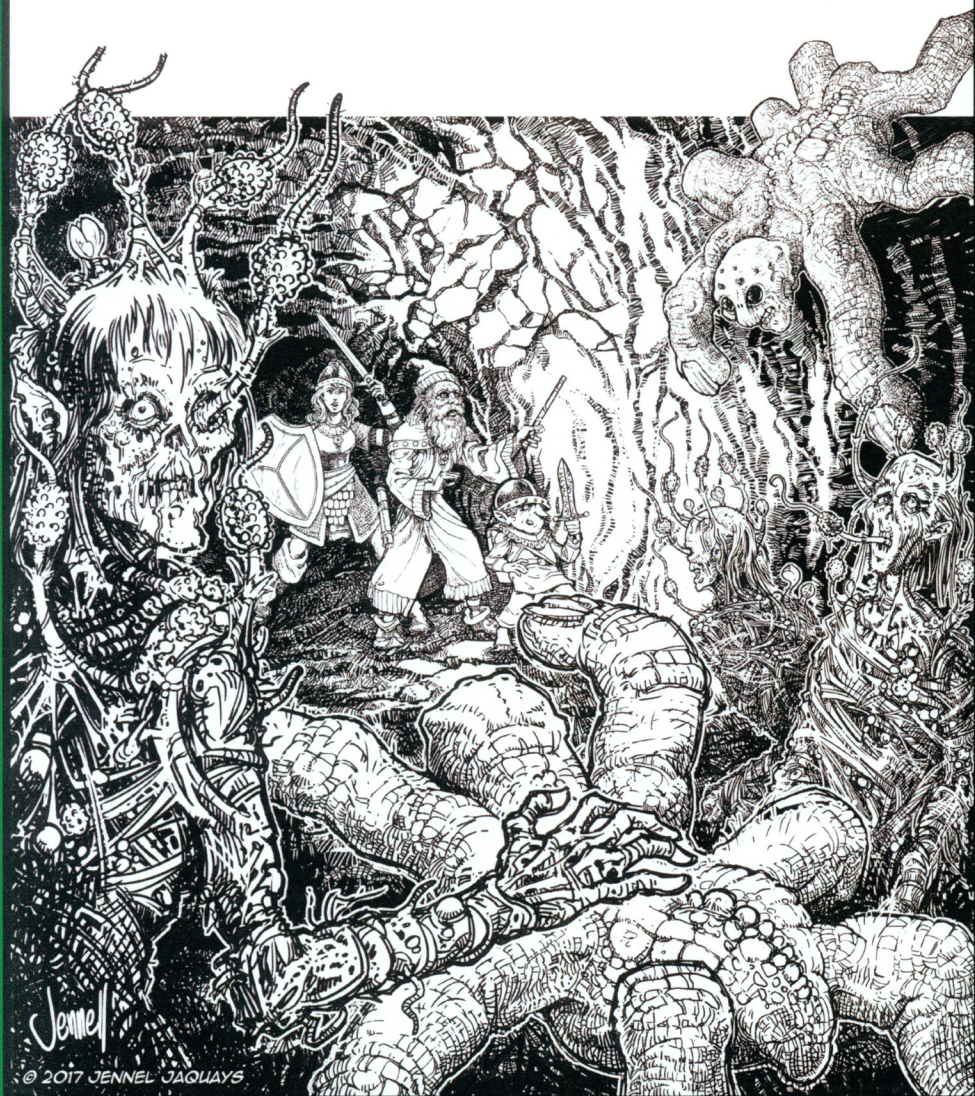


THE DUNGEONEER REVISITED

REFLECTIONS BY JENNEL JAQUAYS

&

NIGHT OF THE WALKING WET
(ORIGINAL AND RELOADED)



THE DUNGEONEER REVISITED

Reflections

by Jennell Jaquays

&

Night of the Walking Wet

(Original and Reloaded)



1st Printing
Released at NTRPGCon 2017

Original publication of "Night of the Walking Wet"

The Dungeoneer #5 & #6, 1977

Reprinted in The Dungeoneer Compendium, Judges Guild 1979

Written by Jennell Jaquays, Randy Cox & Tamara Wieland

"Let's Make a Magazine" by Jennell Jaquays copyright ©2017. All rights reserved.

"Reloaded" Edited by Mike Badolato & Zach Glazar

Maps by Jennell Jaquays (originals) and Zach Glazar (reloaded)

Afterword by Mike Badolato, Cover by Jennell Jaquays

Printed by NTRPG Con 2017 (1st printing)

With permission from: Jennell Jaquays & Bob Bledsaw Jr.

Copyright ©2017 Jennell Jaquays

TABLE OF CONTENTS

Let's Make a Magazine by Jennell Jaquays..... 3

Night of the Walking Wet (original version).....11

Night of the Walking Wet (reloaded).....25

Maps.....55

Afterword.....58

Let's Make a Magazine!

