

# FORWARD

(Heh...blackhands are not made to be all caps)

This dungeon is terrible. Hey, I was 17, and new to AD&D. That is my whole excuse. I am 50 now, and I just found out that my first RPG writing was actually published? How could I not have known? Well, the story goes like this:

I was 17 and had been playing AD&D for a brief time when I came into possession of one of those rare (for Richmond, VA anyway) copies of a mystical publication called the Judges Guild Journal. It contained all sorts of generic gaming articles that we newbies took as potential gospel, and among those gems was a dungeon design contest. It sounded like fun, and my regular game group made willing guinea pigs.

My regular players were about my age and younger, so we obviously had just gobs of experience in the genre. What was there to lose? So, without the modern benefits of a word processor with formatting, spelling, or grammar checking abilities, I set myself to the task of not only writing, but also typing the ultimate dungeon. (Finding my typos will make an awesome drinking game.)

The players seemed to have fun with the module, so I sent it in.

Afterward, during the summer of 1980, I went to live with and work for my grandparents in Ohio. From there I moved with my father directly to California. We did not have an address before we arrived there to which we could forward mail. So, if someone from the publication tried to contact me, the chain would have understandably been broken. (Remember, this is before email, and cell phones where you could take your phone number with you.)

Some time later (probably in NYC at the Complete Strategist game store) I tracked down another copy of the Judges Guild Journal that listed the winners. I saw that I did not win, and the way it was listed led me to believe that I was probably in or near last place. I did not know that the publications of the Dungeoneer and the Judges Guild Journal had merged into the Dungeoneers Journal, and that they had published this contest entry as a special center section of issue number 24.

Reading back through it, I see that it suffers from many things. Random and home brewed conception on my part seem to top the list of problems, but I cannot fully ignore the effects of poor editing. Looking over the text, I am sure it was printed directly from my hand typed entry cut apart and pasted back together. I think they managed to cram it all closer together that way to make it fewer pages than the original entry. That also explains why on page 29 the last two paragraphs should be the first two. The clipped pieces were probably transposed in paste up.

I am certain that I would have drawn the maps on blue lined graph paper to a standard size, but the maps in this module do not seem to fit on the graph. There also seems to be a missing map number around #20, and a random "F" where there may have been an "A" around room 17.

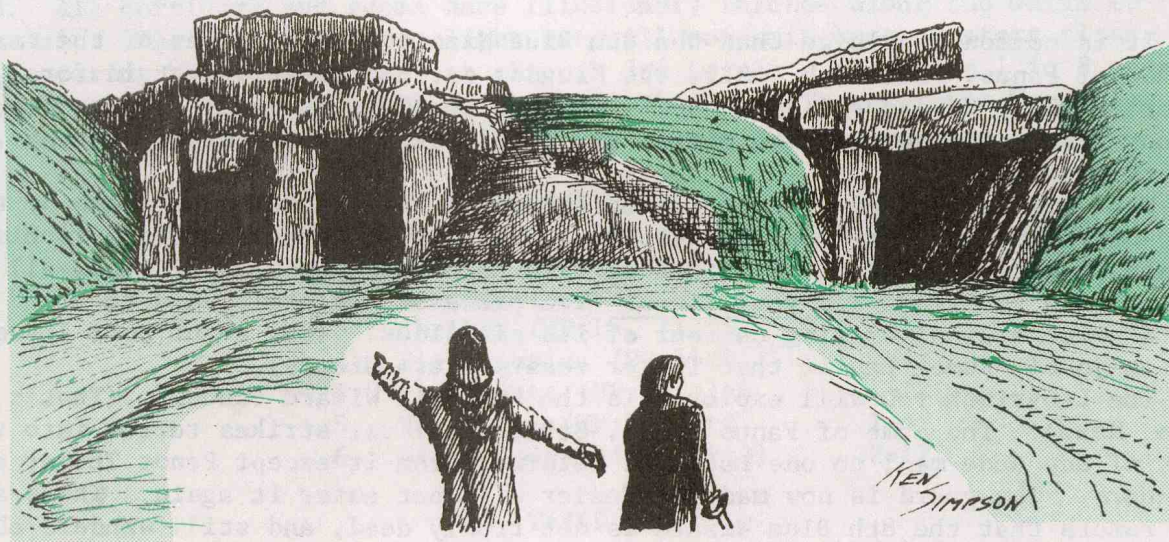
Should we be surprised that this publication only saw one more issue before it was discontinued? As powerful as I would have liked it to have been, I cannot believe that this module brought down the entire publication.

Thank you Judges Guild for publishing this piece of poorly conceived treasure from my past. It looks great on paper... if you don't read it too closely.

Game Well,

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# STRIEK HOLLOUS



## DUNGEON SITE

by Jeremy Fowler

The ancient City of Fanus is no longer in existence, but its location is still known to the world. The village outside the site of the ancient city is called Lendow's Berkshire. The people of the city will tolerate Lawful Good characters, but they will also keep their distance from them.

Upon entering Lendow's Berkshire the travelers will be met by the city watchman, (Phinel Cromwell: Fighter 9th Level, AC:8, STR:16, HP:51, Bastard Sword +1, Dagger +2, Chaotic Good), who will let them in the gate. They will be immediately in the center of town with shops all around them: Tavern, (cut-purse and rhinewine), Bakery (run by Elves), Blacksmith's (Blacksmith STR:18 (00), Jail, Armory, and whatever else the Judge sees needed to equip the travelers.

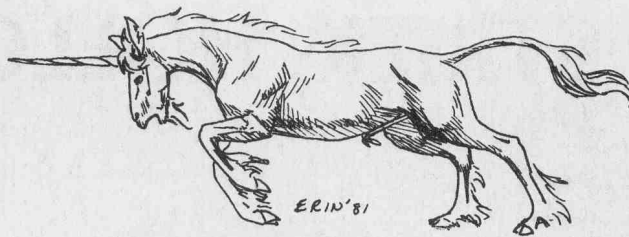
Inspecting the stores, the travelers will find that the economy of the city is different from the outside world: Armor 120%, Weapons 122%, Magical and Clerical items 76%, Boats 80%, Clothing 45%, Tools 170%, Other, normal.

When entering the tavern the travelers will be met by a friendly Berserker (Ipnus Marblem: Fighter 3rd Level +2, AC:10, STR:17, HP:17, Two-Handed Sword, Bastard Sword), with the same Alignment as the traveler with the highest Charisma. He is looking for a good quest. Sitting at the bar is the Sheriff, white hair and dark eyes, (Morgan Trapnul: Fighter 12th Level, AC:4, STR:17/20, HP:100, Footman's Mace, Studded Leather Gloves (1-6 each), Lawful Good with a bad temper, wearing a Ring of +3 HP/Level, a Ring of +3 STR, and a Ring of +1 AC). The inn-keeper, (shor on help), is tending bar (Tredwater Lindwell: STR:11, AC:10, HP:10, +25% Brawling, Chaotic Good).

Anyone Lawful Good entering the bar will immediately be the target of an Assassin's poisoned dart, (the Assassin will not be found; Level 3), and a random traveler will be approached by a seller of rings. He will be selling a Ring of +1 Defense (500GP), a Ring of Invisibility (500GP), and a Ring of +1 Regeneration, (worthless Ring with Magical Aura; 500GP).

The Judge may use this as an outline for the equipping of the characters.





### Players Information

It is common knowledge that the 8th Blue Wizard was the ruler of the small Kingdom of Fanus. Although small, the Kingdom carried great weight in foreign matters because of its ruling Wizard's power. The City of Fanus is gone now, but not lost. The surrounding cities still tell of the Great Might of Fanus, the 8th Blue Wizard.

