

The Mines of Khunmar

an adventure outline for D&D

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Mines of Khunmar

The Mines of Khunmar dungeon originally first came to be back in 1980 or so. It is a mega-dungeon in the classic mold. I originally modelled Khunmar on Tolkien's description of The Mines of Moria. Unfortunately, my original group of players never explored deeper than the fifth or sixth level.

My original manuscript for Khunmar is a crude effort at best. About half of the maps were drawn on lined notebook paper rather than the more standard graph paper so hallways may wander slightly from the norm. Many of the original room descriptions are no more than a one word description of the rooms inhabitants or contents and a list of possible treasure and hitpoints.

The original notes are 80 or so handwritten pages so I only offer the maps and a generalized description of what is on each level. When I was working on the dungeon, I recall that I made it my goal to produce a level each time I sat down to work on the dungeon.

The levels of Khunmar descend numerically downwards; thus level 1 is closer to the surface, level 2 lies beneath level 1, etc. In addition, there are sublevels that radiate outward from each level. Sublevel 1a, for example, lies directly north of level 1. Each map is marked indicated where it ajoins other levels; if a path from level 1 leads to sublevel 1a, it will be marked as such on the map.

If this weren't enough, there are also additional encounter areas that are detailed in the appendices. Thus there are currently 12 main levels in the Mines of Khunmar, at least three times that number sublevels and a half a dozen other encounter areas in the appendices. That should keep those pesky players busy for a while.

History:

The Mines were originally founded over 1800 years ago by the Garagur Clan --- a group of Dwarves who came up from the Gray Mountains to the south in search of precious metals and gems. The Silverlake area was, at that time, a wilderness. The Garagurs and their chieftain, Glom "Ironfist" Garagur, were fierce and determined --- they beat back the local humanoids and killed uncounted numbers of orcs and goblins while they delved more and more tunnels in the area, eventually building up a tangled warren of mines, caves, underground fortresses and the like.

Since dwarves seldom liked to farm or raise flocks, humans moved into the area cleared of Goblinoids by the constant warfare of the dwarves in order to trade food, cloth, leather and other needed supplies to the dwarves for silver, gold, gemstones and quality metal tools and weapons. "Old Ironfist" and his clan prospered and traders came from far and wide.

Greed proved to be the undoing. Some say that the great prosperity made for great enemies --- others say that the dwarves dug too deeply and disturbed *something better left alone*. In any case, after almost 1000 years of prosperity, war returned to the area.

Goblins, orcs and worse came down from the mountains. Some say the goblin wars were instigated by the horrible Red Dwarves who hated the Garagur Clan. Others claim the Witchking was behind the attacks. The Orc and Goblins cut the dwarf supply lines and slaughtered the human inhabitants. The Garagur Clan holed up in their tunnels and caves and prepared for a long siege but apparently the orcs and goblins found their way in and their greater numbers eventually carried the day. It is assumed that they slaughtered the Garagurs to the last dwarf and plundered the caverns.

Civilization has slowly returned to the area and the warriors of the local ruler who has claimed this area as his own occasionally patrol the area, keeping the road safe to the new town of Hamlet, rebuilt upon the site of the old. Occassional treasure hunters and adventurers use Hamlet as a base to explore the mines -- some few come back claiming to have found fabulous treasures --- many more fail to return.

Wandering Monsters: About a third of the levels had their own wandering monster tables and I traditionally checked for wandering monsters once every three turns or if the players

did something that caused a wandering monster check (i.e.: arguing loudly, disturbing “shriekers,” etc.)

For levels without wandering monster tables I used the appropriate table in the Greyhawk Supplement or the Dungeon Master’s Guide.

Doors, Traps and Secret Doors: Most traps (such as traps that fired arrows, etc.,) attacked as a monster of hit dice equal to the level upon which the trap was found. Many traps were simply marked on the map and not described on the key.

Secret doors were normally found on a roll of 1 on a d6, d8 or d12 (depending upon the quality of the door). In most cases I drew a small hexagon near the door and wrote a fraction within it – 1/6, 1/8, or 1/12 – describing what chance a player would have of successfully finding the door if searching for it. Elves had a similar chance of noticing the secret door if they pass by it.

Doors do not “lock” and “unlock” themselves magically. In many cases doors that are always locked are marked with an “L” on the map. Unless marked otherwise, doors are assumed to be of wood bound in iron; however, there are a great many doors of stone, iron, bronze, etc., in the dungeon.

Monsters: Since some of my players knew the Monster Manual as well as I did, I changed descriptions of many monsters in order to keep these jaded players on their toes. Goblins and orcs became related creatures rather than the distinct species in Gyax’s Grayhawk. In addition, Goblins were assumed to be smaller and sneakier (gaining the Bugbear’s surprise ability) and orcs were assumed to be larger and fiercer members of the same general species (gaining +1 on attack and damage due to ferocity). Kobolds are much more like the creatures described as being “dwarf-like” in the original D&D books rather than the little reptile men they became in the 1st edition Monster Manual. Kobolds are like small, feral looking gnomes in appearance with dirty, stone colored skins and hair. They are skilled at hiding and climbing and often attack from surprise or leap from above (surprise as goblins).

Entrance:

The Mines are located in the rugged foothills of the Red Mountains just east of Silver Lake. There is a town a few hours away from the site named “Hamlet.” The Red Mountains are well known as a haven for Orcs, Goblins, Ogres, Trolls and other nasties as well as the dreaded Red Dwarves.

Level 1) The Kobold Halls:

Level one is the domain of the Kobolds and their kin. The first level is mostly old and crumbly mine tunnels as well as some more elaborate finished rooms originally built by the dwarves who first dug the mines. A ramp leads up a small cliff to a mine entrance(1). A chasm 50 feet deep with a 20 foot deep river at the bottom bisects the level (this river is actually on level 2). This can be crossed by a wood and rope bridge guarded by kobold archers and guards (4). After losing several characters here the first few times, players were very happy to find the outside entrance to level 2 (2).

The Kobold King who rules this level is normally found in his throne room(14). The throne room has a rotating dias --- at the push of a button, it turns, moving the dias and everyone on it to room 20. The other side of the dias has an identical throne but the second throne lacks the button. The Kobold King is normally guarded by his advisor (a kobold magic-user/cleric), several body guards and some giant rats.

The kobolds also have a false treasury (21; looks like a huge haul but is actually copper and junk enhanced by illusions) and a real treasury (23). The false treasury is guarded by a very devious trap – if the treasure is disturbed, the door will lock and the room begins to fill with water --- the water, however, is an illusion spell effect and players must successfully disbelieve or escape the chamber to prevent from drowning. The real treasury(23) is

accessed just off the King's chamber(22) through a secret panel hidden in the rear of the king's toilet and is guarded by a gargoyle.

Another point of interest is a pit toilet(19) that has become infested with giant centipedes from the level below. If the maps are superimposed, one will see that this pit toilet is directly over a cesspit on the 2nd level that is filled with a nearly endless number of centipedes.

28. Secret door to section 1a (the Haunted Level). Characters have only a 1/12th chance to find it.

Level 1a; Secret Mines

The walls and roof here are rough and crumbly. Fireballs, lightning bolts and similar spells are 1% per point of damage inflicted to cause a cave in (5-8 d6 damage to all within the 10-40 foot impact area; save versus paralysis for 1/2 dmg).

These were once gem mines and a number of gems can be found scattered around or buried in the walls. One of the local npcs is a gnome named Grimly. Grimly will normally be cooperative and helpful, but he has grown rather peculiar from being alone here in the tunnels for so long. If Grimly sees a valuable gemstone, he will do anything to obtain it. The level itself is infested with snails (see below), giant rats, spiders and crazed kobolds or goblins who have wandered in and can't get back out. A concealed tunnel (15) just big enough to crawl down leads to an exterior exit, but anyone using it for escape is likely to encounter a large spider in those cramped quarters.

Two thick iron doors (1 and 9) have a riddle inscribed in dwarf runes on it. There is a different riddle on each side of the door (total of 4 different puzzles). The door will only open if you speak the answer aloud.

There are several magic curse areas(2). If you walk through the area, save vrs, magic spell or temporarily lose 1-4 points Wisdom... will regain 1 point per day if resting outside this area of the dungeon. Those with wisdom of less than 3 will act in an irrational manner --- likely attacking their friends, wandering away, screaming, sitting and doing nothing, etc.

This is also the level with the Giant Snails Nest. The giant snails are like giant slugs except their shells are nearly invulnerable. If seriously threatened the snail will pull inside the shell and wait for the attacker to go away.

Level 2:

One of the two cesspits(7) on this level bears the unlikely distinction of having caused nearly 2 TPKs to 2 different parties of adventurers. The cesspit hasn't been cleared out in decades and, as a result, the accumulated dung from the level above has piled up against the now rotted door and become the nest for a nearly endless amount of giant centipedes. In two instances a party of adventurers found the stinking, rotted door and opened it easily; then a heap of ordure as well as dozens of centipedes would pour out. The players would shrug their shoulders since centipedes are fairly easy to kill and start hacking the little buggers up --- but the Centipedes just kept coming and coming and coming....

In both cases a number of party members eventually failed their save and were abandoned by their comrades who saw no way to stem the tide of insects. Since there are hundreds of eggs in the cesspit, centipede losses are gradually replaced. The only way to rid the dungeon for certain is to clean out the cesspit and burn/destroy all of the eggs. Kobolds are immune to centipede venom and will simply shovel the dung and insects back into the room and close the door.

The other cesspit(5) hides a skeleton with magic armor and a magic ring. The second cesspit has no centipedes, but anyone digging through the sewage will be attacked by leeches.

Most of the rest of the level is taken up with kobold living quarters and workshops, a kobold witchdoctor and the den of the "rat master" --- a kobold who trains and maintains a swarm of pet giant rats.

The river mentioned on level 1 is also here, 25 feet down. It flows to a huge chasm(13) where it plunges down 100 feet to level 4.

An isolated cave that can only be reached by swimming the river and climbing the wall is home to a clever and deadly troll with a rich horde (16).

Level 2a) Haunted Library

This level is haunted by a ghost who will moan and groan for 3 rounds before he approaches and attacks the party. This will hopefully give weaker parties enough warning to flee.

The entrance (2) is guarded by statues of dwarves and iron gates. The statues will demand a password, and, if provided, will raise the gates.

The majority of the level is ruined and is slowly collapsing. This once served as a library (4) and scriptorium for the dwarves; many magical texts, scrolls, etc., are hidden here.

Unfortunately, many undead (mostly wights and shadows --- the undead remnants of former library patrons) are found here as well.

A northern tunnel (14) leads to a spiral staircase giving access to a small ruined tower hidden in the hills that is currently the lair of a small tribe of hobgoblins (see "Hobgoblin Tower" entry).

Hobgoblin Tower:

The various rooms here are occupied by a band of hobgoblins and their pet carnivorous apes. This tower is built into the side of a hill and is a bit overgrown; it would be difficult to spot it at a distance.

Level 2b; The Old Temple:

This level has an old temple featuring a dwarven god of blacksmithing(2). Some areas are overrun with giant spiders(12, 13) and a water trap(9)(room which fills with water, drowning the occupants) is also here.

A feast hall contains animated dwarf skeletons that raise long empty tankards and croak out dwarf drinking tunes (6).

A particularly deadly trap is on this level. A room with walls of polished black stone functions as a "mirror of opposition."

A winding tunnel exits to the surface (14), but terminates in a cliff face high above the ground so it does not provide easy access.

The river from map 2 is connected to the southwest portion of this part of the dungeon.

Level 2F "Goblin Halls"

This level has the various barracks, workshops and family rooms of the goblins that occupy the upper levels of Khunmar. A throne room for their king (3), treasury (4), elite living quarters for the king and his favored ones (7-11) and common living quarters (12) make up most of the level along with workshops, storage, etc.

This was previously Dwarven living quarters so the quality of construction is quite high.

A tunnel (16) leads off to a cave occupied by a Cyclops and his pet Hydra. The Cyclops and the goblins share a truce.

Cyclops Cave:

This side level gives access from 2f to the outside. A Cyclops (3) and his pet hydra (2) dwell here, guarding the tunnel to the outside (5). The Cyclops works in cooperation with the goblins of 2f.

Level 3: "The Ghoul Tunnels"

This level features the swift running underground river that terminates in a huge waterfall that plunges all the way down to level 5, 100 feet below. I recall one or two player characters getting washed downstream and taking the fall --- no recorded survivors.

North of the river is mostly haunted by ghouls and other undead. One tomb room (7) contains stone coffins with the remains of a few members of the Garagur clan and their associates; great magical treasures are guarded by powerful undead. Another ancient tomb (13) contains the remains of a powerful and evil necromancer who has become a spell casting spectre. If the players manage to disarm the traps they still have to defeat the spectre... and, sadly, there isn't any treasure here to make it worth their while!

South of the river is an ancient temple of evil (20) guarded by zombies with the living quarters of the priests nearby (24).

A secret passage hidden behind a small waterfall that feeds a tributary to the underground river (south of 25) leads on to level 3c and a dwarven treasury.

3a "Upper Goblin Caves"

The southern part of this level (1 thru 11) is overrun by ghouls from 3 and caveworms. The northern portion (12-16) is occupied by goblins. The goblins keep the door to this area locked and guarded (12) to make sure they are not invaded by ghouls.

A temple to a goblin god(13) is the scene of frequent human and demihuman sacrifice.

One room contains goblins that have been infected by the ghouls(10). The healthy goblins recently "lost" this room to ghoul invaders and barricaded it shut, leaving some of their comrades on the wrong side of the door.

There is a long-lost secret room(17) which has never been discovered by the goblins. It contains the remains of a dwarf and keys to the treasury on level 3c.

3b: "The Trog Village"

Upstream from level 3 is a village of troglodytes. Most of the trogs live in huts or a longhouse constructed in a huge cavern bisected by the river(3 and 4). An isolated cave (8) contains a statue of their lizard god and some cave lizards that attack by surprise.

3c "Supertough level"

I originally called this "supertough" because it was supposed to be a real challenge. A cave with a large pool and boulders that could be used as stepping stones was inhabited by water wierds (3).

A stone door was guarded by statues that would transform into gargoyles(4). If one got past that, a second stone door was guarded by an iron golem (7)... but if one were able to defeat the iron golem and get the door open, one would have access to the treasury (8).

A large cavern contained both a undead dragon that had undead life energy draining abilities(10) and a huge pile of bones that would animate skeletons (9) while players were trying to fight the dragon.

The rest of the level is mostly abandoned, One room has a killer mimic and an illusionary exit(19).

3f:

This mostly abandoned and partially collapsing area is directly beneath the goblin living areas(level 2f). There are ghouls (6,5), a wight (12), ghouls and ghosts(11) and other monsters here. A series of rooms connected by one way doors (7 thru 7f) form a maze inhabited by undead; once players enter them they must go all of the way through the maze since all of the doors are one way doors.

3h: Tunnels of the Rat King:

This warren of caves is the home to many were rats and giant rats. They are ruled over by a were rat king(5). The king stores a treasure in a hidden cave(6). The wererats have supplies which they have stolen from merchants and caravans(2) and also have a chamber where prisoners are kept for ransom(3).

4: The Cave of The Skull:

This series of caves is guarded by a magical skull who will question all who enter (14) as well as some blade traps(15).

There are some curious teleportation rooms which will keep sending players back to the room they were in previously, in an endless loop, unless they find the secret doors that allow them to bypass the rooms(2, 3, 4). Some comrades of the rat king from 3h also have a were rat outpost here(9, 10, 11). In addition, a fierce band of ogres has camped in one of the empty rooms (24).

The waterfall from the third level plunges down to the fifth level here(20). A narrow, slippery ledge allows players to pass by it.

A statue of a dragon is trapped to spray green slime out onto anyone who disturbs it(19).

4a; “Torturer’s Halls:”

A suite of rooms on this level is the domain of a Lich named Aranor (rooms 3 through 7). Aranor has numerous traps prepared, including areas of silence that do not allow spellcasting within (but do not prevent creatures within them from being attacked via spells), invisible zombies that attack by surprise, etc. Aranor normally rests within his inner room (7) and uses small hidden windows to spy out on the surrounding areas, casting spells like project image, reverse gravity, etc. Aranor is much too deadly an opponent for most parties; hopefully players will figure that out and flee before they are all wiped out.

A human torturer, one of the few human minions of “the master” and four ogres staff a well stocked torture chamber(11).

There is also an ancient dwarf restroom(13), complete with latrines and bathtubs that drain into the level below.

A sunken cavern with a large lake (16, 17) joins the level below.

4b: Monster Caves:

One of the notable features here is the ball trap (3) that will release 10’ diameter stone balls down the sloping hall (3a). Several stalctites in the cavern below (5) have been snapped off from when the trap was triggered previously.

The rest of the caves are either empty or contain a few monsters that have wandered in from elsewhere. The umber hulk (10) probably qualifies as the areas most deadly opponent.

4c : “Urlin’s Lair”

An evil sorceror named Urlin claims this area. His laboratory and living quarters (4 through 10) are guarded by owlbeats, zombies and other monsters. Urlin also has experiemntal monsters that he has created, including poisonous gnomes, a zombie covered in green slime, an orc that will explode if killed, etc.

There is a tribe of bugbears also living on this level.

4g: Harpies and Gargoyles:

A tribe of harpies(4, 5, 6) and a tribe of gargoyles(7) are battling for control of this level... if PCs encounter the harpies first, the harpies will attempt to charm the PCs to use as catapult fodder in their campaign against the gargoyles.

There is also a mysterious and long abandoned evil temple(8). A secret door leads to a suite of rooms once used by the temple priests. There are rich treasures and undead here now.

4h “The Maze:”

Winding tunnels that slope up and down are dotted with permanant “confusion” spells. The entry is guarded by a one way illusion that will make it near impossible to find your way out again. The maze is filled with gangs of wandering minotaurs. There is also a magic pool of healing hidden in the maze.

5 “The Gate:”

The waterfall that plunges down from 2 crashes into a pool on level 5. This pool is inhabited by a wretched Gollum like creature(4). An impressive looking throne room is now inhabited by a wraith and zombie minions(9). In another room, a magic teleporting gate gives access to other dungeons (and, possibly, more adventures(11)). A deep chasm is crossed by an invisible bridge (15, 16) that leads to a Troll lair (17).

5a: “The River”

This level, like so many others, is bisected by the river running west to east. The dwarf masoleum entrance (1) is here, with a stone door guarded by 2 statues of dwarves with gigantic axes that will hack into unauthorized intruders and numerous fire traps on the stairs. An ale hall (2) is filled with ghosts of dwarves. Any foolish enough to agree to sit and drink with them is likely to become a ghost, spending all eterninty drinking with these fine fellows...

Some ogres and ogre magi have claimed the territory south of the river (9 through 14).

A large lake cavern joins level 4a.

A cavern filled with stalactites(8) is the playground of baby dragons who are playing with a golden ball of ESP. If these tykes should come to any harm, their mother (see 5f) will be very displeased.

Some other caves with running water (5, 6 and 7) are the “plumbing” of the bathroom and latrine on the level above. The most isolated of these (7) contains a long lost efreeti flask buried in the sand.

5d “Long Lost Gold Mine”

This mine is accessible only by secret tunnel or by the river. Several gold (and fools gold) deposits can be found buried in the walls. The dungeon denizens are not too dangerous (giant spiders and very hungry rust monsters). A small and damp room(2) has a waterlogged door that leaks water; if it is opened, the river rushes in, battering and probably drowning the occupants.

5e “Underground Lake and Temple”

In addition to a cave full of ropers (1), this level contains a huge underground lake filled with giant albino pike and worse(3). An underground temple dedicated to a long forgotten evil water god (5) is protected by traps, mummies and worse.

5f “Dragon Caves”

A huge cave is filled with photosensitive crystals(1) that tinkle and squeak if a light source is brought into the room. Another cave (4, 5) is home to a red dragon named Malikar. Malikar uses magic mouth spells to warn her when intruders are coming and usually waits for prey to come to her, having cast invisibility and haste on herself and hallucinatory terrain on the ditch around her platform (making it look like smooth floor). A tunnel leads to the surface (4) so Malikar can hunt or occasionally fly for exercise.

Crossing the river here will be difficult (5, 6 and 7) since it is 30 feet sheer drop down to the water. The far side of the river (7, 8) is lair to basilisks and numerous statues of their victims.

“The River Caves”

These isolated caves are just downstream from 5f, the dragon caves. The caves are infested with yellow mold and Wil O’ The Wisps. A path of boulders (4) leads across the river and the wisps will normally wait until players are halfway across, trying to knock them off the rocks and into the water where they can drown or be swept away.

6:

This level is the lair of an evil high priest and his servitor mummies (9). Two of the caves (5 and 6) have pits that open up to the lava pits below and are thus filled with smoke.

Anyone falling into or thrown down the pits will probably die. Fire giants (4), their pet hell hounds (3), a wyvern (6), trolls (2, 14) and other creatures make their home here.

6a)

The entrance to the tombs is on 5a. Those who enter on 5a will find themselves in an area inhabited by undead (1 through 10), including wights, mummies, etc. Some wererats (14) have tunneled into the tombs (1) in hopes of stealing some treasure. One cave holds a huge number of ghouls (13) and a hall filled with pit traps (14) will drop the unlucky or unwary down to the bone pits in the level below.

A hidden cavern is home to an undead creature who will deal cards from a Deck of Many Things to anyone who approaches.

6b:

Level 6b is dominated by chasms which lead directly down to the lava on 7b (2, 3, 4) as well as two trapped statues (1 and 5) and a cave that serves as a xorn lair (7).

6c:

This is a particularly ancient part of the dungeon. Doors here are made of corroded bronze. Some mysterious monsters like shadows (2 and 4) lurk here. An ancient temple (8) leads to an extra-dimensional space that is currently home to a trapped and very hungry mind flayer. He will thank his rescuers by trying to eat their brains! A few of the rooms are trapped with ceilings that descend and slowly crush the occupants (11), statues that attack (14) or a fountain which will cause any drinker to grow so large as to be unable to leave the room, possibly even getting crushed if they drink too much! (17).

Many of the dungeons in my original world were linked by a series of magic mirrors and Khunmar is no exception. In an enormous cavern infested with ravenous hungry giant Beetles stands a magic mirror (16) which will transport those who know the secret of its operation to another, similar mirror located elsewhere. Some of the locations included Runestone Castle; the ruins of a magical Castle, Castle Bleekenmere, a green dragon's lair, etc. Anyone could step through the mirror and end up somewhere else – the trick was controlling where you ended up – otherwise the mirror might send you to any number of locations at random... which could be a very bad thing...

6d: The Boiling Lake:

The Lake of Fire is on the level below this --- thus this huge, deep lake has been heated to the boiling point. I had always intended to put some mysterious creature that LIKED living in boiling water in here but never came up with anything. No one has made it this far yet so there is still time.

There are a few Storoper monsters in here (7). A locked and secure room holds stone tablets that chronicle dwarven history (6).

6e:

This is beneath 5e. Some rooms with mysterious contents (5 through 11) are a part of the ancient temple on the level above, including a hall of some mysterious half-etherial octopus monsters who will seek to strangle anyone entering.

One room is trapped in a most unpleasent manner --- if a lever is pulled, the room is sealed and all of it's contents are ejected into the lake above.

An enormous hall (2) is protected by a bronze giant (3) wielding a hammer. This automaton protects an ancient artifact of the dwarves.

