

Under Xyl ar then's Tower

An old fashioned dungeon crawl by Jeff Rients

INTRODUCTION

The dungeon levels below the tower of the wizard Xylarthen began life as an attempt to create an 'authentic' dungeon using the random dungeon stocking methods outlined in Book 3, *The Underworld & Wilderness Adventures*, with an eye towards creating something playable as a one-shot at the 35th annual Winter War game convention in Champaign, Illinois. Because I am the kind of gamer who enjoys rolling on many random die charts, I also employed some of the tables found in the Judges Guild publication *Ready Ref Sheets*, particularly the elegantly simple random dungeon charts and the goofy magical statue generator.

The convention run of Xylarthen's Tower was a resounding success, no doubt owing more to the enthusiasm of the players than to the skill of the referee or the excellence of the dungeon. Indeed, in the quest for 'authenticity' in the dungeon crawling experience, I made a concerted effort to create something akin to an archetypal dungeon. My goal was a journeyman example of a standard slog through a dungeon, not a masterpiece of underworld creativity. I leave it to the individual reader as to whether I came close to the mark.

Despite my limited goals, my small blog report of the events at my convention run were well-received both at my Gameblog and in a thread at <http://odd74.proboards76.com/>. One friend requested that I email him a copy of the dungeon. Since all my notes were done with paper and pencil, I decided to avail myself of the opportunity to present Xylarthen's Tower in the best possible light and make it into a download that might prove useful to other fans of My Favorite Game. And here we all are. It is my sincerest hope that my dungeon or at least some small part of it may prove useful to you in your own gaming.

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February, 2008

This adventure is dedicated to the memories of those brave souls who perished on level 4: Sam the Cleric, Hirsuita, Glarnob the Mighty, George the Mule Whisperer, Prince Raspbeary Beré, Darb Kalb, Zobar, Gryndehl, and Omar. Fragg Da Kidd is excluded from this dedication. Surviving should be reward enough for him!

Ten Random Rumours

The original run of Xylarthen's Tower began with the PCs receiving rumor 10 off of this list. All these rumors are more or less true, some more than others.

1. The brave knight Sir Fumark leads a group of wizards and fighting men who are intent on plundering the dungeon.
2. Hobgoblin mercenaries, fugitives from their most recent war against the elves, have set up a lair on level 3.

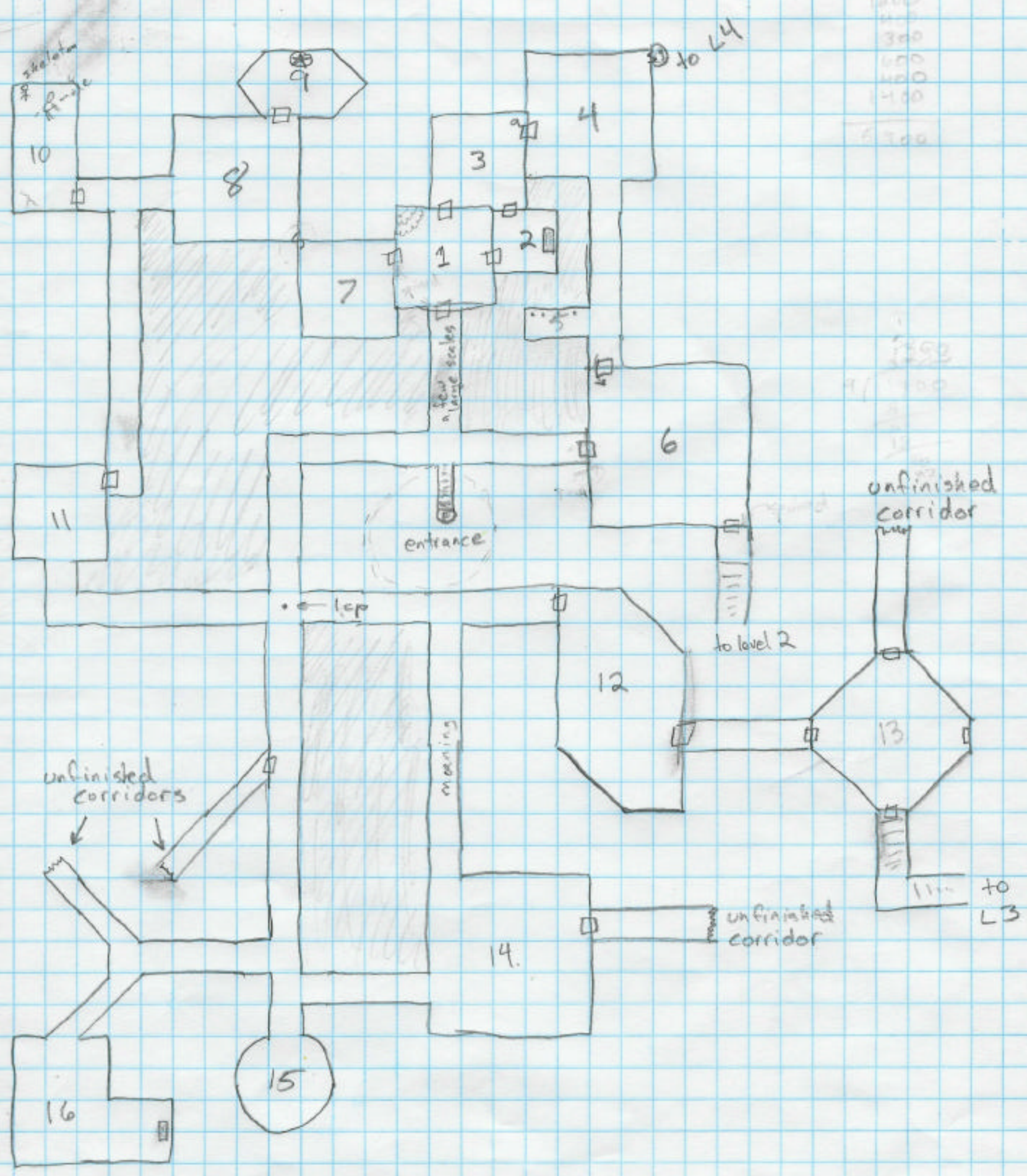
3. Xylarthen chose the site for his tower because he knew it sat upon the rich tomb of a long-forgotten pharaoh.
4. The legendary hero Eragoth met his doom in the dungeons below the tower. His enchanted armor is still down there somewhere.
5. The head of the House of Boomish, a noble family, will pay well for the return of his clan's famous magic shield.
6. Xylarthen was served by a genie, who still dwells below the ruins of the tower.
7. The Grim Reaper himself haunts the dungeons of Xylarthen.
8. Every level of the dungeon is connected to every other level by means of secret stairways and ladders.
9. Torches won't burn in some areas of the dungeon.
10. The infamous red dragon Medora was recently slain while outside the dungeon. Her vast hoard of treasure is simply laying there, to be claimed by the first brave band to find it!

Level 1

Xylarthen's tower is nothing more than a small ring of ruined stones on top of a hill. Access to the dungeon is by means of a hatch in the floor, which opens to a 5' wide stairway down to level 1.

1. The large pile of refuse in the northwest corner is the nesting area of a large snake (Ac 7, HD 4, hp 7). The snake is a constrictor. On a successful attack it will continue to squeeze up to three victims (halflings count as half a victim each) for automatic damage each round. Among the rags and splintered furniture is a sack containing 100sp and 40gp.
2. Up against the east wall of this room is an oversized coffin that is secured with a large chain. The chain is padlocked. Inside the coffin is an ogre that has been turned into a wight (hp 17) and a small wooden chest containing 400sp and a golden necklace worth 5000gp.
3. Several broken barrels are scattered about this room. The most intact one is tipped on its side and now serves as the nest of a pair of giant weasels (Ac 7, HD 3, hp 11, 5). In their nest can be found 200sp.
- 3a. This door has an 18" 'mousehole' chewed through the bottom, of which the weasels make frequent use.
4. This otherwise empty room provides access to a secret tunnel with a wooden ladder leading straight down to room1 of level 4.
5. Six inch diameter holes set in the floor near the north wall reek of old urine and feces. The north wall is covered with hobgoblish graffiti, mostly variations of "for a pleasurable experience visit the chambers of Ugthrax's mother" and lewd depictions of a female hobgoblin wearing a crown, but one graffiti message indicates that "the ogre password is blueberry".

1600
1200
800
300
600
400
1400
5700



Xylarthon's Tower
level 1

N

10' typical ceiling 15' at peak

6. This is the abode of Grumm the Grumpy, an old ogre (hp 12) armed with a massive club. He does not speak Common, but normally communicates in hobgoblish. He will demand the password from any visitors. If intruders respond with the hobgoblin word for "blueberry" he will let them pass. Any other response, including saying "blueberry" in Common or Ogrish, will lead him to immediately attack. Grumm has no treasure.

7. This room is empty save for an empty wineskin. The design of the skin is similar to those sold in the nearest town and the interior of the skin is still slightly damp from storing wine, but do not reveal these facts unless a player specifically inquires. A member of Fumark the Foul's party (level 3, room 22) carelessly discarded this item.

Rooms 7 and 8 are connected by a rotating secret door device in the corners of the rooms.

8. An angry and territorial pack of 28 giant rats (Ac 8, HD ½, hp 1 each) claim this chamber as their home. They will not immediately attack anyone boldly presenting flaming torches, but will defend their humble abode to the death if pressed.

Each rat bite does only 1 pip of damage, but anyone bitten has a percentage chance equal to the total hits received of contracting Rat Fever. Initial symptoms of this disease set in after d6 turns of incubation, resulting in fever, shaking, and a loss of one random stat point per hour over d6 hours. After this period the victim is totally incapacitated for d6 days. Halfway through the period of incapacitation the referee should roll percentile dice to check the chance of surviving adversity (based upon Con). Failure indicates death.