You have been asked to explore the Labyrinth leading to Fanus' Tomb by the Magic-User Penot Tezler. On your journey you are to locate and return to him a piece of magical tablet. For this service he offers you 1,000GP each, all the treasure you find, and your lives! The piece of tablet is said to be 7" x 9" x 4" with magical writing on four of its six sides. (Oh, about your lives. It's no joke! Rumor has it that Tezler roasts Storm Giants).

The Labyrinth you will explore, is the "Maze of Wizard Fanus." (That's Burial Maze). The name of Fanus' tomb, Striek Hollous, strikes terror into the heart of any sane man; no one has ever returned from it except Penot Tezler and his guard. The guard is now mad and Tezler will not enter it again. There are also rumors that the 8th Blue Wizard is not truly dead, and still wanders about the Labyrinth waiting to take the life of any foolish traveler in sport.

### Judges Information

Fanus is indeed dead. Because of his own fear of Thieves raiding his tomb he created a rumor that he would not die. He has a few rooms in the Labyrinth set up to look like they have been inhabited recently, hoping to scare off intruders by making them believe he is still alive.

During his life he saved the life of a Unicorn who was mildly grateful at the time, but after his death the Unicorn returned with many others to guard the tomb of the great Wizard.

The Unicorns of the Labyrinth will not attack anyone unless it is known that the travelers mean to travel past the 2nd Level. If the travelers tell a Unicorn of their mission the beast will fight them to the death. If the travelers manage to escape a Unicorn who knows their plight, there is an 80% chance that each Unicorn encountered later knows of their plight. Any Unicorn below the 2nd Level will attack.

Throughout the Labyrinth, Gargoyles, Trolls, Griffons, and Minotaurs will be found. These creatures are also guards and are subordinate to the Unicorns. They will, however, attack if a friendly Unicorn is not accompanying the travelers. Rats, Rot Grubs, and various insects are in the Maze because it's the kind of place that attracts them. Dragons and minor Demons have entered under their own unnatural means.

Penot Tezler is a 36th Level Magic-User who invented a spell of Everlasting Torment which causes immobilizing pain. He also created an anti-dote, a magic tablet, which he meant to use to torment his Arch enemy, Jaesea the Uncountable, (34th Level Fighter), after inflicting him with the spell. Anticipating victory, Penot broke a corner off of the tablet and hid it in the Labyrinth of the 8th Blue Wizard's tomb; however, Tezler fell under his own spell, (Jaesea used the old mirror trick), and now he needs that missing piece of tablet to rid himself of pain. The travelers know nothing of the above and should consider Tezler's reluctance to enter the Maze pure fear.

(P.S.: Penot may suggest that the travelers take boats with them).

# THE DUNGEON

The ceilings are about 15' high in the 1st Level rooms except Room 3, (it is open to the sky). On the other levels the ceilings are about 20' high unless otherwise noted. All rooms with unsquared walls have cave-like walls and dirt floors. All other rooms have stone floors except where otherwise noted. All corridors and rooms have Illusionary Torches along the walls 10' in the air. These torches shed light but will not emit heat or start fires.

Wandering Monsters on the 1st through 3rd Levels appear on a 1 in 8 chance, and on the 5th level they occur on a 1 in 4 chance. (There are no Wandering Monsters on the 6th and 7th Levels).

TABLE 1

Roll for Wandering Monsters on the 1st and 2nd Levels on this table.

1. Unicorn (HP:23)	1
2. Shriker (HP:15, 11, 9)	1-3
3. Fire Beetles (HP:5)x4	1-4
4. Giant Rats (HP:2, 4)x6	1-12
5. Hobgoblins (HP:5, 7)x2	1-4
6. Giant Centipedes (HP:3)	2-12

TABLE 2

Roll for Wandering Monsters on the 3rd through 5th Levels.

1. Unicorn (HP:21, 23)	1-2
2. Gargoyles (HP:26, 27, 28)	1-3
3. Trolls (HP:37, 30)	1-2
4. Bugbears (HP:21, 25)	1-2
5. Minotaur (HP:30)	1
6. Fire Flood (an Illusion of Fire Flowing down a corridor or through a door).	
7. Illusionary Storm Giant (HP:55)	
8. Manes (HP:6, 4)	1-2
9. Rot Grubs (HP:1, 1, 1)	1-3
10. Illusionary Gargoyles (non-solid)	1-3
11. Illusionary Iron Gate appears in the corridor about 10' behind last character in group of in random door of room which is occupied.	
12. A terrible unearthly laughter is heard in hall.	

When a room is left with any dead body in it, roll for changes:

1-4. No change	
5. Giant Rats (HP:3)	5-30
6. Rot Grubs (HP:1)	1-4
7. Giant Centipedes (HP:4)	3-18
8. Bodies are gone (roll on Table 2)	

# MONSTER LIST

(Use Beetle as guide)

Beetle, Giant Boring: AC:3, #AT:1, Dam:5-20, To Hit: AC:0=15, XP:90+5/HP.

Bugbears: AC:5, #AT:1, Dam:2-8 or by weapon, To Hit AC 0 roll 16, XP:135+4/HP.

Centaur: AC:5, #AT:2, Dam:1-6/1-6 or by weapon, To Hit AC 0 roll 15, XP:85+4/HP.

Centipede Giant: AC:9, #AT:1, Dam:Poison, to Hit AC 0 roll 20, XP:30+1/HP.

Demon Type 1: AC:0, #AT:5, Dam:1-4/1-4/1-8/1-8/1-6, To Hit AC 0 roll 12, XP:1275+10/HP, Magic Resistance 50%.

Manes: AC:7, #AT:3, Dam:1-2/1-2/1-4, To Hit AC 0 roll 19, XP:18+1/HP, Hit only by Magic Weapons.

Dragon, Black: AC:3, #AT:3, Dam:1-4/1-4/3-18, To Hit AC 0 roll 12, XP:1100, Breath Weapon.

Dragon, White: AC:3, #AT:3, Dam:1-4/1-4/2-16, To Hit AC 0 roll 15, XP:1000, Breath Weapon.

Gargoule: AC:5, #AT:4, Dam:1-3/1-3/1-6/1-4, To Hit AC 0 roll 15, XP:165+5/HP. Hit only by Magic Weapons.

Giant, Storm: AC:1, #AT:1, Dam:7-42, To Hit AC 0 roll 8, XP:5850+20/HP.

Hobgoblin: AC:5, #AT:1, Dam:1-8 or by weapon, To Hit AC 0 roll 18, XP:20+2/HP.

Minotaur: AC:6, #AT:2, Dam:2-8 or by weapon, To Hit AC 0 roll 13, XP:400+8/HP. Surprised only on a 1.

Rot Grubs: AC:9, #AT:0, Will kill within 3 turns if not destroyed by Fire or Cure Disease.

Rats, Giant: AC:7, #AT:1, Dam:1-3 and 5% chance of disease, To Hit AC 0 roll 20, XP:7+1/HP.

Shrieker: AC:7, #AT:0, XP:5+1/HP, Will make noise until dead, (roll for Wandering Monsters every melee round).

SNAKE, Poisonous: AC:5, #AT:1, Dam:1-3 and Poison (2-12 even if Save), To Hit AC 0 roll 20, XP:78+5/HP.

Troll: AC:4, #AT:3, Dam:5-8/5-8/2-12, To Hit AC 0 roll 13, XP:525+8/HP. Surprised on a 1 only. Will Regenerate 3HP/round starting the 3rd melee round.

Unicorn: AC:2, #AT:3, Dam:1-6/1-6/1-12, To Hit AC 0 roll 15, XP:400+5/HP. Immune to Poison. Teleport 36' once per day. Saves as an 11th Level Magic-User. May charge (#AT:1, Dam:2-24). Surprise on 1-5.