6f: "Smoke Filled Caves"

These caves are filled with choking, sulphurous vapours and boiling mud (6). In one cave, two wereboars (2) menace an elf maiden – this maiden later reveals herself (itself) as a

doppelganger. A mysterious monster made of smoke guards one of these unpleasant caves (4).

7: Caves of Fire!

Like upper levels were dominated by a river of water, level 7 is dominated by a river of lava. Anyone walking along its shore is likely to get at least singed by all of the heat and splashing magma. Salamanders swim and play in the lava.

A pair of mated pyrohydrae (4) guard a key to a cave filled with treasure (5). The pyrohydrae and the hellhounds (1) are the pets of a three headed fire giant (2). The "hall of iron" (9) features a huge gong of iron and two single headed firegiants nearby (10). The gong is trapped to ring, alerting the giants and stunning PCs with the sheer volume of sound. The giants, of course, are immune to this effect and will seek to ring the gong as often as possible during any fight.

Other residents include a fire elemental (7) and some salamanders (6 and 6a).

7a "Hall of Bones"

This bone filled cavern is located directly below 6a --- characters who fall through the pit traps at 14 on 6a will end up here (2). The skeletons on this level will normally be no problem for characters of higher levels – except that there is an inexhaustible supply! This sad and lonely domain is the prison of a single bone devil (6), trapped here by an ancient curse.

7b: Halls of The Necromancer:

Like level 7, this place is dominated by the river of fire (9).

This area is home to an evil Necromancer and some troll servants (1, 2 and 3). The Necromancer is protected by a number of traps, including over a dozen fire glyphs (7), a pit trap that will drop intruders into the lava (4) and a stone golem (10). A chimera (12) guards some prisoners (13). Another caverns (5) contains a stone statue of a crab that hides and ancient and cursed tomb.

7c:

These rough caves contain a devious black pudding trap(4). The two half size puddings are poured into the room from secret reservoirs, blocking the exits! Some manticores (2) represent the more standard dungeon hazard in this area.

One of the caves is being explored by a group of evil adventurers (7) who might be counted on to cooperate with the PCs for a short time, but will definitely eventually seek to betray them.

A huge chasm leads over 150 feet down. Part of it (passage between 3 and 7) is covered by an illusion to appear as if it were a solid floor!

7d: Lake of Fire!

The river of lava flows in from the east here and then south, off the map. Anyone walking along the path along its bank or crossing the metal bridge (1 and 2) is likely to take damage from the heat or globs of hot magma.

An entrance cave to the lake of fire (3) is protected by 2 trapped statues of efretti that spray liquid fire, two gongs that will alert the guards and stun anyone caught in the chamber when they ring and two huge stone doors. A temple to a fire dragon god (5) is attended by an evil priest and two firegiant guards (5). The priest and his guards will seek to trap PCs in room 3 – the giants attacking from behind and the priest triggering the efretti statues and gongs from a secret hideyhole. The giants are immune to the gong effect.

The gate leads to the lake of fire (6). A ramp, surrounded on 3 sides by red hot rock walls that hold back the fire, lead to a door to the Balrog's Lair. The lake is home to "firesnakes," large, snakelike creatures that are immune to fire.

7g: "The Abyss"

This level features a huge pit with a path winding down, not only to the next level (8g) but also into the endless depths of the abyss...

Actually, I never clarified if the Abyss actually led to hell or was just a really deep hole.

A small hidden side cave (3), guarded by a beholder, contains a gate to a huge underground sea. Upon an island in that sea is the city of the mindflayers. I never got around to making the map of description of that area.

A large cavern (6) is sealed off by a wall of rubble (5). This place is the home to a Lich Lord who has an army of skeletons standing at attention here in his cave. I was always glad that my players never made it this far since I don't have that many skeleton minis.

Another cave is the nesting ground of those nasty purple worms (4).

7h:

This level represents a slightly more civilized living area. A library (3) holds many interesting books – but if players retire to the lounge (4) they will be attacked by the furniture.

This level also contained one of my more bizarre dungeon ideas (6). A huge wheel was suspended from the ceiling and 12 enormous chunks of ice, each with a man-shaped lump inside of it, are suspended from the wheel. A set of 3 prisms with lamps are positioned so if the lamps are lit the prisms will concentrate the light on one of the chunks of ice and melt it in a few rounds. A lever on the wall causes the wheel to rotate – thus the players can, through trial and error, discover that the prisms melt the ice and then choose which chunks of ice to melt. Each chunk of ice contains a monster or a possible ally or enemy.

Another large room contains a white dragon (10) who guards a vampire's coffin along with all of that treasure and a pair of cloud giants with their pet wolves (14, 13). A succubus (12) will attempt to convince those gullible players that she needs rescuing.

8:

Level 8 starts off with a bang --- 3 dwarf vampires (1) with their hidden "coffin stash" (3). A nearby cave holds hundreds of pet rats (6). Two type IV demons are hanging out in one room filled with dismembered cadavers (2)... around this time I was probably starting to run out of ideas.

8b:

A stone chamber with a statue of a snake (1) had a small fountain formed from venom dripping from the snake's fangs. If you caught a drop and swallowed it, it would have various effects depending upon your alignment cross referenced with a die roll. Another room (2) contained a disembodied weapon that attacked even though there was no one to wield it. A third weird room (3) contained a disembodied hand monster.

Other dungeon treats included a magic pool (8) and a really nasty troll (10) who had been infected with vampirism. In many ways I'm sorry that the players never made it this far – I really would have liked to see them dealing with the vampire troll.

8c: The Gargoyle Pits

The path forms a bridge across a deep pit (1) that drops 120 feet below. A flock of gargoyles dwell here and will seek to swoop down and drop characters off the bridge. A pair of particularly viscous trolls (2) will seek to hurl players into a pit chute that will also drop them in the same pit. A room with spiked walls (3) and a pit trap (4) both deposit characters in a room filled with hundreds of famished rats who will gnaw the flesh right off their bones.

Another cave is filled with boiling mud (5).

A troop of wights dwells in a room here as well (7).

8d:

Level 8d is the hall of the master. Since it lies directly beneath the lake of fire on 7d, it's really quite uncomfortably warm here. The master has a huge throne room (3) where he sits upon his throne – an ancient and evil artifact whose powers were never defined fully. Various creatures may be in attendance upon him – usually demons and the like. Since the throne room is very hot, any creature not protected from fire will take damage just by being in the room.

This level also has a treasure room literally heaped with ill gotten wealth and magic (4). A secret passage (5) protected by fire traps (and guarded by those two type IV demons on level 8) leads to the treasure room. A really deadly trap (6) is nearby – this room floods with liquid fire from the lake of fire above, completely incinerating anyone unlucky enough to get stuck in here.

Other caves include a kennel for the Balrog's Hell Hounds (8) and a huge cave that is filled with giant scorpions (7) as well as a prison with two vrockas as guards (10). A hallway filled with animate chains (9) will flay intruders alive unless they carry one of the special ivory wands hidden around the dungeon. A huge cavern with a pool of acid (16) is home to a mated pair of black dragons.

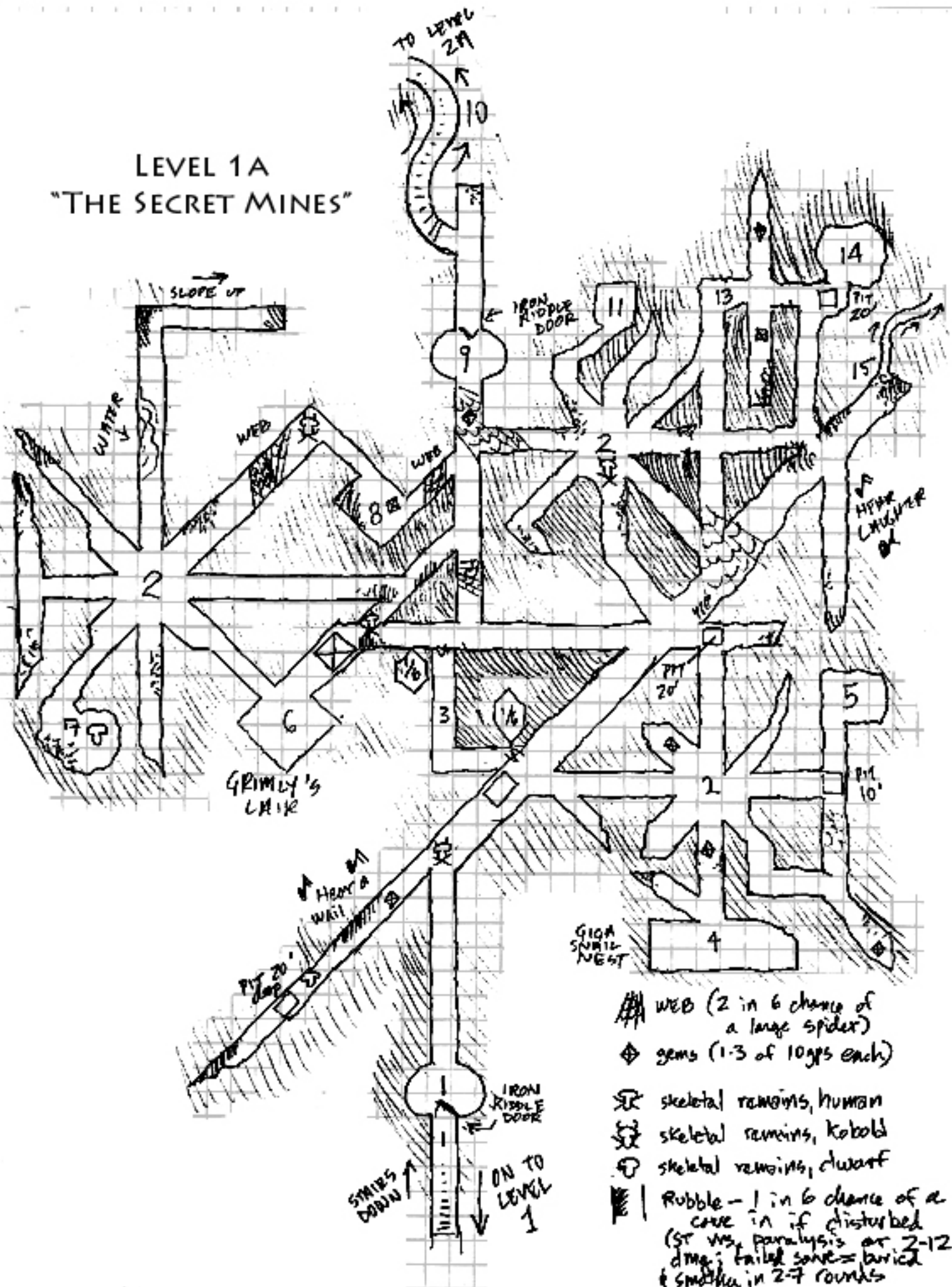
8g: "The Abyss"

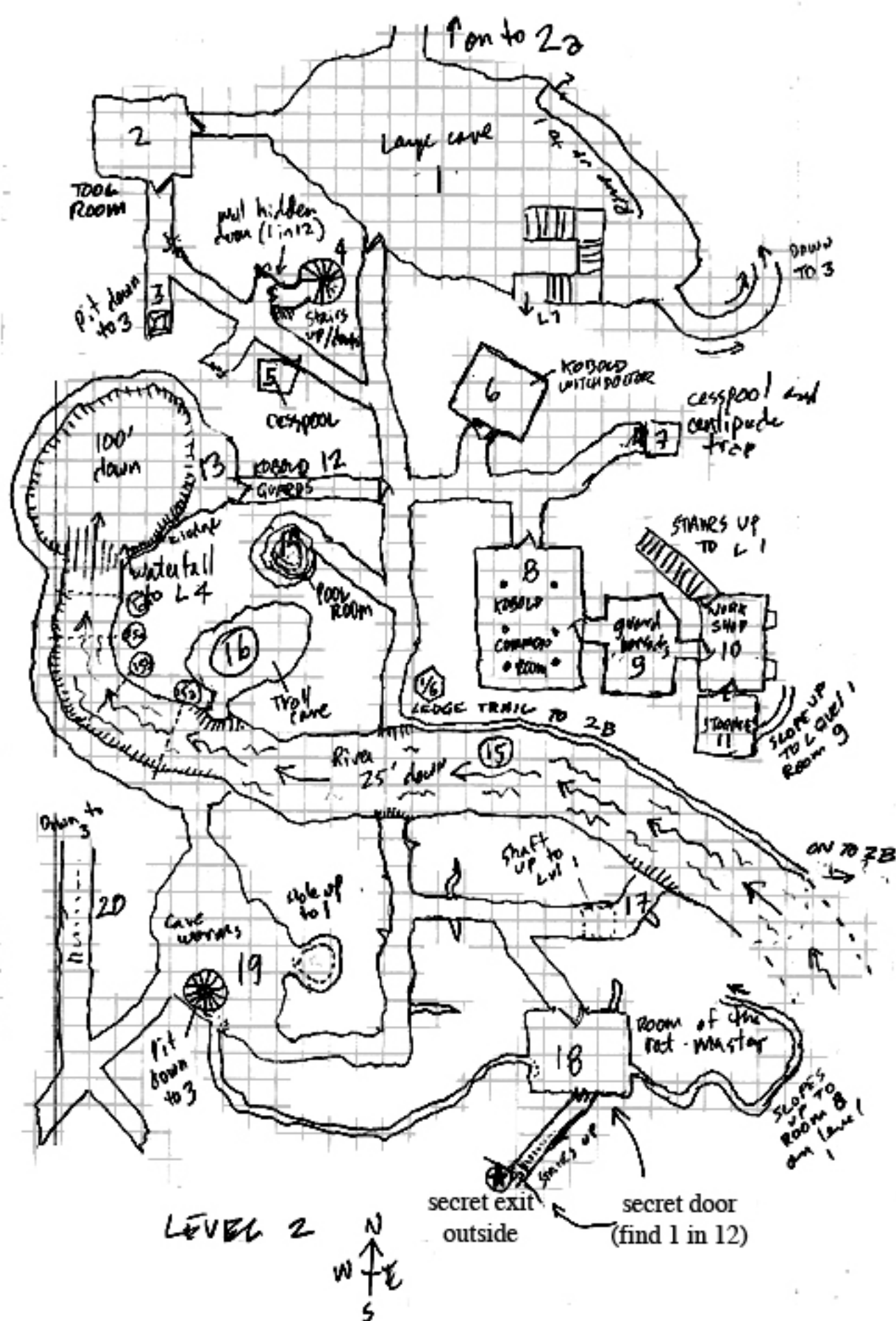
Like level 7g above, this level gives access to the abyss. A mysterious room filled with chalices (2) might hurt or help the players. In another room filled with the remains of former victims (4), the chain giant, a demon servant of the Balrog, lies in wait. Yet another large chamber (8) contains a demon known simply as "the mind." The mind is very weak physically but will attack enemies with illusions and considerable psionic powers. Another room (10) creates duplicates of the player characters (a la "mirror of opposition"). A last cave (11) contains numerous phase spiders.

8h:

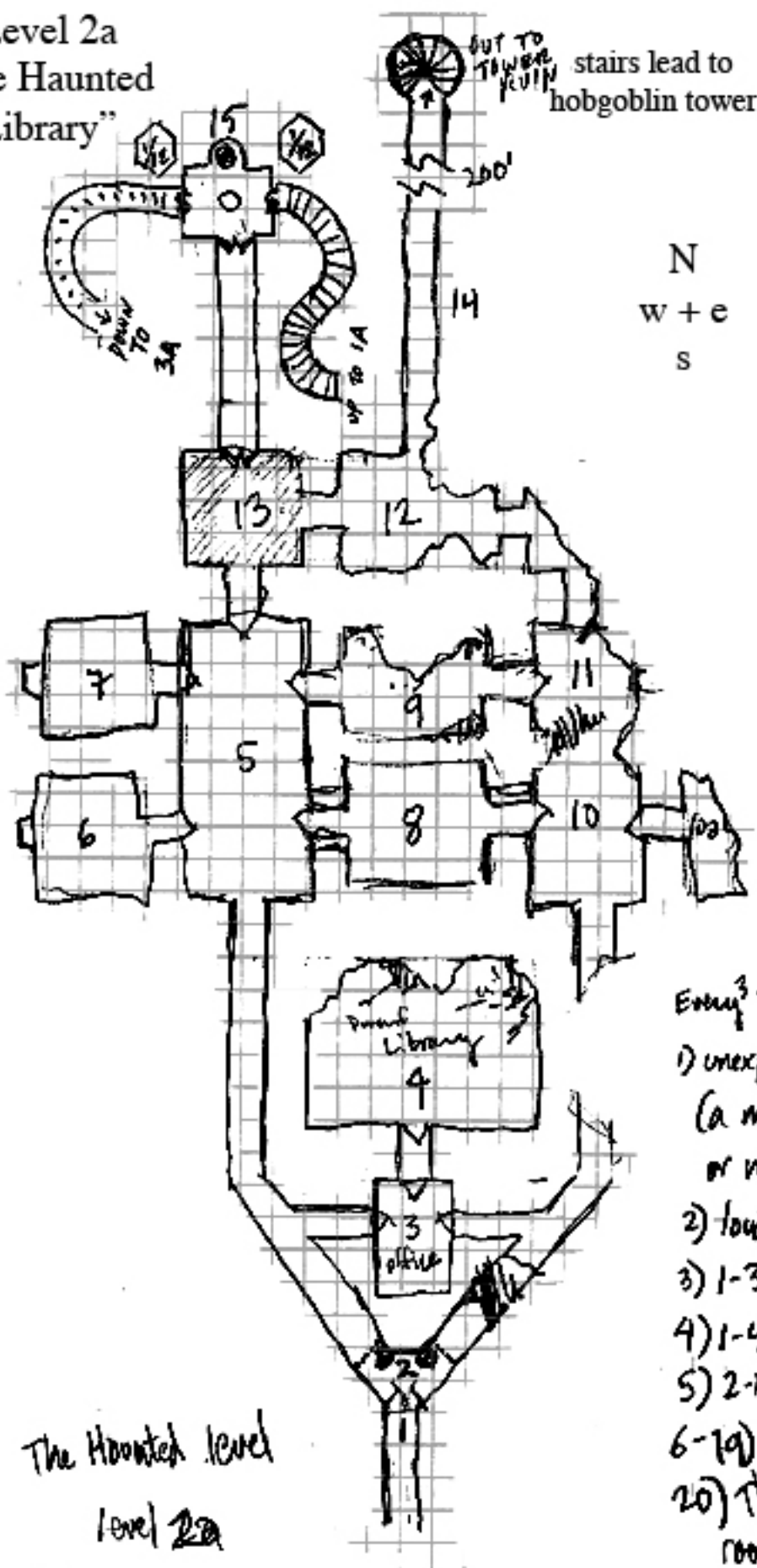
Level 8h isn't the most interesting level – I think I was seriously running out of ideas here. There are rooms with wights that were once dwarves (7) or were rats (3 and 10). A hidden room that could only be reached by swimming through a pool contains the remains of a wizard who has become a ghost (5 and 6). A large room contains a mysterious pyramid (12). If players manage to ascend the pyramid and survive, they can enter a small passage which gives access to another gate to the mind flayer realm(13).

LEVEL 1A "THE SECRET MINES"



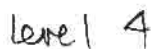
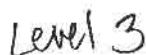


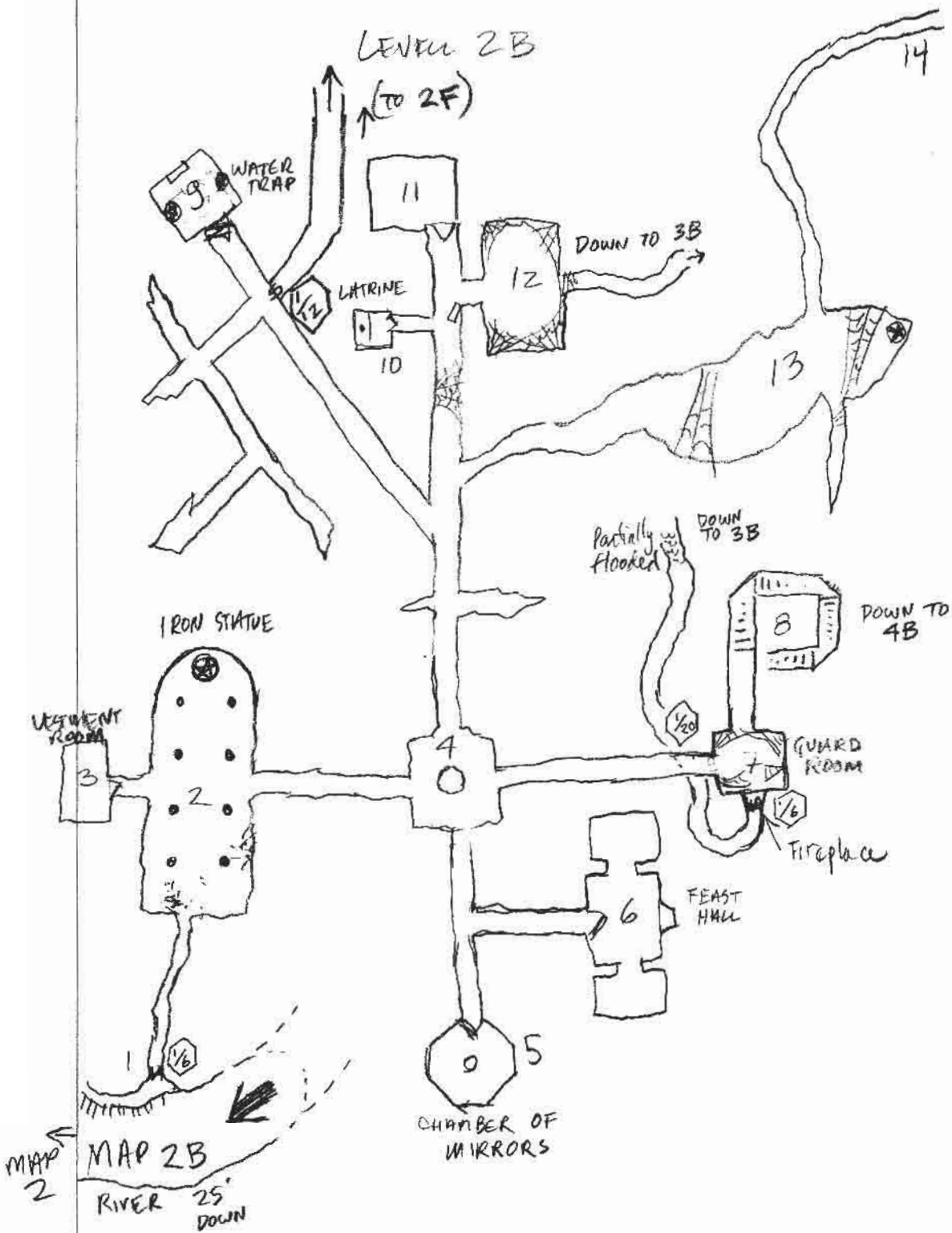
Level 2a
"the Haunted
Library"



- Enemy Turns roll 1d20
- 1) unexpected occurrence - (a mirage of a ghost or monster appears)
 - 2) loud moaning sound
 - 3) 1-3 wights
 - 4) 1-4 shadows
 - 5) 2-12 rats
 - 6-19) nothing
 - 20) The ghost from room 4