The rats have no treasure.

9. The only feature of this room is a man-sized bronze statue depicting a naked manlike creature with a large hooked nose, fangs, horns and clawed feet. One arm is extended as if the figure is pointing towards the door, but the hand has been broken off at the wrist. The statue radiates magic. If the missing hand is found and placed on the stump the statue comes to life as Dezmond the Diabolic, an efreet. Dezmond serves the character freeing it faithfully for d20 days, after which he will be free of his obligation. Someone who treats the efreet poorly will be subject to immediate retribution once the period of servitude ends. Such doom can be avoided, even in the face of harsh treatment, by releasing Dezmond from service at least one day early.

Should some ill-advised adventurer use the Hand of Vecna as a replacement hand, Dezmond will be

set free with all the powers of that malign artifact and without obligation to serve its savior. Woe unto all should that come to pass.

10. This room contains a nearly undetectable danger, but more on that in a moment. The most obvious features here are the two corpses in the north end of the room. One is the skeleton of a human, an adventurer who took shelter here and succumbed to his doom. The other is the corpse of a mule, left behind by adventurers when it fell victim to Rat Fever (see room 8, above). Neither corpse shows any evidence of dying a violent death, though the mule has a few rat bites on its legs. Note that the relative states of decay clearly indicate the mule corpse is much more recently dead than the human skeleton.

The skeleton holds a large sack containing 300sp, 60gp, and a steel mirror.

A thin jagged crack along the floor in the northwest corner occasionally vents a poison gas emanating from the bowels of the earth. There is a non-cumulative 1 in 20 chance each turn that a puff of gas will issue forth from the crack, forcing all within the room to save versus poison or die. If the door to the room is open, anyone within the nearest 20' of the hallway must also save, but they save at +2 due to the better ventilation in the corridor.

Only the keen senses of an elf or the stone expertise of a dwarf can detect the crack in the floor, and then only at a 1 in 6 chance. The strange aroma of the gas, a sweet-but-burnt garbage smell, will be detectable by all mere moments before gas concentrations reach a deadly level. Anyone **immediately** declaring they are dashing out of the room or holding their breath gets a +2 on their save.

11. This chamber is empty save for a small rag doll stuck with several brass pins. It is not magical.

12. This room is empty.

13. This room is empty. The east door is false.

14. Six zombies (one muscular one has 6 hp, others 3 hp each) have been placed here by an evil spellcaster. They are under orders to remain in this room until called for by their master, but they are free to attempt to feast upon the brains of any others who pass this way.

15. This chamber is completely empty.

16. The east end of this room contains a large chained coffin very similar to the one found in room 2. Inside it is a small wooden box containing 400sp and 60gp, as well as a large pile of wight dust.

Level 1 Notes

The Ogre

The original version of My Favorite Game is very short on descriptions for monsters. Each individual referee was called upon to specify things like the color of goblin skin or the number of heads on a giant. For ogres I chose to make them slightly larger than man-sized fellows who are covered in fur. They have horns and tusks and big noses. In other words, they look just like the ogre from Terry Gilliam's film *Time Bandits*.



Animals

In the original rules animals are only given a range of possible Ac's and hit dice, with the text assuming that the referees are smart enough to develop their own animal stats. I chose to follow this path, rather than consulting official animal stats from later books. So don't be surprised if my giant weasels, for example, don't line up with the game statistics for any other published giant weasels.

Level 2

1. This room is empty save for a large amount of cobwebs dangling from the ceiling.

2. This chamber serves as the lair for a pair of giant spiders (Ac 3, HD 4, hp 15, 14). The remains of several long-dead adventurers can be found entombed in webby cocoons. Among the lot of them can be found 1,100sp.

3. Empty save for a scattering of broken and gnawed bones. There are not enough remains here to identify the species of the victim (victims?). Using *Animate Dead* here will result in a wiggly-jiggly rattling pile of bones that will serve no useful purpose and will instead cause sufficient noise to force an immediate wandering monster check.

4. Five hobgoblins (Ac 5, hp 7, 6, 5, 4, 2) are stationed here. They wear chainmail and wield various polearms. The hobgoblins are amenable to parleys, as their mission is to charge a toll of all non-hobgoblins who pass through this room. The toll is 5sp per person or animal, double that for anyone wearing chain or plate armor. None of these hobgoblins speak the Common tongue, but most of them are fluent in Elvish and/or Orcish. The leader (7hp), Ugthrax the Fierce, has a key that unlocks the toll strongbox, which presently contains 700sp and 5gp. Note that Ugthrax (who speaks both Elvish and Orcish) will brook no insults about his mother or his legitimacy and will challenge anyone making such disparaging comments to single combat.

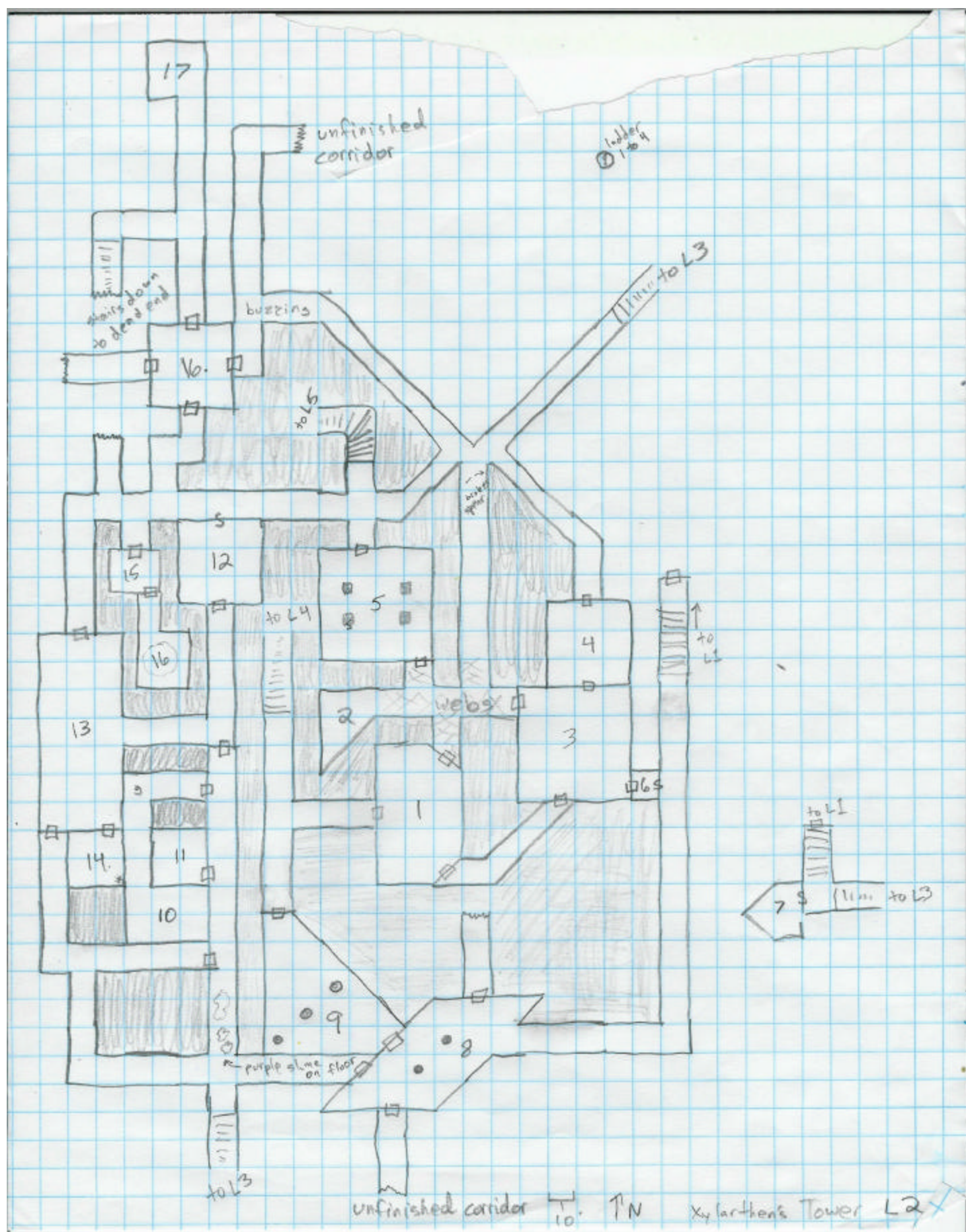
5. This room appears to be empty. The southwest pillar has a secret hollow space, containing 500sp, 500gp, and a vial of holy water.

6. If anyone attempts to open either door to this room, its occupant will immediately spring forth, automatically gaining the advantage of surprise and attacking. The swift and terrifying foe is an animated skeleton (hp 3) wearing a black hooded robe and wielding a deadly sharp scythe. This 'grim reaper' cackles maniacally as it attacks. So unnerving is the sudden appearance of this spook that all henchmen, hirelings, *charmed* monsters, etc., will need to make an immediate morale check or flee in terror! This panic will continue for at least 1 to 3 rounds after the skeleton is destroyed. Other than the filthy old robe and rusting scythe, the skeleton has no treasure.

7. This hidden room is completely empty save for a thick layer of dust on the floor and walls. None of the monsters presently inhabiting the first and third levels of the dungeon are aware of this place, making this location a relatively safe refuge.

8. Between the two pillars in this room can be seen a rotten bag with a silver piece or two visible through a tear in the fabric. A trio of giant weasels (Ac 7, HD 3, hp 14, 12, 10) lurk in the shadows. The bag contains 300sp.

