. Lands can be changed and destroyed by the violent earthquakes, floods, and other disasters. Some lands have disappeared all together. Different areas of the world will correspond to the cultures and lands of history and today but in a more magical ancient forgotten time. It is a time of great and terrible wars (Mass Combat Rules anyone?) that tear across the different lands destroying and conquering. Odd Earth is very sparsely populated and with all its centuries of wars and destruction the lands are filled with forgotten dungeons and crypts. This land long flooded and forgotten in this age is a land full of ancient tales.

It all starts in a little Barony far far in the western frontier...

The little barony was some two hundred years ago, a growing village that formed right outside the castle. This village like the Odd Earth shall grew into a town in a few years and then into a city. Then mysteriously everyone just disappeared and the Hattir discovered it empty and some 50 years ago overtaken by the Zeuzalonians. The players themselves may become barons and start their own Baronies. All is rumored not well. To the south the Black Dragon's goblins attack outlying farms and lumber camps. To the east the villain only know as the Black Baron is harassing and claiming some of the lands of this fair Barony. To the north a vile army of the undead frequently attacks small settlements. The baron is loyal to the King to the east though none from this town have ever traveled to his lands. Far into the eastern lands is the rumored city of Babylon, a city older than any other built before time, a city of a thousand gods. It is where the Emperor of the world lives.



**The Ancient Ways of the Grain Goddess** *As written by  
Celenoious the Sage from the university of Raven's Keep.*

It is said that each year in order to ensure a good harvest the Grain Maiden requires a husband the Wicker Man. She on good years takes any and all such as a slave or criminal but on desperate days she takes a person of pure blood preferably a virgin. Such as the old ways of Raven's Fort.

Let's face it the religion of the Grain Goddess Keres whose spiritual leader is Shel-Elene Von-Kahar (the ugly Baroness of Raven's Keep) is not a very good deal for worshipers. First of all many a young maiden is expected to have relations with the male hierarchy of the church set up by her husband the Baron Strah Von-Kahar.

He being the Lord and Savior of the Temple of the Horseman God, known in other parts as Kerne the Hunter, Mal the Slayer of Invaders, and Tyre God of War. Only fellow nobles are allowed to be Horsemen and worship in his temple.

All who are filthy foreigners and not of the ever dying Hattir blood. They are the filthy stinking Mastdellian race whose symbol is a Mastodon when they feel not putting up the raven.

The religion is supported to keep the baron's wife busy with silly intrigues all set up by the Baron to keep his ugly fat ignorant wife occupied. This is sinister as they practice many lotteries that end up in death by stoning, drowning, stabbing, and poly-morphing if not even more sinister things.

Worst of all is the Wicker Man! Woe to ye who are the victim and fool of this ritual!

The baroness conveniently tries to kill any of the baron's other mistresses, slaves, and whores to keep her place that she soon knows will be taken away if she be not ever vigilant, treacherous, and militant.

The baron usually cares not as there are many stirges in a

cave as he always says. He also says there are many goblins, kobolds, hobgoblins, and orcs to stab in the dark! Oh what a sense of humor our leader has.

The the worship of the Grain Goddess Keres is a filthy foreigner religion that is slowly taking over raven's Keep as the Mastdellian filth keeps moving in.

They are trying to breed us out as the Baron and the Nobles have the right of First Night with our brides.

They shall one day push the people and we shall have enough!

### **Rolling up a Character for The Little Barony and House Rules.**

No character in this game needs to be perfect. All characters need flaws and such in order to make them more interesting. Most of the NPCs will not be perfect or flawless.

Roll 3d6 in ORDER and keep what you got. You can only modify the attributes by the rules on Page 7 in the Labyrinth Lord rulebook. **Always roll up at least 3 characters due to a high death rate.** In this setting you must work for every XP and GP you get.

Roll 3 dice for Hit Points at first level and pick the highest. If you start out with 1 HP be careful and live with it.

AT "0" Hit Points you are dead! No negative HPs or other Troll like abilities.

For the AEC there are the following changes in this world.

Elves as a single class only can be Rangers to 10<sup>th</sup> level and unlimited as Druids.

Halflings can be multi-class or single classed Clerics up to 5<sup>th</sup> level and single classed as Druids up to 10<sup>th</sup> level.

**What is the Raven's Keep Adventuring Society?** -Ran by the meddling monk Shushima, the RKAS is a pain to any adventuring party that does not join. They will harass in the city and attack non members in the wilderness and dungeons. It cost 100 GP to join and then a 20% of treasure in dues. They are officially sanctioned by the Baron as Shushima is a personal friend of the Baron. They commonly put "official claim" to any dungeon they hear about and try and claim jump the non-member adventurers. Shushima rarely travels with the adventuring party as he is busy stirring up trouble and trying to take advantage of all situations. He uses the rules and the laws to move himself up the social ladder. Shushima is the textbook example of a Lawful Evil character.

*Shushima HuMk6 12-15-12-17-16-16 / HP16 /AC 6/Unarmed  
Attack 1d8 4/3 150' (50')  
PL36 FRT33 PP37 MS47 CW100 HS37 HN1-3 Speak with Plants.  
Surprise 1 in 6. 5 or more stuns for 1d6 round. Kills at %=  
to AC. They may dodge missiles of a non-magical  
nature with a successful saving throw versus breath attacks  
or dodge magic missiles with a successful save versus  
spell-like devices. When saving against other effects that  
deal damage, successful saving throws result in no damage  
even when damage would normally be half.*

There will be more information concerning the RKAS in the adventure "The Black Stairs" on the second level.

### **Notable NPCs of Raven's Keep.**

Name RaceClassLevel Str-Dex-Con-Int-Wis-Cha /HP/AC/Notes  
The Monsterless Manual 2010 - Al Krombach -  
[Beyondtheblackgate.blogspot.com](http://Beyondtheblackgate.blogspot.com)

### **Baron's Children Nothing but troublemakers!**

Klashiria Mashira Von-Kahar HuF2/ 12-10-9-10-9-13 /HP8  
/AC5/ Scale Mail and Shield, Longsword 1d8  
Richter Pitcol Von-Kahar HuC1/ 14-11-12-9-14-11/ HP4 /AC5/  
Scale Mail and Shield, Mace 1d6  
Luthor Maltroy Von-Kahar HuF1/ 16-12-16-5-6-8/ HP7 /AC5  
/Scale Mail and Shield, Longsword 1d8+2

### **City Guard**

Man-at-Arms, novice HD1d6; AC6; dmg1d6; SaveF1; studded leather, shield, spear, light crossbow

Man-at-Arms, veteran F2; AC5; hp11; dmg1d10; SaveF2; chain, pole-arm, short-bow

Man-at-Arms, sergeant F3; AC4; hp20; dmg1d8; Save F3; chain, shield, longsword

### **Stewart's Secret Police**

Stab Thug F1; AC7; hp6; dmg1d6; Save F1; Leather, short sword, light crossbow, dagger

Slice Thug F3; AC6; hp17; dmg1d8; Save F3; Studded Leather, scimitar, shuriken, poison, dagger

Caster Thug MU3; AC8; hp9; dmg1d4; Save MU3; Spells *sleep, spider climb, invisibility* dagger, darts, poison

### **Clerics of The Horseman or Clerics of the Grain Goddess**

Cleric, acolyte C1; AC9; hp3; dmg1d6; Save F1; Spells *protection from evil*; holy symbol, club

Cleric, priest C3; AC6; hp13; dmg1d6; Save C3; Spells *protection from evil, bless, augury*; scale mail, holy symbol, holy water, flail

Cleric, high priest C7; AC3; hp29; dmg1d6+1; Save C7; Spells *bless, command, cure light wounds, sanctuary, hold person, know alignment, silence 15' radius, dispel magic, remove curse, protection from evil 10' radius*; plate mail, holy symbol, holy water, +1 mace

### **Baron's Personal Guard**

Duelist, apprentice F2; AC6; hp10; dmg1d8; Save F2; studded leather, longsword

Duelist, competent F4; AC5; hp22; dmg1d8+2; Save F4; studded leather, buckler, longsword

Duelist, master F6; AC4; hp33; dmg1d8+3; Save F6; studded leather, buckler, longsword