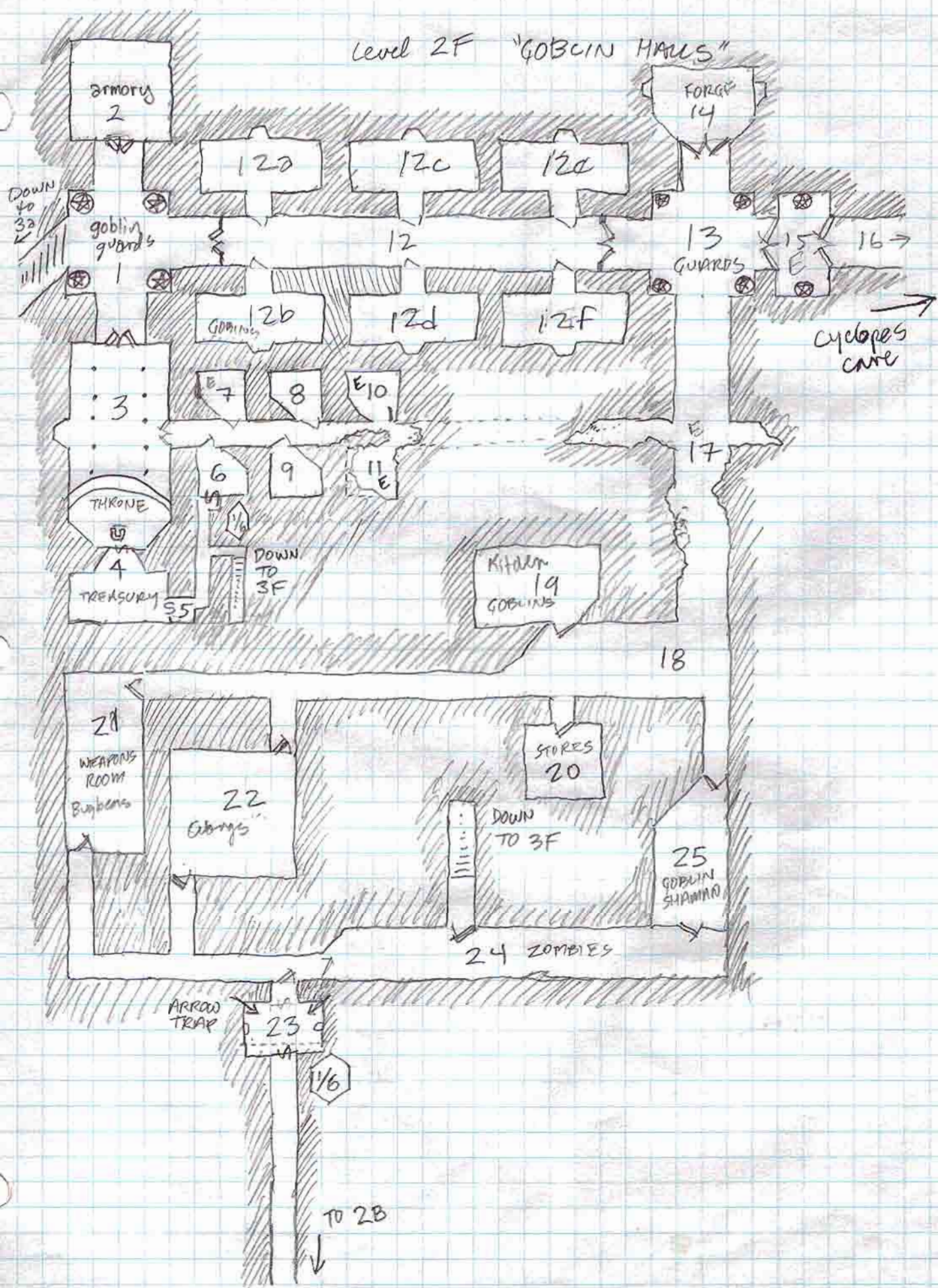
Appendix 2a

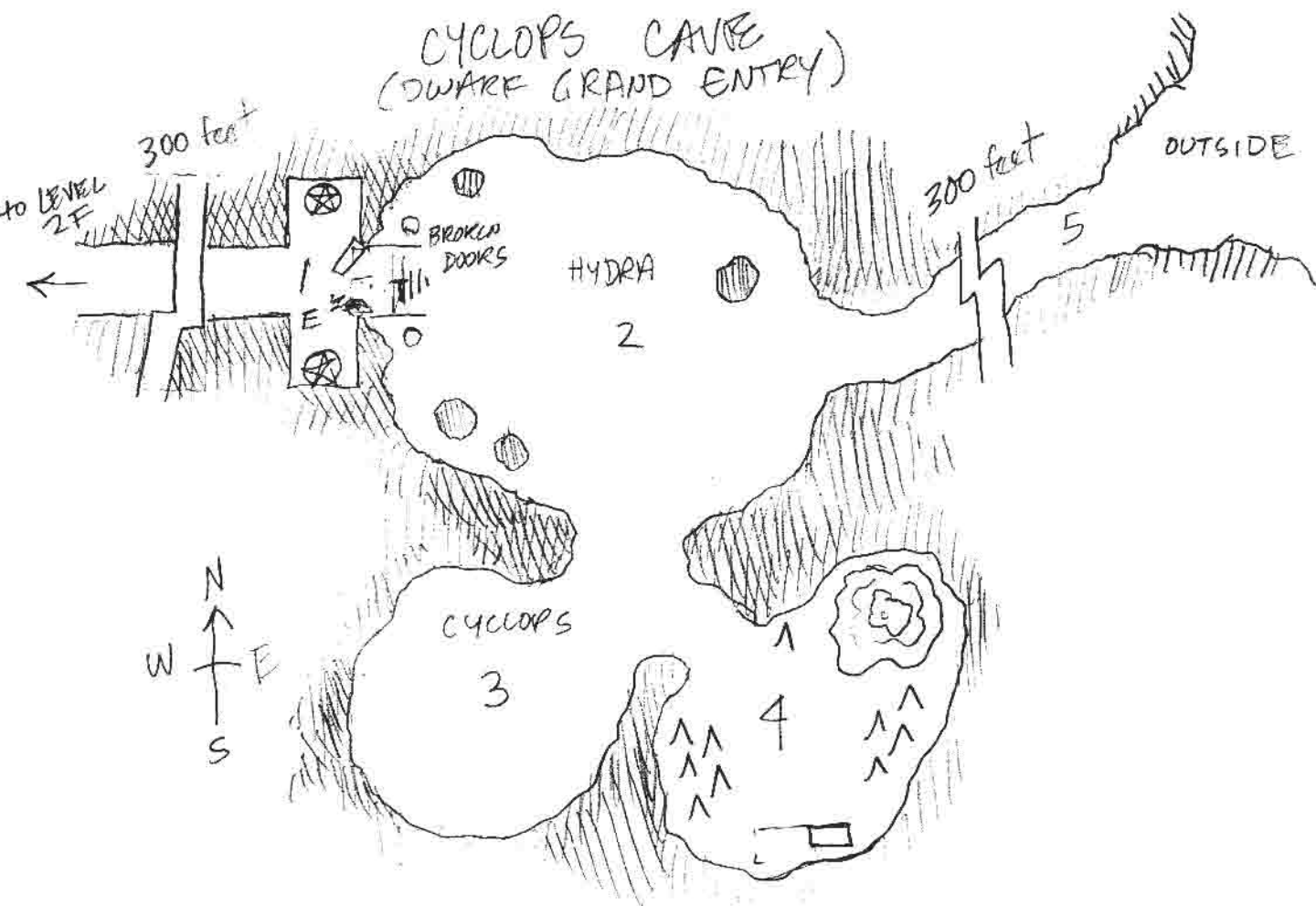




MAP 2B

Level 2F "GOBLIN HALLS"





nobgoblin tower

10a secret mines
↑
1 KOBOLD HALL

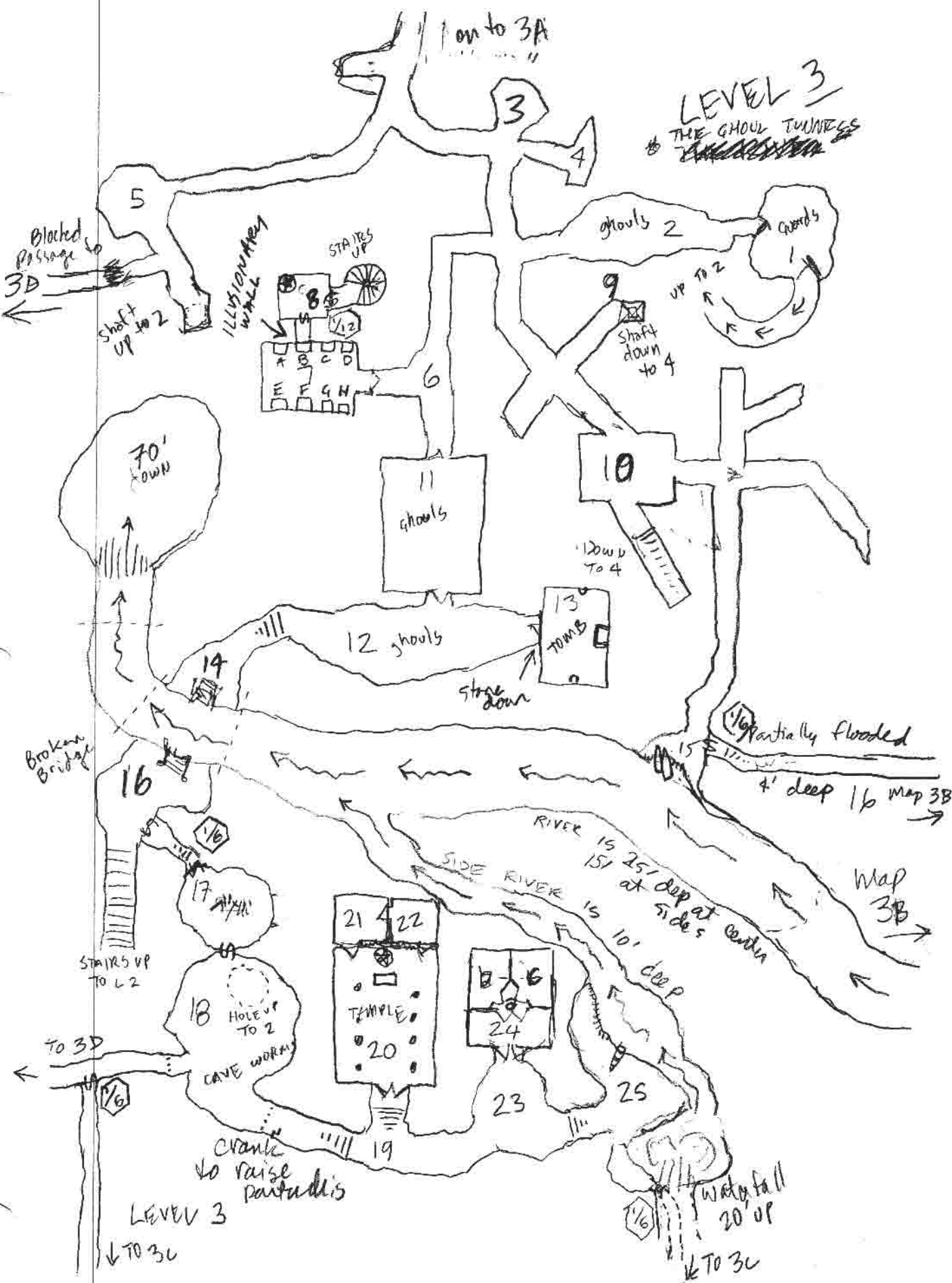
Hunter's Library 2a	2F GOBLIN HALLS
Kobolds 2	OLD TEMPLE 2b

→ cyclops
cave

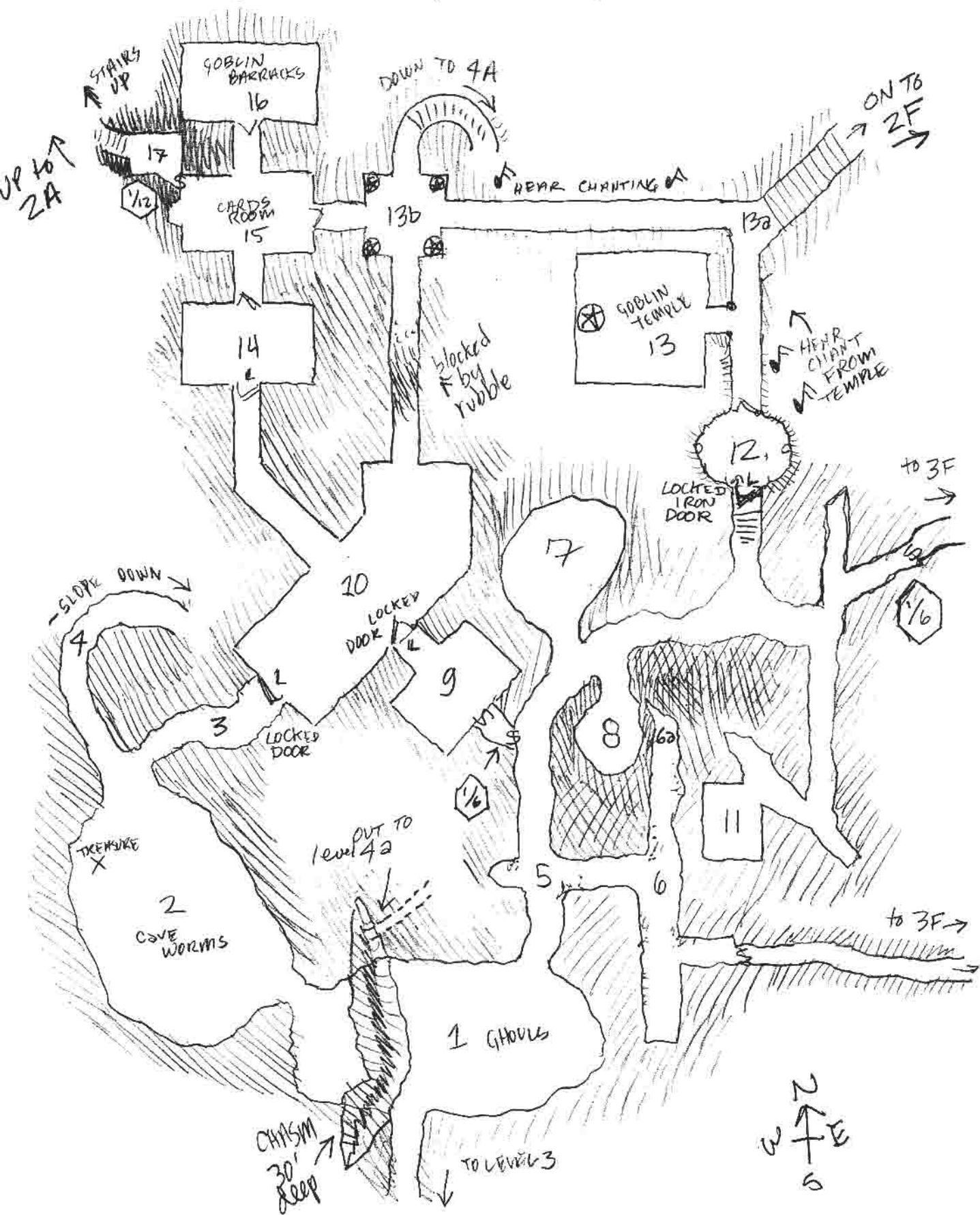
GOBLIN CAVES 3a	3F
GHOUL TUNNELS 3	3b TROG village

3H RAT KING	SUPER TOUGH! 3C
-------------------	-----------------------

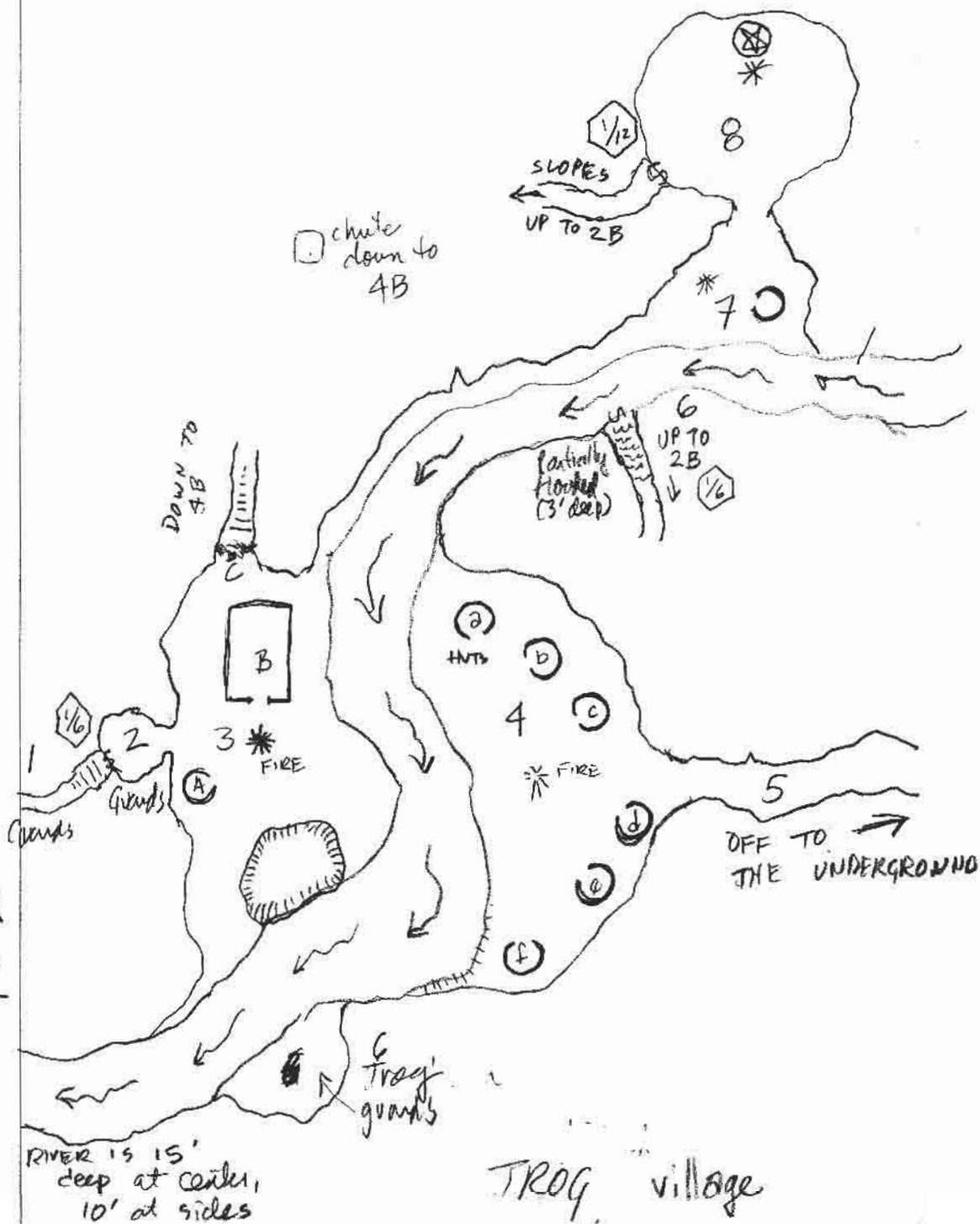
E	A	F
D	main level	B
H	C	G



LEVEL 3A "UPPER GOBLIN CAVES"

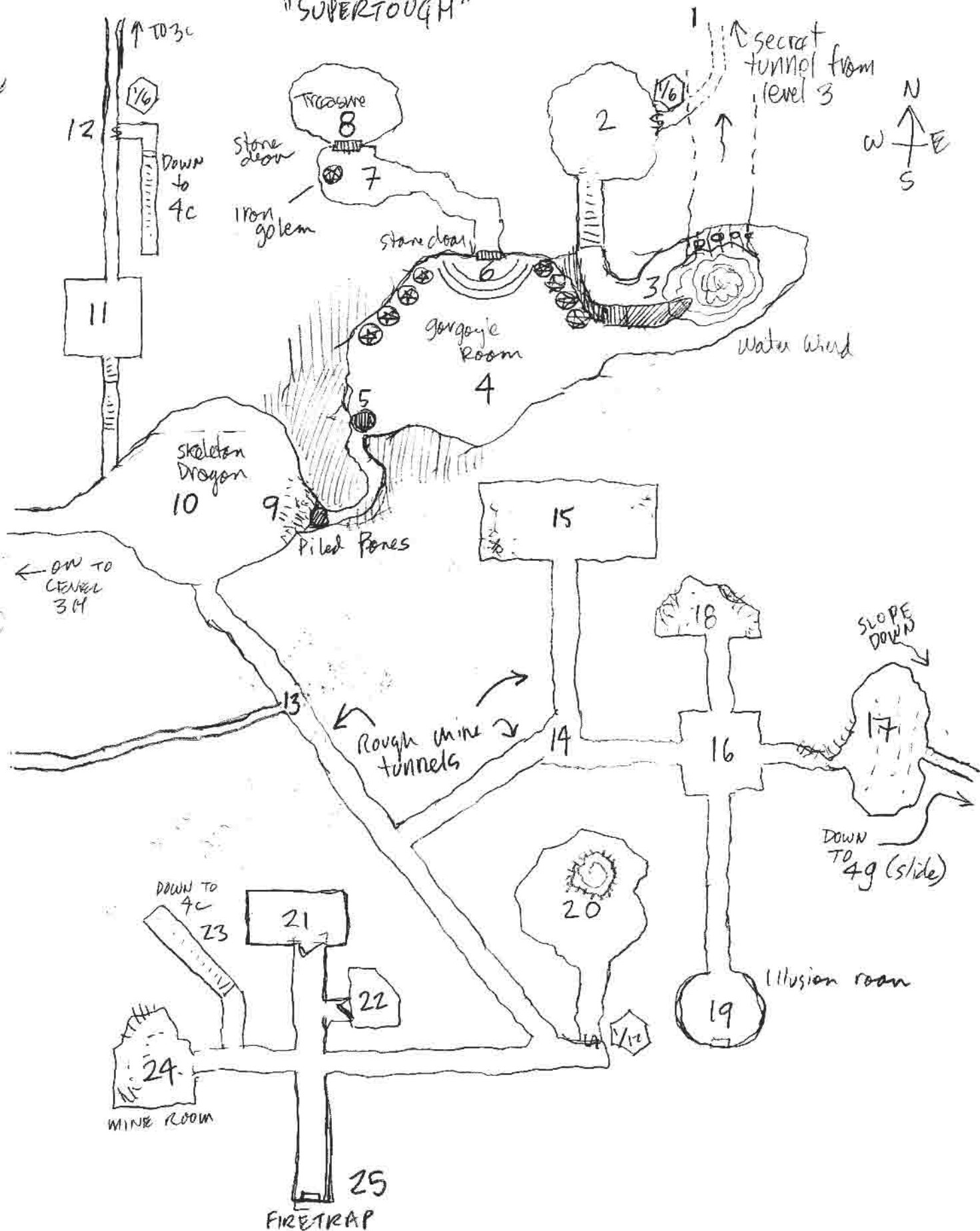


Map
3
←



MAP 3B

LEVEL 3C
"SUPERTOUGH"