9. This room shimmers in torchlight, for 1,200 silver pieces are scattered loose on the floor. It will take 2d6 man/turns to gather all the treasure here. Be sure to check for wandering monsters during the execution of this task.



10. Nine hobgoblins (hp 5 each, 5 wield battleaxes, 4 have crossbows and daggers) are stationed here. Their task is to patrol the level for enemies of hobgoblinkind but they don't take that duty seriously. Instead they are content to spend most of their time playing knucklebones and making jokes about Ugthrax's mother (see room 4, above). But this lot are not entirely without military discipline. Usually (5 in 6 chance) 1 or 2 of their number are posted as guards at the location marked 'g'.

11. An enchantment placed upon the door to this room will cause all but clerics to automatically fail their roll to open this portal. Inside is a large urn containing 500gp and 100sp.

12. This room is empty save for a rusty shield missing its strap. The shield has no device upon it. Note that all hobgoblins encountered on this level will be aware of the secret door on the north wall.

13. This room is empty.

14. A pile of broken bones in the corner is the only feature in this room. The bones may be *animated* into 2 skeletons, but they have been broken in so many places that they will possess but a single hit point each. The skeletons are hobgoblish, victims of a wandering monster.

15. One of the floor stones in this room is loose. If removed underneath will be found a hole filled with coins: 200sp, 400gp.

16. Inlaid upon the floor of this room is a magic circle that will teleport all standing within it to room 10 of level 7 when the magic word 'Alkazoon' is spoken. There is no clue to be found here that would allow anyone to ascertain the function of the circle or the command word. It is left to the individual DM to determine who might know the use of the circle. Perhaps Dezmond (room 9, level 1) knows.

17. This chamber is empty.

Level 2 Notes

Tall Ceilings

Starting on level 2 many larger chambers in the dungeon have freestanding pillars or columns. These chambers will have tall, vaulted ceilings, stretching to 25' or more in height. That's important to know if you're the kind of referee who calculates *fireball* spread by volume rather than area.

Level Seven Does Not Exist

The teleporter in room 16 goes to level 7. However, this dungeon is only mapped and stocked for levels 1 to 6. If you expand the dungeon, the teleporter will be a handy way for high level PCs to skip the chump levels. Other quick ways to unwritten lower levels appear elsewhere in the dungeon.

Hobgoblins

In my own campaign setting hobgoblins look a lot like Andorians from original series *Star Trek*. Unlike orcs, who in my world are simply green-skinned cannon fodder, hobgoblins have an elaborate nonhuman culture. They serve as sort of the 'anti-humans' in the setting, competing with them directly for control of the planet. They make handy Evil Foreigner Types. The crusades called by the Dragon Pope (don't ask) are meant to clear the hobgoblins out of the holy places, for example.

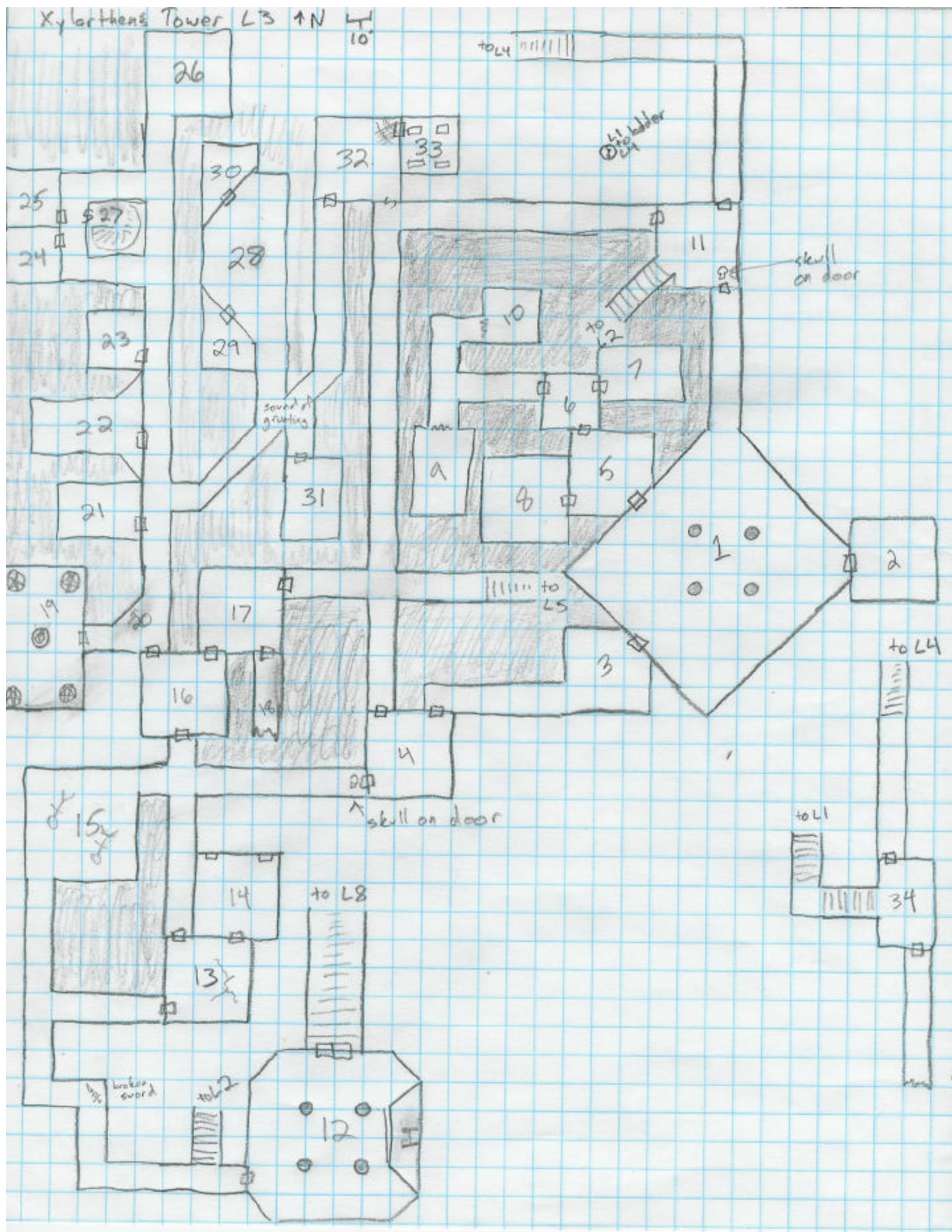
The hobgoblins also are one of the few remaining native lifeforms on the planet. One interesting consequence of this extraterrestrial origin is that the hobgoblin species has four biological genders instead of two. All of this malarkey is meant to set up hobgoblins as the cultural enemy of the setting, whose ways the local humans do not understand. They are the Alien, the Other.

But just as importantly, hobgoblins in my campaign are meant to be *people*. Parlays and negotiations and truces and all sorts of interactions should be possible with them. Unlike orcs, it should be possible to feel betrayed by a hobgoblin, or even to fall in love with one, though the latter might be tricky to consummate given the biological differences.



A hobgoblin archer created with Jeff Hebert's awesome [HeroMachine](#) program.

Xylarthen Tower L3 ↑ N L1



Level 3

Rooms 1-11 of level 3 constitute the parts of a single sprawling hobgoblin lair. Any wandering monsters encountered in this complex will almost certainly (5 in 6) consist of hobgoblins returning from a patrol or some other mission.

1. This large, high-vaulted chamber serves as the main dwelling-place of the hobgoblins. At any given time this place will be occupied by 4d6 hobgoblin warriors (half with polearms or battleaxes, half with crossbow & dagger) and 4d6 non-combatants (Ac 9, 1 hp). The non-combatants will generally run around in a panic, making battle here a bit of a fiasco. The noise of fighting here will draw out the hobgoblins in rooms 3, 4, and 11 in d6 rounds. The inhabitants of rooms 5, 6, 8 and 9 will arrive one or two rounds later.

2. This room is the hobgoblin armory, containing 3d6 helmets, 3d6 spears, d6 polearms, d6 battle axes, d6 crossbows, d6-1 suits of chainmail, and 2d6 barrels of grog.

3. A group of four smallish hobgoblins with spears are posted here. These particular guards are youths only recently admitted to hobgoblish adulthood. Their morale is more likely to break than a typical hardened hobgoblin warrior and they only have 2hp each.

4. The six burley hobgoblins (hp 6 each, half with polearms, half with crossbows) here will attempt to capture any non-hobgoblins passing through this room. If the foes look too powerful, one of the crossbowmen will sound an alarm gong. The gong has a 2 in 6 chance of summoning help from room 3 each round it is sounded. A round after help from room 3 arrives, 2d6 hobgoblins from room 1 will arrive.

5. This room is guarded by five large hobgoblins (6 hp each) wielding 2-handed swords.

6. At any given time 1 or 2 hobgoblin bodyguards are posted here, with the charge to lay down their lives rather than let intruders pass. These hobgoblins are massive, muscular foes, wielding massive battleaxes one-handed! Ac 4 (chain & shield), HD 4+1, hp 16 each, damage d6+2.

7. The door to this room is locked and must either be hacked down (certainly drawing attention from the noise) or opened with the key that is in the possession of the hobgoblin queen (room 9). Inside this treasury is a pile of sixteen bolts of good cloth. Each bolt is worth 10gp but has an encumbrance value of 100 coins. Under the pile of cloth is a treasure chest that is locked. The same key that opens the door opens the chest. The chest is trapped to emit a puff of poison gas, 5' in radius, directly in front of the chest. Anyone caught in the area of effect must save versus poison or die. Inside the chest is 1,000gp and a treasure map. Generate

the details for the map randomly or insert some map that best fits your campaign.