For Room 52

Clay Golem: AC:7, #AT:1, Dam:3-30, To Hit AC 0 roll 10, XP:3600. Able to Haste. Immune to Sharp and most Magic Weapons.

Griffon: AC:3, #AT:3, Dam:1-4/1-4/2-16, To Hit AC 0 roll 13, XP:375+10/HP.

Gynosphinx: AC:1, #AT:2, Dam:2-8/2-8, To Hit AC 0 roll 12, XP:1550+10/HP.

Hydra (8 Heads): AC:5, #AT:8, Dam:1-8, To Hit AC 0 roll 12, XP:650+10/HP.

Red Dragon: AC:1, #AT:3, Dam:1-8/1-8/3-30, To Hit AC 0 roll 11, XP:1740, Breath Weapon.

Stone Giant: AC:0, #AT:1, Dam:3-18, To Hit AC 0 roll 12, XP:1800+14/HP.



She will force all Clerics to change their Alignment to Chaotic Good, and to worship only her. All Paladins will gain one in Charisma. All Fighters without Magic Weapons will gain +2 Broadwords. The lowest level character will gain 1 Level, and one dead person will be brought back to life.

She favors Thieves in all cases and will disfavor all Clerics of Level 6 or lower. Any Thief offering her homage of his own free will, will be raised 4 Levels and be given a Psionic Strength of 50 with the Power of Psionic Blast. The lowest level Cleric of the group will be given the job of protecting all Chaotic Good creatures from attack by any Humanoid creature.

She will bestow these gifts upon the travelers and then give them a secondary quest to perform within the Dungeon. She will give them the quest in riddle form:

To not believe is all it needs,  
The candle will go out.  
An extinguished flame on waxen stick,  
Whick blows no smoke about.  
What I wish will be readily at hand, and  
Around a box of Regal Blue it will most patient stand.

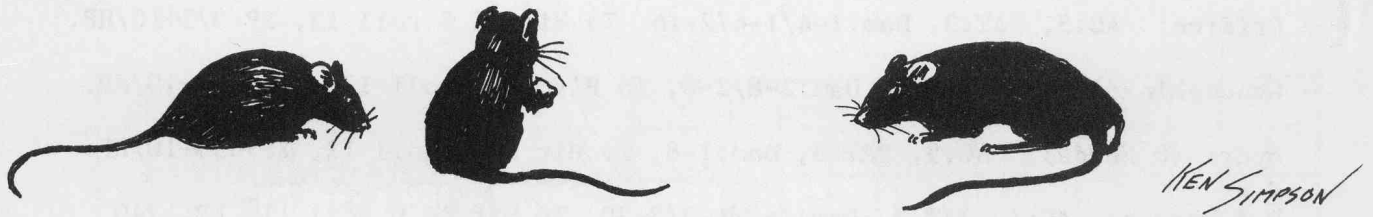
What she wants is a candle from the tomb (#54). If she is called again before the candle is in their possession, she will give the characters -4 to one type of Savings Throw, (the most harmful one for each player). After that she will not appear again until the candles are found.

When the candle is given to her, she will take it and vanish taking all of her gifts with her. All characters who gained Swords will lose them. All Clerics will lose one Level. All Paladins will lose the extra Charisma Point, but they will gain 1 Strength Point. All Thieves will retain their gifts and gain +2 Daggers.

If anyone in the party prays for any God to come, their prayers will be answered by the resident ruling Goddess: Dartila, Goddess of the Dawn and what its shadows. AC:-2, HP:190, Magic Ability:15th Level Magic-User and 18th Level Cleric, Fighting Ability:Lord 20th Level, Align:Chaotic Good.

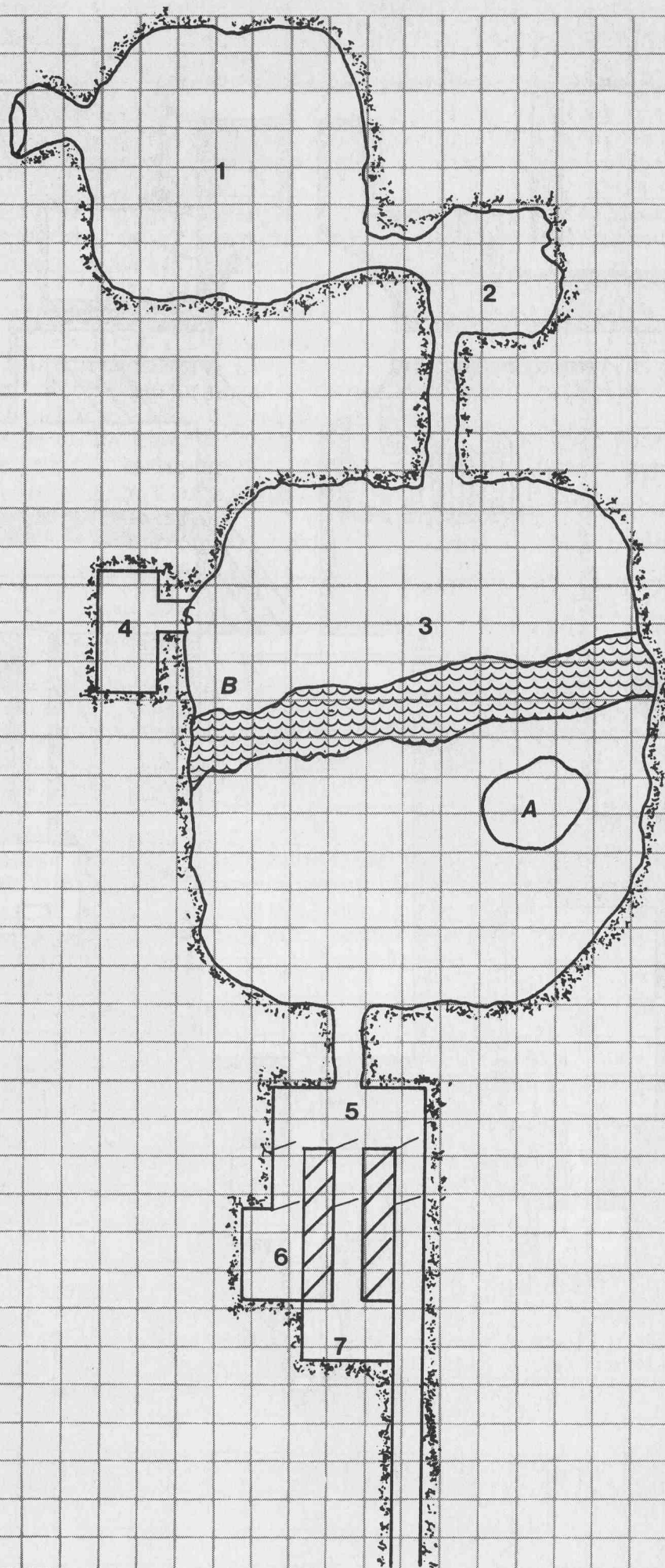
She appears as a beautiful woman in rosy red leather Armor waving a Sword about. The Sword can detect any Alignment, Magic, Secret Doors, and Shifting Rooms. It also has an Intelligence of 16.