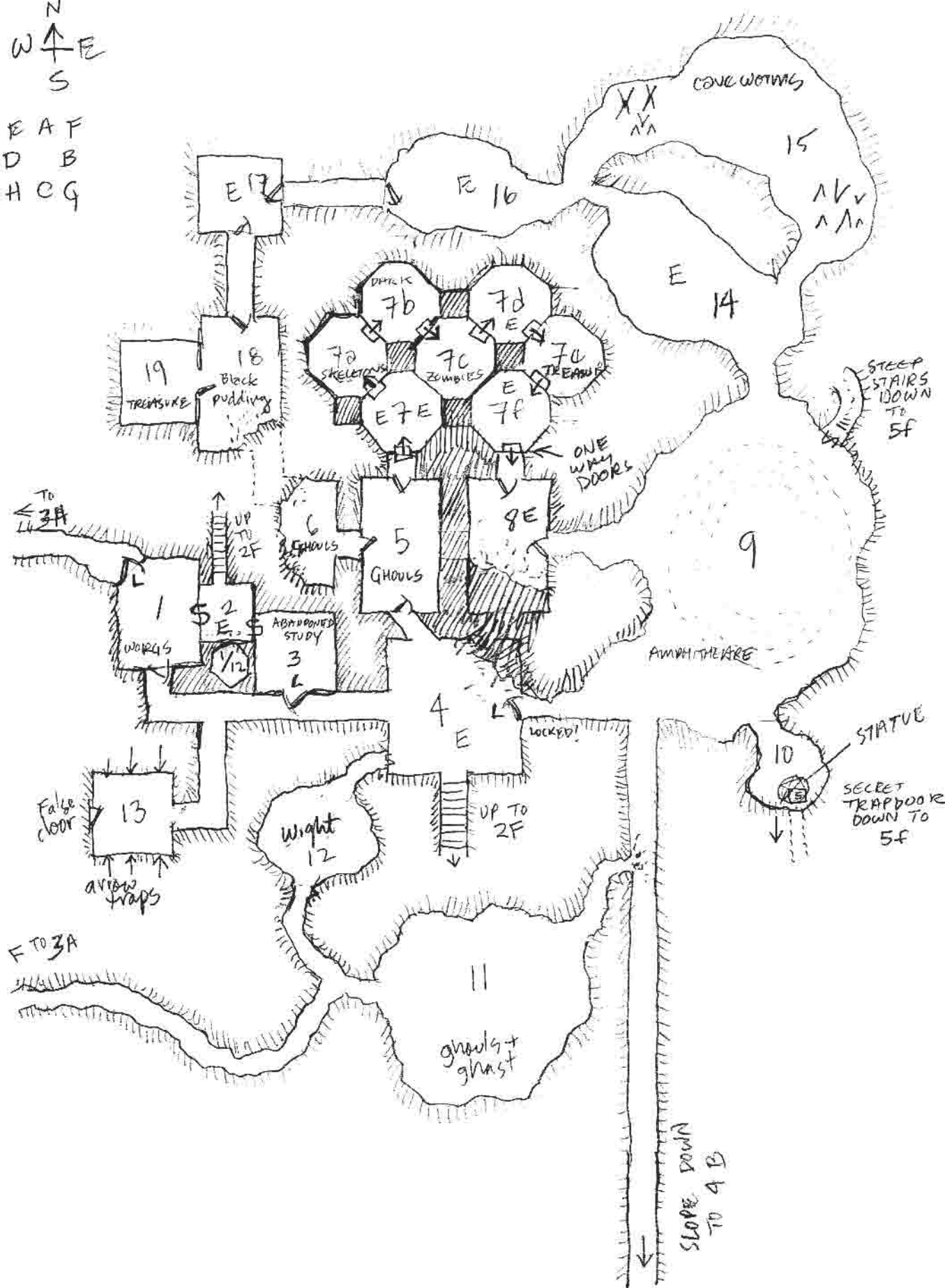


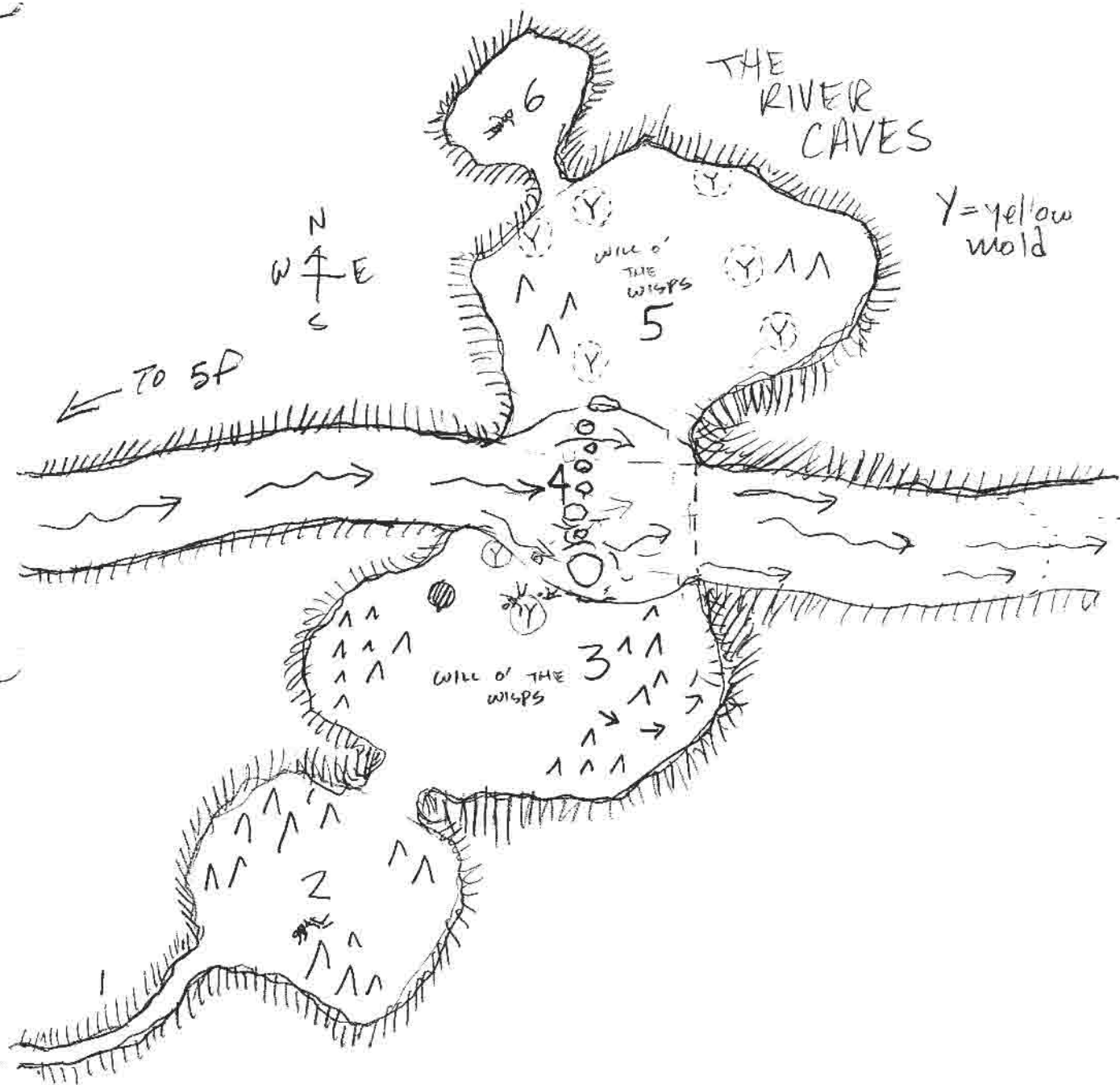
Level 3F

^

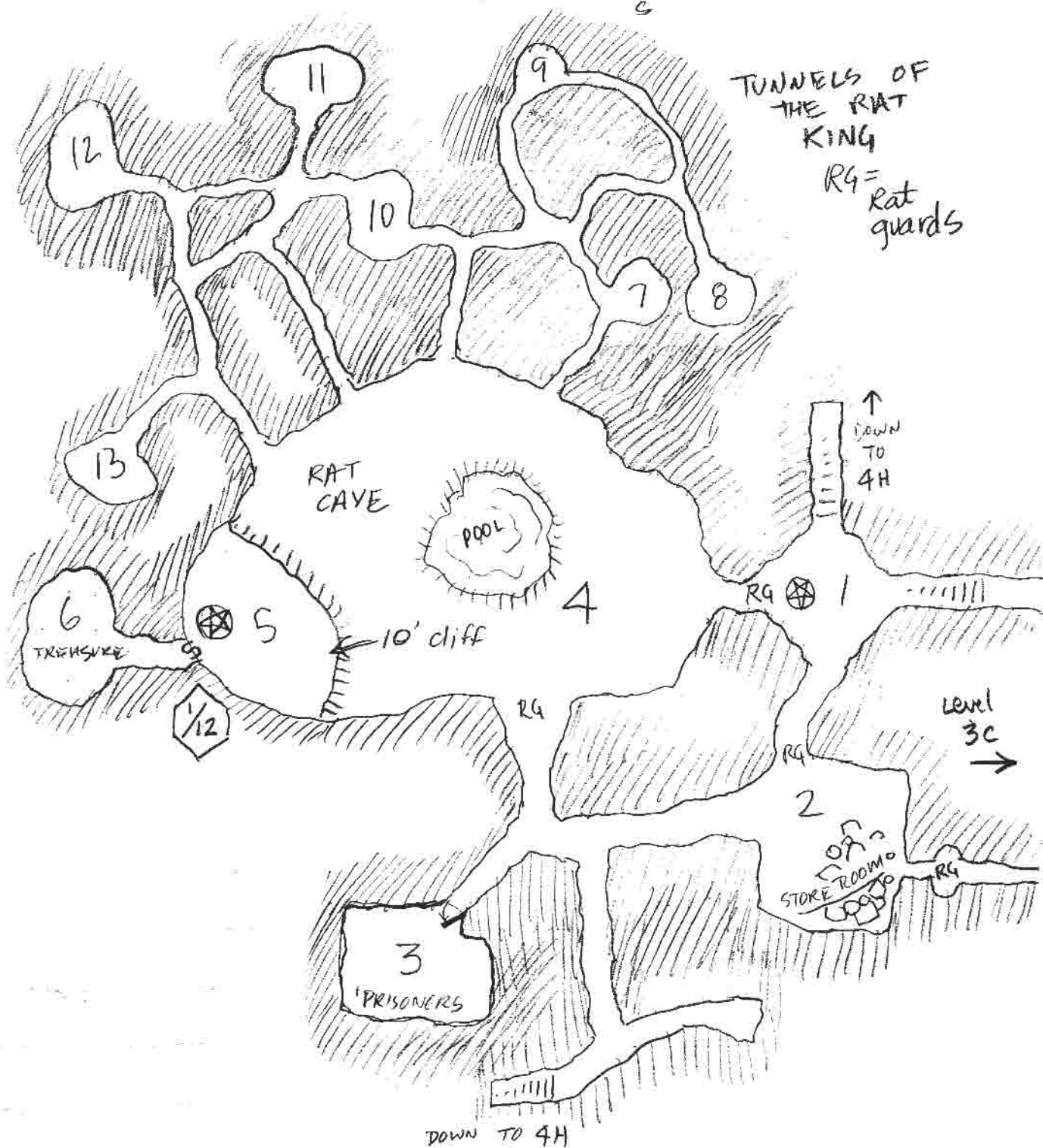
N
W ↑ E
S

E A F
D B
H C G



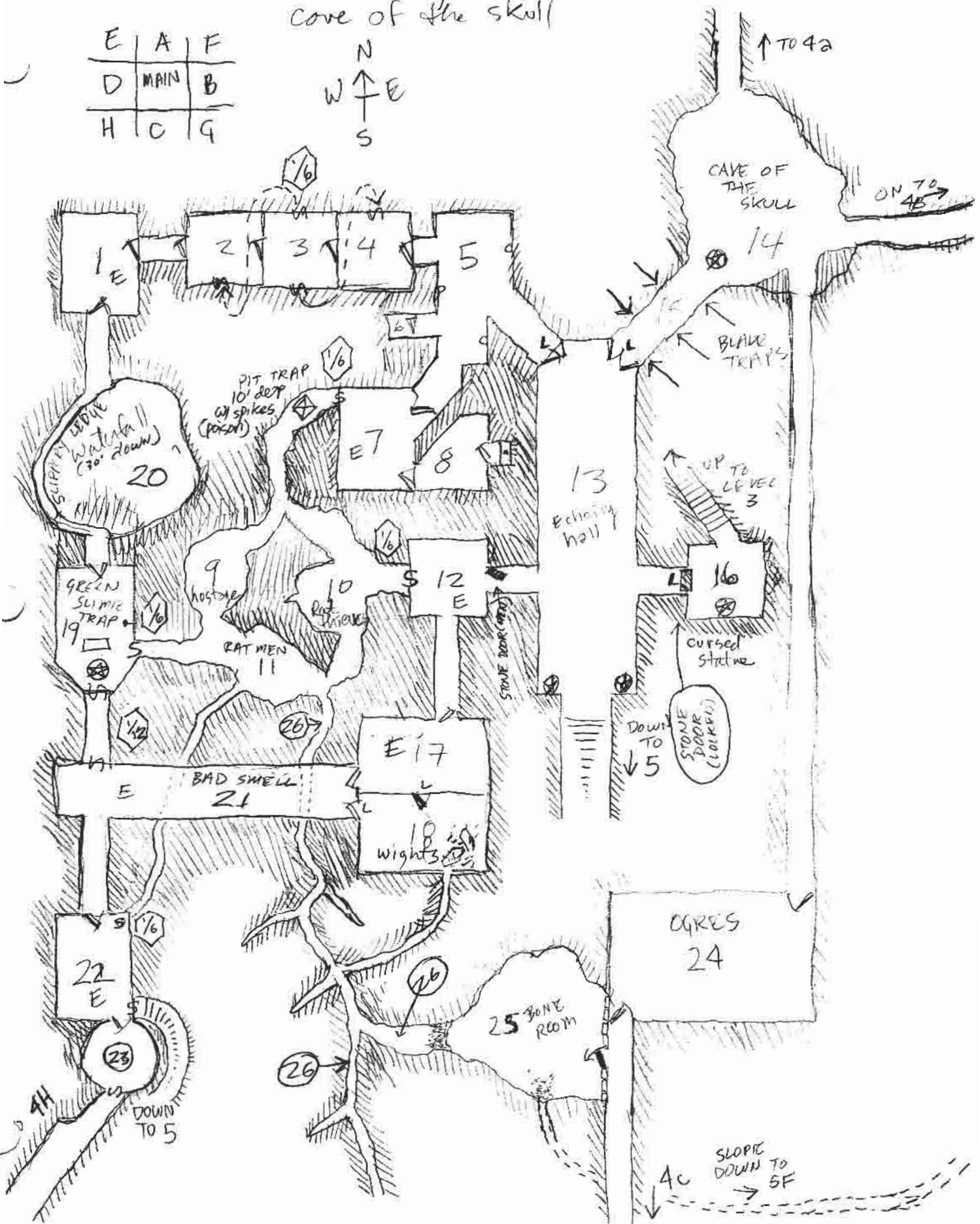


N
W + E
S



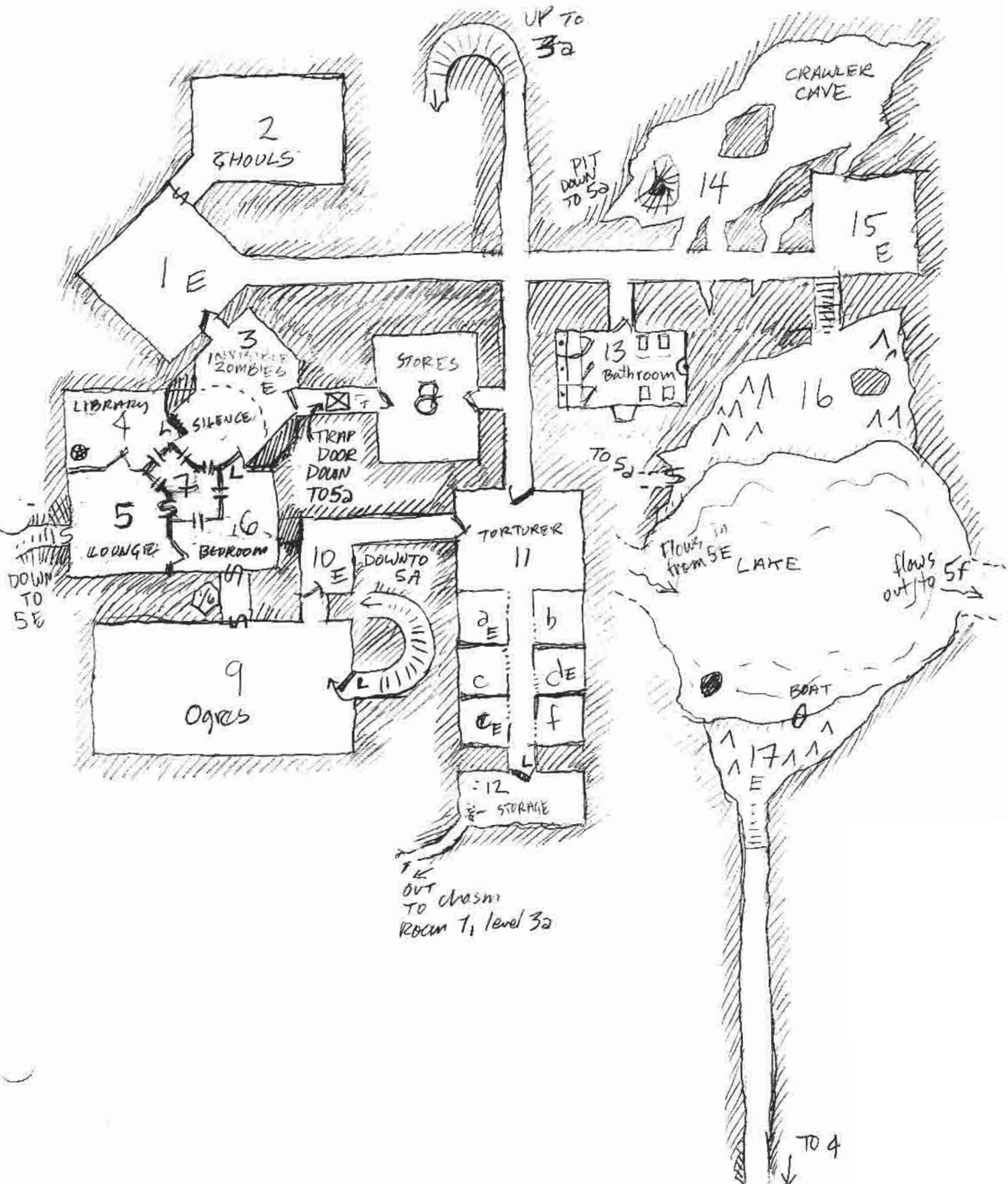
LEVEL 4
core of the skull

E	A	F
D	MAIN	B
H	C	G



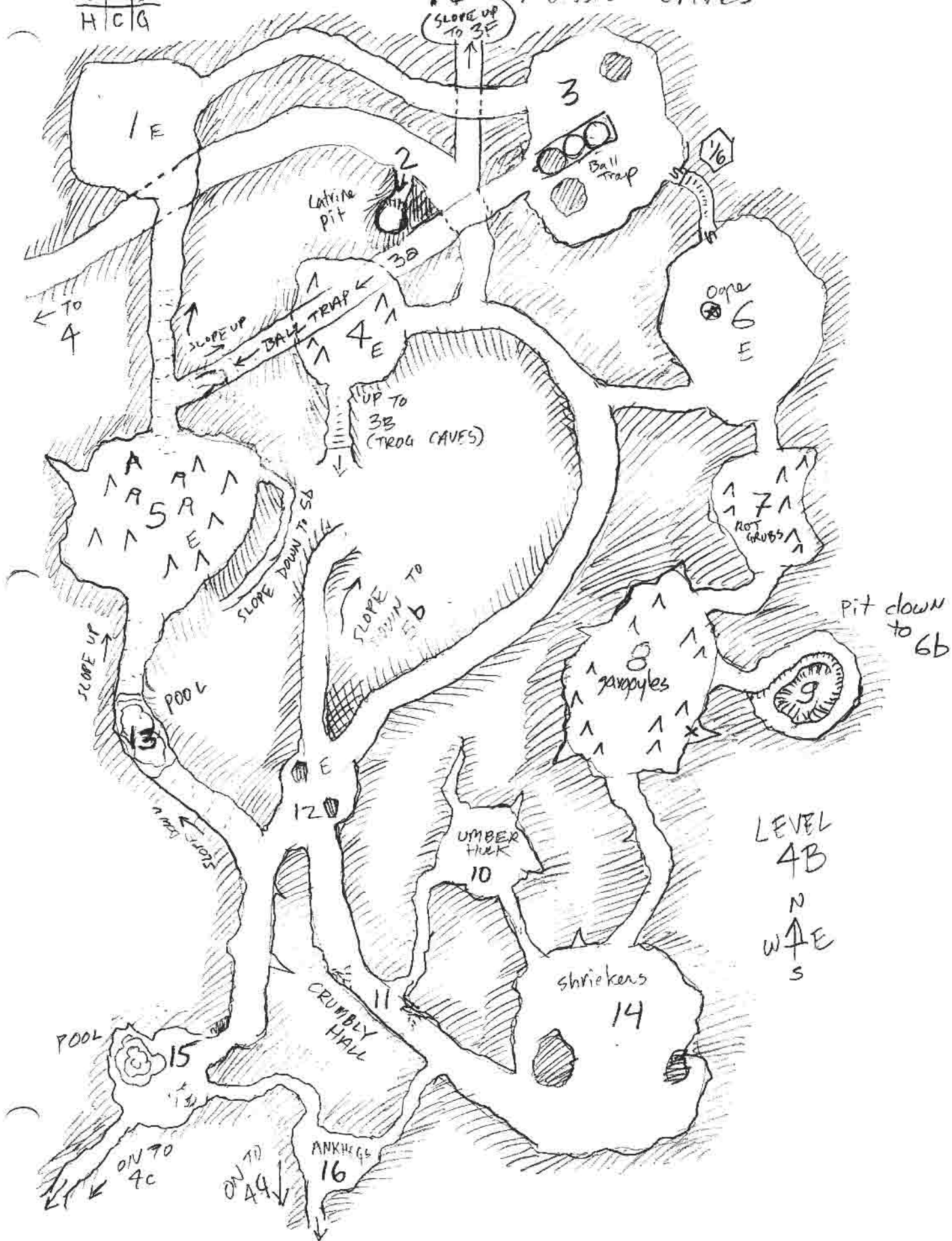
E	A	F
D		B
H	C	G

Level 4a "TORTURER'S HALLS"



E	A	F
D		B
H	C	G

LEVEL 4B MONSTER CAVES

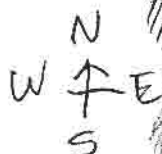


LEVEL 4B
N
W E
S

E	A	F
D		B
H	C	G

LEVEL 4c

"URLIN'S LAIR"