### **Other Personalities**

Sgt Thom HuF2 16-13-17-9-9-14 /HP16/ AC4/ Sword 1d8+2

Ratskin the Beggar T2 14-16-10-10-12-9/HP6/ AC6/ Leather, Short Sword 1d6+1

Brother Thaddus HuC6 12-14-16-14-18-15/ HP42/AC4 /Chain  
Mail and Shield, +1 Mace 1d6+1 Old Pagan God Malick.  
Wizard Tumarsh HuMU10 9-14-12-17-14-12/HP22/AC8  
10- 3 3 3 3 2 - - - -

and his three beautiful daughters

Tila HuMU8 9-12-10-16-12-16/HP19/AC9  
8- 3 3 2 2 - - - -

Lila HuMU6 8-13-12-15-14-17/HP14/AC9  
6- 2 2 2 - -

Kila HuMU4 6-8-4-18-14-18/HP6/AC9  
4- 2 2 - - - - - -

Old Thom Masterson HuF6 16-16-17-14-13-13/HP38/AC0

Lady Arlena ½ ElfT13 12-18-12-15-16-16/HP40/AC5

Father Maltronis HuC8 12-10-12-16-18-14/HP24/AC4

Ted Maltronis HuC2 14-9-7-10-16-12/HP8/AC4

Celery HuMk10 12-15-12-12-16-14/HP?/AC?

### **Aristocrats**

Aristocrat, fop F1; AC7; hp6; dmg1d6; Save F1; Studded  
leather, rapier, 3d6gp

Aristocrat, competent F4; AC7; hp25; dmg1d6; Save F4;  
Studded leather, rapier, dagger, 3d6pp, signet ring

Aristocrat, royal F6; AC6; hp30; dmg1d8+1; Save F6; +1  
longsword, +2 ring of protection

### **University Mage**

Mage, apprentice MU1; AC9; hp3; dmg1d4; SaveMU1; robe,  
broom, dagger; spells: *sleep*

Mage, adept MU5; AC6; hp13; dmg1d6; SaveMU5; robe, staff,  
bracers AC6, wand of magic missiles; spells: *charm person,*  
*light, read magic, levitation, phantasmal force, lightning*  
*bolt*

Mage, master MU9; AC4; hp25; dmg1d6; SaveMU9; robe, pointy  
hat, staff of striking, bracers AC4, wand of fire; spells:  
*magic missile, protection from good, charm person, ESP,*  
*invisibility, mirror image, hold person, haste, lightning*  
*bolt, confusion, wall of fire, teleport*

Any more details on NPCs can be added as needed. Want to to  
contribute? Post on the blog or send me an email.

## **Dungeon Notes**

All Dungeons will be somewhat alive and against the players.

Doors are stuck but open and work for the monsters.  
Creepy voices and such.

## **The Black Stairs Level 1**

Know that your chance of survival (*Roll up at least three characters!*) is very low. Face it you are all ingrates and miscreants. Dirty tomb robbers!

Black Stairs Level 1A The Upper Wing

### **Rumors and History**

Never go with a small party.

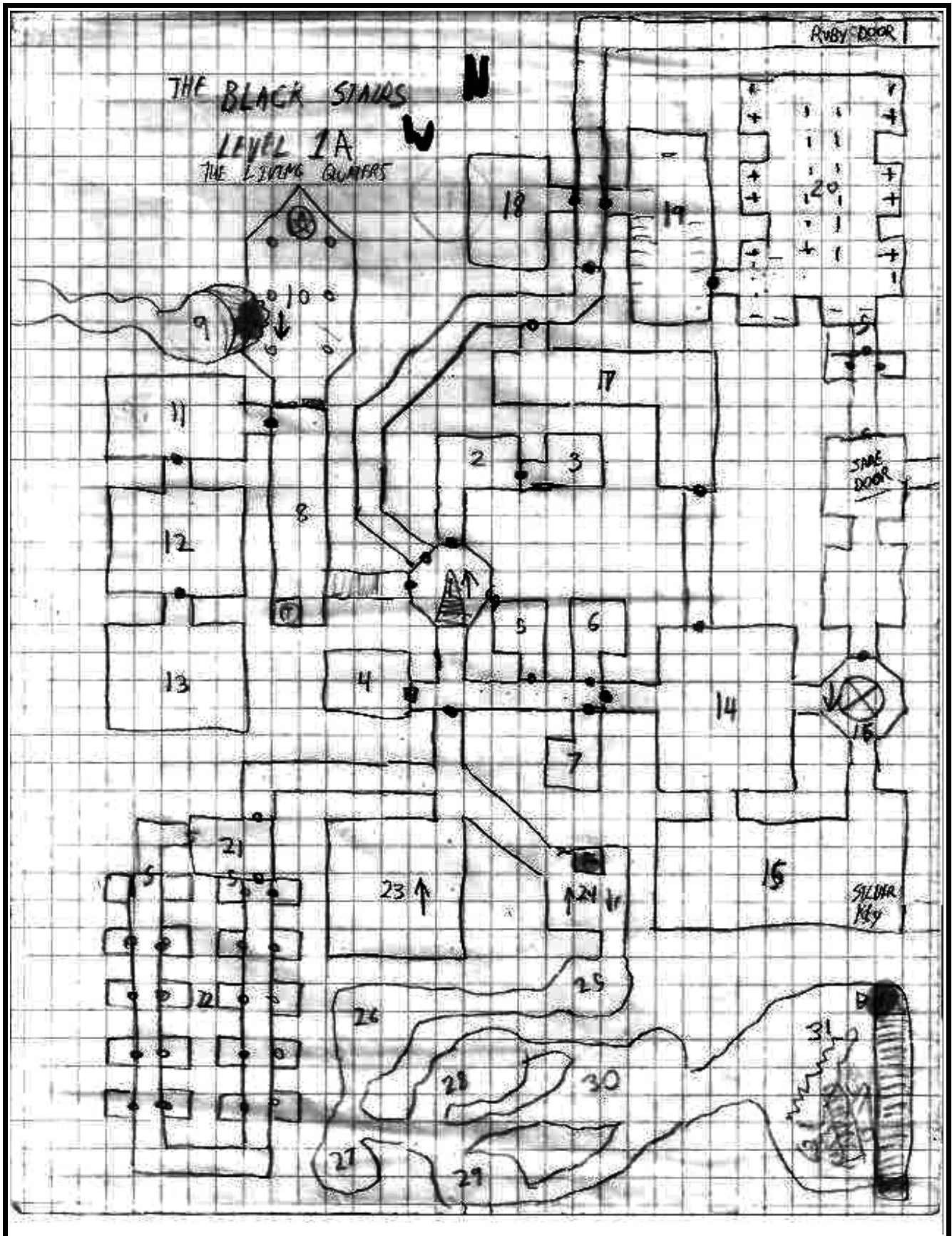
There is more than one way to enter the ruins.

Water flows in but does not fill the place up. Where does it go?

If you don't have the next levels lower place trolls to block nosy players.

P = Prisoner or a place to add a replacement PC due to the high death rate.





### Low Servant's Quaters

1. Entrance Room: Empty except for some debris. Rats and roachs scurry away. Smells moldy.
2. Servant's Quaters: Smells like urine and filth. Full of broken furniture. Eight Kobolds leap screaming from ambush from room! 1D20CP each for treasure.
3. Storage: Full of broken boxes and barrels of something rotten and old spoiled wine.

### Monster List:

**Kobold #Enc.** 4d4 (6d10), **AL** C, **MV** 60` (20`), **AC** 7, **HD** 1d4 hp, **#AT** 1 (weapon), **THACO** 19, **DG** 1d4 or weapon -1, **SV** 0 human, **ML** 6, **THC** I (XIII), **XP** 5, **BOOK** LL, **PAGE** 83

### High Servant's Quaters

4. Stewart's Room: Ornate room, Decorated in white and red, all the pictures faces scratched out.
5. Head Mistress: Ornate room, dark purples, wall covering made of cloth, looks like a slaughter happened here, pieces of scalp and skull. Over 50 heads are pegged to the wall in various states of decay. Room stinks of rot!
6. Maid's Room: Plain room, mumified body of maid crushed into floor under broken rotten bed.
7. Butler's Room: Skins of all kinds on the wall, human, goblin, ord, elf, dwarf. On the wall "The hunter in the darkness is near". One of the heads is trapped with a Spear trap. Save vs. Spell or take 1d8 if not found.

