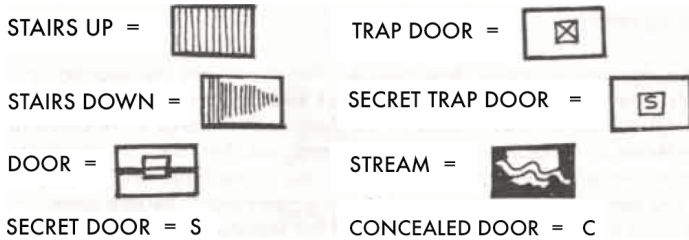


A SAMPLE DUNGEON

LEVEL KEY 1 square = 10'



MONASTERY CELLARS

Wandering Monsters

1. Ghoul HD 2 AC 6 (1: nobleman, 2: clergyman, 3-4: merchant)
2. Ghoul guard HD 2 AC 6 and human guard HD 1 AC 6
3. Human beggar HP 1 AC 9
4. Human peasant HP 3 AC 9
5. Human monk LVL 1 HP 5 AC 8
6. Party: Fighting man LVL 1 HP 5 plate, long sword; male cleric LVL 1 HP 4 chain, shield, mace; female magic-user LVL 2 HP 3 sleep, protection from evil; and halfling LVL 1 HP 3. They ask if the party has seen a gnome.

All ghouls in the dungeon appear as normal human beings. Ghouls in the monastery cellars raise an alarm if they encounter humans with drawn weapons. Otherwise they treat the party contemptuously or leave the party alone.

Every corridor has a 1 in 3 chance of having a notice posted in it:

1. Long live the King!
2. Long live the Queens!
3. The gods are forgiving to those who sacrifice their first born.
4. For fine dining and grog, the Ale & Eats, next to the Temple of Sif.
5. Malchor's magical ointment cures most maladies or your GP back.
6. Out of Order
7. Scenic Furyondy: a great place to visit, a better place to be ensnared.
8. The mysteries of Hathor provide answers.
9. Wanted: adventurers of uncommon valor to retrieve certain artifacts of minor value from the crypt of Esarhaddon the Mad.
10. Learn magic in just three weeks—no minimum INT required.
11. Don't be forgotten! Our monks will pray on your behalf in perpetuity. Reasonable prices.
12. Assassin for hire. Hang 1000 GP, description, and whereabouts of target in bag of red damask at midnight on gallows at the eastern crossroad.

The notice is magical and has the effect of a SUGGESTION spell on the first character in the party to read it. The phrase of the suggestion is determined using the table at 23. below.

1. ENTRY CHAMBER: damp chamber with arched roof 20' high in the center. Walls are cut stone. Thick webs hide ceiling.

A. LARGE SPIDER: AC 8 HD 1+1 HP 6. Attacks by surprise unless webs are burned, in which case it takes 3 HP damage. 19 SP in litter on ground. Goblin skull with 50 GP garnet inside.

B. ROTTING SACKS: 10 moldy sacks of flour and grain. If all are opened and searched, 25% chance the last will have YELLOW MOLD which bursts, so that all within 10' must save versus poison or die.

C. Heavy oak door with bronze hardware. If a character listens, a moaning sound is heard. If the door is opened, a wind gust extinguishes torches and is 50% likely to blow out lanterns as well. The wind continues to blow as long as the door is open.

2. WATER ROOM: This natural cavern has been enlarged. Torches cannot be lit. 8 rotting barrels remain (at location A). 3 buckets are scattered about.

B. THE LIMED-OVER SKELETON OF THE ABBOT in a pool of water possesses the appearance of an unusual mineral formation. Clutched in the bony fingers is a special key which will allow the secret door at location 28. to open to the treasury room (29.) rather than the steps down at 30. If the remains are disturbed, a cylindrical object will be noticed and dislodged. The current will carry it south, but a character in the stream can roll as if to hit AC 4 to catch it. It is a watertight ivory tube with a vellum map of the whole level inside. However, water seepage has blurred all of the map except for areas 1, 2, 3, and 24. The STREAM: cold and fast flowing, about 4' deep. The POOL is 7' deep at its center, and contains small, white, blind fish and crayfish.

3. EMPTY CEREMONIAL CHAMBER: This appears to be a dead end. The vaulted ceiling is 25' high. When the monastery was functioning, the faithful were brought here after death, consecrated, then carried to their final resting place by silent monks after the mourners left. A wooden platform, supposedly a dais for religious rites, was placed against the south wall. The platform being 9' off the ground enabled use of the secret door in the south wall. Among the 7 small protruding knobs of stone 9½' above the floor, the 7th pushes in to trigger the door mechanism, causing the door to swing in with a grinding noise. Socket holes used by the dais remain at 4' high and 8' high, containing splinters of wood.