BASTION

SMOKE CAVE

PIT DOWN TO 6

Blocked by rubble

ANKHIEGS

2

ON TO 4B

ON TO 4

UP TO 3C

OWLBEAR 8

BED 6

STORAGE 9

ZOMBIES 7

A

BED 5

4B

E
C
E
E

4

LAB 10

E

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BUGBEARS 16

BUGBEARS 15

BUGBEARS 14

ILLUSION COVERED PIT DOWN TO 5C

13

17

UP TO 3C

LEVEL 4c

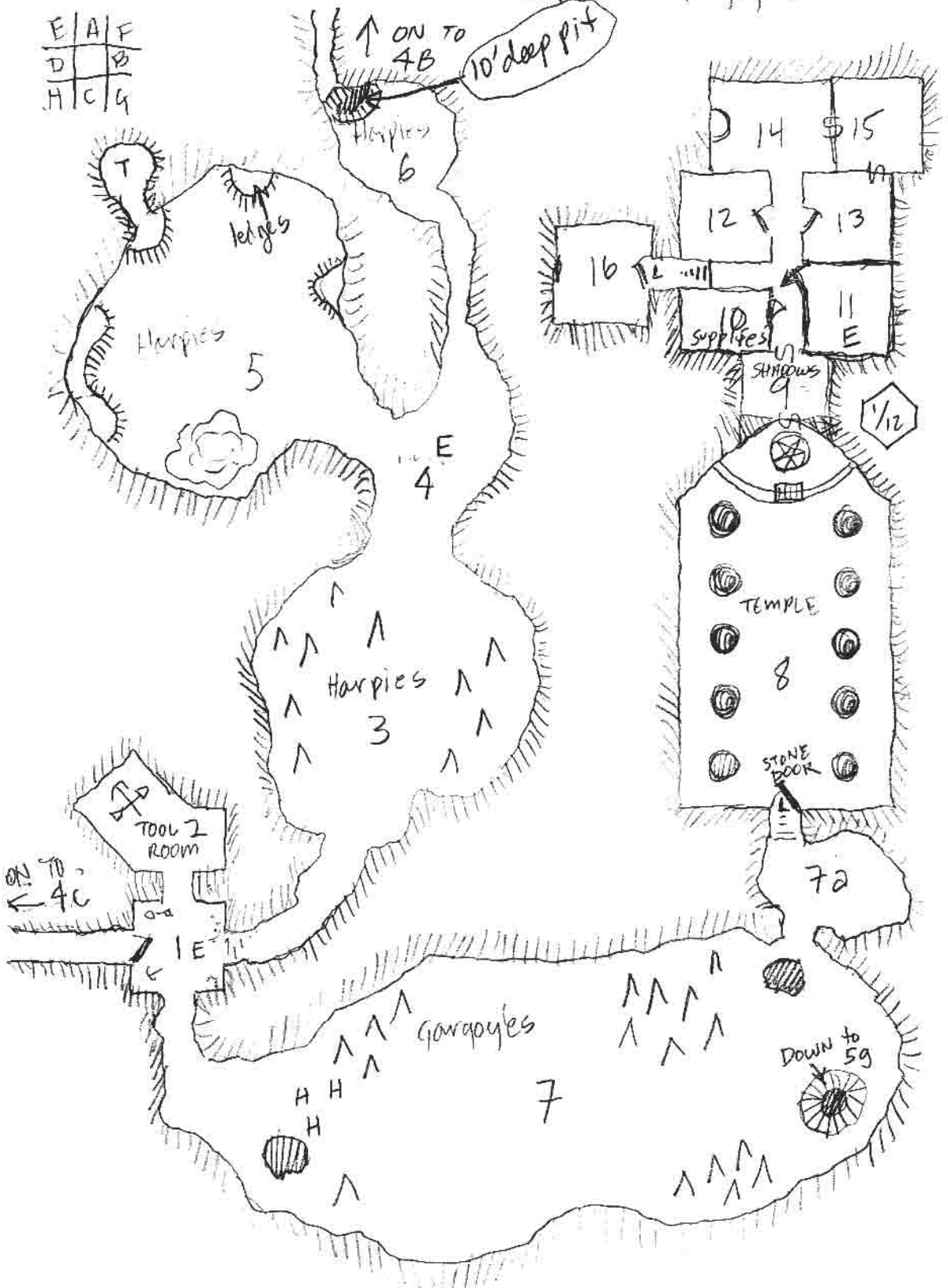
DOWN TO 5C

ON TO 4g

LEVEL 49

"Harpies & Gorgoyles"

E	A	F
D		B
H	C	G



Level 4H "THE MAZE"

C = confusion spells

ON TO 47

DOWN TO 5H

SAFE DRINK

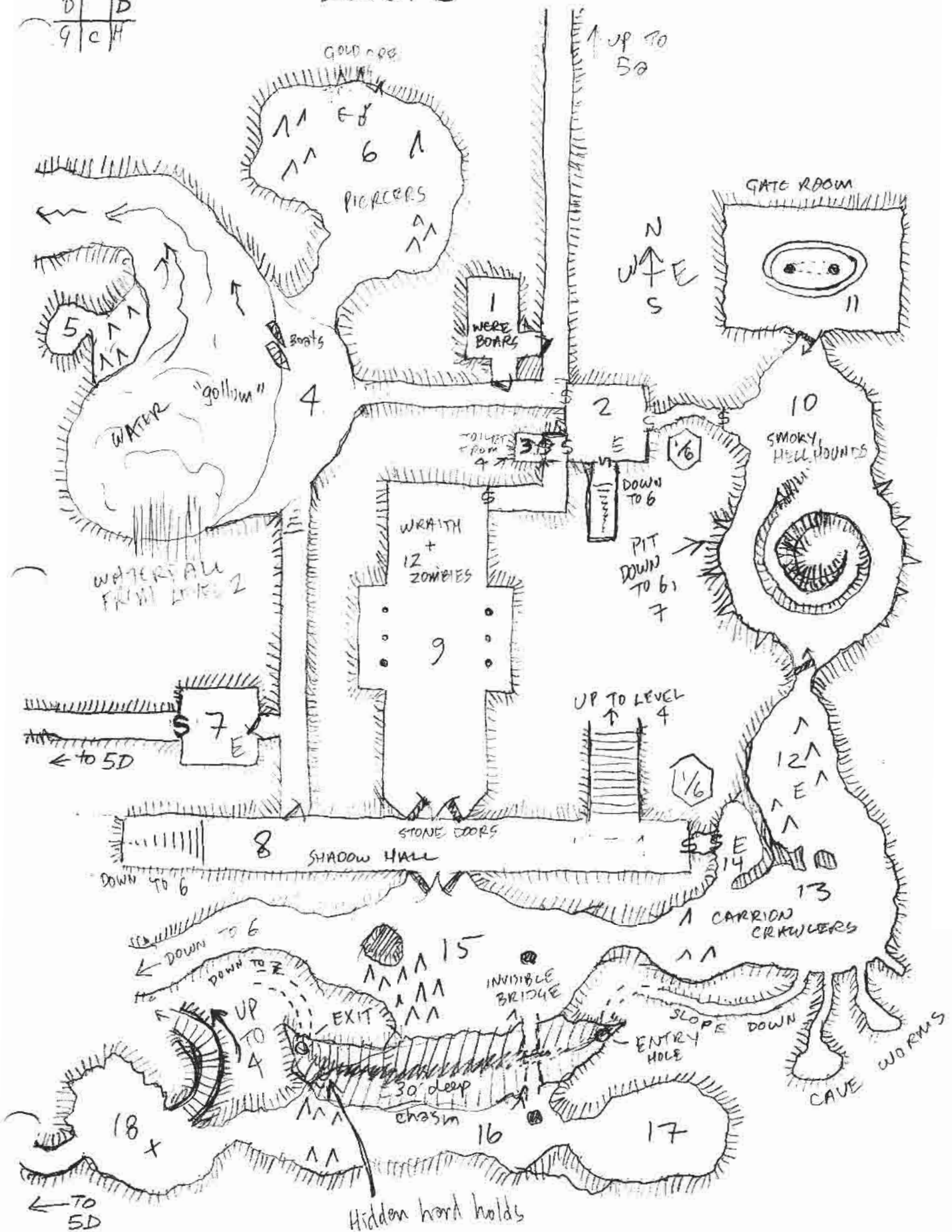
MAGIC WALL

MAGIC POOL



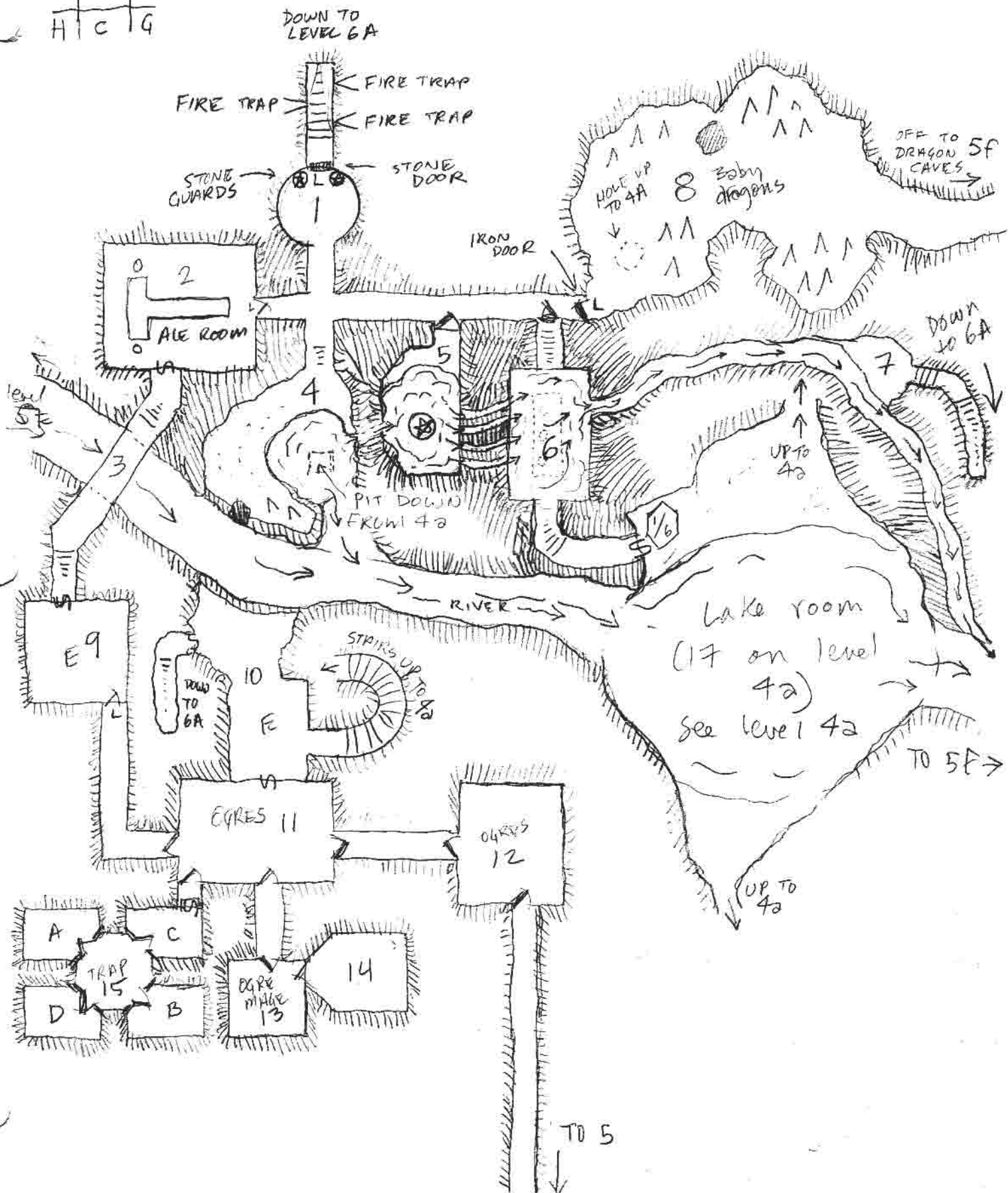
E	A	F
D		B
9	C	H

Level 5 "THE GATE"



E	A	F
D	MAIN	B
H	C	G

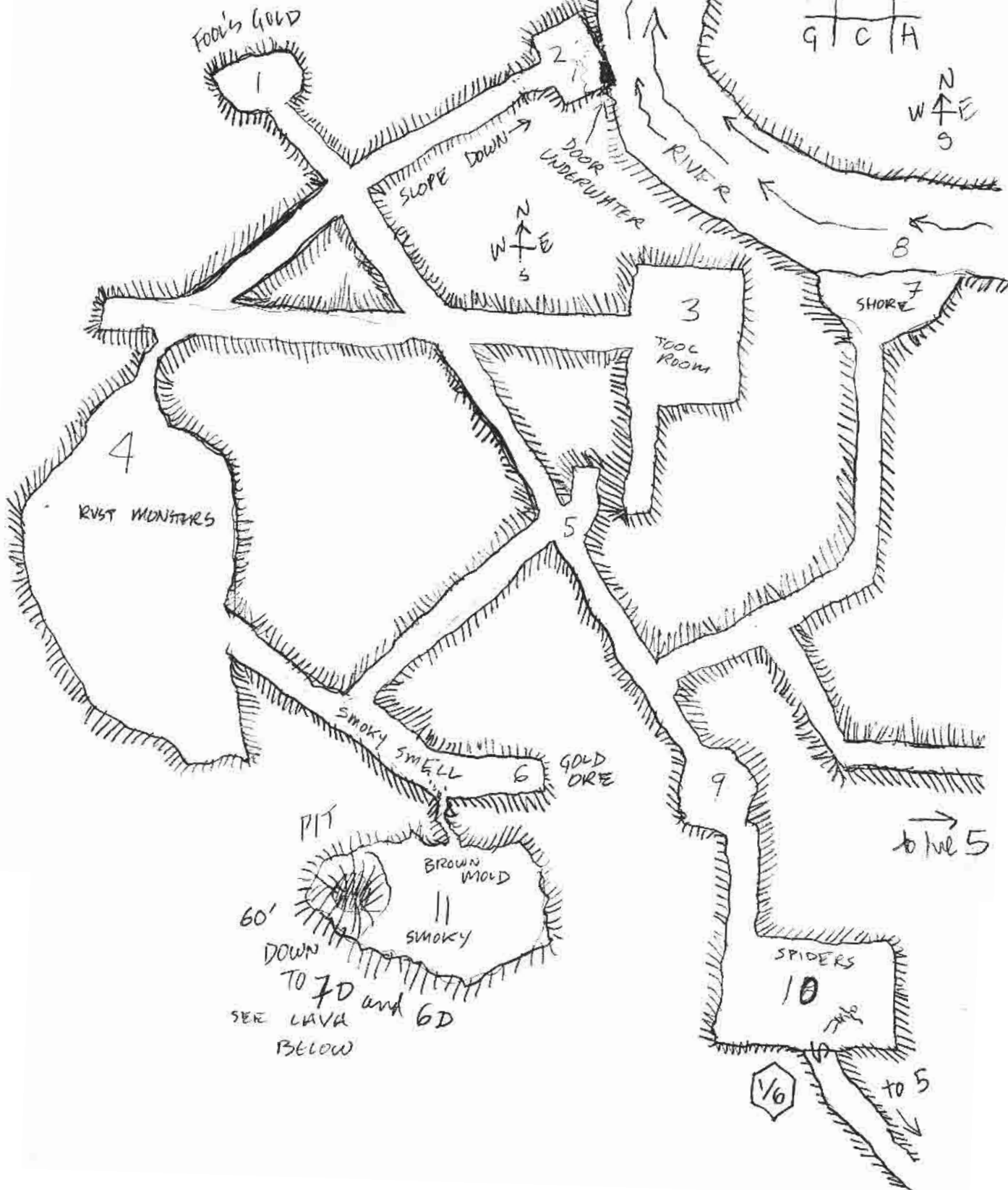
Level 5a "THE RIVER"