### Barracks and Temple

8. Flooded Hall: Room lit by daylight coming in from temple area. Teleporter (to 20 on 2<sup>nd</sup> level) glows red.
9. Waterfall: If you get too close then save vs death ray or be swept down! Flows to (2<sup>nd</sup> Level room 11)
10. Temple: In ruins and well lit due to waterfall open to the surface. Altar has Statue of some unknow god and hidden under it a Silver Key!
11. Master's Room: Dirty Centerpieces come from out of the bed hungry and veracious!
12. Old Flooded Barracks: This room used to be barracks. A horrible slaughter went on here. The sounds



of the wounded and dying echo here still.

13. Flooded Training Room: A dead and very large man lays face down. He is full of Rot Grubs

Monster List:

**Centipede, Giant #Enc.** 2d4 (1d8), **AL** N, **MV** 60` (20`), **AC** 9, **HD** 1d4 hp, **#AT** 1 (bite), **THACO** 19, **DG** poison, **SV** 0 Human, **ML** 7, **THC** None, **XP** 6, **BOOK** LL, **PAGE** 68

**Rot Grub #Enc.** 0 (5d4), **AL** N, **MV** 10` (2`), **AC** 9, **HD** 1 hp, **#AT** special, **THACO** 19, **DG** special, **SV** 0 human, **ML** N/A, **THC** None, **XP** 5, **BOOK** LL, **PAGE** 93

Animal Pens and Slaughter House

14. Animal Pit: Here are remnants of stables and pens. The place is lit by a continual light spell on lamp above.
15. Slaughter House: Here is where they slew the poor beast. Old knives and chopping tables. Suddenly three pig skeletons attack. Treat as normal skeletons. The Silver Door is here.
16. Blood Hole: They threw the blood and gore down here. Something ate it! Hole to 2<sup>nd</sup> level. Growling and snarling down below as well as bestial calls from ghouls to come down.

Monster List:

**Skeleton (Undead) #Enc.** 3d4 (3d10), **AL** C, **MV** 60` (20`), **AC** 7, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 13, **BOOK** LL, **PAGE** 95

Wizard's Lab

17. Wizard's Laboratory: Full of shelves and bottles, most bottles are broken and the liquids foul. Room is full of furry bacteria growth. The shelves are rotten and the fancy furniture is rotten and broken. Jade Key Potions

Funeral Home

18. Mortuary: This room is still in good shape. It has table to embalm 10 bodies. One is on table covered up. Possibly a dead person or an NPC/Replacement PC.  
Embalming Spices 200gp Down the Hall Ruby Door
19. Funeral Hall: Rotten decorations and tapestries

have rotted and fallen to the ground. Old carpet that has wet spots, half the pews are collapsed. Alter up front, dead priest pinned to the alter from a huge arrow. Holy Book 250gp

20. Crypts: This rough carved out room smells of death. It has a sickly purple glow. It has rotten faded tapestries that depicts scenes akin to suffering in hell. Twelve skeletons line the walls that will spring to life when anything is touched. Treasure: +1 Sword, Secret Door! Golden Candlesticks in closet southwest door as well as the Jade Door!

Monster List:

**Skeleton (Undead) #Enc.** 3d4 (3d10), **AL** C, **MV** 60` (20`), **AC** 7, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 13, **BOOK** LL, **PAGE** 95

The Clank

21. Prison Office: Very fancy and well decorated but in a state of decay. Hobgoblins run this section. Treasure: GP: 5000 Jewelry: (6): Idol-40 gp, Pin-400 gp, Locket-10 gp, Ring-1100 gp, Goblet-300 gp, Coffin-20gp. Total Value: 1870 gp.

22. Prison Cells: All stink of rot and filth. P or Dead People Ruby Key

Monster List:

**Hobgoblin #Enc.** 1d6 (4d6), **AL** C, **MV** 90` (30`), **AC** 6, **HD** 1+1, **#AT** 1 (weapon), **THACO** 18, **DG** 1d8 or weapon, **SV** F1, **ML** 8, **THC** XIX, **XP** 15, **BOOK** LL, **PAGE** 82

Green House

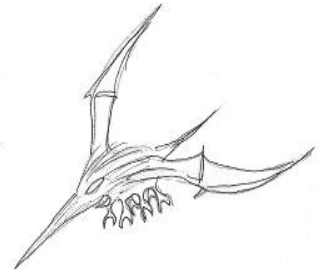
23. Green House: A Way Out! A fine and very overgrown 50' x 50' green house or atrium. None of the trees reach the glass ceiling which is almost all the way broken. There are three dead men laying on the floor. Each one is covered in many small wounds and the bodies are sucked in as if drained. Poor peasants who thought that they could be adventurers. A flock of 5 Stirges lurk here! Treasure: GP: 7000 Jewelry: (4): Arm band-600 gp, Goblet-600 gp, Orb-100 gp, Clasp-1800gp. Total Value: 3100 gp. Magic: Scroll: Ward against Undead, Scroll: Spells (4) - [M] ESP, Shield, Ray of Enfeeblement, and Read Languages, Potion of Human Control, Potion of Poison

Monster List:

**Stirge #Enc.** 1d10 (3d12), **AL** N, **MV** 30` (10`) Fly 180` (60`), **AC** 7, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d3, **SV** F2, **ML** 9, **THC** XI, **XP** 16, **BOOK** LL, **PAGE** 98

Forge and Mine

24. Forge: The goblins here enslave the Morlocks and any other NPC/PC. Two goblins stand guard. There is a Chimney (way out and down to 2<sup>nd</sup> level) as well. Each goblin carries 1d10 EP



25. Mine Entrance: Rough carving. The sound of suffering. There are two more goblins.

26. Slave Quarters: This filthy place has shackles on the walls and all the slaves sleep on the floor. The ten Goblins outnumber the Morlocks and have enslaved them. They are currently harassing and torturing their prisoners. There may be a possible NPC or place to put in another PC as a prisoner.

27. Masters Quarters: A large hobgoblin chief stays here. He likes female elves and will spare them to be his companion. SP: 3000 EP: 4000 Gems (6): Lapis Lazuli-50 gp, Malachite-25 gp, Jade-500 gp, Tiger Eye Agate-25 gp, Blue Quartz-10 gp, Moonstone-100gp. Total Value: 710 gp. Jewelry: (3): Belt-1100 gp, Idol-30 gp, Goblet-800gp. Total Value: 1930 gp.

28. Crumbling Area: Rock fall from above on 12 on 6. Save or 1d6 damage.

29. Gold Nuggett Mine: The veins of gold are here in the walls. If this information is let out there will be a gold rush. 2000gp