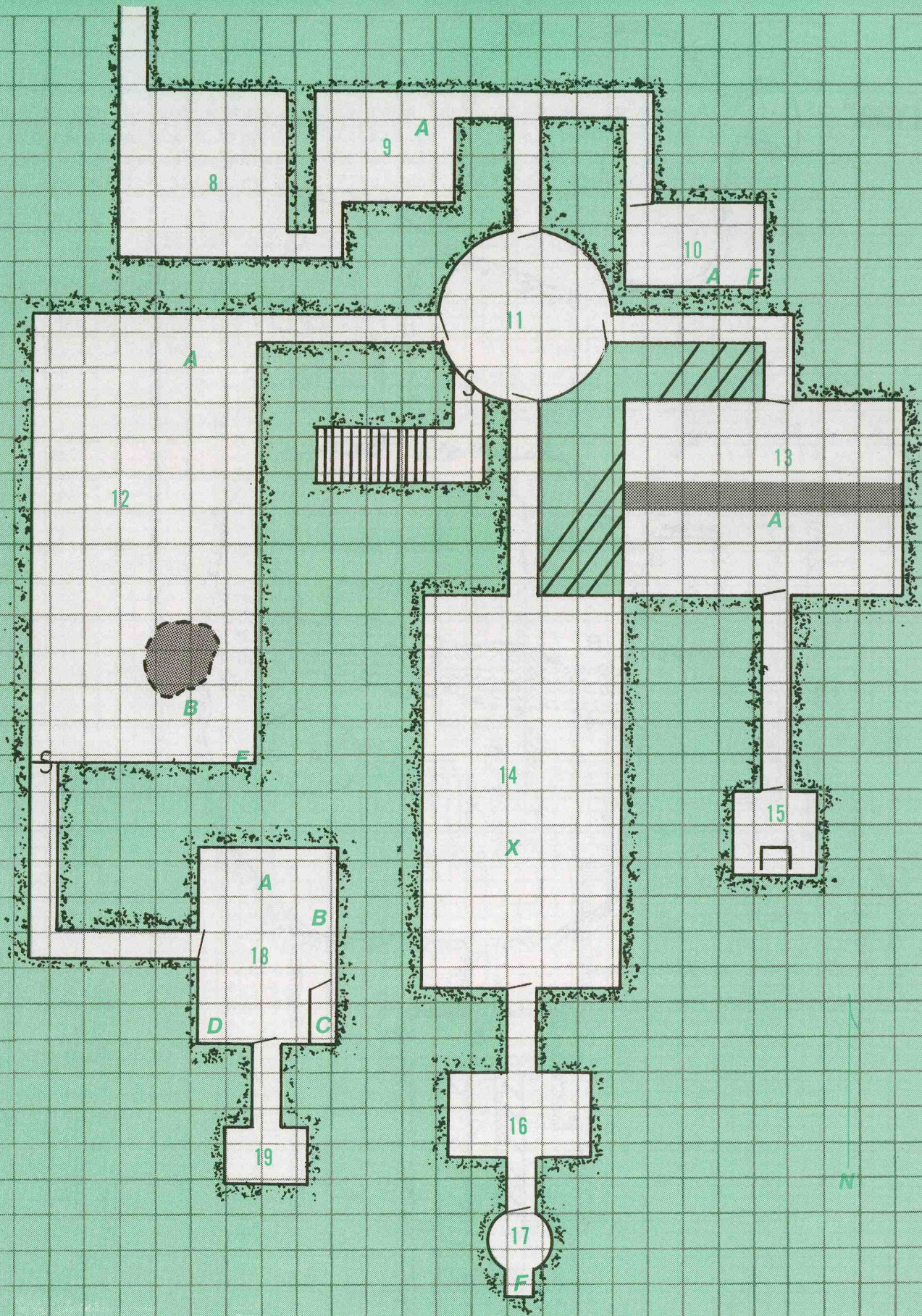


- 1) This is a large empty cavernous room with moss growing all over the entrance tunnel.
- 2) This is the secondary entrance cave. Here the travelers, (hereafter to be known as Tunnel Grubbers or TGs), meet a Hobgoblin (HP:6), who attacks them with a small Axe.
- 3) This room has its ceiling open to the sky and grass growing all around. A Unicorn (B), (HP:22), asks the TGs what their purpose is for being here. The stream's current is very fast and TGs trying to wade across may get caught in the current, (70% chance with a -10% for every Strength point over 15). The room also contains a small pond (A), with crystal clear liquid in it, (Mild Acid:1-4 hits if ingested).
- 4) Boat Room: Contains (1) 2 man boat, and (2) 1 man rafts.
- 5) The Room of Choice: The TGs encounter 10 Giant Rats HP:5, 4, 4, 4, 3, 3, 2, 2, 2, 1).
- 6) There is a body in the NE corner of the room. It is human and covered with little teeth marks, (Rodent teeth). In its hand is a map of rooms 1-6.
- 7) Ten more Rats attack, (HP: as #5), while hundreds of others run and hide in the walls. The room is filled with rat nests and 4 human corpses stripped to the bone of everything.
- 8) The TGs encounter a friendly Centaur, (HP:27), who will join their party for an equal cut of the treasure. He will let them pass unharmed if they do not want him to join them. He will not talk about his past but if he sees any rats he will panic and run away.
- 9) At "A" a Gargoyle is seen munching on a Dwarf corpse. It will not notice the TGs and if any of them try to touch it they will pass through it. It is an Illusion without substance.
- 10) This room contains a Hill Giant (A), (HP:40), with his own supply of 10 rocks. If the travelers engage him in combat he will try to hit the wall above the door with a rock. A hit on this wall will cause a cave-in that will require 1 day to dig out. After hitting the wall he will vaporise as the Illusion disperses.
- 11) Empty.
- 12) Before entering this room the TGs will hear angry screams coming from behind the door. 2 Gargoyles (HP:16, 20), are having a Gargoyle argument when the TGs enter the room. They are both completely surprised by the TGs. They were arguing over a human corpse that has a +1 Sword and a purse with 18GP in it. Area "B" will cave-in under 100 pounds of pressure to reveal a pit 2' deep with quicksand at the bottom.

Enter









13) This room looks empty, but from 10' inside the room one can see rats running across some rafters in the ceiling. When TGs cross shaded line "A" 4 Gargoyles will attack from the ceiling (HP:16, 15, 13, 9).

14) This room is bare except for a statue of a Griffon near the center. When TGs come within 20' of the statue it will spring to life and attack (HP:40). The Griffon's feathers are golden (600GP).

15) This room contains an altar upon which is a Sword(+4), on a pillow. Inscribed on the altar, (in common tongue), is: "HERALDIS SWORD OF BLUE." This was the Sword which Fanus gave to his greatest heroes to win battles with. When the Sword is touched it speaks, (complainingly). It tells the TGs that it wants to be taken out of the Labyrinth and it threatens them, (blowing up:3-36), if they do not do so immediately. It also tells them that Room 13 has about 20 Gargoyles in it, (a lie). The Judge may answer players' questions through the Sword; however, the Sword will lie 75% of the time.

16) A Unicorn Guard (HP:21), asks the TGs not to pass through the room, but will not tell them why.

17) When TGs pass point "A" iron bars fall from ceiling at "A".

18) This room appears to be a sleeping chamber with a large bed (A), a dressing stand (B), a walk-in closet (C), and a wash stand with water running from a fountain (D). The room appears to be lived in. There are clothes in the closet and night clothes on the dressing stand, (nothing of great value), and the sheets on the bed are still unmade. This is one of the rooms that Fanus has set to scare travelers.

19) In the middle of this room is a wooden chest that is double locked with a Poison Pin in each lock. Inside the chest is a Robe of Blending and a Ring of Blending negation, (whoever wears the Ring is unaffected by the distorting abilities of a Robe of Blending, and if the person wearing the ring also wears a Robe of Blending the ring will render the Robe powerless for as long as the ring is worn).

20) 2nd Level entry: Empty.

21) Four Hobgoblins (HP:8, 6, 5, 4), attack the TGs. One has 9SP, and another has 2GP. The room appears to have been inhabited by the Hobgoblins for a long time.