8. This room is the quarters of the beefy bodyguards found in room 6. There are 3 such chaps total, so there will be 1 or 2 here depending on the number encountered in room 6. Ac 4 (chain & shield), HD 4+1, hp 16 each, damage d6+2 (battleaxe). There is no treasure here.

9. This chamber serves as the personal quarters of Therona, the amazonian queen of the hobgoblins. This callipygian warrior woman normally lounges about far less prepared for battle than the rest of her tribe, but she is well practiced in donning her chain tunic and can achieve Armor Class 5 in a round or two. HD 4+1, hp 17. Therona wields a hefty 2-handed sword with great gusto. Any male human or elf with a Charisma of at least 15 has a 3 in 6 chance of catching her eye, and she will try to carry him off for her harem if the opportunity presents itself.

10. This perfumed chamber serves as the harem of Therona, the hobgoblin queen. The 5 non-combatant hobgoblins here (Ac 9, hp 1 each) look like wispy young males, but are actually members of one of the two lesser known genders of the hobgoblin race.

11. This guard room is normally occupied by 6 hobgoblin warriors. Their leader has 7 hit points and the rest 5 each. They are all armed with spears and have 3 extra spears for throwing. The leader also possesses a cheap tin horn that he will sound, summoning 2d6 warriors from room 1 in d6+1 rounds.

12. Upon his gloomy throne sits Lord Eragoth the Accursed, a lord cursed to guard the double doors until freed by death at the hands of a fellow Lord.

Eragoth is a 10th level human fighter, clad in plate armor+2, carrying a shield +1. He has 39 hit points. Due to the curse laid upon him by Xylarthen he regenerates 1 hit point per hour unless the damage is done to him by a fighter of at least 9th level. No other force less than a *wish* will free him from his obligation to remain guardian of his shadowy abode.

Eragoth's sword is a fine blade, rune-etched and inlaid with gold. Under scrutiny of a *detect magic* spell it displays a weak, flickering aura. The pommel has an empty socket designed to hold a gemstone. If a gem of at least 1,000gp value is set therein, the true nature of blade becomes apparent, revealing it as the legendary Trollscorn, +1, +3 vs. trolls, lawful, empathic, detects traps, Int 7, Ego 1.

Even if Eragoth is momentarily defeated or permanently slain, the doors giving access to the stairs down to level 8 have been *wizard locked* by a 12th level wizard.

13. Tiny red ants crawl into and out of a narrow but visible crack in the floor of this room. Anyone crushing an ant will suffer a fierce retaliation, as two of the insects magically grow into ant-men warriors. Treat as fighters of sixth level, Ac 2 (carapace and shield), 30 hp each, wielding morningstars. Use the chart below to determine the possibility of accidentally crushing an ant.

Action	Chance of Crushing Ant
cross room	5%
general search	10%/turn
investigate crack	25%
'extra careful'	-5%
'don't want to crush ants'	half % chance

14. The two false doors here are both trapped. The doors open to reveal a small niche with a battleaxe on a spring-hinge mechanism. The axe swings down and out, requiring the opener of the door to save versus Death Ray to avoid d6 damage.

15. This chamber contains the broken and chewed remains of two fresh corpses. The tattered robes and shredded hats mark these two wretches as ex-wizards. Both their torsos have been pierced by three or four large porcupine-like quills. The gore here is so excessive that the referee may want to check the loyalty of hirelings and henchmen. If this grisly scene is thoroughly searched the only item of value to be discovered is a single arrow that has been enchanted to do double damage against lycanthropes.

16 & 17. These two rooms are the lair of a trio of malicious manticores (hp 21, 20, 18). At any given time 0 to 3 of the beasts will be in one room, with the balance in the other. There's a 1 in 6 chance that a single mantichora will be in area 18.

18. The mantichoras of area 16/17 use this unfinished corridor as a latrine. The smell is offensive, to say the least. Searching the vast pile of dung here is likely (2 in 6 chance) to result in contracting a disease. Referees might wish to use Rat Fever, as described in room 8 of level 1, or some affliction of their own devising. But risking illness yields a great reward here, as the mantichoras hide their treasure here in the form of a feces-covered chest. The chest is unlocked and contains 3,000gp, a scroll case, a shield, and a stoppered bottle. The scroll case contains a cursed scroll. The reader must save versus Stone or be turned into a pillar of salt. The shield is enchanted (+1) and decorated with a red wyvern on a yellow field, the device of the ancient and honorable house of Boomish. Carrying the shield to the distant home of the Boomish clan allows it to be sold for no less than 4,000gp. If instead the shield is given back to its proper owners the donor will be forever counted among the allies of that noble family. The bottle is a potion of levitation.

19. The four statues in the corners of this room depict an elf, a dwarf, a human, and a halfling all reaching for the pedestal in the center of the room. Upon the pedestal sits an open chest containing gold (300gp), rubies (2 x 1,000gp), and a dagger (+1, +2 versus goblins and dopplegangers). The treasure is protected by an invisible field of force that prevents anyone from touching it and deals d6 electrical damage to any who reach for the loot, double damage for monster types. Only an elf, dwarf, human, and halfling working in unison may safely remove the treasure.

20. Chalked upon the wall here is a bit of hobgoblish graffiti, "Free treasure" with an arrow pointing towards the door to room 19.

21. This room is empty save for a burnt out torch and a moldy piece of bread.

22. This room is the current hideout of a small group of humans intent on plundering the dungeon. Sir Fumark (sometimes called Fumark the Foul, but not to his face) is a chaotic fighter of fifth level with platemail+1 and shield (with his heraldry, a yellow hand on a field of checkered red and black), sword and dagger, 21 hit points. He has 8 normal men under his command. They are clad in tabards of red and black checks over chainmail and shield, each wielding a spear and handaxe, 3 hit points per man. Fumark's men all bear large sacks, mostly filled with standard rations nearing spoilage and half-empty wineskins, but also containing 1200sp and 600gp.

Fumark is down on his luck. His two magic-user allies were slain by mantichoras in room 15 and the only map to the surface was destroyed in the process. He will gladly ally himself with a PC party in order to make it back out of the dungeon alive. But if an opportunity to steal treasure and make an escape presents itself, he will likely betray the party. He has no concern for the lives of his men.

23. This room is empty.

24. A pair of hostile gargoyles make their lair here (hp 10, 7). Unlike most of their kind these particular specimens are both cycloptic. If any fighting occurs in rooms 25 or 26, or within the nearby halls, these monsters are likely to join the fray.



25. This room is empty.

26. A rambunctious band of 7 gnolls (hp 10, 9, 9, 8, 6, 5, 3) call this room their home. They fight only with tooth and claw. The largest gnoll keeps a small key under his pointy red hat. This key opens their treasure chest, which contains 200sp and 450gp. Like their gargoyle buddies in room 24, these creatures will respond to fighting within 100' or so of their lair.

27. This secret room contains a spiral staircase down to level 5.

28. This room is empty, but smells funky. Any noise heard will almost certainly (5 in 6 chance) draw the attention of the inhabitants of rooms 29 and 30.

29. This room is occupied by three white apes. Ac 7, HD 3, hp 16, 8, 7.

30. Five white apes live here. Ac 7, HD 3. Hp 13, 10, 10, 8, 6. Among the various bones and trash on the floor are scattered 200sp and a slender white wand. Because its color so closely matches that of the bones, the wand will only be found in a general search on a 1 in 6 chance, twice that for elves. It is a Wand of Magic Detection with 47 charges.

31. This room is empty.

32. This room is uninhabited. A pile of broken furniture and trash has been piled up against the northeast door. Once this barricade has been removed it will then be obvious that the door is also barred on this side. Anyone examining or clearing the barricade has a 3 in 20 chance of noticing dried old garlic buds among the refuse.

33. This room contains four coffins, all locked and chained

similarly to the oversized wight coffins on level 1 (rooms 2 and 16) but not of unusual size. These coffins serve as the prison of four vampires, HD 7, hp 33, 26, 21, 21. Each coffin contains 1,500 gp in treasure, half in gold pieces and half in gems.