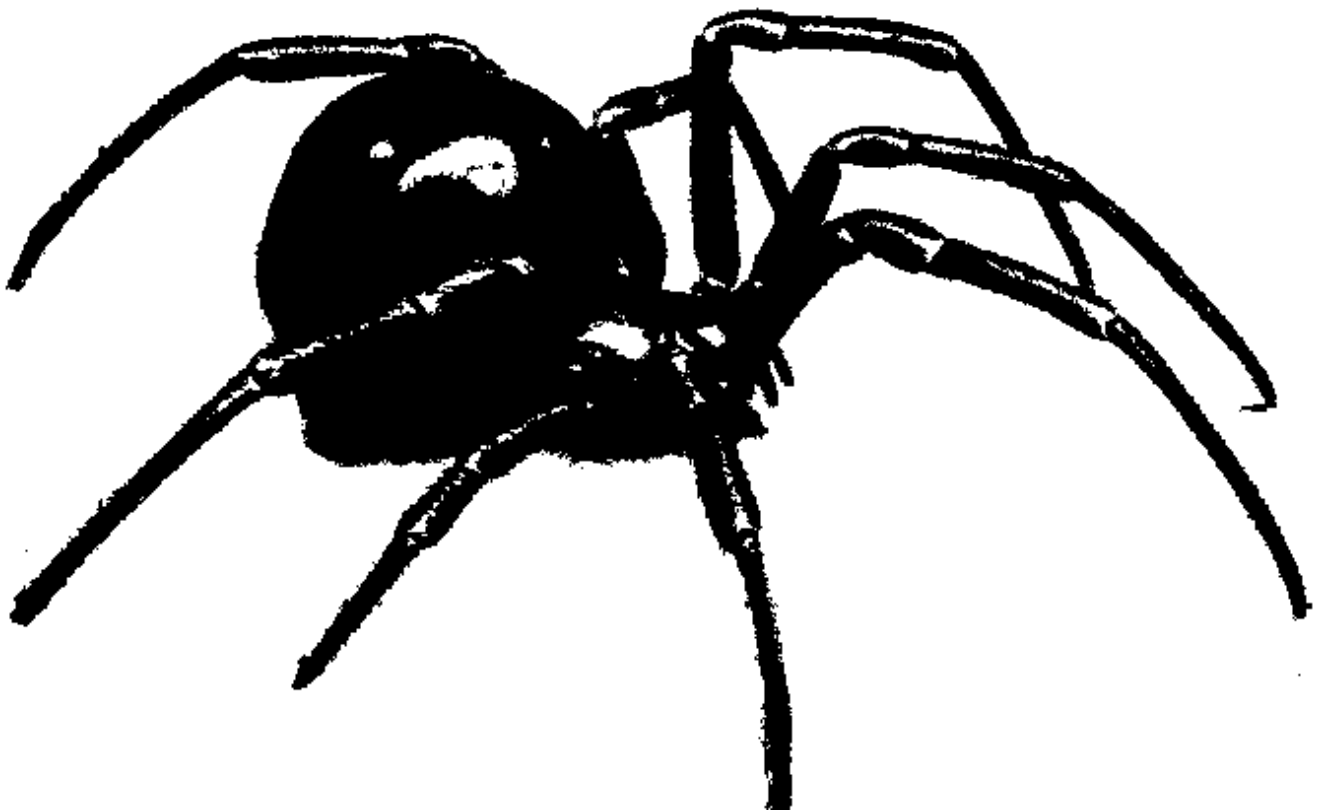
30. Load Stone Room: Save vs Pertify or any Metal gets stuck.

Monster List:

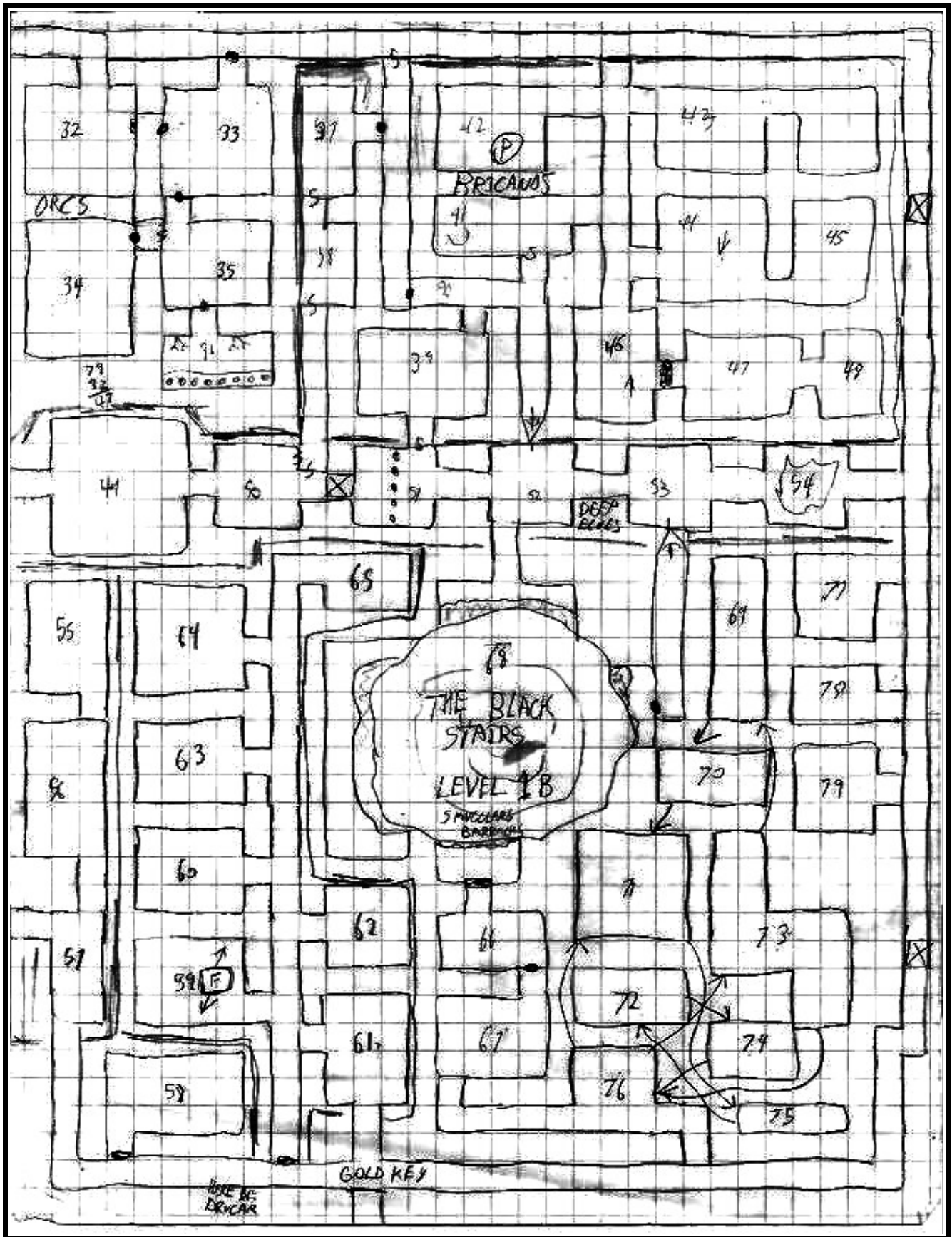
**Goblin #Enc.** 2d4 (6d10), **AL** C, **MV** 60` (20`), **AC** 6, **HD** 1 -1, **#AT** 1 (weapon), **THACO** 19, **DG** 1d6 or weapon, **SV** 0 human, **ML** 7, **THC** III (XX), **XP** 5, **BOOK** LL, **PAGE** 78

**Morlock #Enc.** 1d12 (5d10), **AL** C, **MV** 120` (40`), **AC** 8, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 9, **THC** XX, **XP** 5, **BOOK** LL, **PAGE** 88

31.The Black Stairs: Huge obsidian stairs go down into the darkness. Webs and collapsed remnants of a stairway some 30' above. A cold wind blows up from the darkness below and puts out all torches. A dark laughter bellows from below and then says WELCOME! These go down to 2<sup>nd</sup>



"The Giant Black Widow Spider's bite won't hurt you! In fact you won't feel a thing!"



## Level 1B The Smuggler's Barracks

Our Lovely Little Township Underground. This place is an Orc Lair and they have a few young maidens captured. There are three more but they have been tortured and killed.

32. Old Bedrooms: Smoke, Side Draft Smokey, Sounds of Stone Sliding, Cat Skeleton. Two orcs lurk here and are preparing to skin out and cook a dead maiden.
33. Old Girl's Room: Decorated very girly but something very horrible happened here. Old stains all over walls. Warning written on wall "They have dug too deep and now evil cometh!" Four orcs lurk here torturing two maidens. Two more dead maidens lie in the corner.
34. Master's Room: The door is trapped with a poison dart. Save or DIE! Here is a room that has strangely been well preserved. It has fine furniture and blankets of fine furs and silk. There are paintings on the walls and many chest of drawers full of clothing. A jewelry box full of jewelry as well. Treasure: Textiles 500gp, Clothing 1000gp, Jewelry 150gp, Jeweled Human Skull 200gp.
35. Bedroom: The entire bedroom is covered in a strange moss. Empty and no treasure.
36. Dungeon and Toilet: Here is where one takes a shit! It's also a dungeon with shackles. There may be an NPC or Prisoner to reintroduce another PC. Treasure: Dried Tattooed Skin 10gp

### Monster List:

**Orc #Enc.** 2d4 (1d6x10), **AL** C, **MV** 120` (40`), **AC** 6, **HD** 1, **#AT** 1 (weapon), **THACO** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 8, **THC** XIX, **XP** 10, **BOOK** LL, **PAGE** 90

Madiens One and Two AC9 HP 3 and 5.