A DUNGEONEER ORIGINS MEMOIR

© 2017 Jennell Jaquays

How can it be 41 years since I wrote and published F'Chelrak's Tomb in that first issue of *The Dungeoneer*? Had it really been only nine months since I had even heard of *Dungeons & Dragons*? And even more amazing that I didn't actually play my first *D&D* game until February of 1976? So when just four months later my best friend and I wrote, prepared and published that first, 12 page, tan-covered booklet of *The Dungeoneer #1*, we had no clue that we were locking down our place in gaming history at the same time. With that act of fannish enthusiasm, we became the second gamers to publish a fully worked-out, stand-alone *D&D* game adventure; and the first to create a "mini-adventure" as opposed to a multi-level dungeon.

While history typically doesn't reward second place finishers quite as well, I believe I did just fine. Laurels and rewards usually only land on first place finishers. But in retrospect, I would call a 40+ year career making games and consistently entertaining generations of players a great second place prize. And for what it's worth, MY adventure is not only still playable and fun 41 years later, but it's also still getting favorable reviews and advice on how to keep it fresh for modern players.

Much has been written about the history of adventure gaming and its more notable founders, like Gygas and Arneson. They were the foundations of an industry, but the building blocks were the thousands, and later hundreds of thousands gamers of all ages who used the game to unlock their imaginations, release their creativity, and empower their sense of self-worth. All that happened in a world that still put more value on ball handling in sports, than code wrangling on a computer. Looking back, I was one of those desperately naïve, socially and emotionally insecure young people. I was a classic nerd-child who loved comic books, adventure fantasy stories, and making art about my passions.

In so many ways, *Dungeons & Dragons* was created just for me ... though to be more inclusive, for people who were just like me.

When my friend and I published *The Dungeoneer*, I was all of 19 years old; just finishing up my second year of college at a tiny little conservative Christian school in the tiny little Michigan village where my family still lived. Where two years earlier, I had graduated high school. *Dungeons & Dragons* had yet to be identified as Satanic, or be responsible for poor fictional Marcie killing herself because her equally fictional *D&D* character Black Leaf had failed to find the poison trap. Poor Dallas Egbert III had yet to disappear into the mysterious steam tunnels beneath Michigan State University. And *Monty Python and the Holy Grail* jokes in games would still be funny for just a while longer. It was all so fresh and new.

My impression back then was that early game groups were small. My group included friends from high school and college with shared interests: Mark, Randy, Dave, me, and occasionally my younger brother Bruce (he was still in high school and lived nearby). I played as a character in other DM's games occasionally, but just as often I was the Dungeon Master. I have more memories of game adventures that I wrote and ran, and correspondingly fewer memories of the characters that I played.

We were REALLY into the game that first year. We all wrote all our own game adventures and we hungrily scavenged for any resources to add to our gaming materials. Despite living in the American Midwest, the birthplace of much of the RPG industry, we had few resources available to us. The nearest hobby store carrying the game and its accessories was 45 minutes away by car (which I had to borrow to use) in East Lansing, Michigan. To the best of my knowledge, we were definitely the only players of the game in our school, and possibly our entire county.

What little new game content we found came from *The Space Gamer* where I had discovered *D&D*, and from TSR's in house publication *The Strategic Review*. But those few discoveries were

not enough. So we thought, “Why not come up with our own magazine?” Thus, the idea for *The Dungeoneer* was born. I wrote to TSR to ask if it would ok to publish a fan magazine for their game, but also to make sure that our chosen title didn’t step on any of their projects or trademarks.

Tim Kask, the editor *The Strategic Review* and the soon-to-be-published first issue of *Dragon* magazine responded to me with a hand written letter on May 14, 1976, letting me know that he would be happy to promote our magazine in his (especially if the favor was returned). He assured me that the name we had chosen didn’t infringe any of TSR’s trademarks.

We were off and imagining.

I don’t remember how we decided that including a fully worked-out adventure in the magazine would be a regular feature. But we needed something small that would fit in a 12-page book (including cover!) as just one of many regular features. That adventure, which I called *F’Chelrak’s Tomb*, came from a sub-level of one of my own dungeons; a secret shaft descending beneath a crypt. I still have the original material, drawn and written in pencil on the green graph paper pages of a lab notebook. The words “F’Chelrak’s Tomb” are cribbed in above the first entry, pretty obviously not part of the original writing. For those who may wonder, I pronounce F’Chelrak as “Fuh-chell-RACK.” I later learned from one of my subscribers that they just called it “Falcar’s Tomb.”

Merle Davenport, one of my friends from high school, wrote the adventure for the second issue. *The Fabled Garden of Merlin* was just a half page shorter than the first adventure, with equally terse room descriptions. I drew the maps, all cramped onto a single page, based on Merle’s penciled cartography. Merle’s room ideas could be as offbeat as my own (beware his trees). I can at least say that we play-tested this adventure once before we printed it. That was not true of my own work.