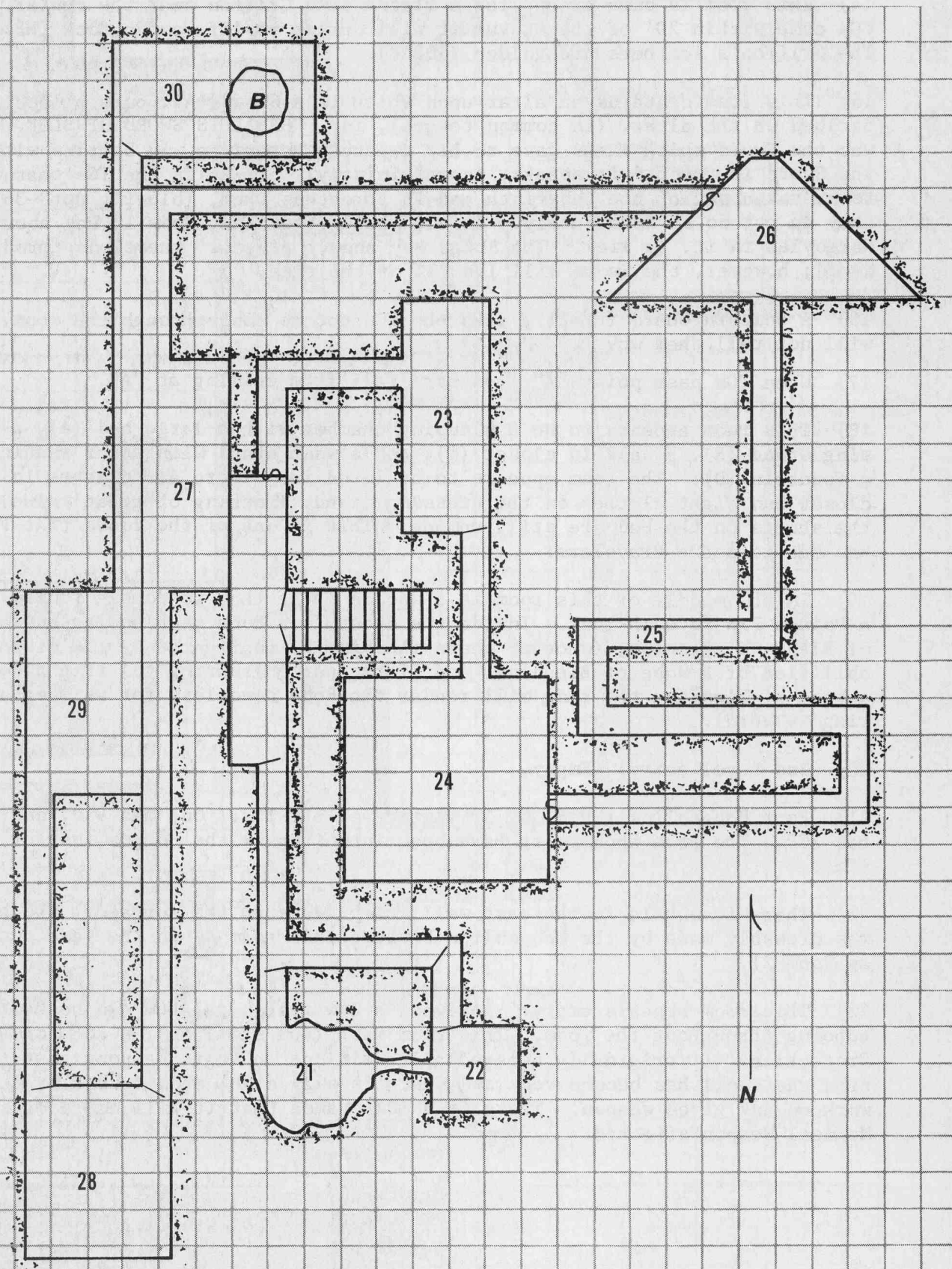
22) There is a hole in the east wall which leads to the surface. The hole was probably made by the Hobgoblins because this room is in the same condition as Room 21.

23) This room appears empty. However, a low mechanical hum can be heard echoing throughout the room. This room was, (and still is), a Room of Magical Protection. It originally negated all additions to Magic Weapons, but through time the spell has become weak and there is only a 50% chance that it will work on any given weapon. There is a 10% chance that it will add a +1 to any Magical Weapon affected.



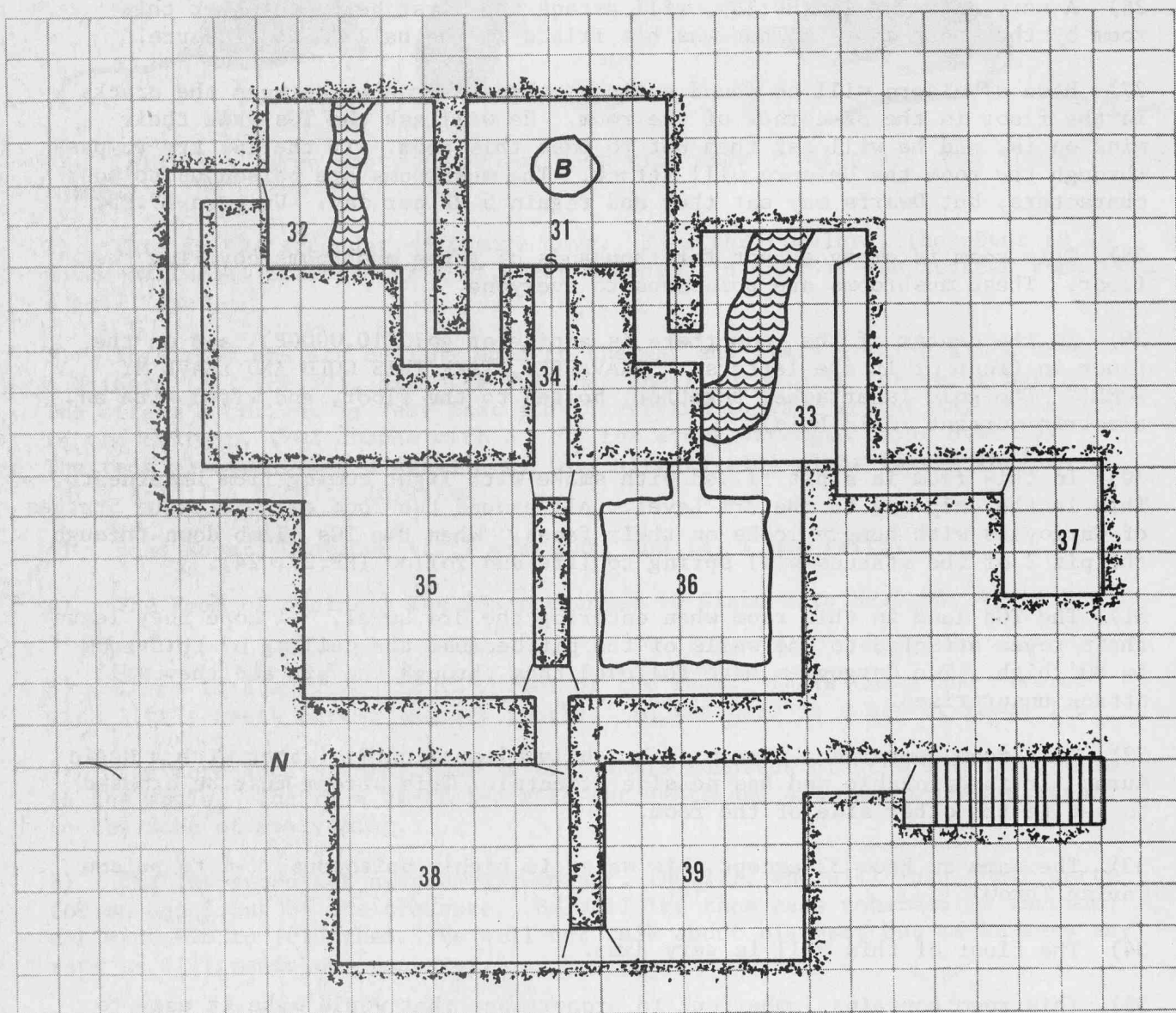


24) This is the dwelling of a White Dragon (HP:40), which is hiding in the shadows along the south wall, (this room has no torches to shed light). It will attack when light hits it. If killed and its stomach is split open, the partially digested remains of a Cleric will be found, (the Pig Dragon ate him weapons and all), clutching a +2 Flial and wearing a Ring of Mammal Control.