### Brigand Lair

The Rainbow Rooms! Each room is a different color and strangely in good condition. Each room has a bed and chest in it. Each room has a lever of unknown function. Brigands have made a lair here and plan on using it as a base of operations. They will run away from any serious fight to ambush another day BUT they have the numbers to waylay most parties but the treasure to make it all worth it.

37. Lavender Room: Room smells like Sea Air? This room

has a Large Mirror Save vs Wands or you are staring at mirror until slapped. If the entire party is mesmerized then they are pulled into the mirror. It's up to the referee to make up what happens in the mirror.

38. Purple Room: The room smells of Farts and a prickly heat is present in the room. Ten brigands lurk here all talking loudly about who did it. There is a Barrel of Pickled Tongues. They have their huge treasure stored here! EP: 4000 GP: 5000 Gems (6): Turquoise-50 gp, Chrysoprase-100 gp, Smoky Quartz-250 gp, Banded Agate-10 gp, Sardonyx-100 gp, Eye Agate-50gp. Total Value: 560 gp. Jewelry: (36): Brooch-1700 gp, Brooch-600 gp, Chain-1400 gp, Bracelet-1100 gp, Box (small)-500 gp, Belt-300 gp, Brooch-1400 gp, Pin-800 gp, Earring-600 gp, Pendant-600 gp, Earring-1200 gp, Brooch-1100 gp, Chain-50 gp, Diadem-80 gp, Chalice-1700 gp, Goblet-1800 gp, Seal-20 gp, Box (small)-700 gp, Statuette-300 gp, Goblet-80 gp, Ring-700 gp, Fob-1200 gp, Goblet-900 gp, Bracelet-800 gp, Pendant-1700 gp, Brooch-80 gp, Goblet-1700 gp, Ring-10 gp, Goblet-40 gp, Box (small)-1200 gp, Chalice-900 gp, Necklace-1100 gp, Diadem-600 gp, Idol-40 gp, Fob-500 gp, Ring-700gp. Total Value: 28200 gp. Magic: Sword +1, +3 vs. regenerating monsters (LL), Shield +2, Sword +1, +3 versus undead (LL)
39. Green Room: There seems to be an unknown source of Gnats in here.
40. Red Room: This room houses ten brigands who will come to the aid of their fellows.
41. Orange Room: Leads to crossbow sentry on hallway over room 52. Brigands will circle around and waylay the party. Paper Crackling sounds from nowhere.
42. Stockade: There may be 1d4 prisoners in here. P
43. Black Room: Whistling Sound, A group of five Halflings are hiding out!
44. White Room: Chimney and way out. Arrow Trap in the room. Fifteen bandits lurk here getting warm.
45. Brown Room: Here is where a group of five female bandits lurk.
46. Blue Room: Here is six brigands ready to fight. Arrow Trap
47. Yellow Room: Footsteps Door Blocked Off. Evil laughter

48. Gray Room: Three dead Brigands. Go into here save vs. Death or fall over dead. Room is cursed.

Monster List:

**Men, Brigand #Enc.** 0 (1d4x10), **AL** N or C, **MV** 120` (40`), **AC** Armor type, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 8, **THC** XXII, **XP** 10, **BOOK** LL, **PAGE** 87

Hell Hallway! All of these hallways have a strange type of carving. Elves will recognize it as Drow but then will wonder how this hallway could exist in human and dwarf carving?

49. Weird Foyer: A pale Deep Elf named Goodo lurks here. He is willing to help the party if they can get him to fifth level where his village is.

50. Small Foyer: This room is all quite except for the Grating Noises. There is a 20 ft deep spiked (1d4) pit in the west direction. In the NW corner of the room are giant rat holes that can be climbed through easily by a halfling and hard for everyone else. There is an entire network of giant rat tunnels.

51. Gateway Portcullis: If touched it does 1d6 from heat damage. Switch in 50 and 52

52. Waterfall Noise and Daylight: To the south a huge hole opened up in the earth and down the hallway is room 68.

53. Another Foyer: Empty, except for the sound of the waterfall. A glimpse of a horrid girl in white right out of your sight but nothing is there when you look.

54. Wide Hallway Foyer: Lot's of artwork on the wall. Worthless and Green Slime falls from above

Monstrer List:

**Elf, Deep #Enc.** 1d10 (4d12), **AL** NE, **MV** 120` (40`), **AC** 5, **HD** 1, **#AT** 1 (weapon), **THACO** 19, **DG** As weapon, **SV** F1, **ML** 7, **THC** XX, **XP** 10, **BOOK** AEC, **PAGE** 123

**Green Slime #Enc.** 1 (0), **AL** N, **MV** 3` (1`), **AC** NA, **HD** 2, **#AT** 1, **THACO** 18, **DG** digestion, **SV** F1, **ML** 12, **THC** None, **XP** 38, **BOOK** LL, **PAGE** 80



## The Art Galleries of the Ancients

55. Giant Rat Nest: Giant Rats make their home here and have an extensive network of tunnels all through the dungeon. The room is almost completely filled with debris! Save vs Breath to dodge the avalanche when the door opens! Although weak no monster wants to challenge the Rat Army and the Rat King a wererat. Treasure: CP: 8000 SP: 5000 EP: 6000 Gems (1): Jasper-100gp. Total Value: 100 gp. Jewelry: (4): Chalice-800 gp, Coffin-500 gp, Decanter-900 gp, Brooch-1200gp. Total Value: 3400 gp.
56. Spiked Room: The north door is spiked. Room is filled with rat nest filth. Eight Stirges lurk above. Fight or die!
57. Flowered Room: Lovely flowers are painted on the walls and smashed and broken painter supplies The room is littered with debris. Three Pit Viper Snakes hide in the rubbish.

### Monster List:

**Rat, Giant #Enc.** 3d6 (3d10), **AL** N, **MV** 120` (40`) Swim 60` (20`), **AC** 7, **HD** 1d4 hp, **#AT** 1 (bite), **THACO** 19, **DG** 1d3 + disease, **SV** F1, **ML** 8, **THC** XX, **XP** 6, **BOOK** LL, **PAGE** 92

### **Lycanthrope, Wererat**

**#Enc.** 1d8 (2d6), **AL** C, **MV** 120` (40`), **AC** 7 (9), **HD** 3, **#AT** 1 (bite or weapon), **THACO** 17, **DG** 1d4 or weapon, **SV** F3, **ML** 8, **THC** XX, **XP** 95, **BOOK** LL, **PAGE** 85

**Stirge #Enc.** 1d10 (3d12), **AL** N, **MV** 30` (10`) Fly 180` (60`), **AC** 7, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d3, **SV** F2, **ML** 9, **THC** XI, **XP** 16, **BOOK** LL, **PAGE** 98

**Snake, Pit Viper #Enc.** 1d8 (1d8), **AL** N, **MV** 90` (30`), **AC** 6, **HD** 2, **#AT** 1 (bite), **THACO** 18, **DG** 1d4 + poison, **SV** F1, **ML** 7, **THC** None, **XP** 38, **BOOK** LL, **PAGE** 96

58. Safe Room: This room has a reinforced steel door with food and supplies. There may be someone hiding or recovering inside if you need to allow NPCs or let a new Character come in. P

## The Library of Singur

59. Reading Room: Place with Fireplace and burning books. A party of foul Drugar relax here getting ready for some evil. Treasure: CP: 39 Jewelry: (3): Arm band-500 gp, Statuette-1800 gp, Earring-300gp. Total Value: 2600 gp. Jewelry: (3): Locket-40 gp, Fob-400 gp, Necklace-1200gp. Total Value: 1640 gp. CP: 97
60. Study Hall: Here is a room full of decayed books save for a few.
61. Library South Wing: Many rotting books on drooping rotting shelves. Water drips from somewhere above ruining most of these books. A hungry Rust Monster comes forth knocking down shelves. The wet books most likely put out torches.
62. Library North Wing: Full of old books. Most worth nothing as they are falling apart. 1 in 20 a book in good condition worth 1-10 x10 GP.
63. Library Office: Here the librarian still lurks.
64. Art Room: The art here is all of horrible things such as murder and mayhem all apparently painted by children. The laughing of children is heard faintly as well as crying and screams. Something evil happened here! Destroying the art frees their souls.
65. Stockade: This was to keep the library slaves. P

## Monster List:

**Dwarf, Duergar #Enc.** 2d4 (1d00+100), **AL** CE, **MV** 60` (20`), **AC** 4, **HD** 1+2, **#AT** 1 (weapon), **THAC0** 18, **DG** As weapon, **SV** F1, **ML** 8, **THC** VI, **XX**, **XP** 21, **BOOK** AEC, **PAGE** 122

**Rust Monster #Enc.** 1d4 (1d4), **AL** N, **MV** 120` (40`), **AC** 2, **HD** 5, **#AT** 1, **THAC0** 15, **DG** special, **SV** F3, **ML** 7, **THC** None, **XP** 500, **BOOK** LL, **PAGE** 93

## Nursery of Cries

66. Nursery: Old baby beds! Hundreds of them. Some rock and make crying noises. Destroy cribs to free souls! 10 Morlocks out of teleporters. Treasure: SP: 3000 Jewelry: (2): Earring-40 gp, Coronet-300gp. Total Value: 340 gp.