4. STALL: Thief LVL 6 HP 23 with leaden lozenges for sale. The talismans are stamped with seals and runes and are not obviously useless. The thief will case the party by inquiring about items they might have for trade, pick the pockets of a victim, go behind the curtain at the back of his stall promising to bring forth an item of interest, and escape through the secret trap door to location 5.

5. BOOTH: Goblin HP 3 with split nose has artifacts for sale, including a blue feather which he claims turns yellow when it touches a cheat, liar, or swindler.

6. REFECTORY: Tables and chairs. The room is otherwise empty except at noon, when 2-12 humans arrive. Each human has a 1 in 6 chance of being an adventurer (1-4: thief, 5-7: fighting man, 8-9: cleric, 10: magic user). Roll 3d6 and take the lowest to determine the level. 2 monks LVL 2 HP 9, 7 AC 8 arrive and feed the others soup.

7. SMALL, WHITE, BLIND HERMIT LVL 3 HP 10 AC 7. The first time he is encountered he gives the following sermon:

They have taken the hearts and minds of our leaders. They have recruited the rich and the powerful, and they have blinded us to the truth. Our human spirit is corrupted. Why do we worship greed? Because outside the limit of our sight, feeding off us, perched on top of us from birth to death, are our owners! Our owners! They have us. They control us. They are our masters. Wake up! They're all about you. All around you.

8. REFUSE ROOM: empty barrels and sacks, all in poor condition.

9. MAGICAL MUSIC ROOM. The walls are white marble covered with black tapestries. The song "Coming to L.A." eerily plays with no discernable source. The invisible musicians take requests, but if anyone in the party stands next to the concealed door they always switch to "Wake Up".

10. CELLS:

1. Human male blacksmith HP 6 AC 9
2. Empty
3. Empty
4. Hamelin the wererat HD 3 HP 11 AC 7 in human form
5. Wolfgang the werewolf HD 4 HP 24 AC 5 in human form
6. Non-animated human skeleton.

11. GUARDPOST: Vacant. A spear leans against the wall. In a locked chest is a suit of leather armor, deck of playing cards with nude queens, and 40 CP.

12. GUARDS. Two human fighting men armed with chain and spears LVL 1 HP 4, 3. Each has 10 CP.

13. GUARDS. Two ghouls armed with plate and long swords HP 11, 8. Each has 30 SP.

14. GREAT CHAMBER. A busy room, with 2 humans or 2 ghouls passing through every turn.

15. DECAY AND REFUSE. 3 giant rats HD ½ AC 7 HP 3, 2, 1. If attacked, one of them says "What's your problem, man? We're just minding our own business here."

16. WEST ANNEX. 4 in 6 chance of 6 humans engaged in labor here, moving dirt and stones around. Ghoul overseer HD 2 AC 6 HP 10. If they are appropriately subservient, the party can find employment here at the wage of 1 SP per diem.

17. YOG-SOTHOTH ROOM. If the lever on the south wall is pulled, the pit trap opens, dropping whatever is on it down. If the Yog-Sothoth HD 666 is satisfied with the offering, a +1 is added to one of the lever-pullers attributes—choose attribute randomly. The boon will be granted to a character at most once. If the pit trap is opened without an offering on it, there is a 1 in 10 chance that a tentacle will reach out and grab a randomly chosen victim.

18. PIT TRAP.

19. FRANK THE FIGHTING MAN: LVL 3 STR 18 HP 20 AC 9, spear. He says the blacksmith shops are laying people off left and right and he hasn't seen his wife and two kids in 6 months. If the party looks down on their luck, he takes them to 22.

20. LATRINES. 2 in 6 chance that a ghoul HD 2 AC 6 HP 7 is using the facilities. When finished, the human attendant HP 2 wipes him clean. If the party watches, the ghoul says "Hey, what are you looking at?".

21. LOCKED ROOM. All doors to this room are locked. No one has the key.

22. SOUP KITCHEN. 2 monks serve soup to 2d6 humans.

23. STORAGE ROOM: The door is locked. "Vivant, dormimus" is written on the wall. The third crate opened contains 12 pairs of SPECTACLES OF TRUE SEEING. The spectacles are wrought with dark-colored glass such as is used for moors in the stained glass windows of cathedrals. The glasses expose the ghouls for what they are and also reveal the true text of the magical notices found in the corridors. The true text can be determined by this table:

1. obey
2. marry and reproduce
3. no independent thought
4. consume
5. conform
6. buy content with the OSR logo
7. watch tv
8. stay asleep
9. no ideas
10. surrender
11. obey authority
12. doubt humanity

If a player who cannot see the true text of a notice reads it, he or she must save vs. spells or be affected by suggestion. The true text acts as the phrase or utterance of the suggestion spell. It will not take place immediately, but only when an opportunity to follow the suggestion

arises—usually during a combat encounter.