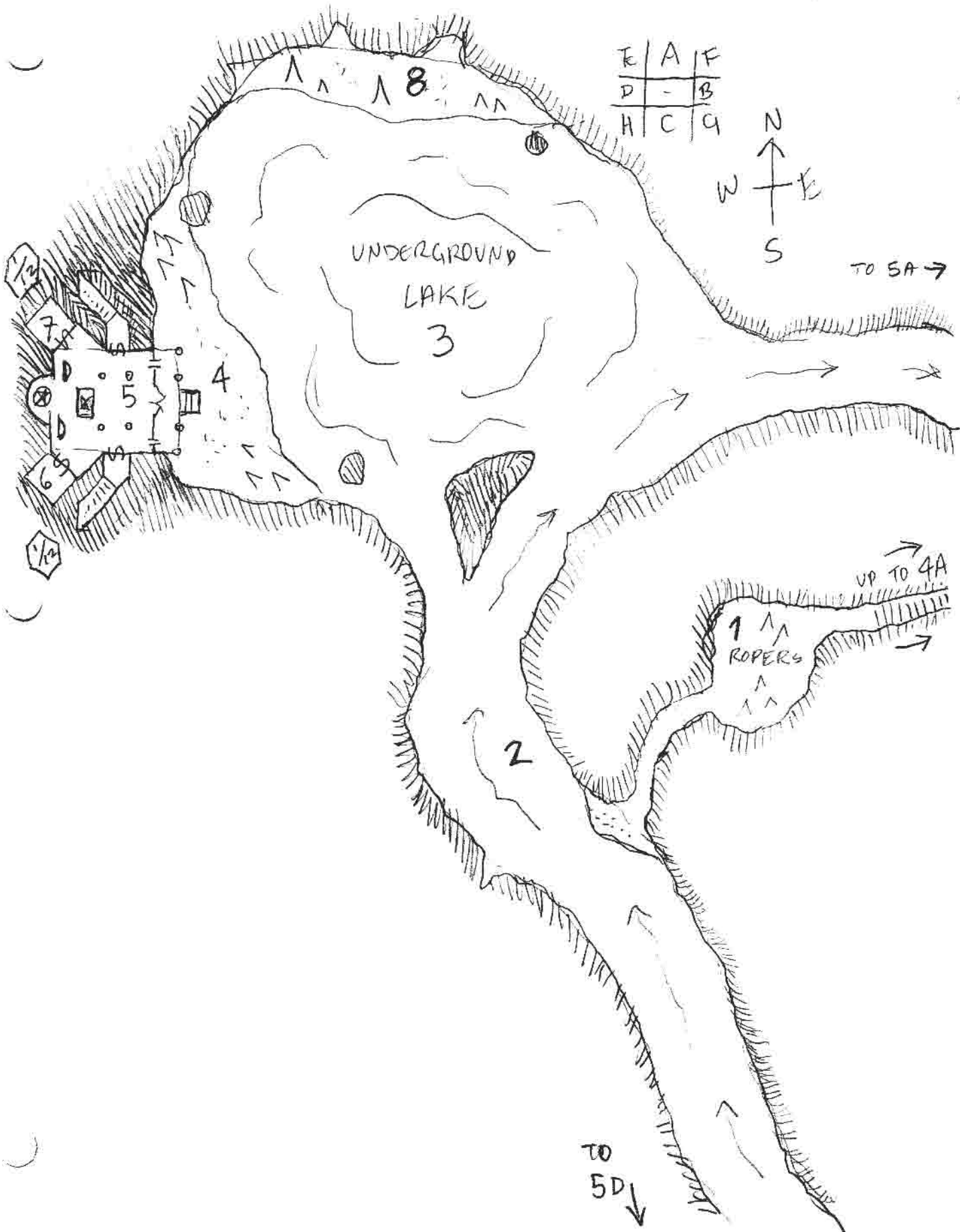
Level 5d

LOST GOLD MINE

E	A	F
D		B
G	C	H

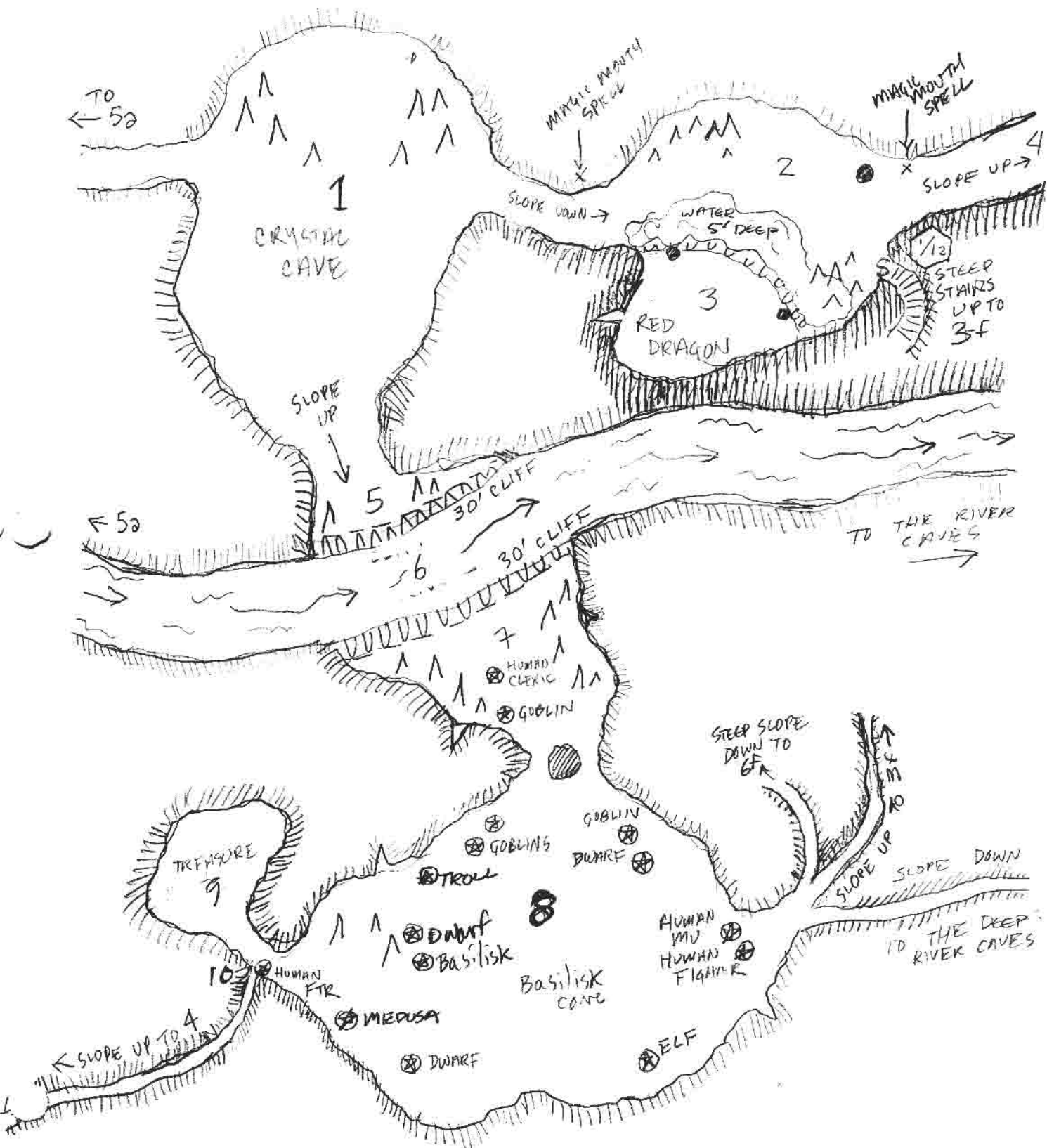


Level 5E UNDERGROUND LAKE & TEMPLE

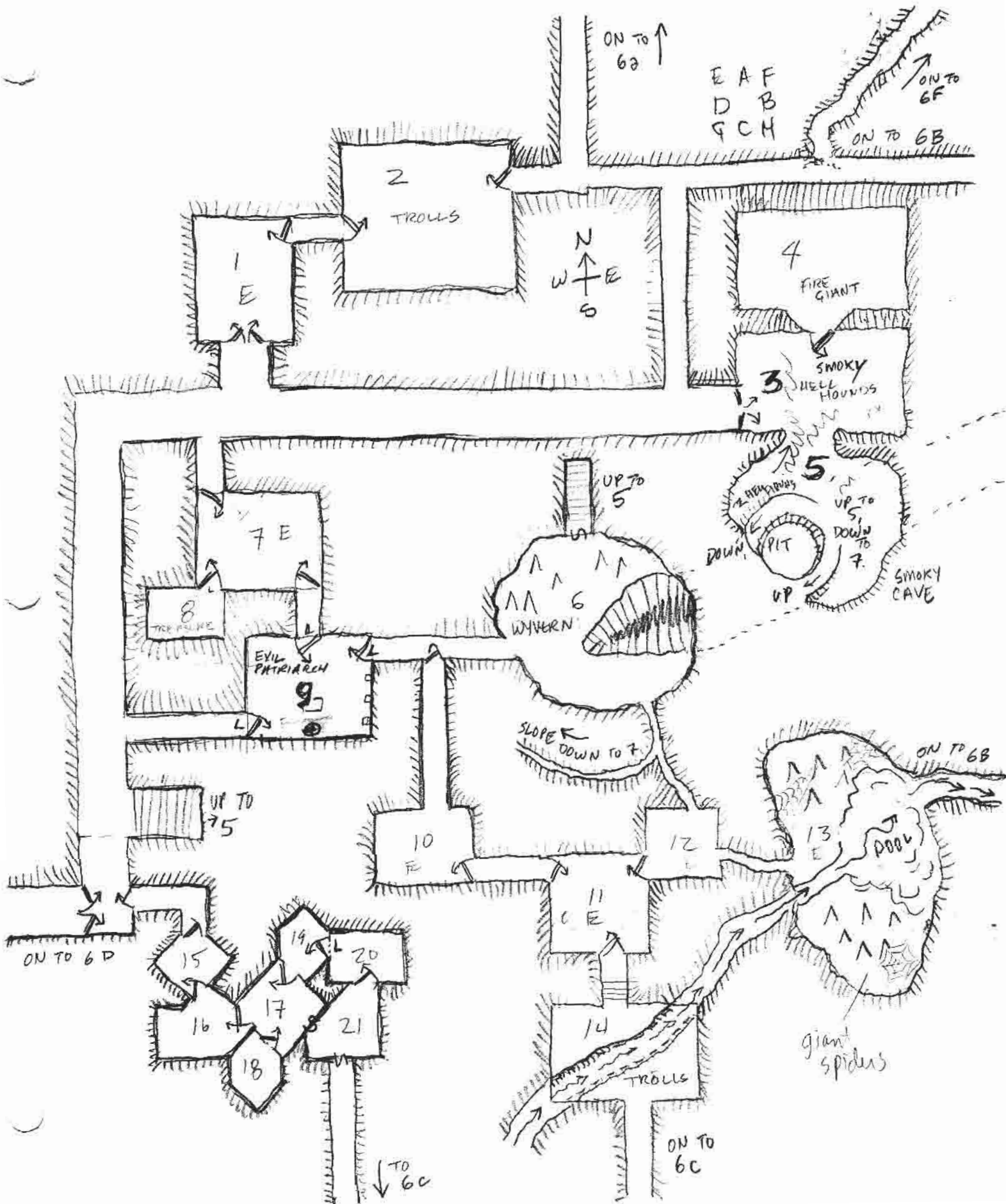


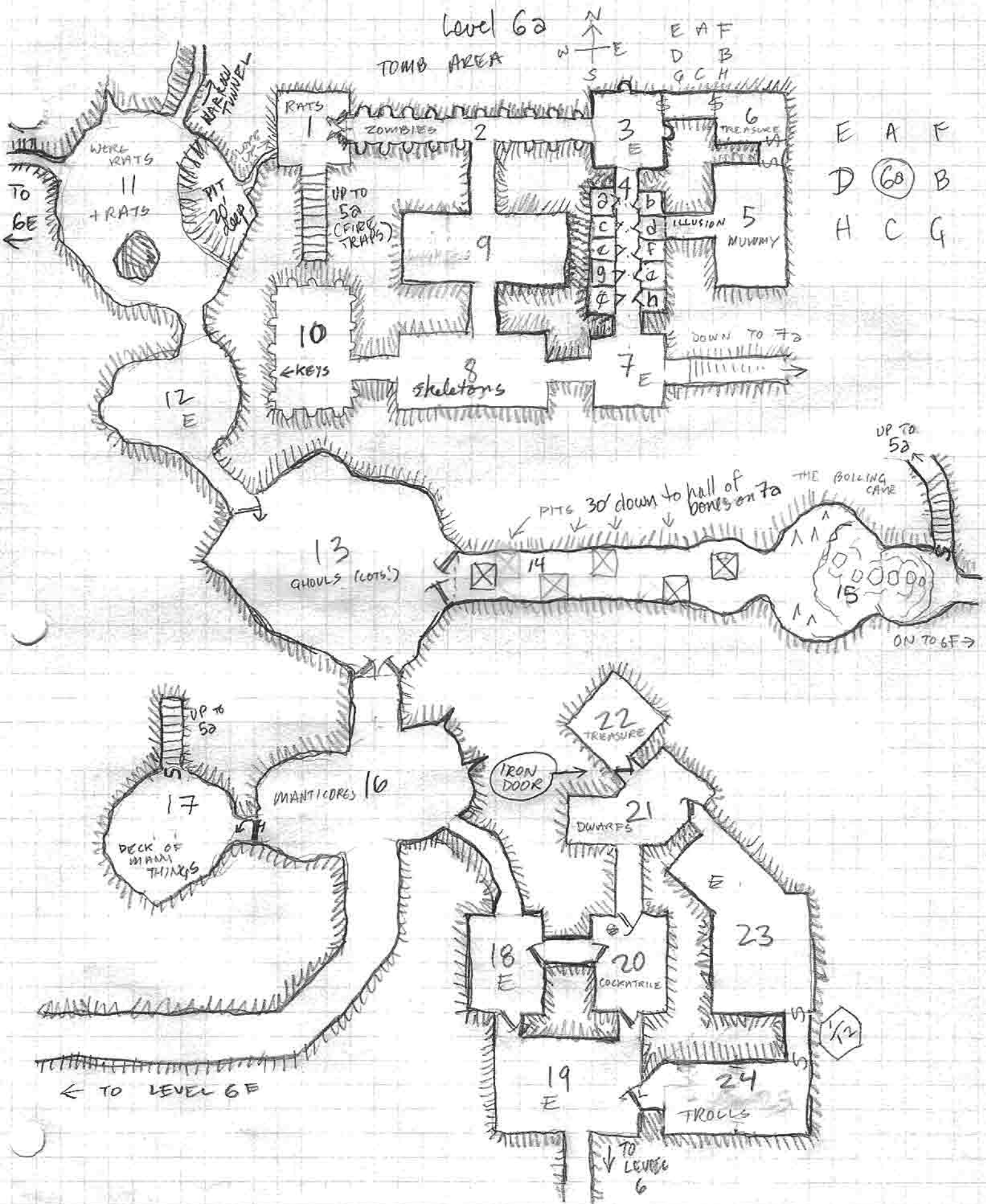
5f "Dragon Caves"

EAF
DxB
HC9

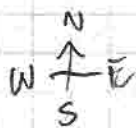


LEVEL 6



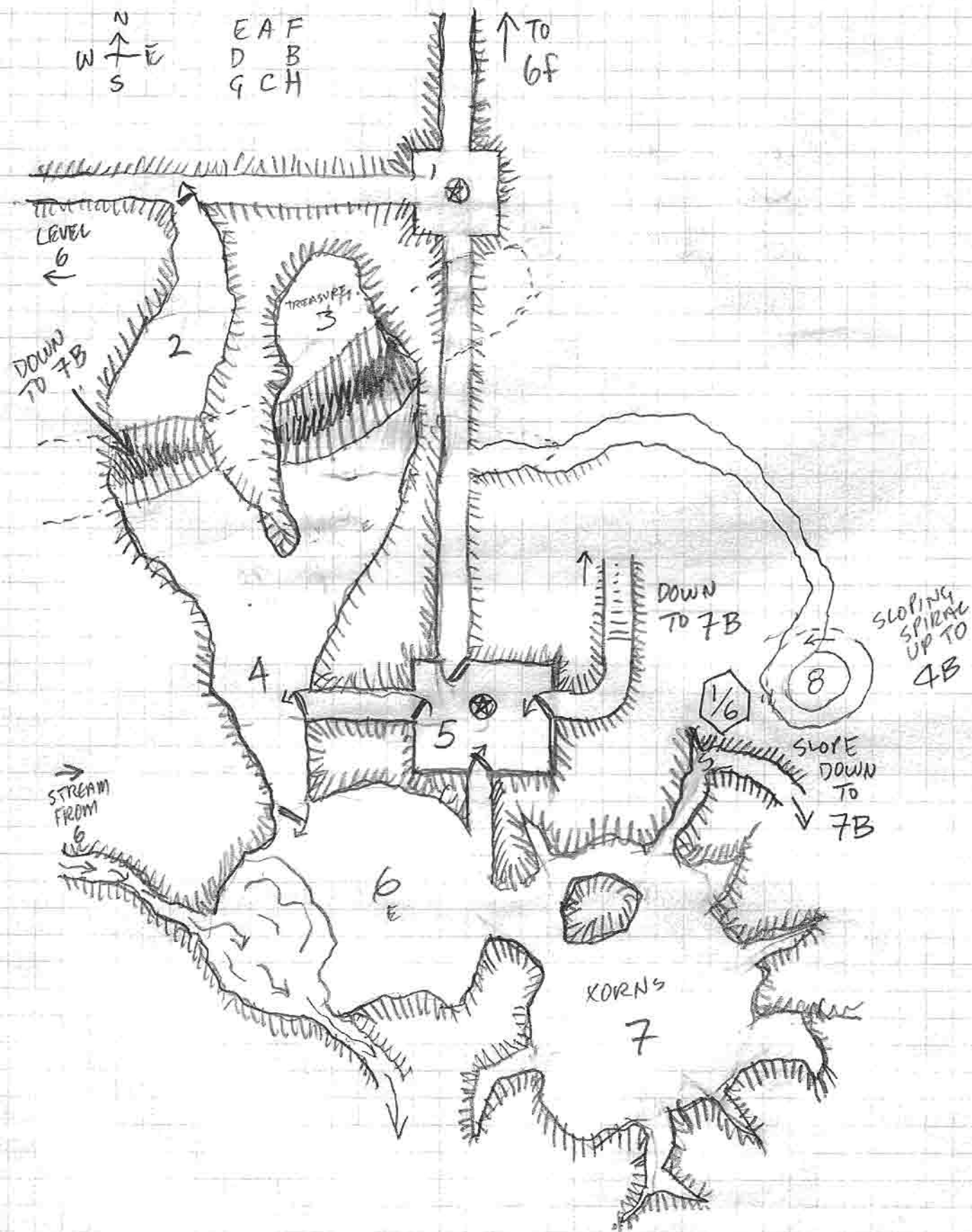


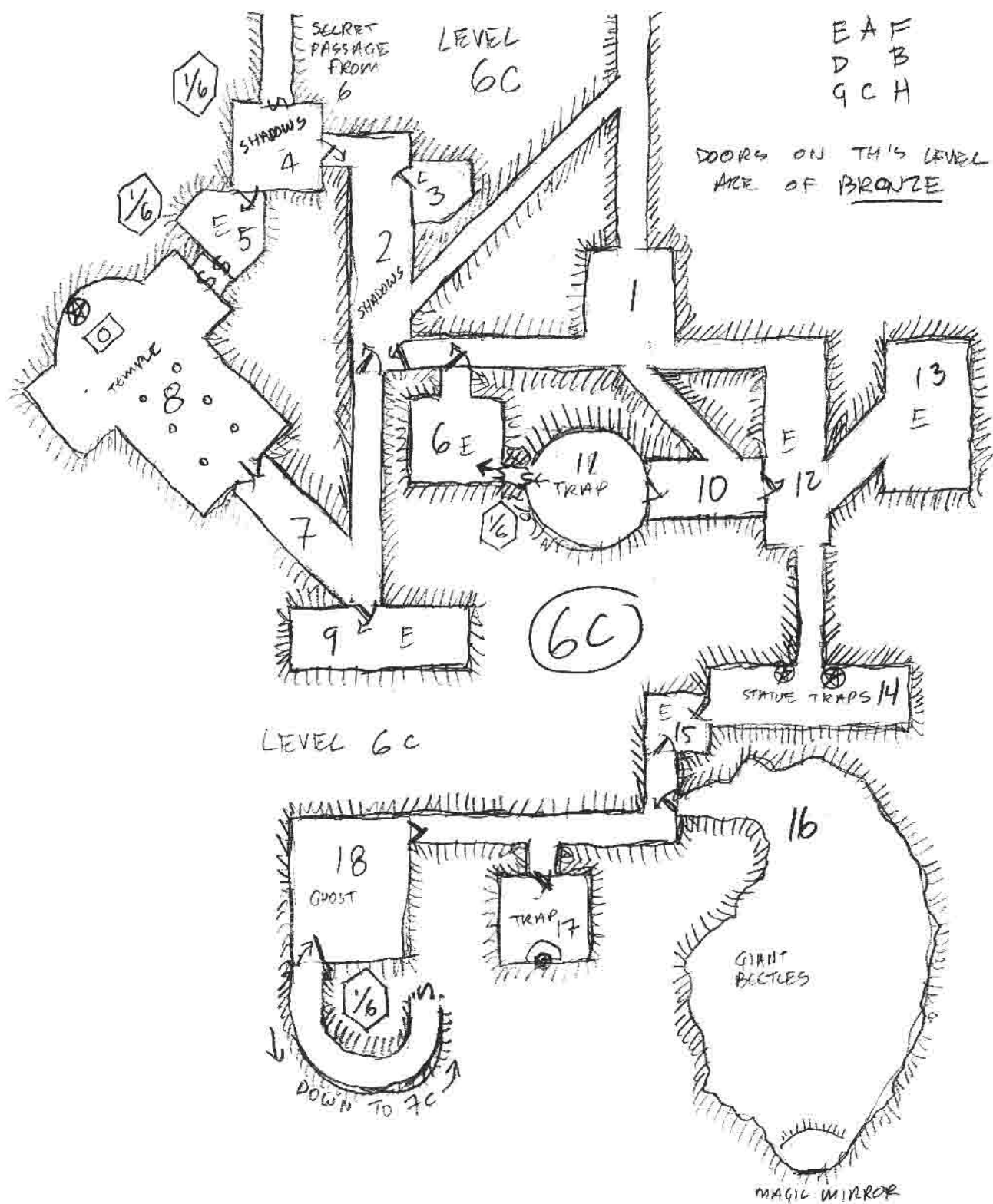
LEVEL 6 B



E	A	F
D		B
G	C	H

↑ To
6f



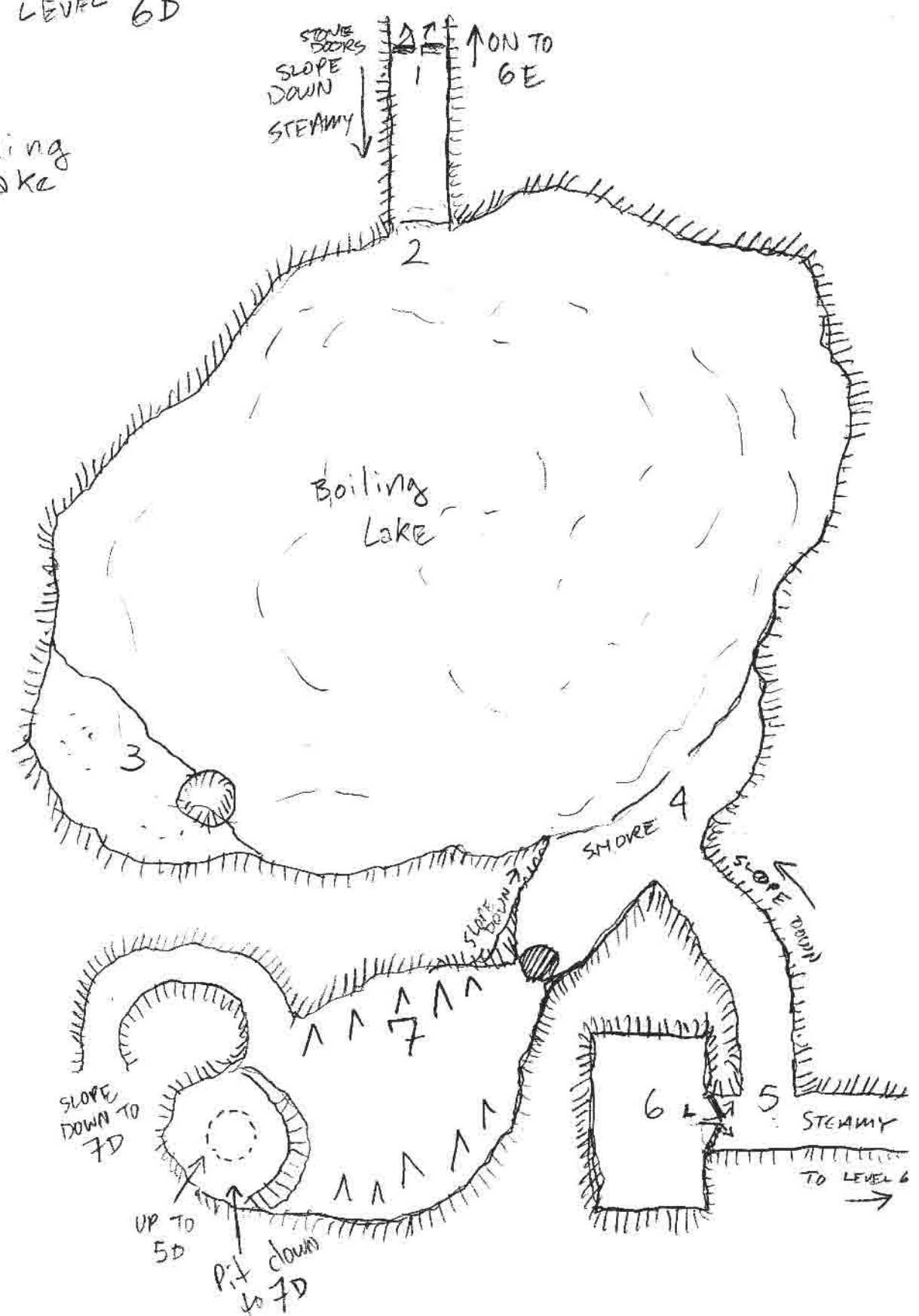


E A F
D B W
G C H

N
↑
E
S

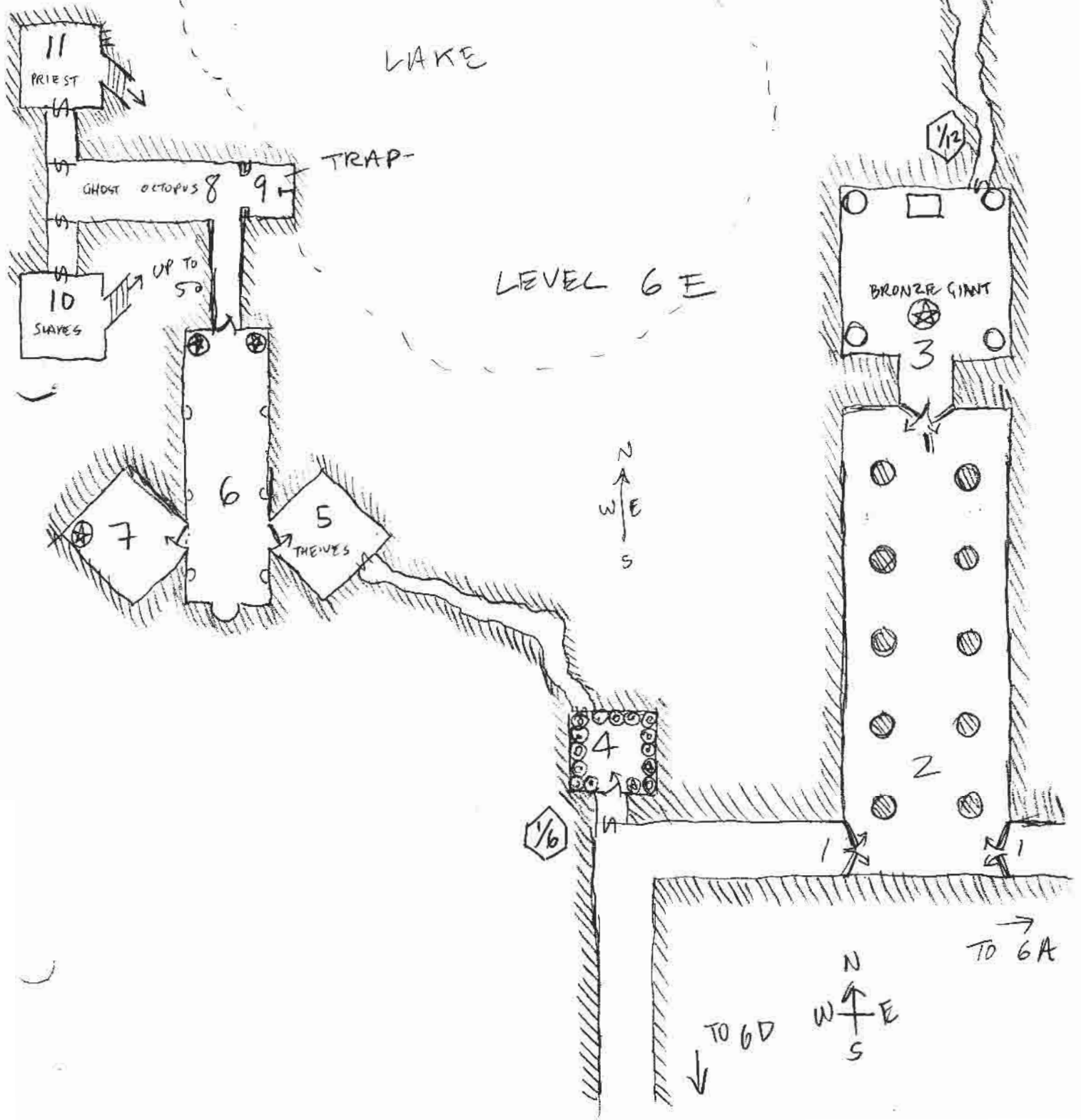
LEVEL 6D

Boiling
Lake



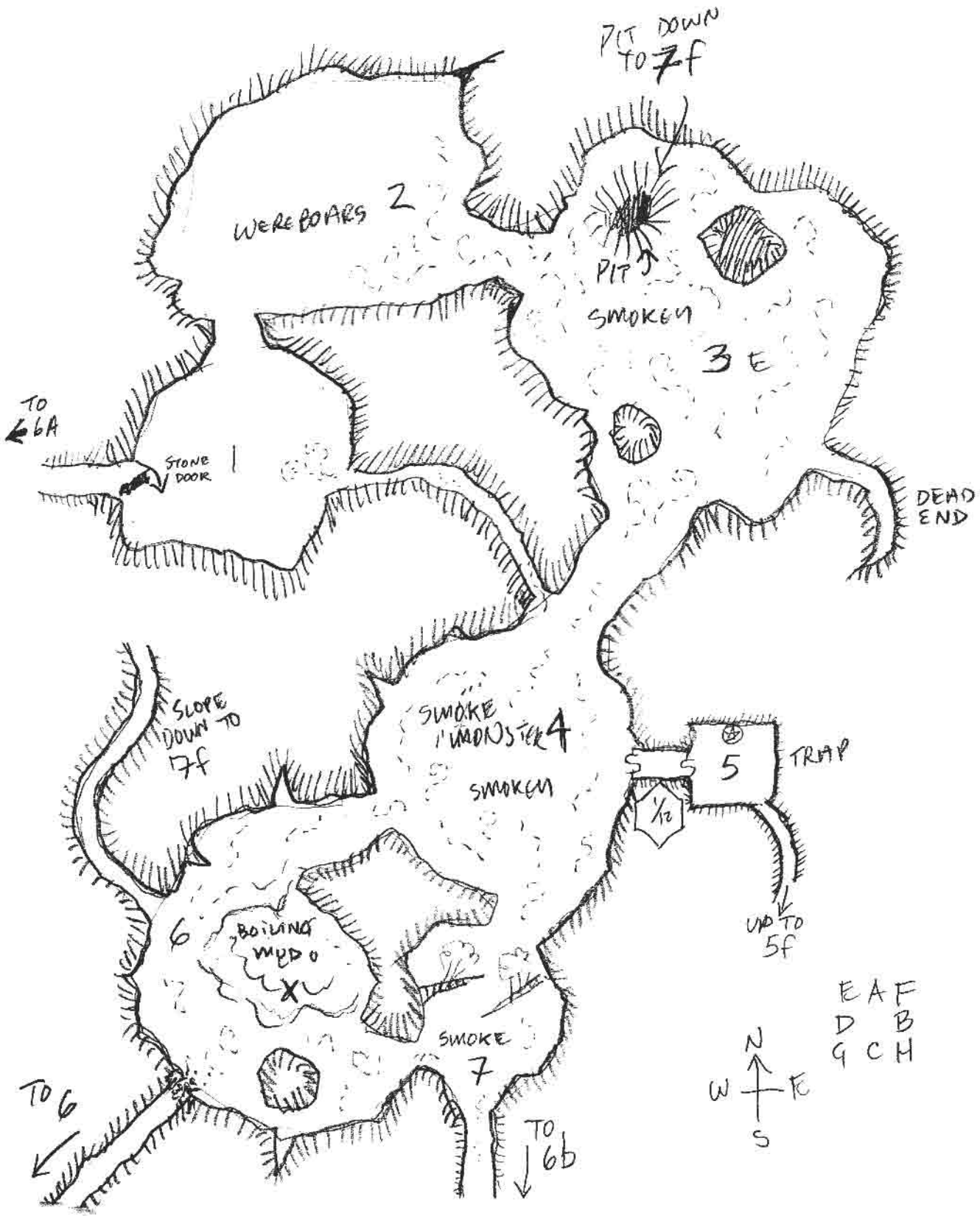
E A F
D B
G C H

TO 6A →



6f

SMOKE FILLED CAVES



[illegible]