67. Baby Food: There are huge jars of b...a..b..y  
f...o...o...d.

68. The Pit!: A huge sinkhole washed through here and now it is a roaring waterfall. It goes down as far as eight levels and is an 16d6 fall Save vs Death Ray and land unharmed in a level 8 cavern. The other parts of the dungeon are seen here but it would be foolish to try and climb around. You can try and climb it but the waterfall will cause you to make a Strength Save each round. If you fail ONCE you FALL! There is a gleaming room to the west that was a treasure room but it is impossible to get to it.

Monster List:

**Morlock #Enc.** 1d12 (5d10), **AL** C, **MV** 120` (40`), **AC** 8, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 9, **THC** XX, **XP** 5, **BOOK** LL, **PAGE** 88

The science of the ancients were mysterious and this was an experiment in teleportation devices.

69. Teleporter to 70 Bloody wet smear P or dead guy

70. Teleport to 71 Giant Carnivorous Beetle

71. Teleport to 75 Skeletons

72. Teleport to 74 Cat Skeleton

73. Teleport to 69 or 76 P or Dead Guy

74. Teleport to 76 (The way in and out!)

75. Teleport to 72 Spitting Cobra

76. Teleport to 73 or 71

Monster List:

**Beetle, Giant Carnivorous #Enc.** 1d6 (2d4), **AL** N, **MV** 150` (50`), **AC** 3, **HD** 3+1, **#AT** 1 (bite), **THACO** 16, **DG** 2d6, **SV** F1, **ML** 9, **THC** VI, **XP** 65, **BOOK** LL, **PAGE** 65

**Skeleton (Undead) #Enc.** 3d4 (3d10), **AL** C, **MV** 60` (20`), **AC** 7, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 13, **BOOK** LL, **PAGE** 95

**Snake, Spitting Cobra #Enc.** 1d6 (1d6), **AL** N, **MV** 90` (30`), **AC** 7, **HD** 1, **#AT** 1 (bite or spit), **THACO** 19, **DG** 1d3 + poison, **SV** F1, **ML** 7, **THC** None, **XP** 13, **BOOK** LL, **PAGE** 96

Rooms of Pleasure and Delight. Area was painted in a sparkled and bright colors. It's all faded and stained now.

There are strange evil face drawings everywhere in this section.

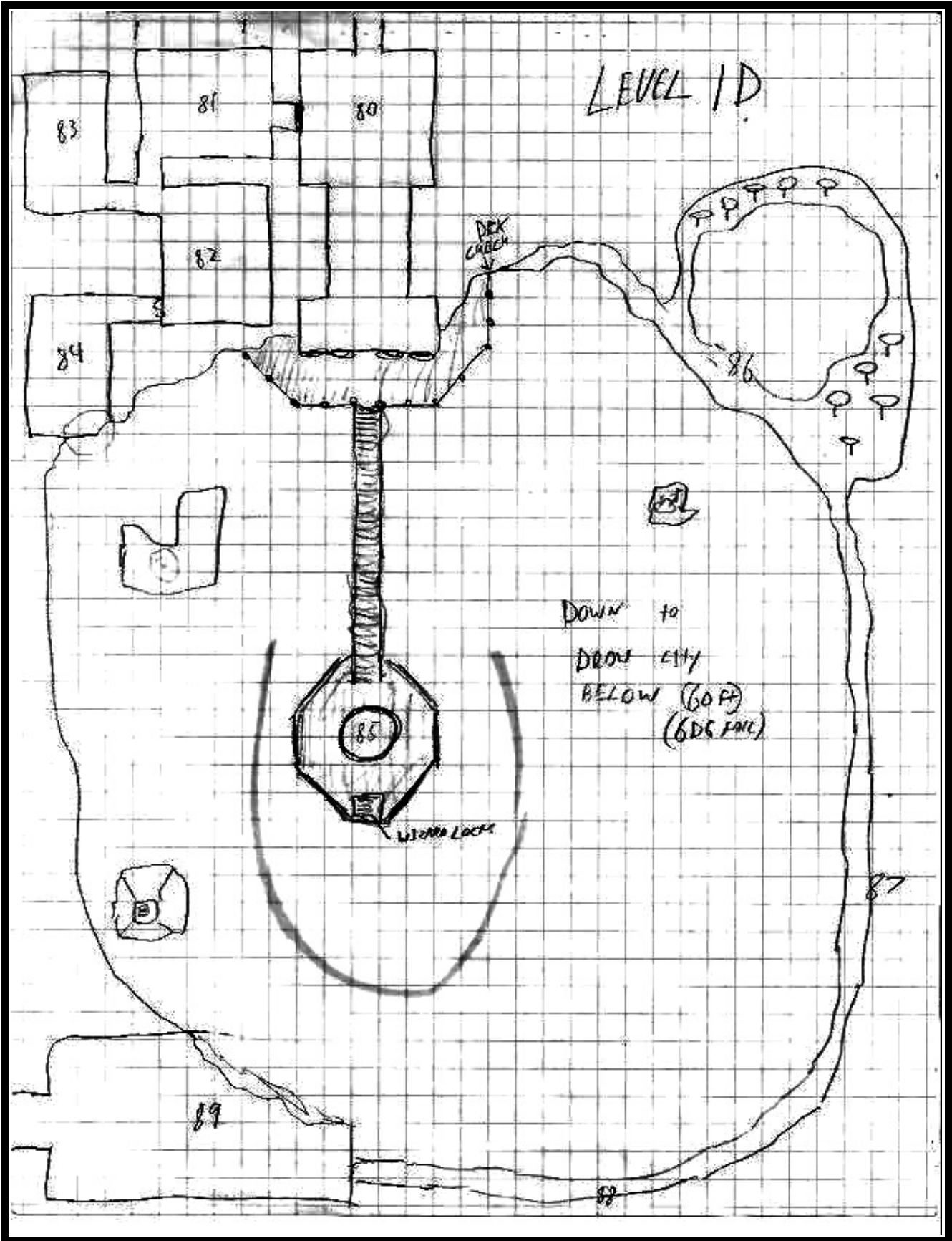
77. Star Room: Room appears to be full of stars. Light seems to not penetrate the room. From the darkness 16 Zombies burst forth.
78. Comfort Room: This room is full of couches and chairs. Tapestries are draped on the walls and ceilings. The place smells of incense and trays of bread, cheese, and wine sit all over the room. A couple of finely dressed Ghouls lurk in the ceiling above hiding in the tapestries ready for ambush. Treasure: CP: 10000  
Gems (19): Moss Agate-50 gp, Rhodochrosite-50 gp, Alexandrite-750 gp, Topaz-750 gp, Peridot-500 gp, Rock Crystal-100 gp, Zircon-75 gp, Smoky Quartz-250 gp, Bloodstone-75 gp, Smoky Quartz-75 gp, Zircon-100 gp, Jasper-100 gp, Rhodochrosite-25 gp, Coral-500 gp, Onyx-250 gp, Moonstone-75 gp, Lapis Lazuli-25 gp, Star Rose Quartz-100 gp, Blue Quartz-50gp. Total Value: 3900 gp.
79. Room of Mystery: Sulphur Smell, Altar with box that consumes all. A voice ask for items to be put into it never to be seen again. Box is immovable and indestructible.