34. This room is empty except for a single large red reptile scale, as big as a large man's hand.

Level 4

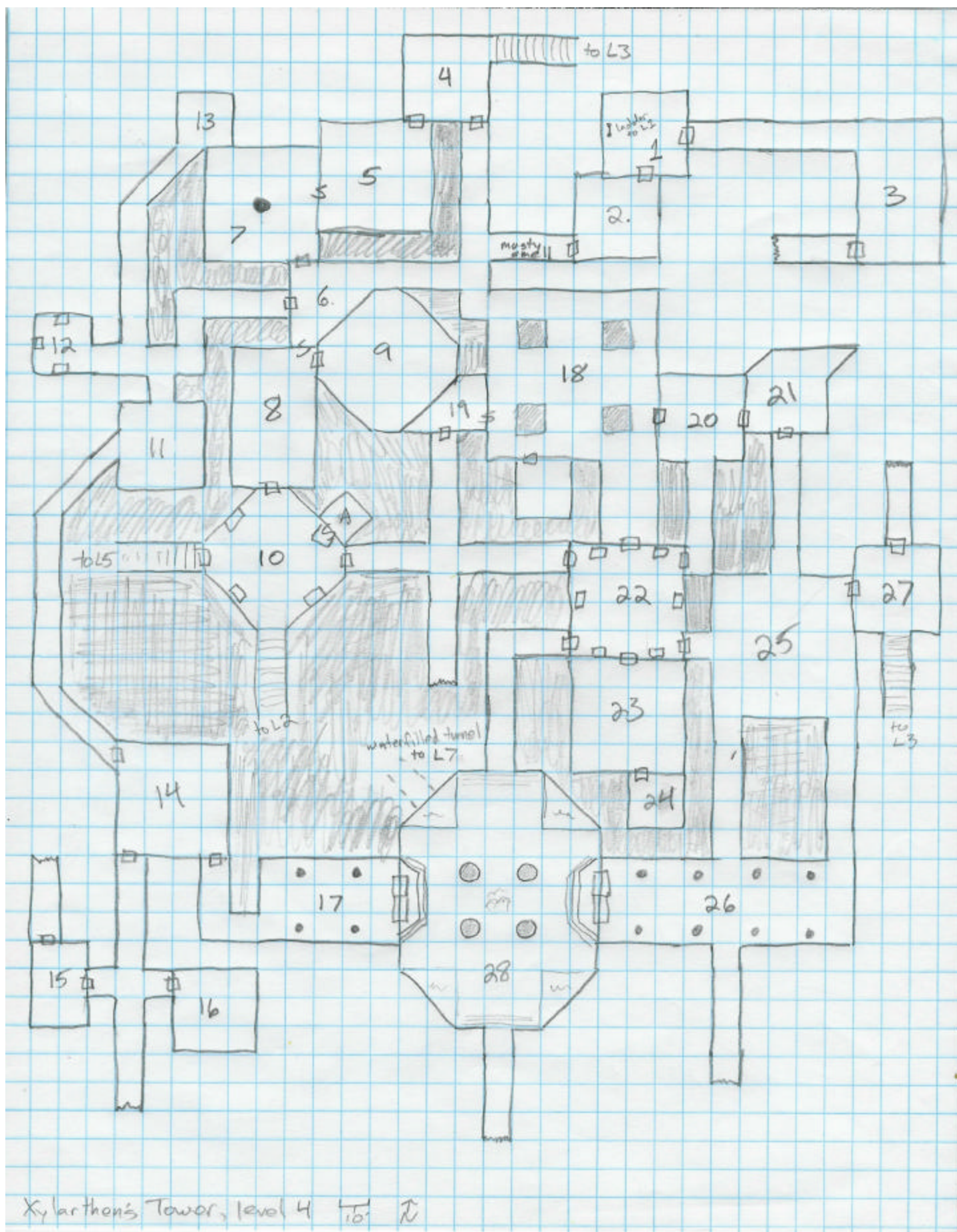
1 & 2. These rooms serve as the lair for a group of six white apes. Ac 7, HD 3, hp 15, 12, 10, 10, 9, 8. At any given time d6 of the apes will be in one room with the balance in the other. Should the party enter room 1 by descending the ladder from room 4 of level 1, they will be able to hear the grunting and snarling of 2 or more apes in room 1. This noise will be enough to negate any chance that the party is surprised. Should but a single ape occupy room 1, then the party can be surprised as normal. Either way fighting in one room will draw the apes in the other room in but 1 or 2 rounds.

The leader of this merry band of pale gorillas (the 15 hit point specimen) wields Mindshiv, an enchanted sword +2, Alignment Neutral, Int 12, Ego 4, *charm person* 1/day, *telepathy* 1/day, detects sloping passages, detects/identifies metals, detects evil, reads magic, telepathic, speaks Common, Neutral, Elvish. Mindshiv tires of being the weapon of a damn, dirty ape and after the alpha male takes at least 1 point of damage the sword will take over his puny primate mind and attempt to get the furry lout killed as efficiently as possible.

Under the influence of the sword these apes have gathered a pile of treasure in room 2 amounting to 6,000sp and 600gp.



Look out, dude! That white ape is totally gonna mess you up!



3. Seven more white apes (Ac 7, HD 3, hp 14, 14, 13, 10, 9, 9, 6) lurk here, members of the same group as occupy rooms 1 and 2. They will respond to any fighting in room 1 within 2d6 rounds, but a fracas in room 2 will not be heard. The 6 hit point member of the group is a mutant with a black stripe running down his back. It does not have any special powers or anything, but the PCs don't know that.

4. This room is empty.

5. This room is empty save for a small pile of ashes near the center of the room.

6. The ceiling of this room is covered with hundreds of tiny ordinary, non-poisonous spiders. They are in no way a threat but may nonetheless spook the party. Henchmen and hirelings may be reluctant to cross this room.

7. This vaulted room serves as the lair of a trio of argumentative minotaur brothers. (22 hit points each). They have an unlocked treasure chest containing 1,000gp. Unbeknownst to them, the chest has a secret compartment holding 4 gems (valued at 500gp, 100gp, and 2 x 50gp). They have no knowledge of the secret door in their lair.

8. This room is empty, save for a few harmless spiders (identical to those in room 6) lingering near the northeast corner of the room.

9. This room appears empty but is in fact very slightly haunted. If a wandering monster encounter is rolled while in this room, no monster will actually appear. Instead the party will hear a female voice softly weeping. The source of the sound cannot be found.

10. Propped up against the walls of this room are four sarcophagi in the style of ancient Egypt. Inside the sarcophagi are four mummies. The mummies will exit their sarcophagi and attack the party should they attempt to open the west door. Anyone coming up the stairs and entering the room from the west will not trigger a mummy attack. Open a sarcophagus will also trigger an attack by all four mummies.

Each mummy has a different aspect, though they all have the same abilities as a standard example of their monster type.

<u>Aspect</u>	<u>Hit Points</u>
Jackal Head	22
Cat-Headed Female	26
Crocodile Head	18
Stork Head	11

10A. This secret treasury is accessed through a secret door

in the back of the jackal-headed mummy's sarcophagus. 8 clay jars each contain 500gp. A small altar is covered with gems and jewelry, but only a lawful cleric can safely remove the treasure. All others consult the following table:

<u>Character Type</u>	<u>Looting Consequences</u>
other lawful human	save vs spells or lose 1 Wis
neutral human	save vs spells or become Lawful
chaotic human	save vs Stone or petrified
chaotic human cleric	save vs Death Ray or struck dead
nonhuman	save vs Spells or melt

The treasure upon the altar is precious indeed, including 8 gems (worth 3 x 50gp, 3 x 100gp, 2 x 500gp), 2 golden necklaces (worth 4,000gp and 6,000gp), 2 golden rings (worth 1,000gp and 2,000gp), 2 bracelets (worth 1,000gp and 3,000gp), a golden pharaoh's headdress (worth 9,000gp), and a large golden ankh (worth 8,000gp and functions as a lawful holy symbol).

11. This room is empty.

12. The three sarcophagi in this room are similar to those in room 10, but the mummies inside will only attack if disturbed.

<u>Aspect</u>	<u>Hit Points</u>
Cow-Headed Female	23
Scorpion for a Head	9
Upside Down Head	13

13. This chamber is empty save for a large quantity of rat droppings.

14-17. These rooms are all empty. This section of the dungeon is particularly drafty. Each turn spent here roll d6. On a 1-2 torches and candles flicker, on a 3-4 eerie moaning echoes through the area, on a 5 a sound like heavy breathing can be heard, and on a 6 torches and candles are extinguished. Covered lanterns only blow out on a 2 in 6 chance.

18. The room is empty. The dust-covered floor shows a lot of foot traffic through this room. Some of it is booted feet, other tracks are monster claws.

19. This room is empty.

20. This chamber is empty.

21. A single white ape lives here, a mutant named Klorbag. Ac 7, HD 6, hp 21. Klorbag possesses an enlarged cranium and abilities similar to that of a fourth level magic-user. Once a day he can cast the spells *detect magic*, *charm person*, *sleep*, *invisibility*, *ESP*, and *hold person*. It is his great desire to revenge himself upon the other apes of this level (rooms 1-3) and he may enter into an alliance with willing PCs to accomplish this. Klorbag is aware of much that happens on this level.



Klorbag is directly inspired by the animated version of the DC villain the Ultrahumanite.

22. This room contains six sarcophagi similar to those found in rooms 10 and 12. The mummies inside will issue forth and attack if any sarcophagus is disturbed. Also, for each turn that one or more characters are present in the room, there is a non-cumulative 1 in 6 chance that the mummies will attack.

Aspect	Hit Points
Two Headed	20
Tentacles for Eyes	16
Head is Fire	15
Mummified Ape	20
Made of Midgets	18
Serpent Head	21

23 - 27. All these rooms and chambers are empty.

28. Until recently this large room served as the lair of Medora, an infamous red dragon. Medora was slain outside of the dungeon but a few days ago, just prior to the coming of age of her two children (see below). This room is both taller and deeper than any other on the level, with steps down at each entrance to the lair. In each corner is a large pool of water, one of which conceals an underwater tunnel to level

seven, near the lair of Medora's mate, the fierce dragon Ugorak. In the center of the room is a pile of gold such that few men have ever seen, containing no less than fifty thousand gold pieces and 30 pieces of jewelry (5 x 1,200gp, 5 x 2,000gp, 15 x 3,000gp, and 5 x 6,000gp).

Slightly over five years ago Medora successfully hatched two eggs. These children, Gramath and Hegina, (HD 11, hp 22 each) currently share the lair with their mother. They are ignorant of her death and will interrogate intruders for news of her. Both dragons speak but neither casts spells. Each is 20% likely to be asleep at any given time. Should one dragon be slain the other will attempt to flee to level 7.

If the dragons are informed of their mother's death or d12 months pass with no news they will divide the treasure between themselves. One will take the jewelry and seek a new lair on another level while the other will remain behind with the coinage.