E A F
D B
+ 1 4

N
↑
W — — E
↓
S

3 HEADED
GIANT
2

12/2/77

PYROMYDRA
x 2

STONE
DOOR

TREASURE
VAULT

HELLHOUNDS

DOWN
TO

5/07

LAVI

2

DOW

BRONZE
DOORS

FIRE
ELEMENT

BRONZE
DOORS

TO FB

BLACK HALL

IRON DOOR

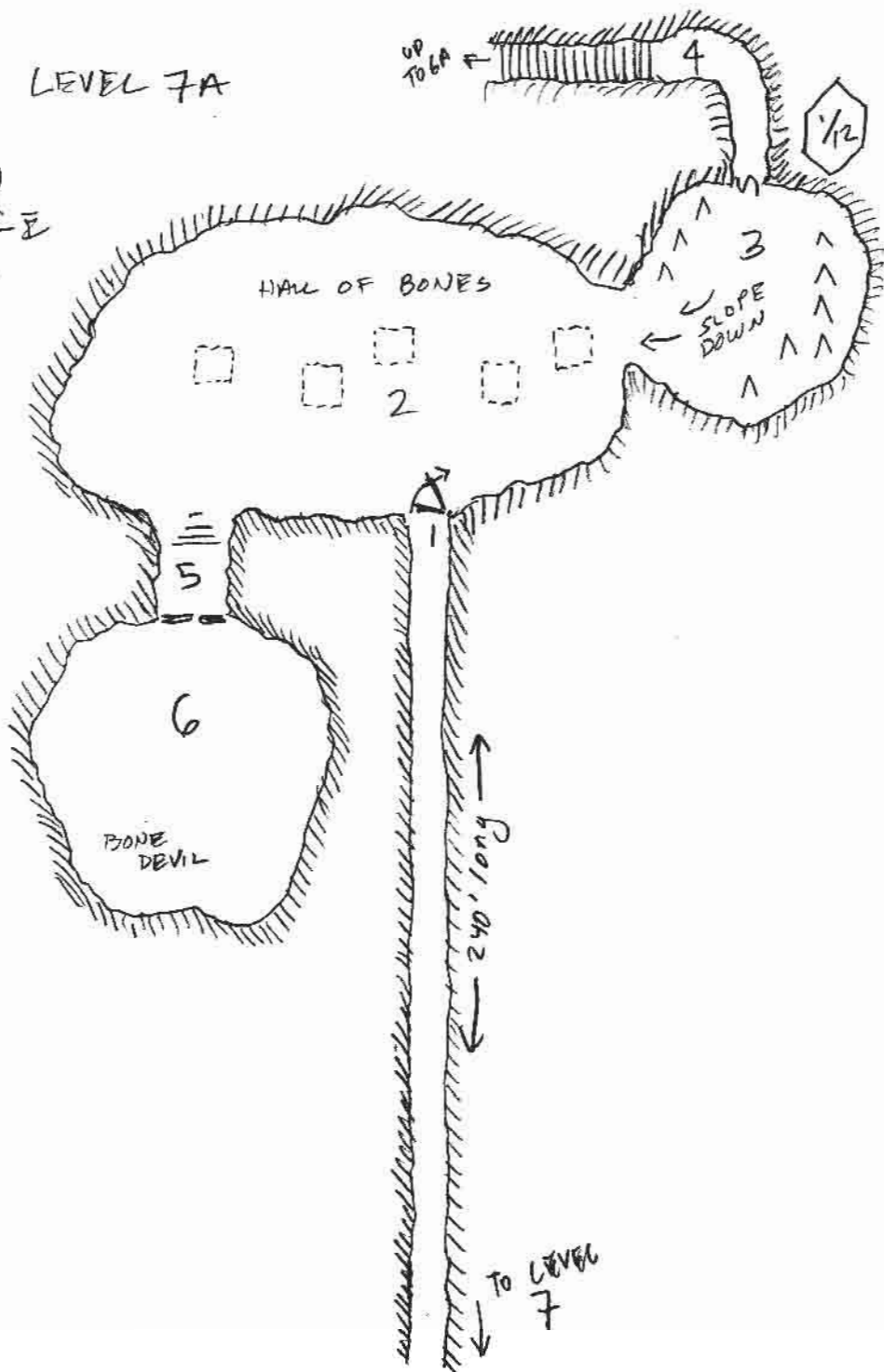
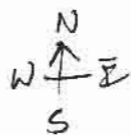
9

FIRE
GIANTS

16

↓ To 70

LEVEL 7A

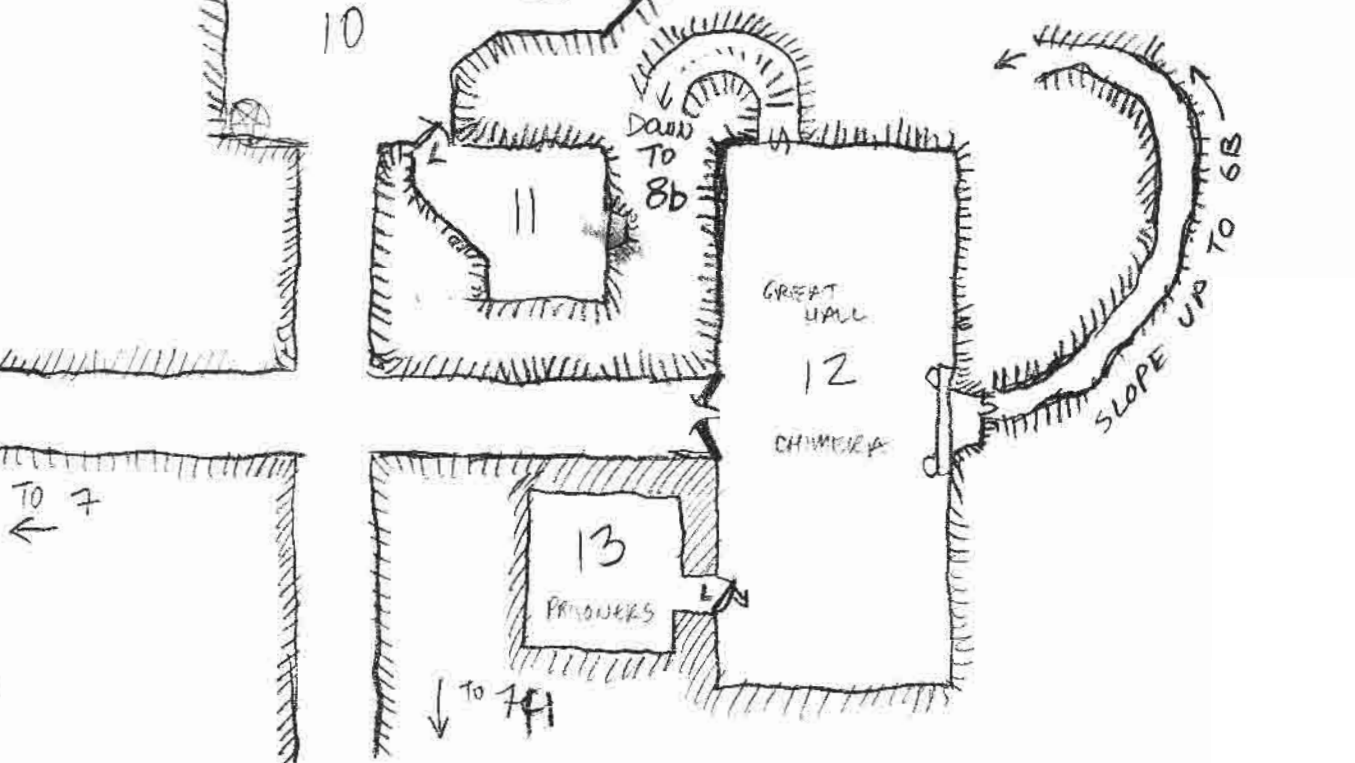
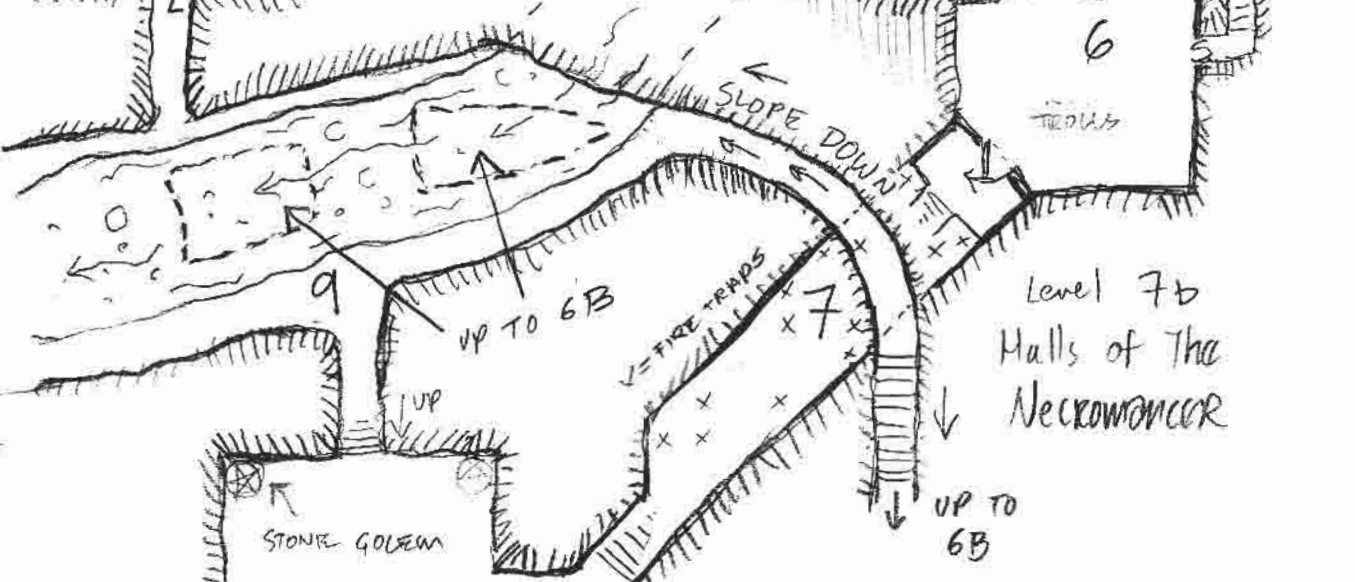
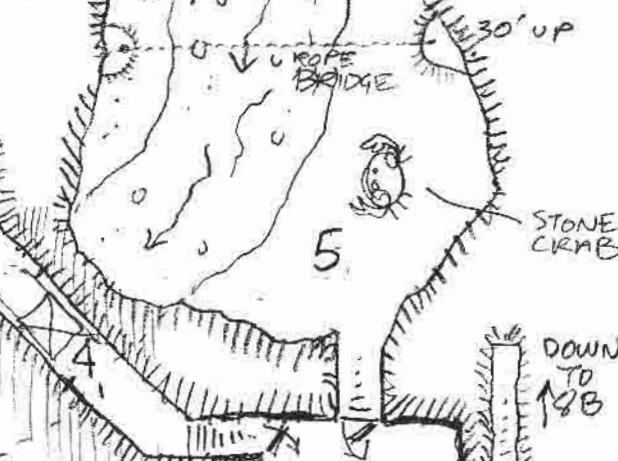
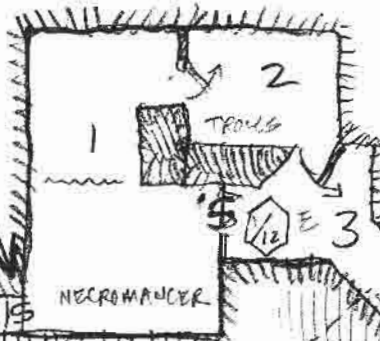
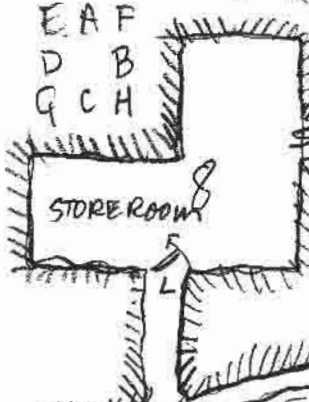