Monster List:

**Zombie (Undead) #Enc.** 2d4 (4d6), **AL** C, **MV** 120` (40`), **AC** 8, **HD** 2, **#AT** 1, **THACO** 18, **DG** 1d8 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 29, **BOOK** LL, **PAGE** 103



**Ghoul (Undead) #Enc.** 1d6 (2d8), **AL** C, **MV** 90` (30`), **AC** 6, **HD** 2 (turn as 3 HD), **#AT** 3, **THACO** 18, **DG** 1d3/1d3/1d3 + paralysis, **SV** F2, **ML** 9, **THC** XXI, **XP** 47, **BOOK** LL, **PAGE** 76



## Level 1D Bell Tower

This foul place has the finest and most evil black carvings of the foul drow! If too much noise is made the Drow will be alerted.

80. Bell Tower Temple: Here be the upper gates to Drow City! There is an observation post that you can barely see the drow city below. Light filters in from a huge ornate grate above and foul dirges are heard as well as screams of torture! Crazy girl lurks here "Run away for they are watching you now". Roll save vs spell not to get broken hearted. She is a lovely blond child with signs of horrible torture. How horrible is up to referee. Her mind is completely broken by the foul Drow!
81. Temple Prayer Room: Foul unholy relics of the Drow! There is an Deep Elf Escapee that attacks and makes very much noise.
82. Torture Room: All sorts of strange and obscene torture devices are in here. At least 20 or more. Could be worth lot's of gold.
83. Prisoner Room: There may be prisoners in here or NPCs. P
84. Hidden Treasure Room: Trapped! A cage falls on you from a pressure plate and locks to the ground unless save vs Breath and the bell begins to ring loudly. The corner of the room is open to the cavern. Full of treasure: SP: 700 GP: 40 Gems (6): Bloodstone-100 gp, Malachite-10 gp, Azurite-10 gp, Jasper-100 gp, Malachite-25 gp, Rhodochrosite-25gp. Total Value: 270 gp.
85. Bell Tower: Wizard Locked! It goes down to 3<sup>rd</sup> level of the Drow City! A sign says "Ring Bell for Service". There is a spiral staircase that goes down to the Drow City.

## Monster List:

**Girl, Crazy AL CN, MV 120' (40') AC 9 HD 1d6 (3), #AT 1  
Fist 1d2 damage Thaco 20**

**Elf, Deep #Enc. 1d10 (4d12), AL NE, MV 120` (40`), AC 5, HD 1, #AT 1 (weapon), THACO 19, DG As weapon, SV F1, ML 7, THC XX, XP 10, BOOK AEC, PAGE 123**

**Elf, Drow #Enc.** 2d4 (5d10), **AL** CE, **MV** 120` (40`), **AC** 4, **HD** 2, **#AT** 1 or 2 (weapon), **THACO** 18, **DG** As weapon, **SV** F2, **ML** 10, **THC** Vx5, **XIx2**, **XP** 38, **BOOK** AEC, **PAGE** 123

The Edge of Darkness Trail

86. Pond on the Edge: This mysterious giant mushroom forested grove has a dark deep pond. The Drow farm these Giant Killer Frogs for guards and eating. There are 12 giant frogs in this pond.
87. Bat's Nest: Giant Bats have a lair hanging on the wall here and they are hungry!
88. Buggy Trail: Giant Centipedes have a nest here in the holes in the walls.
89. Strange Older Architecture: Some ancient race made these ruins. This room enters the Old City.

Monster List:

**Frog, Giant Killer**

**#Enc.** 3d6, **AL** N, **MV** 60` (`20) **Swim** 120` (40`), **AC** 8, **HD** 1+4, **#AT** 3 (2 claws, bite), **THACO** 18, **DG** 1d2/1d2/1d4+1, **SV** F1, **ML** 7, **THC** None, **XP** 21, **BOOK** AEC, **PAGE** 126

**Bat, Giant**

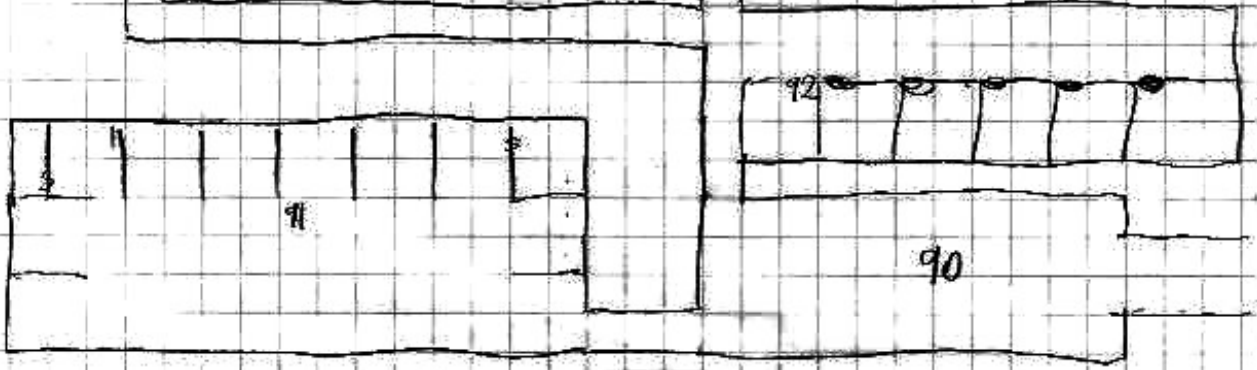
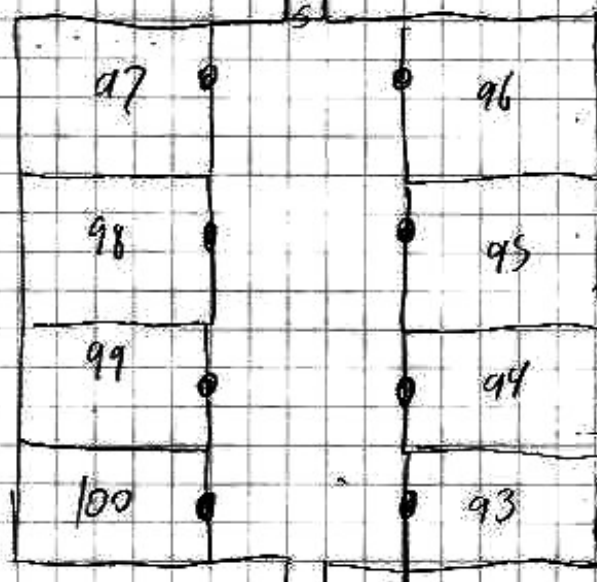
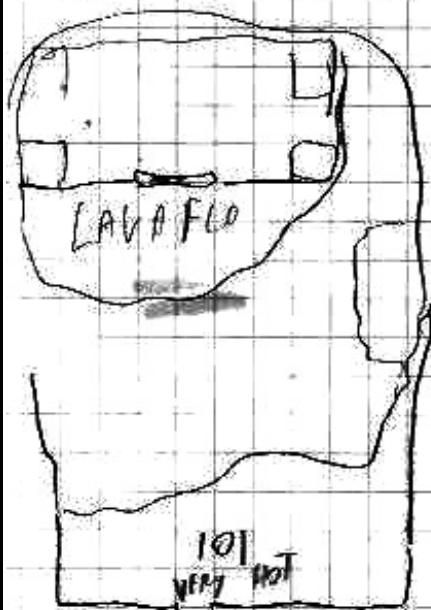
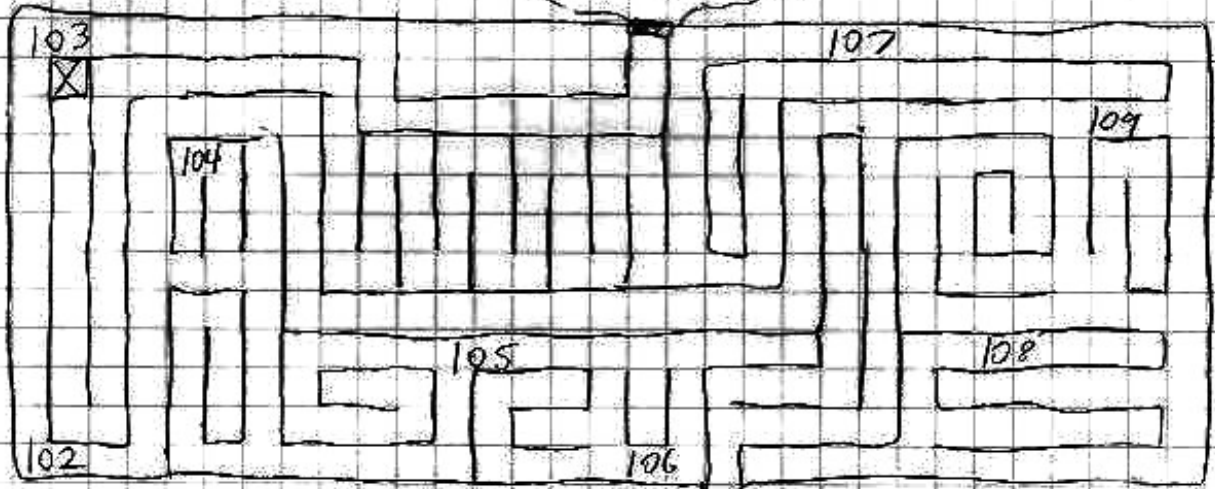
**#Enc.** 1d10 (1d10), **AL** N, **MV** 30` (10`) **Fly** 180` (60`), **AC** 6, **HD** 2, **#AT** 1 (bite), **THACO** 18, **DG** 1d4, **SV** F1, **ML** 8, **THC**