- 25) Here the TGs encounter an unfriendly Troll (HP:31), and after the second melee round they hear the echo of a door slamming. The Troll has no treasure.
- 26) A very angry Troll (HP:29), will attack the first being to enter this room by the south door. (That was his friend in the hall). No treasure.
- 27) Here a Unicorn will be found eating mushrooms growing between the cracks in the floor in the SE corner of the room. He will ask the TGs what their mission is, and he will ask them not to pass this room. If the TGs try to pass through the room the Unicorn will attack. The mushrooms are poisonous to most characters, but Dwarfs may eat them and regain 5 HP per day. Unicorn HP:25.
- 28) This room is empty except for thousands of young mushrooms covering the floor. These mushrooms are poisonous to everyone.
- 29) In the center of the room there is a pile of gold(10,000GP), and on the floor in front of it are letters: "TRAVELERS, TAKE THIS GOLD AND LEAVE MY TOMB!" The gold is attached together, bolted to the floor, and wired with an electric current (2-12 htis).
- 30) In this room is a pit filled with smoke with light coming from underneath. This is the only way to the 3rd Level. All around the room are Grotesque Statues of Gargoyles with hungry looks on their faces. When the TGs climb down through the pit 2 of the statues will spring to life and follow (HP:27, 24).
- 31) The TGs land in this room when entering the 3rd Level. (I hope they leave their ropes attached to the walls of the pit because the ceiling of this room is 80' high. Two Gargoyles have followed them through the pit and they will attack unsurprised.
- 32) This room contains a stream of brightly clear liquid, (water with a Magic Aura: It is drinkable and has no side effects). This stream must be crossed to get to the other side of the room.
- 33) The same as Room 32 except this water is highly poisonous, (-1 to poison Saving Throw).
- 34) The floor of this hall is very damp.
- 35) This room contains lumber cut to proportions that would make it easy to build a bridge in Room 32 but not in Room 33. There are also 3 Giant Boring Beetles (HP:25, 25, 13). The 13 HP Beetle has a golden ring around one of its legs. If this ring is removed nothing will happen to the beetle, but if an Elf puts it on he will turn into a Giant Boring Beetle until 4 hours after it is removed.
- 36) This room contains a large pool of Poisonous Water, (-1 to poison Saving Throw), which drains into the east wall. The bottom of the pool is so deep that no creature can touch it.
- 37) The boat room of the 3rd Level with (4) 2 man boats in it.
- 38) 2 Boring Beetles are encountered (HP:30, 28), in this large treasure/armory. 14 Golden Swords (-2), are displayed on the walls along with 12 Golden Daggers (-2), and 3 Silver Bows (-1). Around the room are 3 Suits of Golden Chain (AC:6/-2), each with a Leather Quiver containing 10 Silver Arrows. Golden Swords = 200GP each, Golden Daggers = 75GP each, Silver Bows = 200SP each, and Golden Chain = 1,000GP each.



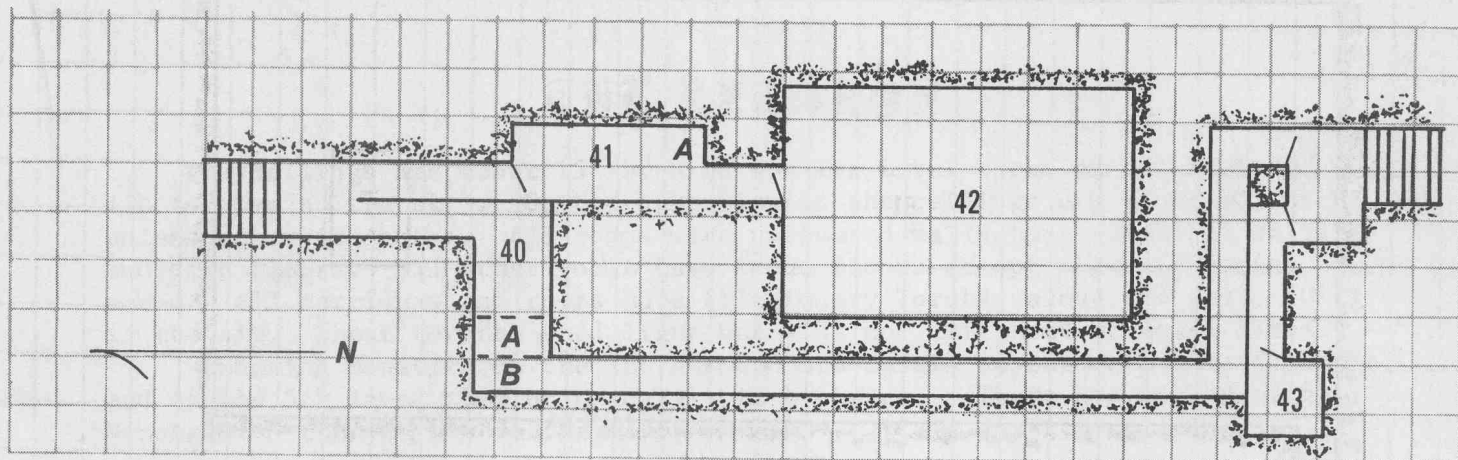
39) Empty room.

40) This room contains a hidden snake pit (A) that is 10' deep. In the pit are 5 Poisonous Snakes (HP:5, 5, 4, 3, 2). At "B" there are 3 Gems (500GP each).

41) In this room there is a Sleeping Troll at "A", (unsolid Illusion). If the TGs come within 10' of the Troll it will evaporate and one character will be attacked by 4 Rot Grubs. Where the Troll was seen there is now a large green rock, (if it is placed in a quiet spot for 3 hours the Troll Illusion will re-appear).

42) This room is empty but there is a strong odor of Dragon in it.

43) This room appears to be a drawing room which has been recently occupied. There is a pen on the desk with fresh ink in its nib, and a piece of paper with writing on it on the desk. The paper reads: "YOU HAVE TWICE BEEN WARNED. WILL YOU DARE THE THIRD?"



44) Mildly acidic liquid drips from the ceiling of this room. This is the acid from Room 3 mixed with the water of Room 32. (2 Hits if ingested only).

45) The floor of this room is mud. The stream is poisonous. On the east bank there is a large stone tablet half buried in the ground. The tablet is engraved with the Common Tongue, and tells of the story of a Minor Demon that is under a terrible curse. His physical self is unstable and he may blow up at any time.

46) The TGs encounter a Minor Demon (Type I: HP:50), who will attack only if attacked. This is the Demon from the tablet in Room 45. If a TG hits the Demon with a blow stronger than 10, then the Demon will blow up doing 1-12 hits to everyone with 10' of the explosion. Everyone else is covered with Demon guts. There is no treasure in the room, but if the TGs successfully kill the Demon without it blowing up by all means tell them to save its skin intact. (Demon skins are in short supply in the outside world, and many people would pay 8,000GP for one).

47) This room has a mud floor, and a stream of Poisonous Water cuts through it.