Level 4 Notes

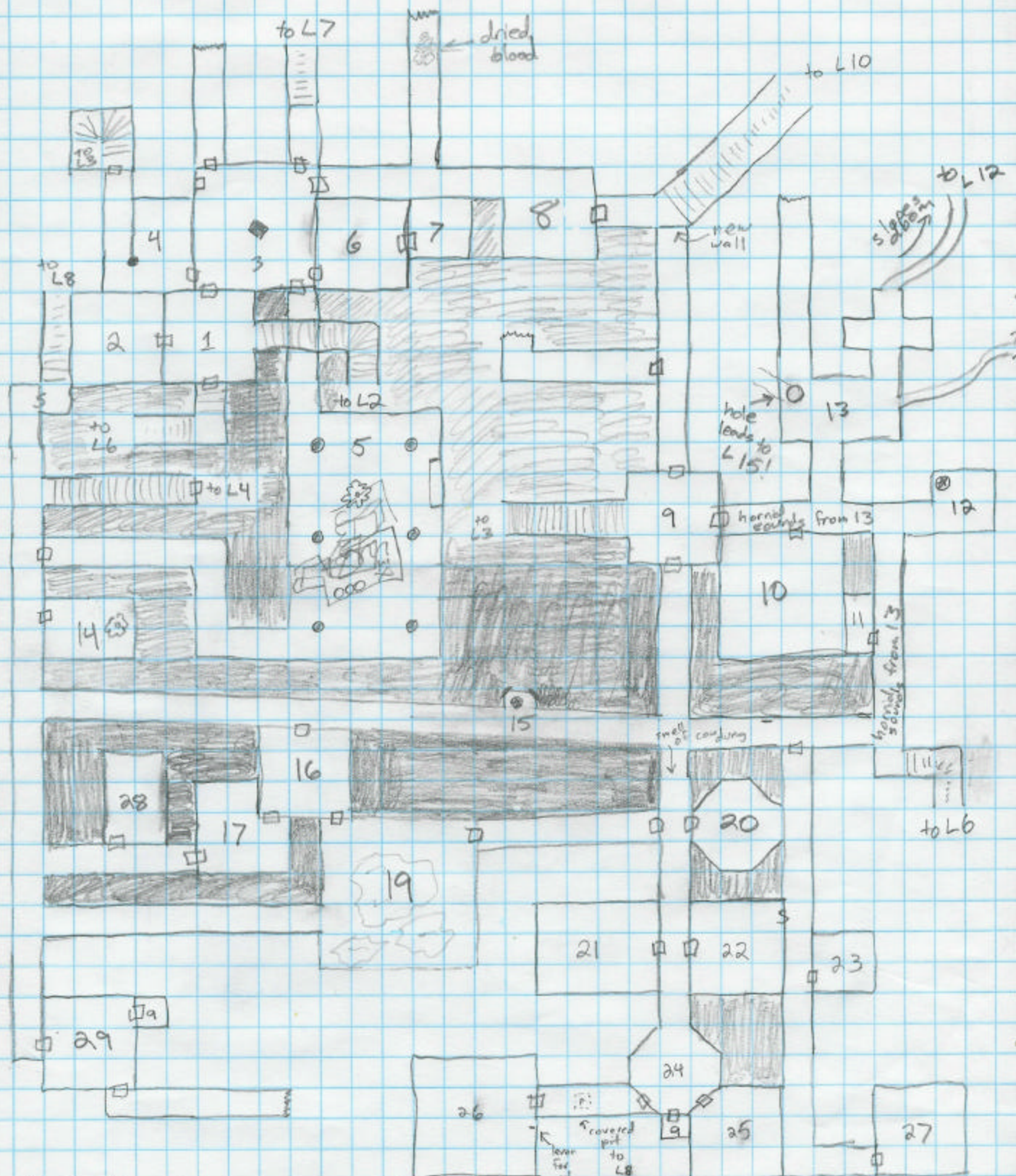
What's up with all these crazy mummies?

I just like freaking out the players. Whether or not a mummy who has laser beam arms (or whatever) behaves any differently in combat is totally at the discretion of the referee.

Level 5

All doors on this level are made of iron, and thus cannot be hacked down with simple axe-work.

1. This room is empty save for a couple of charred bones.
2. This room is empty. The air here smells strange, somewhat like a combination of burnt sugar and fresh-squeezed lemon juice.
3. Trapped in this room is a large ochre jelly (30 hp). When killed 400sp and a gem worth 60gp will spill out from its internal slimes.
4. This chamber is empty.
5. This room was once the laboratory of some bygone wizard. It now serves as the lair of five deepworms, wyverns whose wings are now vestigial due to many generations living in cramped spaces unsuitable for flight. Other than their stubby wings preventing flight, these creatures are identical to wyverns. (Hp 39, 28, 28, 21, 19) These creatures have made their nests in the large clockwork engine that occupies much of the room. This strange machine is now broken and rusted and its original function is unknown to any living creature. In the deepworm nest nearest the top of the machine is an unlocked treasure chest containing 7,000sp and 1,000gp. The table along the east wall is covered with various alchemical equipment and supplies. This material is worth 1,000gp but has an encumbrance value 3 times that amount.



Xylarthen's Tower, level 3 N ↑ 10'

- 6. This room is empty.
- 7. This room contains a massive dried husk leftover from when a giant snake shed its skin here. The husk has no value.
- 8. A humpbacked, clubfooted giant (Ac 4, HD 10, hp 35, 2d6 damage) with a huge spiked club guards the eastern door. He carries a huge sack which contains 2,000gp and 6 boulders. He is quite adept at bowling the rocks down dungeon corridors.
- 9. This room is empty. Anyone listen at the eastern door will hear some sort of awful sucking and slurping sounds.
- 10. This room is empty.
- 11. This room is empty.

12. This room contains a stone statue depicting a four-armed woman with a snakelike lower torso. Two of her hands contain iron swords poised to strike (which may spook some adventurers, especially in flickering torchlight), one holds an ivory scroll tube held aloft, while the fourth hand is outstretched with palm open. If a gold piece, gem, or jewel is placed in the open hand, the statue will give over the scroll. Otherwise, any other attempt to take the scroll or otherwise interact with the statue results in 2 sword strikes automatically hitting for d6 damage each.

The scroll is a map leading to a nearby fey village. This village is of a magical nature such that anyone can visit it but once in their lifetime. Further attempts to locate the fairy settlement will always fail. While at the village the wee folk will fete the visitors, gifting each with a random magic item, but always one that can be used by a member of their race and profession. The map disappears after one use. Unused it can be sold for 10,000gp.

13. Horrid sucking and slurping sounds can be heard emanating from this room at up to 120 feet away. A trio of purple worms (hp 63, 45, 40) have burrowed here for the purposes of entering their once-a-century Lust Frenzy. They will not react well to be disturbed while in the throes of passion, fighting the party until one side or the other is completely destroyed, tunneling through the earth to track escaping interlopers.

Rolling along the floor of the room are four nearly-black dark purple spheres, each about the size and weight of a bowling ball. These are Purple Worm eggs, each worth 1,000gp to the right buyer but only worth 150 coins of encumbrance. Selling these eggs will probably come back to haunt the party, as they are inert because they have not been fertilized by a member of the fourth gender of the Purple Worm species.

Three purple worm tunnels lead out of this area. The northernmost tunnel slowly slopes down and corkscrews around to level 12. The western tunnel leads to level 15, but it is very steep. Any attempt to scale this tunnel without proper gear will result in a fast slide/fall doing 6d6 damage and crushing/breaking any fragile equipment. The eastern tunnel is level. This could lead into another dungeon level of the referee's devising or perhaps it leads to an exit to the surface several miles away.

14. Ants travel in columns to and from tiny hole in the north wall of this room. Many ants also crawl all over a pile of gold and silver coins. The ants are enchanted like room 13 of level three, growing ant-men warriors if an ant is crushed, except that seven ant-warriors will retaliate against any aggression towards their kind. The ant-men fight as sixth level fighters, Ac 2 (carapace and shield), hp 30 each, wielding morningstars.

Action	Chance of Crushing Ant
cross room	5%
general search	10%/turn
gather treasure	25%
'extra careful'	-5%
'don't want to crush ants'	half % chance

15. A niche in the wall of the corridor holds a bronze statue of a baboon hitting itself in the face with a stick. Anyone touching the statue, even with something like a 10' pole, permanently loses d6-1 points of Intelligence. Anyone reduced to less than 3 intelligence turns into a completely useless idiot. The statue can only be harmed by a *fireball* or *lightning bolt*, which will melt the statue and remove the Intelligence-draining effect. The bronze stick will survive such an attack and after the metal cools it will be useable as a fully charged Wand of Illusion.

16. A trio of minotaurs lives here (hp 21 each). These monsters have all touched the baboon statue (area 15) at least once and are even stupider than typical members of their race. They have no treasure.

17. This room is empty but stinks, as the minotaurs come here from time to time.

18. There is no room 18.

19. Water slowly drips from several spots on the ceiling here, leaving several shallow puddles of dirty water on the floor. There are no foes here, but should a fight break out with a wandering monster or somesuch, consult the chart on the next page for each combatant.

Dexterity

Slippery Floor Effect

8 or less	Every round roll Dex or lower on d20 or fall prone.
9 to 12	Roll Dex or lower on d20 or fall prone every time a melee attack roll fails.
13+	No effect.

20. Five giant beetles (Ac 3, HD 4, hp 17, 15, 13, 12, 10) scuttle over a large humanoid corpse (an ogre). Each beetle is as large as a shield, with a shiny green carapace. The dead ogre clutches a sack containing 3,000sp.

21. Save for a broken wooden cup, this room is empty.

22 & 23. These rooms are empty.

24. Three minotaurs (21 hp each) are posted here as guards. They will bellow loudly in combat, summoning the inhabitants of rooms 25 and 26 in 1 to 3 rounds.

24A. This closet contains 6 barrels of fine ale worth 50gp each.