None, **XP** 20, **BOOK** LL, **PAGE** 64

**Centipede, Giant #Enc.** 2d4 (1d8), **AL** N, **MV** 60` (20`), **AC** 9, **HD** 1d4 hp, **#AT** 1 (bite), **THACO** 19, **DG** poison, **SV** 0 Human, **ML** 7, **THC** None, **XP** 6, **BOOK** LL, **PAGE** 68

# LEVEL 1 C





Level 1C Another Ancient Past: Here is a weird steampunk city section. Gnomes have taken up residence and study here and are quite private about what they have discovered.

90. Old City Entrance: Here strange lights and sounds of a poster lined entranceway. The posters are in a strange language and show people in strange clothing riding horses made of metal and wagons with no horses. Lot's of strange tophats! There are strange metal things projecting light and moving around (automated spotlights).

91. Old Bazaar: This place has been ransacked and is completely empty except for the secret rooms which are full of mostly useless junk. There is a Carcass Scavenger on the ceiling of one of the stalls which will attack if one gets too close.

92. Strange Inn: This inn is strangely open for business. There is a automaton clerk who gives you a key for 1GP. A room is 1GP a night. If you don't pay an Animated Iron Statue comes to collect. If he is given 1GP he retreats. There is a lock box with 2000gp that if touched will trigger the Animated Iron Statue

Monster List:

**Carcass Scavenger #Enc.** 1d3 (1d3), **AL** N, **MV** 120` (40`), **AC** 7, **HD** 3+1, **#AT** 8 (stingers), **THACO** 16, **DG** paralysis, **SV** F2, **ML** 9, **THC** XXI, **XP** 135, **BOOK** LL, **PAGE** 67

**Statue, Animate Iron #Enc.** 1d4 (1d4), **AL** N, **MV** 30` (10`), **AC** 4, **HD** 4, **#AT** 2 (fists), **THACO** 16, **DG** 1d8/1d8, **SV** F4, **ML** 11, **THC** None, **XP** 190, **BOOK** LL, **PAGE** 98

Gnome Lair: These 25 Gnomes have been nearly wiped out and want to be left alone. They are not screwing around with being friendly anymore. They will have forward scouts spying on the Party when they enter the first area.

93. Magistrate's Home: Here is where the Gnome leader lives.

94. Laboratory: Here is where many strange devices are made.

95. Relic Storage: This well guarded area has many a strange relic from the ruins. Treasure: Gems (3): Obsidian-50 gp, Blue Quartz-25 gp, Turquoise-50gp.

Total Value: 125 gp. Jewelry: (5): Seal-30 gp, Arm band-30 gp, Bracelet-1400 gp, Clasp-500 gp, Medal-600gp. Total Value: 2560 gp. Various Relics of the Referee's choice.

96. Library Rescue: Many of the books have been stolen away here. Many Spellbooks are here as well as Manual of X.
97. Prison: Here is where prisoners are kept until they are put into the Maze.
98. Kitchen: Delicious Gnome food is cooked here.
99. Storage: Supplies and such stored here.
100. Sleeping Quarters: This is where they sleep.

Monster List:

### **Gnome**

**#Enc.** 1d8 (5d8), **AL** L or N, **MV** 60` (20`), **AC** 5, **HD** 1, **#AT** 1 (weapon), **THAC0** 19, **DG** 1d6 or weapon, **SV** D1, **ML** 8, **THC** XX, **XP** 10, **BOOK** LL, **PAGE** 78

Lava Room

101. Lava Flow Room: Heat from room does 1d6 a round no save. The lava is Save vs Death or 1d12 a round. There is a fine ornate glowing door across the lava. Treasure of the Ancients Before the Ancients.

Deadly Maze of Mortura: The Gnomes have set up a deadly Maze to rid themselves of problem invaders. They have made an uneasy alliance with a Minatour. Monsters are let out of their cells in the floor except for the minatour who runs the maze for the Gnomes.

102. Wood Golum

103. NPC or P

104. Minatour (Mortura)Treasure: GP: 4000 PP: 100 Gems (32): Sardonyx-100 gp, Tiger Eye Agate-50 gp, Zircon-75 gp, Moss Agate-25 gp, Jasper-75 gp, Star Ruby-1000 gp, Citrine-75 gp, Chrysoprase-75 gp, Moonstone-250 gp, Azurite-50 gp, Moss Agate-50 gp, Obsidian-50 gp, Bloodstone-100 gp, Lapis Lazuli-50 gp, Jet-500 gp, Smoky Quartz-75 gp, Moss Agate-10 gp, Citrine-75 gp, Black Sapphire-1000 gp, Obsidian-25 gp, Banded Agate-10 gp, Obsidian-25 gp, Turquoise-10 gp, Bloodstone-75 gp, Rhodochrosite-50 gp, Star Rose Quartz-250 gp, Smoky Quartz-75 gp, Onyx-75 gp, Lapis Lazuli-50 gp, Tiger Eye

Agate-50 gp, Malachite-50 gp, Eye Agate-25gp. Total Value: 4455 gp.

- 105. Spitting Cobra
- 106. Gas Spore
- 107. Kobolds
- 108. Drow Elf in an Iron Mask
- 109. Kobolds

Monster List:

**Golem, Wood**

**#Enc.** 1 (1), **AL** N, **MV** 120` (40`), **AC** 7, **HD** 2+2, **#AT** 1 (fist), **THACO** 17, **DG** 1d8, **SV** F1, **ML** 12, **THC** None, **XP** 59, **BOOK** LL, **PAGE** 79

**Minotaur**

**#Enc.** 1d6 (1d8), **AL** C, **MV** 120` (40`), **AC** 6, **HD** 6, **#AT** 2 or 1 (gore and bite, or weapon), **THACO** 14, **DG** 1d6/1d6 or weapon, **SV** F6, **ML** 12, **THC** XXII, **XP** 820, **BOOK** LL, **PAGE** 88

**Snake, Spitting Cobra #Enc.** 1d6 (1d6), **AL** N, **MV** 90` (30`), **AC** 7, **HD** 1, **#AT** 1 (bite or spit), **THACO** 19, **DG** 1d3 + poison, **SV** F1, **ML** 7, **THC** None, **XP** 13, **BOOK** LL, **PAGE** 96

**Elf, Drow**

**#Enc.** 2d4 (5d10), **AL** CE, **MV** 120` (40`), **AC** 4, **HD** 2, **#AT** 1 or 2 (weapon), **THACO** 18, **DG** As weapon, **SV** F2, **ML** 10, **THC** Vx5, XIx2, **XP** 38, **BOOK** AEC, **PAGE** 123

End of Level 1



BACK TO THE DUNGEON ZINE!  
Volume I Issue I.2

Cost \$4.00

You keep \$2.00 and send me \$2.00 out of it if you want to.

or

Free

This book is meant to be printed out in the booklet form and folded  
over.

This is the back cover.

Whatever is not finished or incomplete then make it up.