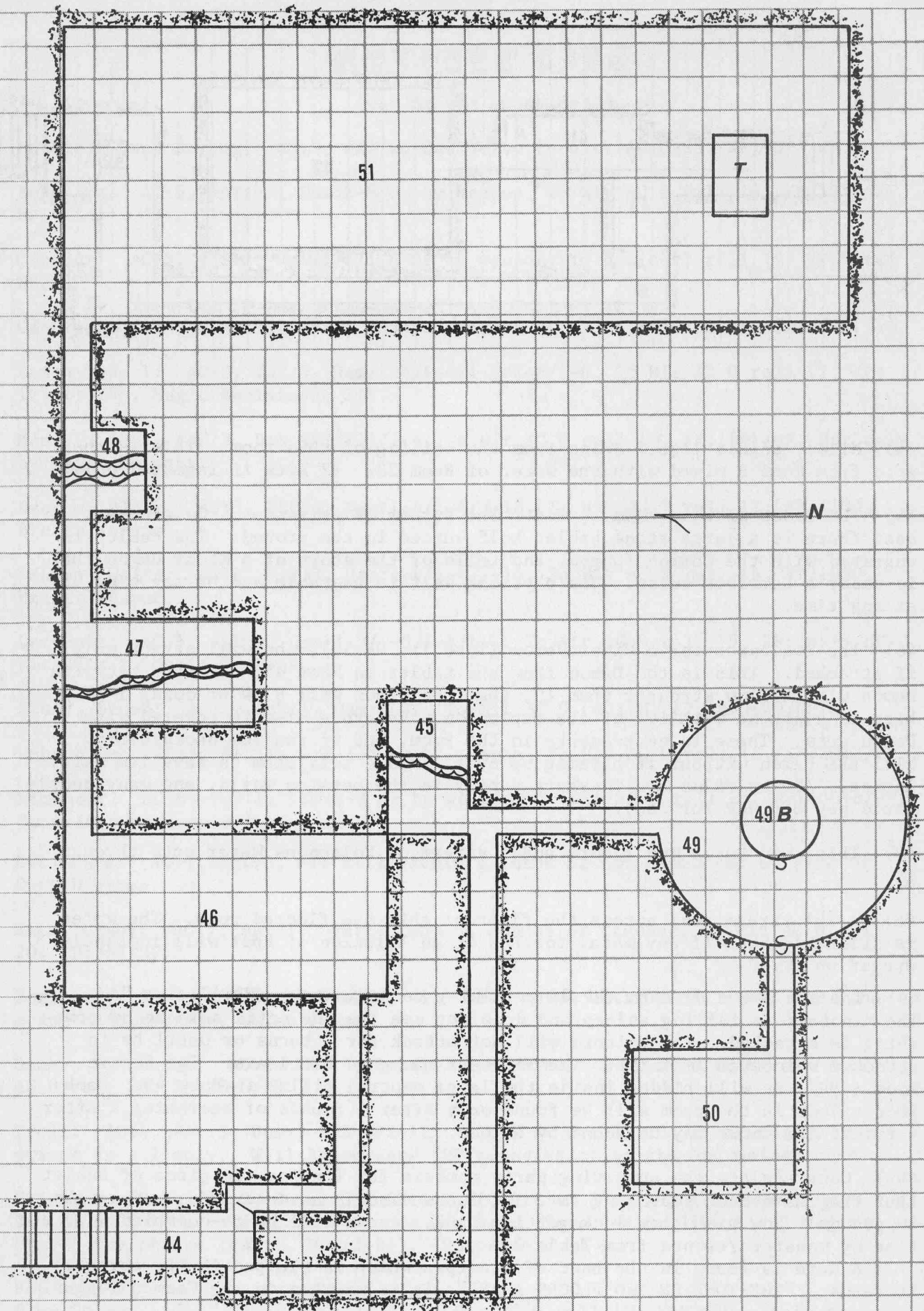
48) A 1½' stream runs across the floor of this mud floored room. The water is drinkable, but if any metal touches it an Illusion of Rust will instantly appear on it.

49) The TGs see a Unicorn (HP:28), talking to a Minotaur (HP:47), at "A". The Minotaur is falling asleep and does not see the TGs until someone or something is attacked. The Unicorn will not attack for 2 turns or until he is attacked whichever is first. The Minotaur has a +4 Battleaxe. The Secret Room (49B), is will hidden inside the large central pillar in Room 49. Each Secret Door in the room will be found only after 4 rounds of searching. After 4 rounds the doors may be found by anyone.

49B) Congratulate the surviving party members for finding the piece of tablet that they have been searching for. It looks exactly as described, and weighs 30 pounds. Now wish them luck getting back, (rooms will be re-occupied ¼ of the time by monsters/events from Table 2).

A note is found in the hand of a corpse which is slumped in the corner. It reads: "THE TOMB BE TWO FLOORS AWAY." It is written in the Common Tongue.