25. At any given time this room contains seven minotaurs (23 hp each).

The pit between rooms 24 and 26 only opens 2 chances in 6 every time someone passes over it. Anyone falling in the pit gets a save against Stone to catch themselves on the ledge of room 37 on level 6. If they so save they will take 5d6 damage from the fall. Otherwise the drop to level 8 is worth 15d6 points of damage.

26. This room serves as the lair of Gronk, lord of the minotaurs (Ac 4, HD 12, hp 40, 2 damage dice), and his concubine Lukrella the Medusa (12 hp). Gronk wields a flail of tre-

mendous size. Lukrella wears a ring of water walking, a golden necklace (5,000gp), a jeweled bracelet (3,000gp), diamond earrings (2,000gp each) and very little else! Lukrella is a fickle lover: Check reactions for Lukrella against the most charismatic male in the party to see if she changes sides. She will remain with her new paramour for no more than d6 months.

Concealed under a pile of cushions and blankets is a small barrel that contains 4,000cp; 1,000sp; a gem worth 100gp, and a potion of diminution.

27. This room is empty save for a large quantity of dried blood splattered on the walls.

28. This room is empty.

29. Four jolly but murderous trolls (27 hp each) bounce about this room.

29a. In this closet 2,000sp; 400gp and six pieces of jewelry (2,000gp; 3,000gp; 5,000gp; 2 x 6,000gp; 7,000gp), can be found scattered among a bunch of otherwise useless junk (broken jars, holed sacks, splintered furniture, etc.).

Level 5 Notes

Marvelous Medusas

Medusas in my campaign world are based upon the comic book character Madame Medusa from Marvel Comics. They are females with amazingly long locks of prehensile hair. They cannot petrify their foes, but instead attack with their hair as in the illustration below. Medusas are a 'half-race' for they have no males of their own. Instead they mate with males of other species, typically humans, elves, and hobgoblins. Most male children from such unions are normal members of their father's race. Most females turn



out looking much like their mothers. About one in six medusa children mix the traits of their parents, such as an elf-medusa with pointy ears. The majority of medusas are pale-skinned redheads. Because I said so.

Bouncing Trolls

Trolls are another monster type that are given little description in the original books. 'Thin and rubbery' and 'loathsome' are about the only clues to these critters' looks. Running with the thin and rubbery angle, I decided that trolls resemble a bendy toy I had as a kid:



Turns out you can still get this toy from Archie McPhee (<http://www.mcphee.com/>). Gnolls, being half-gnome, half-troll hybrids, look like stumpy versions of these guys, but with big grey beards and pointy red hats.

Level 6

1, 2 & 3. These areas are empty.

4 & 5. A trio of bickering chimeras (hp 31, 30, 28) claim both these rooms as their lair. They have knocked down the doors, finding such devices inconvenient. Scattered on the floor of these two rooms are many silver coins, 4,000sp in total. It will take 4d6 man/turns to gather up all the loot here.

6. This chamber is empty. The easternmost of the three north corridors is badly scorched. Anyone proceeding down that corridor has a 2 in 6 chance of being subject to attack from room 7 (see below).

7. A large diabolic stone face on the northeast wall of this small chamber spits fireballs down the south-

west corridor. Anyone rounding the bend at the southern end of the corridor has a 2 in 6 chance of being subject to attack by a small (5' radius) blast of fire, doing 3d6 damage (save versus spells for half damage). Any flammables will automatically be ignited and anyone clad in wizardly robes or similarly voluminous garments automatically takes an additional d6 damage on the following round.

8. This chamber is empty save for a lever on the west wall. It is presently in the 'up' position. If pulled down the stone face of room 7 will be deactivated. If for some reason the lever is repeatedly swung up and down, there is a 4 in 6 chance the stone face will explode, doing 12d6 damage (save vs. spells for half) to everyone in chambers 6, 7, 8, and the connecting corridors. If the door to room 9 is open that location will also be caught in the area of effect.

9. This room is the lair of a huge 12-headed hydra. (6 hp per head, 12 attacks as a fighter 12).

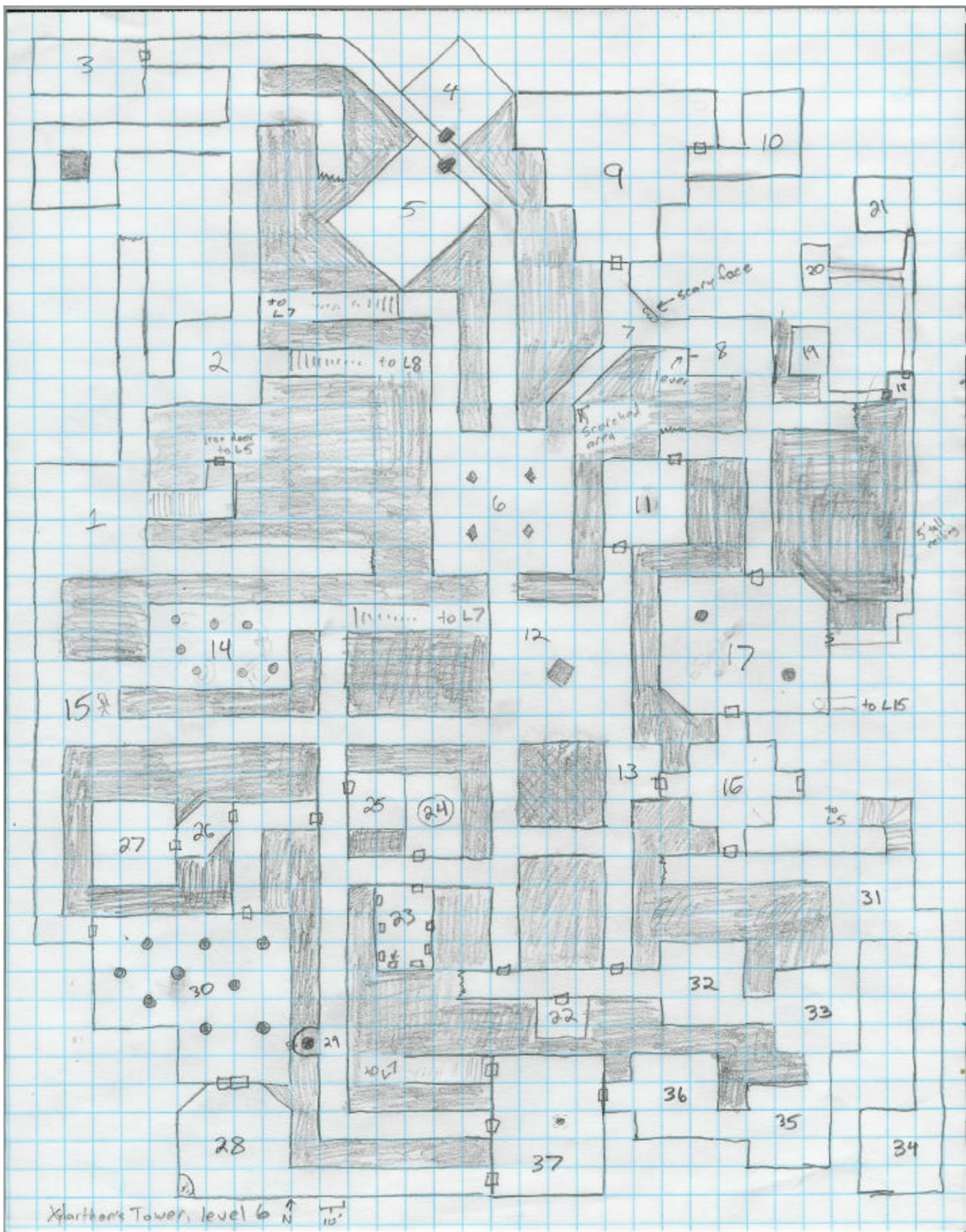
10. This room contains a huge pile of coins: 12,000sp and 3,000gp. Under the pile is a unremarkable-looking shield +1.

11. This room is empty.

12. This large chamber serves as the temporary lair of Gruthunda the Fire Giantess (hp 56). Her sack contains 3,000gp, a single hurling boulder, and the Bronze hand of Dezmond (room 9, level 1). Any fighting in this room will draw out the inhabitant of room 13 in but a single round. Gruthunda can be parlayed with and will cooperate with a party that agrees to help her find a more secure lair.

13. Gruthunda's pet hydra (5 heads, 6hp per head, 5 attacks as a fighter 5) lives here, ready to fight at his mistress's call.

14. Seven smoky glass spheres, each the size of a bowling ball, slowly float around this chamber, occasionally rebounding off the wall or clacking into each other. Whatever magic keeps them aloft and in perpetual motion also prevents the spheres from leaving of their own accord. They simply never achieve a vector that will take them out of the area. A sphere can be captured and removed by simply grabbing it (2 in 6 chance of success, 3 in 6 if Dex greater than 14) or draping a cloak or sack over it (4 in 6, 5 in 6 chance if Dex above 14). Each sphere appears to contain the same billowing purplish smoke, but if opened consult the list on the next page for varying effects. If the sphere has been captured it only takes a good solid blow to crack open the sphere, otherwise an attack against Armor Class 5 is required to strike a still free-floating sphere.



Sphere #1 - The gas coalesces into a single hostile spectre (34 hit points).

Sphere #2 - Heal gas. Everyone in room (including spectres!) healed 2d6 points.

Sphere #3 - The gas forms into two angry spectres (hp 20, 16).

Sphere #4 - Polymorph gas - all in room (except spectres) save or turn into random monster.

Sphere #5 - Gas floats to floor, coalesces into 6 gems (2 x 50gp, 100gp, 500gp, 2 x 1,000gp)

Sphere #6 - Gas splits into three spectres (hp 26, 25, 16).

Sphere #7 - Gas envelopes random PC's hand, then fades, leaving a Ring of Fire Resistance on the PC's finger.