7B

TO 7F



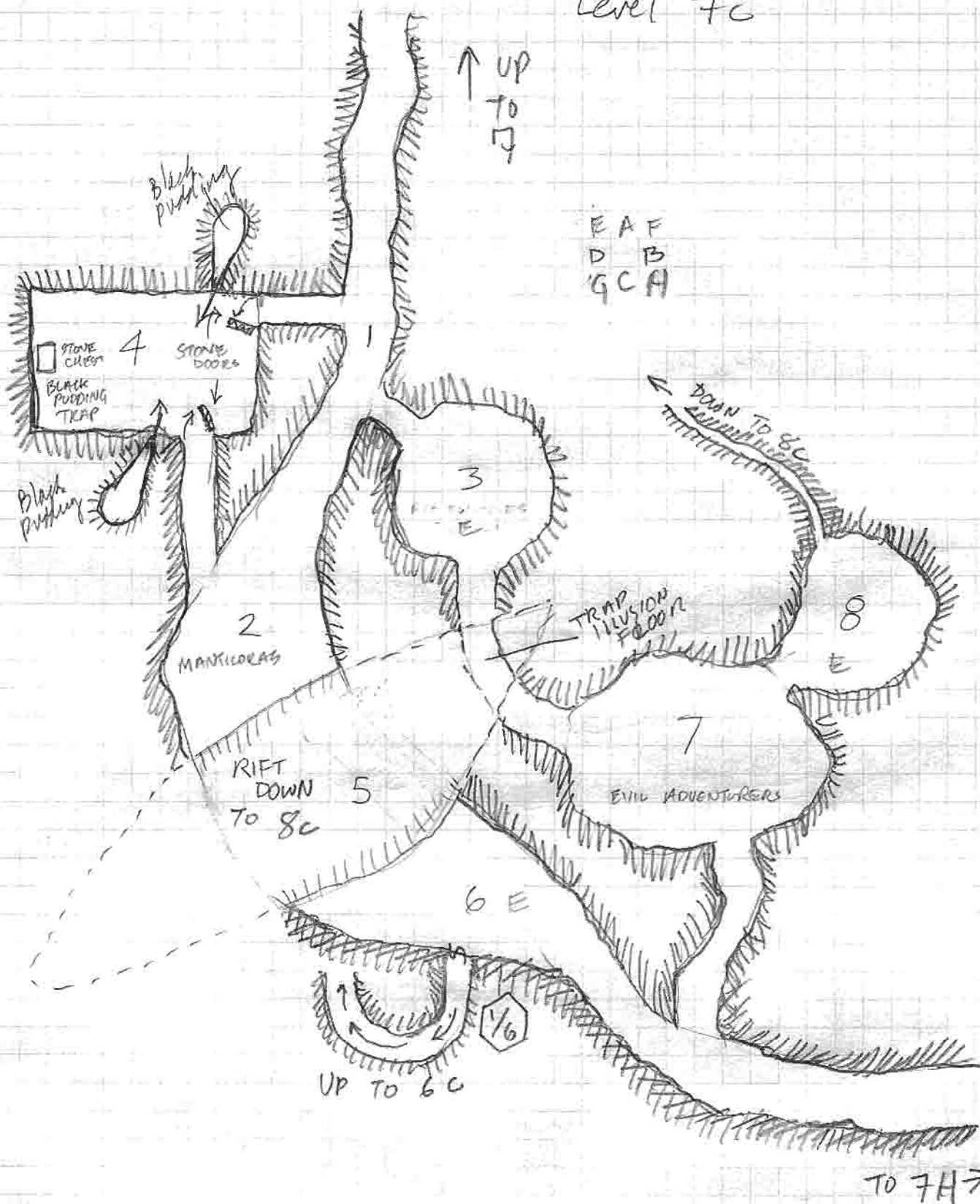
E A F
D B
G C H



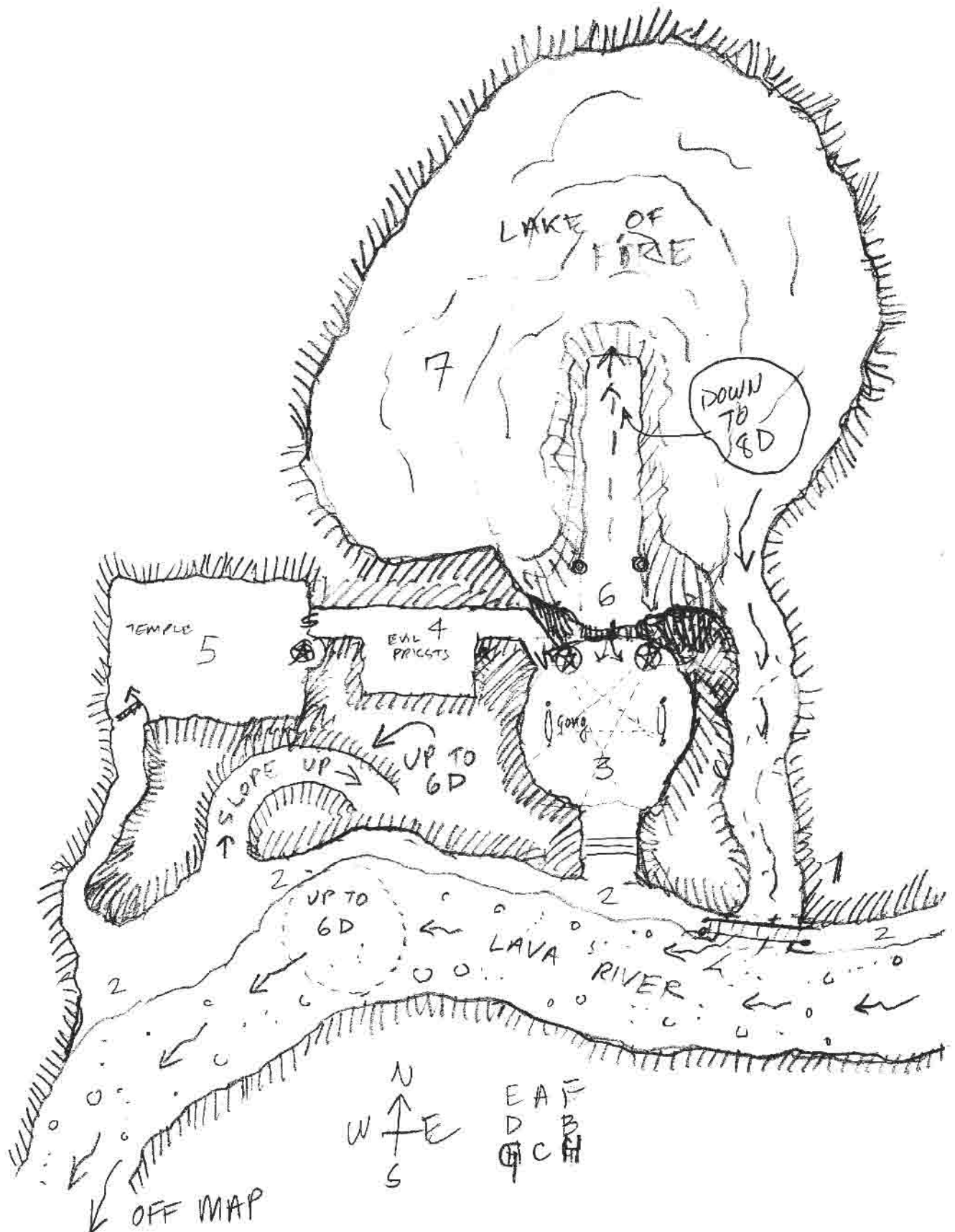
Level 7c

↑ UP
TO 7

E A F
D B
G C A



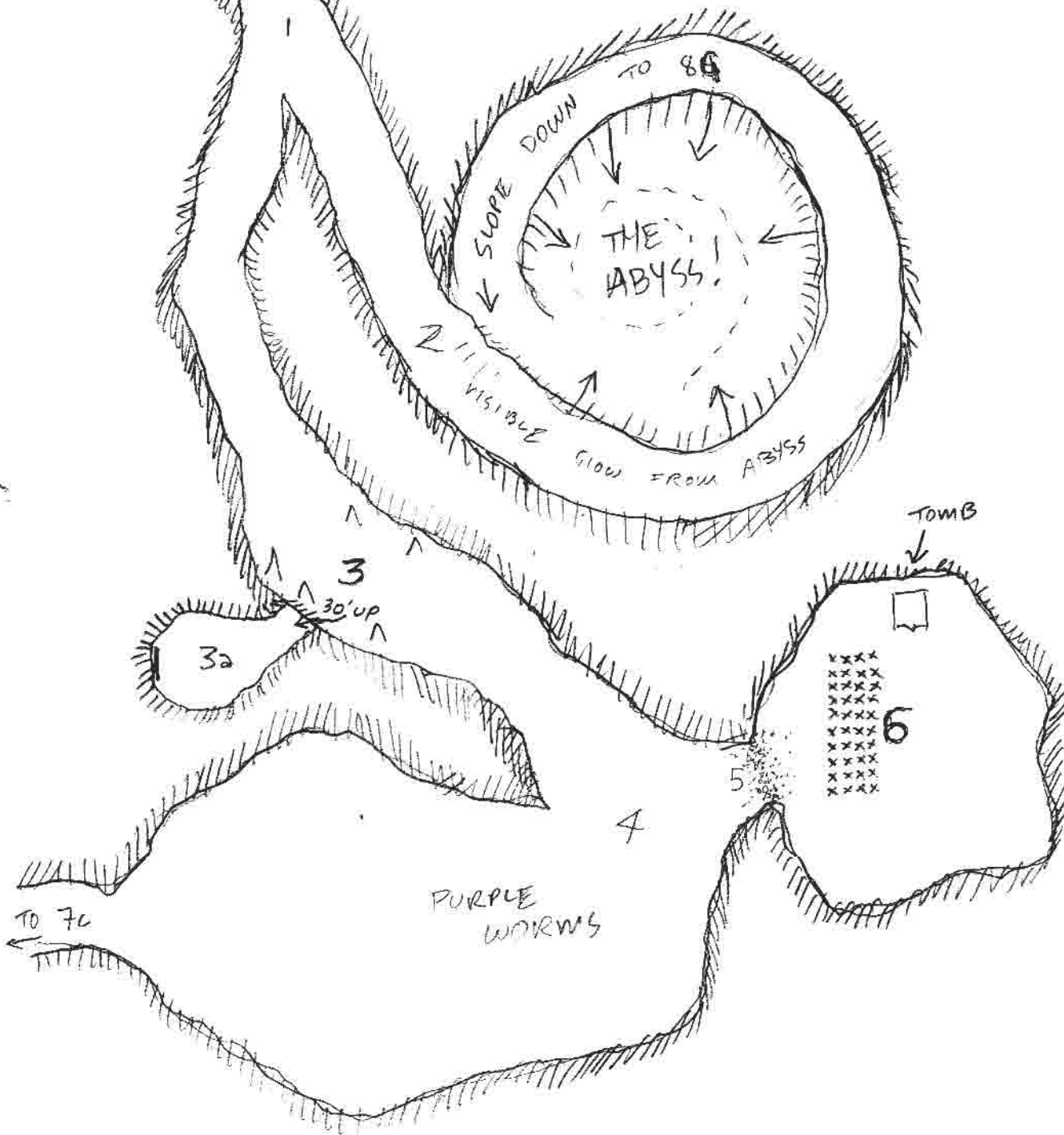
LEVEL 7-D



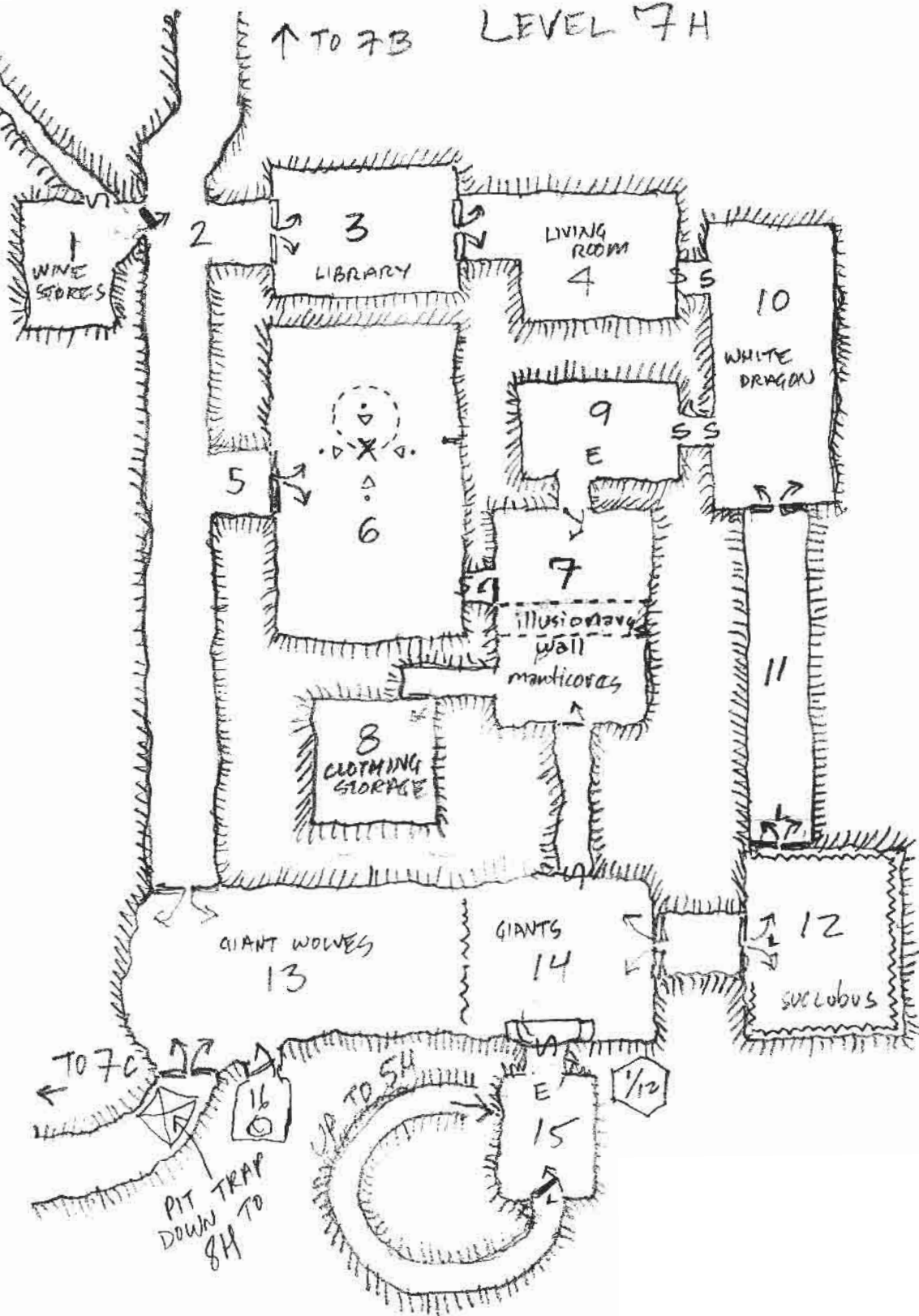
7G N
W + E
S

E A F
D B
G C A

"Seven G"



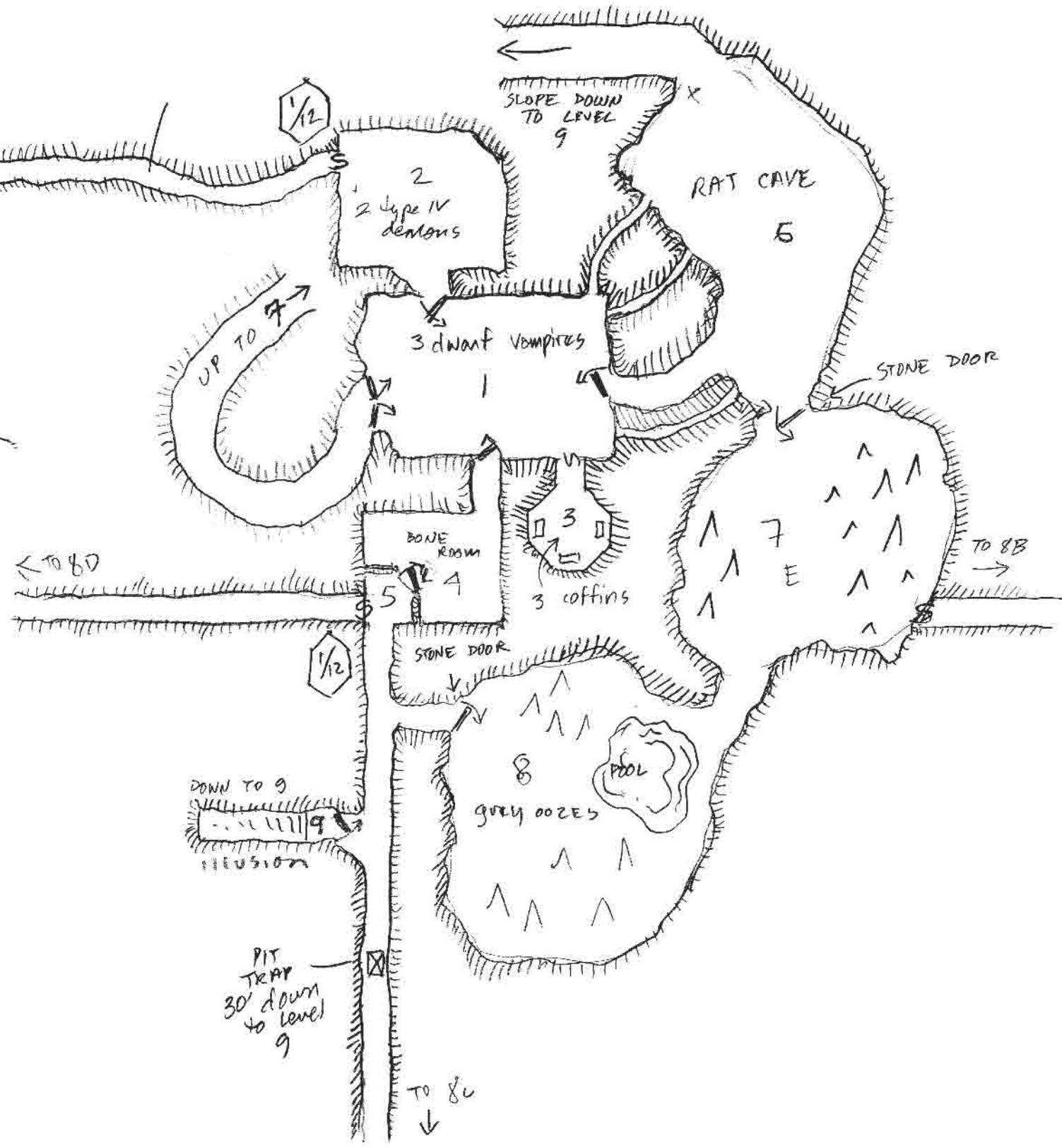
↑ TO 7B LEVEL 7H



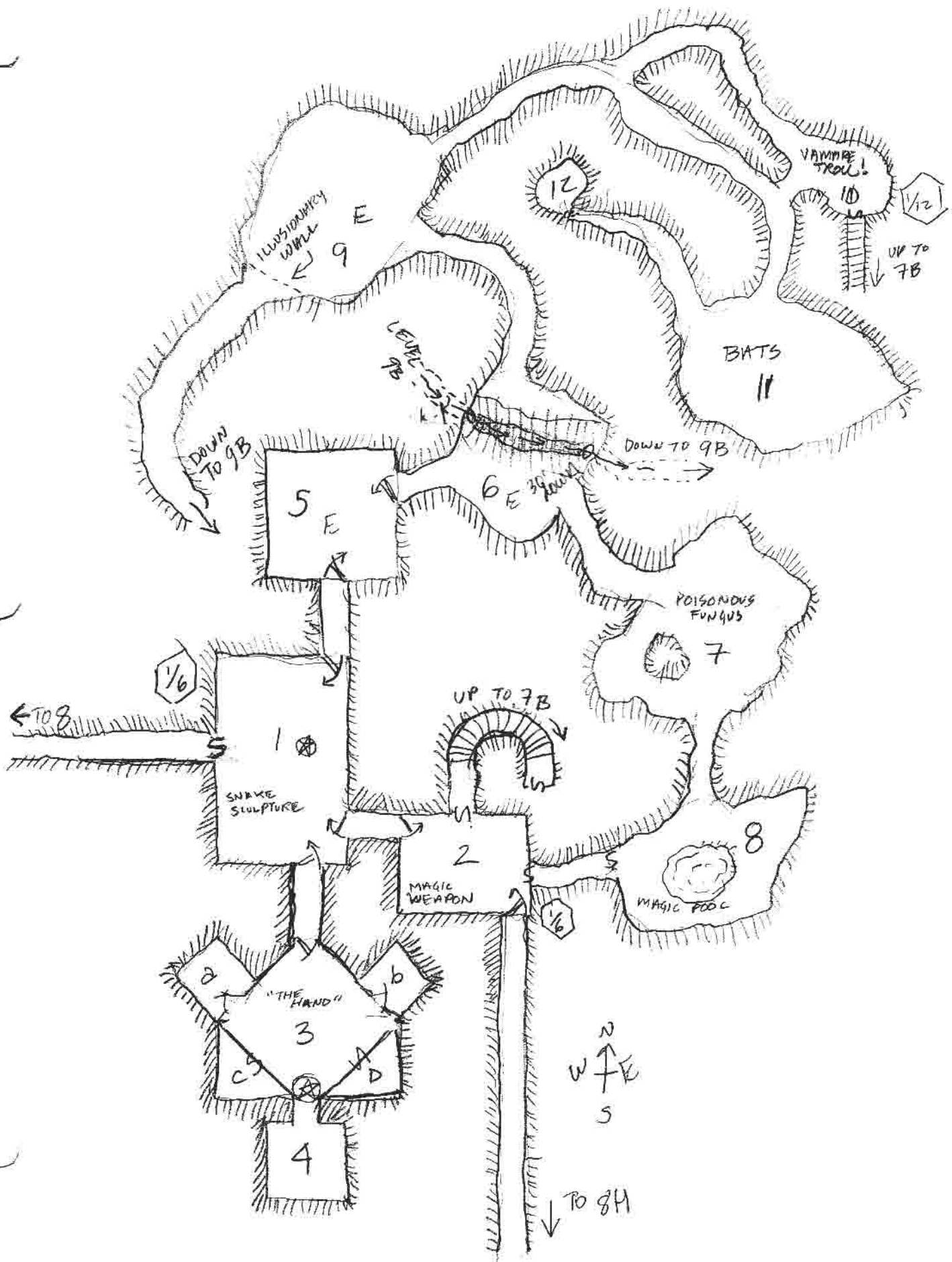
LEVEL 8



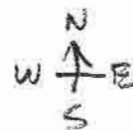
E A F
D B
G C H



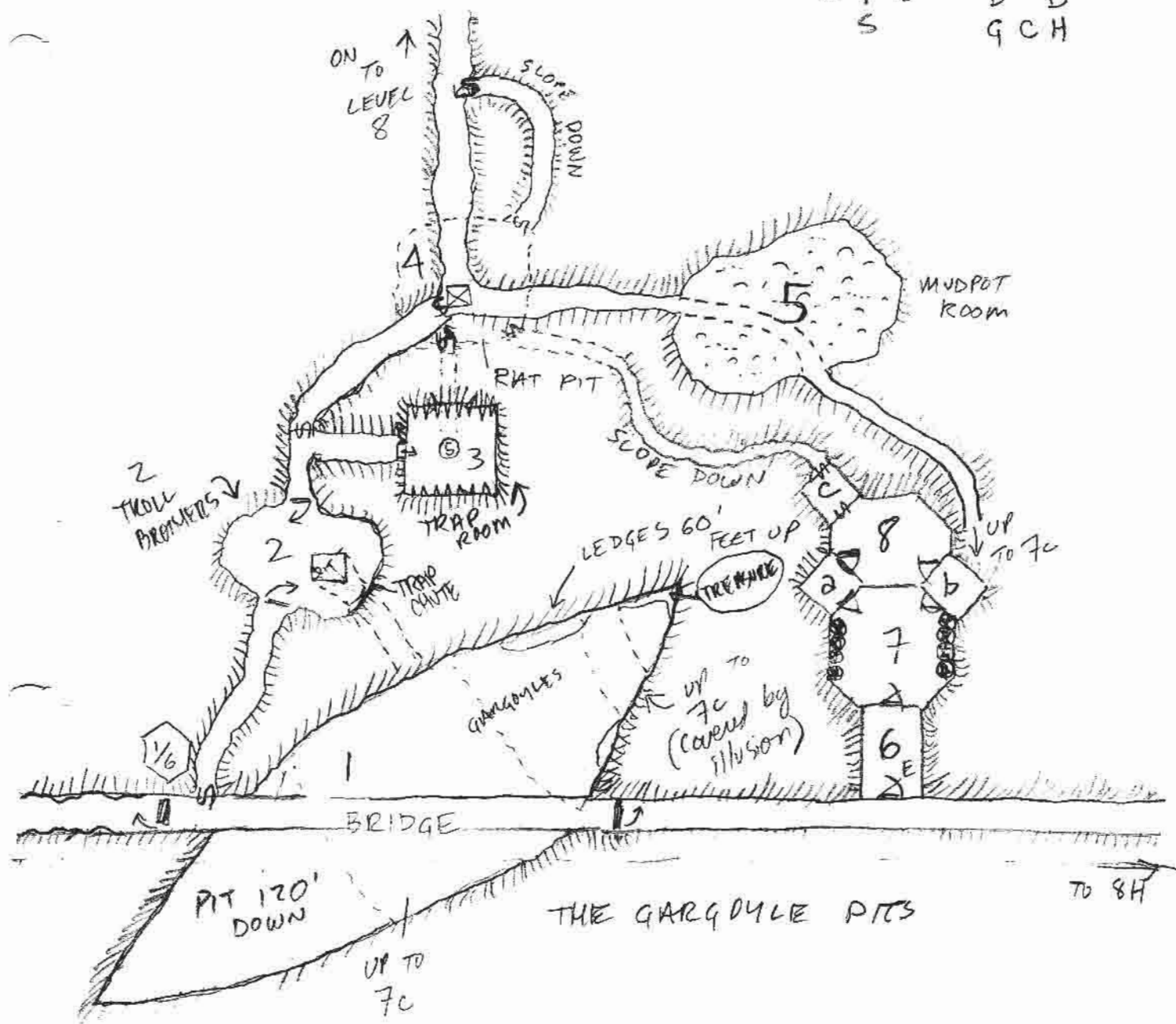
Level 8b



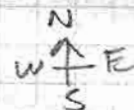
Level 8C



E A F
D B
G C H



Level 8D



7 SCORPIONS

BALLOON

E A F
D B
G C H

TRAP

5
FIRE
TRAP

HELL
HOUND
KENNELS

LAKE
OF
FIRE

10
TORTURE
CHAMBER

11a

12

DRAGON

15

ACID
POOL

13

14

ON TO
8G

SLOPE
UP

SLOPE
DOWN

UP TO
7D

TO 8 →

11

9

b
c
d
e
f
g
h
i

13
HORNED
DEMONS

14

2
SLOPE
DOWN

3

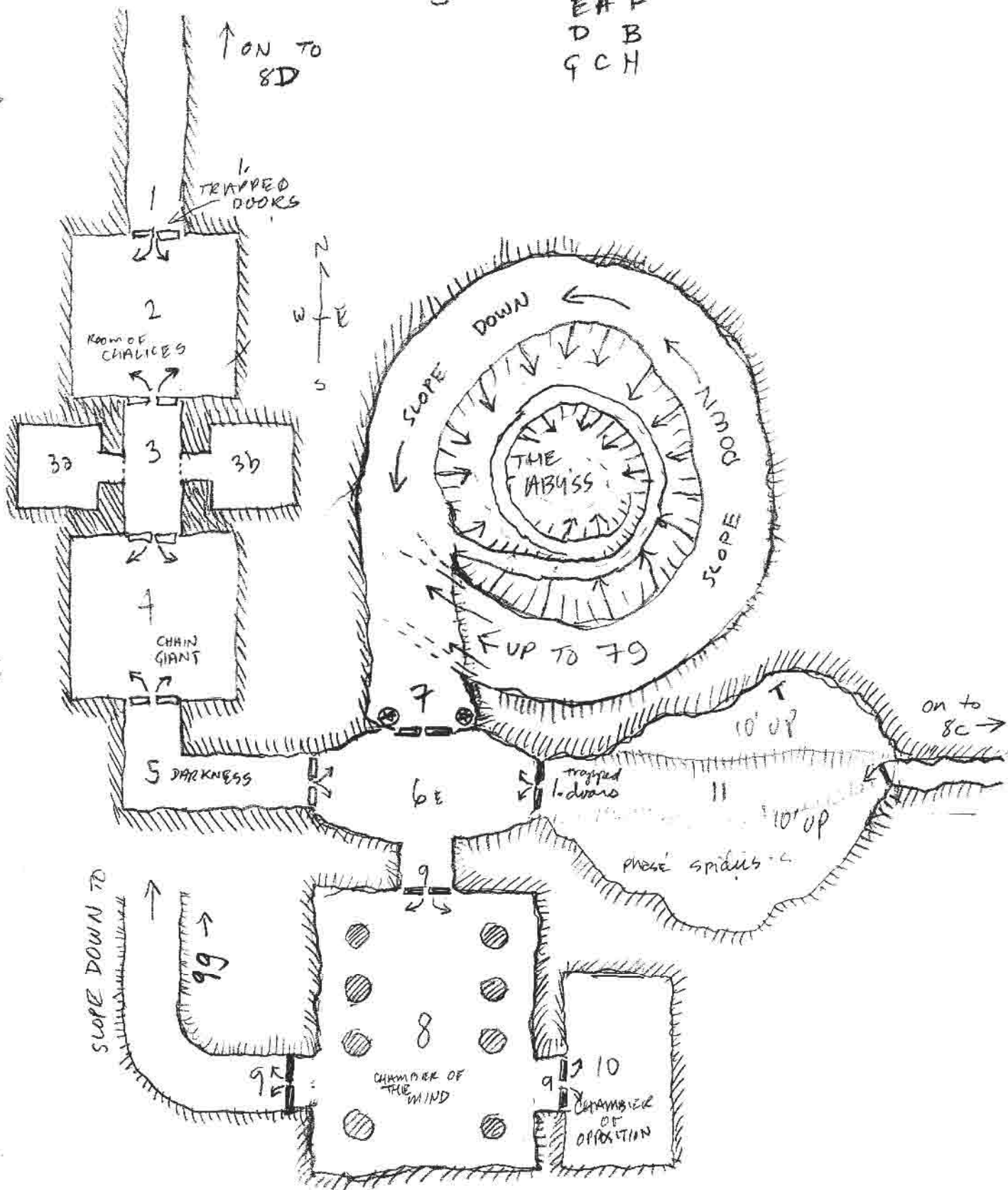
4

1/2

1/2

Level 8g

E A F
D B
G C H



LEVEL 8H

N
↑
W E A F
S R D B
G C H