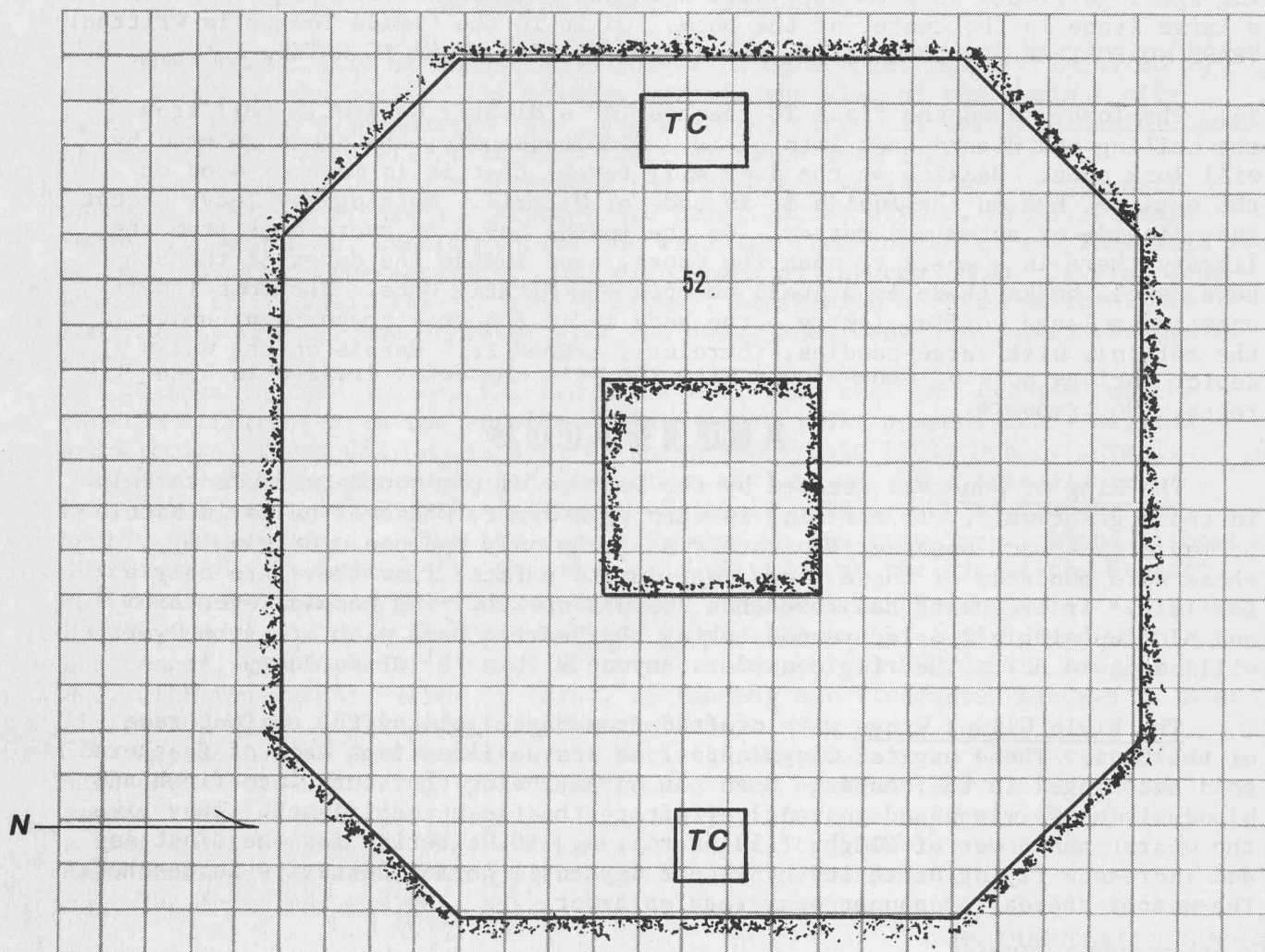




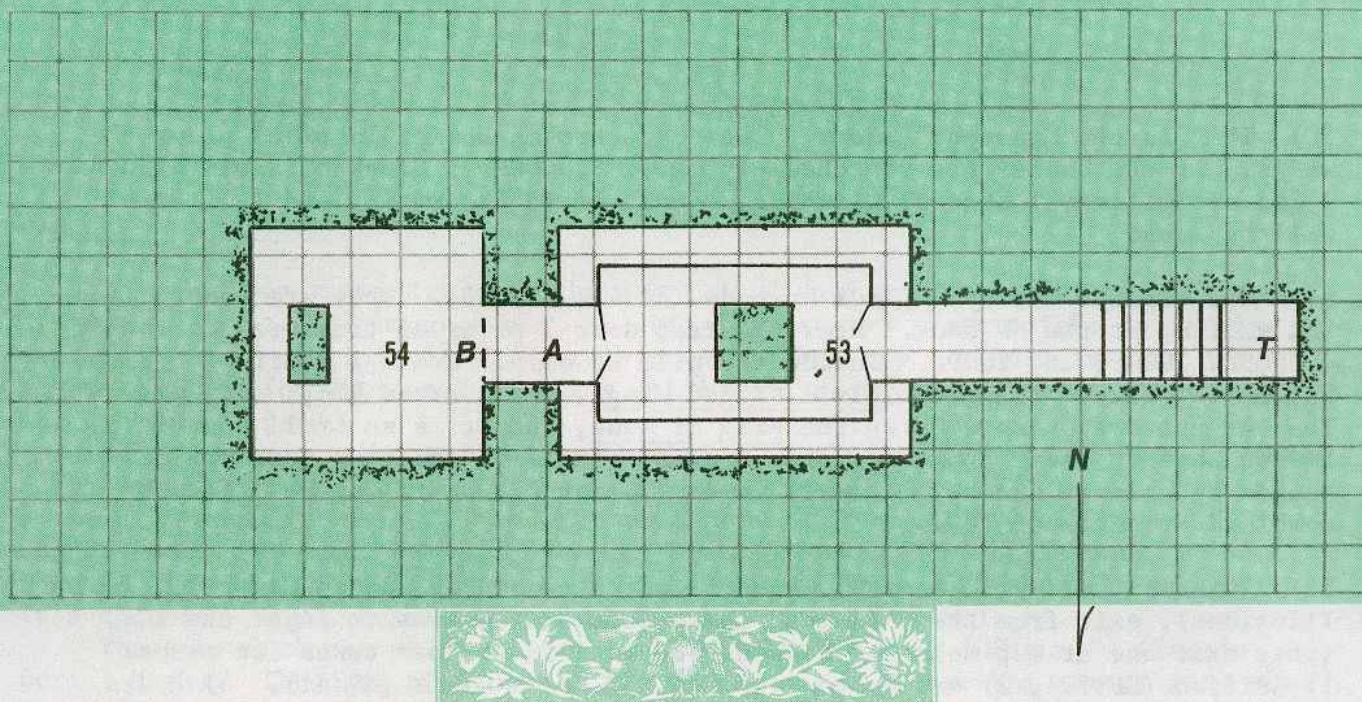
50) This is the Minotaur's Room. There are broken bodies in piles along the walls. If the bodies are searched, (yuck!), 2,000GP, 1 Cloak of Elvin Kind, 1 Rod of Smiting, 1 Rope of Climbing, 1 Suit of +3 Platemail, and 1 +1 Shield will be found.

51) The TGs are met by 3 Black Dragons (HP:47, 42, 20). They are unsurprised and waiting at the NW door. Near the trap door 3 piles of treasure are found: 4,000SP, 700GP, and 200PP. Inside the pile of silver are: 1 Staff of 3 Fireballs (1-10ths). The great Elvin Gilded Wings, and a Brass Ring, (non-magical). The largest Dragon is wearing the Ring of None, but it is so small that it is hidden beneath the Dragon's flesh. (See Artifacts). The trap door can be opened by a lever on the west wall in the SW corner, or it may be lifted by a combined Strength of 100.

52) This is the "Grand Arena", (Fanus' last showdown). Random Monsters, (solid Illusions), exit from the pillar in the center of the room to fight the TGs, (they exit one at a time). As soon as one is dead another takes its place. 1) Griffon (HP:39), 2) Red Dragon (HP:58), 3) Stone Giant (HP:44), 4) Hydra (8 heads/HP:36), 5) Clay Golem (HP:50), 6) Gynosphinx (HP:43). There is no treasure in the room. The ceiling is 40' high. The trap door to the 7th Level will open when touched. It opens down and anyone in its way must roll his/her Dexterity or less on D20 to not fall to the ground (3-30 HP).







53) The Library of the 8th Blue Wizard. The books are stacked neatly on the shelves all around the room. Fanus kept a complete library. It contains a copy of every level spell book and several untitled books. The untitled books are closed tightly and cannot be opened by any physical means. If any type of opening spell is placed on them they will open and show only blank pages. There is a large stone in the center of the room. On it in the Common Tongue is written: "PASS NO FURTHER FOR DOOM WAITS, ALL THOSE WHO PASS MY MAGIC GATES.

54) The Tomb: When the first TG reaches "A" a Mithril Gate will fall from the ceiling and Wizard Lock into place. Simultaneously, the doors entered by will lock shut. Hacking at the door will reveal that it is made of wood on the outside, but on the inside it is made of Mithril. Nothing may leave except gas, liquid, or ant-sized matter. On the inside cover of every book from the library there is a spell to open the doors, and inside the cover of the 9th Level spell books there is a spell to open the Mithril Gate. The tomb itself contains a large coffin, (empty - the body is in a secret compartment under the coffin), with large candles, (burning), around it. Murals on the walls depict various acts of benevolence with the main character dressed in blue robes. No treasure.

## ARTIFACTS

The Ring of None was created by the Dwarves of the southern lands to help in their great wars. If the ring is worn by a Dwarf, whenever he is in battle he may attack each opponent separately as if he only had one. Originally, there were hundreds of these rings, but due to a fatal flaw there are only a few left. If the Dwarf has more than 7 opponents the ring becomes overtaxed and blow up within 2 melee rounds taking the Dwarf's hand with it, (the Dwarf will be at -4 HP). The ring considers anyone within 10' of an enemy.

The Elvin Gilded Wings were crafted from magic gold by the ancient race of the Elvi. These magical wings appear as statue-like wings made of feathered gold and hinged in the center. When put on any being they turn into flesh and blood bird-like wings and instantly graft to the flesh until death. They give the wearer the Power of Flight (150'/turn), at -10 Dexterity for the first day and increases flying Dexterity by +1 per day until normal Dexterity is reached. The wearer thereafter cannot wear regular armor.