Once captured the spheres stop moving. They are approximately 150 coins in encumbrance. Note that under most dungeon lighting conditions these spheres look very similar to the purple worm eggs found in room 13 of level 5.

15. On the floor of this chamber is a skeleton with a wooden tent peg lodged in its ribcage. Upon one finger of the skeleton is a Ring of Regeneration made of bone, barely noticeable in most forms of illumination (secret doors roll to locate if the skeleton is searched). If the peg is removed the skeleton immediately attacks as a vampire (HD 9, hp 54).

16. The false door at the east end of this room is trapped. Attempting to open the door releases a poisonous fog of crimson gas that affects all within 20' of the door. Those affected must save or die, a successful save still doing d6 points of damage. Halflings are completely immune to this particular poison.

17. This room presently contains an extremely frustrated purple worm (hp 63) who is +2 to-hit and damage due to his fury. This is the missing member of the fourth gender expected at the purple worm copulation in room 13 of level 5, but the poor creature got lost on the way to the party. The tunnel leading out of the hole in the floor twists and corkscrews but eventually makes its way to level 15.

Special note, areas 18-21: The ceilings of these rooms are only 5 foot high or so and the corridors peak at 5' tall at the center of the hall, but is closer to 3' near the walls. Humans and creatures of similar size fight at -2 to-hit under these circumstances, -4 if they are using long weapons such as spear or polearms or if they are shooting arrows (but not crossbow bolts). Due to the confined maneuvering space they are also -2 on any saves that might be affected by the smaller environment, such as avoiding fireballs or lightning bolts. Elves, dwarves, and halflings are unaffected.

18. This room is empty.

19. This chamber is the lair of 7 mini-taurs, similar to minotaurs but only 4' tall and generally half as tough. Ac 6, HD 3, hp 16, 14, 14, 12, 9, 8, 7. They have a small unlocked treasure

chest containing 1,000 half-sized silver pieces, 500 half-sized gold pieces, and a tiny potion of poison.

20. This chamber is empty, save for three blue large feathers of unknown origin.

21. This room is the domicile of two mini-manticoras (Ac 4, HD 3+1, hp 17, 16).

22. This small room serves as the boudoir of a trio of comely medusas. Uzenna (hp 13) takes after her hobgoblinish father, with blue skin, antennae, and white hair while Trina (hp 11) looks elvish in appearance. Only Zarebine (hp 18) has the typical appearance of a member of her race. These ladies have no treasure but would greatly desire some and are extremely affectionate.

23. This room contains seven sarcophagi, much like those in several rooms on level 4. Six of the sarcophagi are occupied by mummies, but they will only prove hostile should their long deathly slumber be disturbed.

<u>Aspect</u>	<u>Hit Points</u>
3rd Arm Replaces Head	18
Lightning from Eyes	15
Batwings (mummified)	13
Snakes Sliding Throughout	23
Black Star in Torso	20
Lobster Claw Hands	20

The seventh sarcophagi (marked with an arrow) contains only treasure: 2,000sp; 2,500gp and a leather scroll tube containing a scroll of protection from elementals. Note that if the seventh sarcophagus is the only one opened the mummies will not attack.

24. In the center of this room is a 3' deep pool of liquid that appears to be water but is actually a vicious acid. Thousands of silver pieces (6,000sp to be exact) and a pair of gems (50gp and 1,000gp) lie at the bottom of the pool. Should anyone try to grasp the gems the acid does 2d6 damage. If the poor fool reaching into the pool can then roll the total damage done or less on a single die they can actually reach and hold onto some treasure, despite the pain. Another d6 roll will determine the treasure found. A 1-4 indicates d6 silver pieces, a 5 indicates that the 50gp gem has been retrieved, and a 6 indicates the 1,000gp gem is gained.

25. This room is empty.

26. A six headed hydra (hp 6 per head, 6 attacks per round as a Fighter 6) is chained to the wall here. This beast is the less obedient pet hydra of Gruthunda (the giantess of room 12), so she keeps the beast on a short lease as guardian of her treasure-trove.

27. This room contains 6,000gp neatly stacked on an oversized table and a tidy pile of 12 large boulders.

28. The southwest corner of this room contains a small fountain that provides clean, safe, cool drinking water. Very refreshing. Local monsters of any intelligence, including wandering monsters, consider this room neutral territory. They will not fight here unless first attacked.

29. This niche contains a large stone pedestal supporting a crudely hacked wooden statue depicting a grinning toad-thing. In front of the statue is a small wooden alms bowl, containing a single copper piece, a single silver piece, and a single gold piece. The statue radiates magic under the scrutiny of a *detect magic* spell or similar enchantment. The fate of the PCs depends on both their actions and their alignment, as per the list below.

	<u>Action</u>		
<u>Alignment</u>	take coin(s)	leave offering	desecrate
Lawful	no effect	2d6 damage	6d6 damage
Neutral	turn chaotic	gain level, turn chaotic	3d6 damage
Chaotic	2d6 damage	+1,000xp	6d6 damage

Damage comes in the form of eerie green lightning. No save is allowed. The statue will affect any one being but once.

30. This large room is the lair of 12 giant scorponoids (Ac 3, HD 4, hp 14 each, except the one particularly big fellow, who has 24 hp). Each time a scorponoid attacks roll a d6. On a 1-3 the attack is a claw grab, holding the victim fast unless they can roll their Strength or less on 3d6. On a 4-6 the creature stings with its tail and save vs. poison must be made to avoid death.

These creatures have amassed a pile of 12,000sp; 1,000gp and 4 gems (2 x 100gp, 2 x 500gp). The biggest scorponoid has a gem worth 1,000gp mysteriously attached to the center of its forehead. In torchlight it could look like a baleful third eye.

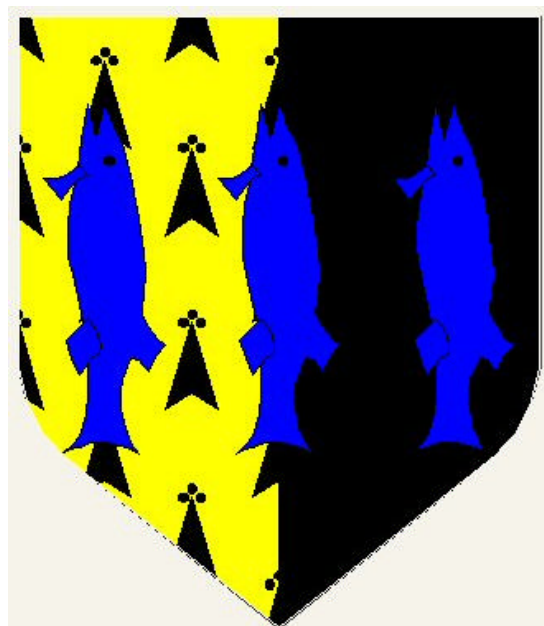
31-36. These chambers serve as the home for an unruly band of 18 ogres (15 hp each). The first chamber entered will contain d6 ogres, with d6-1 ogres arriving every round of combat until all 18 enter the fray. These goons are stupid, but possess enough cunning to try to flank the party. They have no treasure, being too dumb to care for any riches past a good meal.

37. This room is empty save for the hole in the ceiling

that leads straight up to level five and the hole immediately below it that leads straight down to level 8. Falling down the hole will result in 10d6 damage upon arrival at level 8.

Conclusion

Thus ends the first six levels of the dungeons below Xylarthen's tower. Big thanks to everyone who encouraged me to pursue this little project, especially Calithena. I'd also like to acknowledge S. John Ross for providing the excellent Atlas of the Magi font used for the section headings. You can get it for free at his Cumberland Games & Diversions website: <http://www222.pair.com/sjohn/cumberland.htm>.



Arms of Lord Eragoth the Accursed

Quick Character Generation

The following rules were used for character generation in the original run of this dungeon. Stats were rolled 3d6 in order, with a roll of 3d6x10 for starting gold pieces, and an eighth 3d6 roll for starting experience points. That final roll was cross-indexed on the chart below with the characters' experience bonus derived from their Prime Requisite score.

<u>Experience Bonus</u>	-20%	-10%	0	+5%	+10%
<u>3d6 Roll</u>					
3	0	0	0	0	0
4	800	900	1,000	1,050	1,100
5	1,600	1,800	2,000	2,100	2,200
6	2,210	2,485	2,750	2,888	3,025
7	2,800	3,150	3,500	3,675	3,850
8	3,200	3,600	4,000	4,200	4,400
9	4,400	4,950	5,500	5,775	6,050
10	5,400	6,075	6,750	7,088	7,425
11	6,400	7,200	8,000	8,400	8,800
12	9,000	10,000	11,000	11,550	12,100
13	11,200	12,600	14,000	14,700	15,400
14	12,800	14,400	16,000	16,800	17,600
15	19,200	21,600	24,000	25,200	26,400
16	24,000	27,000	30,000	31,500	33,000
17	25,600	28,800	32,000	33,600	35,200
18	28,500	31,500	35,000	36,750	38,500

The chart was designed to place most members of the original three character classes at 3rd or 4th level while providing for an overall possible range of 1st through 6th. After the character's level was determined each player rolled 1d6 and 1d20. If the d6 roll was under the character's level, they received a random potion at the start of play. If the d20 roll was under the characters level, they received a randomly determined magic item. No provision was made that the magic item had to be one useable by the character in question and another potion was a possible result.

If players inquire why their 2nd level or higher character only receives 3d6x10gp like any starting adventurer then I recommend informing them that they spent most of their riches on ale and/or wenches.



In my mind's ear the "laughing reaper" in room 6 of level 2 sounds just like the "Spooky Space Kook" from the *Scooby Doo, Where Are You?* episode of the same name.