SECRET CRYPTS

Wandering Monsters

1. Ghoul (1: nobleman, 2: clergyman, 3-4: merchant)
2. Ghoul guard and human guard
3. 2 Ghouls carrying a paralyzed human adventurer (LVL 1, 1-4: thief, 5-7: fighting man, 8-9: cleric, 10: magic user)
4. 2 Human merchants in cahoots with the ghouls
5. 2 Stirges HP 5, 2
6. Gelatinous Cube HP 20

24. BAD ODOR. It comes from room 34.

25. DINING HALL: 8 ghouls HD 2 AC 6 are seated and eating a corpse. At the north end of the hall is a lectern at which a ghoul is giving a speech.

26. GUARD POST: 2 ghoul guards HD 2 AC 6 HP 13, 11 on duty.

27. GLASS CABINET OF CURIOS: a glass cabinet contains rows of balls. There is no obvious means to open the cabinet, but to the right is a coin-sized slot and a button. If a SP or a GP is inserted and the button pressed, a ball rolls out and drops to the floor. If the ball is opened, it is discovered to contain a pair of unlaundered panties. If a GP was used, the machine issues 11 SP in change.

28. BED CHAMBER: A maiden sleeps on her bier clutching a sword. She is the vampire sorceress Evil-lyn LVL 7 HD 9 HP 54 magic missile, read magic, ventriloquism, web, levitate, dispel magic x 2, wizard eye. Thanks to her eerie eyes, her charm spell is extra potent and she uses it on the first person she sees who must save at -4. She pretends to be a captive of the ghouls. However, if any character in the party is a halfling or has a name taken from The Lord of the Rings, her +2 (+4 vs halflings and LoTR named characters) bastard sword INT 15 EGO 20 will fly to her hand and she attacks the offending character. She wears slippers of spider climbing.

Above the maiden hangs the Lantern of Sulayman. This powerful artifact contains a flame which cannot be extinguished, short of letting the lantern run out of fuel. The fuel source is crushed gems. The lantern burns 10 GP of crushed gems a day, unless one of the colored lenses is in the lantern, in which case it burns 1000 GP of crushed gems a day for each lens. There are slots for up to 4 lenses. If the flame goes out, the last person to insert a lens into the lantern dies. The colored lenses have the following effects.

red: illusion
orange: fear
yellow: suggestion
green: erase memory
blue: summon harem
violet: extraplanar gate

When first encountered, the red and yellow lenses are in place. The red lens is the reason the ghouls look like humans and the true text of notices cannot be seen. The yellow lens is the reason the notices have the power of suggestion.

The door on the NE wall has a keyhole. Putting the key from room 2 in the keyhole toggles the door to open to either 30. (the current setting) or 29.

29. TREASURE ROOM:

10,000 SP (10,000 GP if silver standard is used)
6 rubies worth 1000 GP each
34 opals worth 10 GP each.
Cap of Ogre Intelligence
Book of Ebon Bindings

30. STAIRS TO LOWER LEVEL.

31. BOUDOIR: female ghoul HD 2 AC 6 HP 11 with jewelry worth 200 GP and scalp coat.

32. VATS: used to soak hides in a solution of tannic acid.

33. TANNERS SHOP: 3 ghouls HD 2 AC 6 HP 12, 7, 5 at work dehairing and degreasing human hides.

34. CHARNEL HOUSE. 20 corpses are piled up here. The stench is debilitating.

35. RED WAITING ROOM: The room is decorated with red tapestries and chairs. 3 Human females HP 3, 2, 2 AC 9 and 1 ghoul madam HD 2 AC 6 HP 7 are seated. The chambers to the north have beds. If all three are searched, the third will have the paralyzed 4th human female with her ghoul client.

36. FORGOTTEN SHRINE. The ghouls use this room for storage, but if characters look behind the broken furniture, they will notice a wooden altar with an ashtay, dice, and scrolls of maps with annotations. Anyone learned in old school game play will recognize this as an altar dedicated to the E.G.G. If a character pulls the rope to ring the bell, throws a 5 CP coin into the offering box, bows twice, claps twice, and silently thinks a sentiment consonant with old school playstyle, he or she will get a 20 on his or her next roll. Note that if the ritual is not performed correctly, the character may fail to get the attention of the E.G.G. who is otherwise present on a 1 in 20.

37. STORAGE ROOM. Barrels, crates, pallet boards, and 3 giant centipedes HD ½ AC 9 HP 2, 2, 2.

38. GALAXY TELEPORTER: Ghoul operator HD 2 AC 6 HP 7. On a 1 in 6 a party of 1d6+1 ghouls arrive from the Andromeda galaxy. The console has 7 dials, each with positions numbered from 0 to 16. Above the console the following is written:

LMC: 163372
And: 2509118
Tri: 2910744

These are the distances in light years that must be set on the dials before stepping into the teleporter. The number must be converted to base 17, or any being stepping into the teleporter will miss the destination galaxy.

39. STAIRS: The stairs lead up to a tomb in the graveyard on the south side of the monastery.