Borshak’s Lair in issue #3 has been one of my favorite dungeons to run as a DM, whether in the *D&D* rules or the later *Runequest* and *Swords & Wizardry* rules. In the late 70s, I made a

complete conversion of the adventure to work with the *Runequest* game rules. It's never been published in that form, but I have run it a number of times that way. The adventure features one of my favorite (and most annoying) magical creations of all time, Fred the talking amulet. In the original, Fred was a carved wooden fish. In my conversions, Fred became a carved wooden duck, looking more like a yellow rubber ducky than a natural bird.

Moving on to issue #4, James M. Ward, designer of *Metamorphosis Alpha* and other games was not only the first subscriber to *The Dungeoneer*, but also he wrote the only adventure in the first six issues that was not created by a member of my gaming group. *The Pharaoh's Tomb* by Jim Ward featured the Minions of Set (from Jim's *Gods, Demigod & Heroes* supplement book for D&D). The Minions would feature prominently in my own Egyptian-themed adventure, *Dark Tower* from Judges Guild.

This brings me up to most complex adventures in the series, *Night of the Walking Wet*. Drawn on three separate map pages with a massive number of encounter areas, the adventure required that we share it across the last two issues that we personally published.

The origins of *Walking Wet* are vague in my memory. I'm reasonably certain that it began from two points of inspiration: a pencil sketch of a nightmarish creature made of human fingers with its skull like head by Aaron Arocho and my goofy zombie name idea, the walking wet (instead of the walking dead). From that came the slime god which created the "Aquazombies." The final art featured my inks over Aaron's pencils, and a horned zombie for the Aquazombie (Why horns, I do not know). The adventure is divided into a variety of sub areas, the cistern, the crypts, the chromatic maze, the slime temples, and the creepy caverns with their crawling horrors. The final map tends to suffer from a fear of unused space. There are sections of it that could have been left off (like the straight halls in the south west corner).

Unlike all the previous adventures, I created an outdoor map for it as well. All the earlier adventures had locations on that map. *Night of the Walking Wet* became one of the most complex dun-

geons I had created for publication and set the tone for later professional work. It was no longer a mini adventure, but a more complex dungeon with a rich backstory. Even sparsely written, it was long by *Dungeoneer* standards. The tiny typeface used in issue #6 is the only reason the adventure could be crammed into that magazine, and it still ran 20 pages, the longest *Dungeoneer* yet.

By this point, the magazine had become a mostly one person show. Other than the volunteer outside submissions (monsters mainly), and a serialized fiction story from one of the founders, the production of *The Dungeoneer* had become a solo project.

To be fair, by the spring of 1977, most of us who had formed the Fantastic Dungeoning Society in early 1976 were upper classmen and our classwork challenges were significantly greater now. The first of our gaming group graduated around the time that issue #5 went to press. Most of the rest of us would be done with school in a year.

With issue #5 I realized that I couldn't keep doing the magazine, have a social life, work, be an art student who needed to produce a senior art show and graduate in the next year, AND produce a bi-monthly fan magazine that was rapidly growing in popularity. I was writing, developing, editing, illustrating, mapping, doing the typesetting, page layout and pre-press production on most of the 'zine's content. I wasn't even gaming on a regular basis anymore.

Summer saw nearly everyone disappear off to summer employment, self-included. I was still working as an announcer and program director for the college radio station, picking up odd jobs locally where I could, and doing some game art freelancing as well. As the summer ended, I began work as a part time graphic designer and paste-up artist for the print shop that was handling my *Dungeoneer* printing. And as the capstone to the summer break, my girlfriend broke up with me as the fall semester began. In retrospect, on top of all that, I recognize that I spent much of my final year of college dealing with the effects of depression.

During that summer break, I responded to an inquiry to take the magazine off my hands. With the permission of the Fantastic Dun-

geoning Society, I accepted the offer, though the deal would not be complete until January of 1978.

Everything had been taking precedence over finishing *Night of the Walking Wet* and producing the 6th issue of the magazine that summer and fall. This created a seven month hiatus between completing and shipping issue #5 with its cover inspired by Ralph Bakshi's movie *Wizards* in May and shipping issue #6 in December of that year. While most of the content for issue #6 (including the dungeon adventure) had been written before the start of school in the fall of 1977, it took me until late November to finish final production work on it.

During the Thanksgiving holiday that year, I went back on campus (usually under the cover of darkness) to let myself into the communications office through the basement level back door. I had a key to communications offices because of illustration and design work that I had been doing for them. I used the IBM Selectric carbon ribbon typesetting machine there to finish typing in the adventure content (the rest of the magazine was done).

Putting out the *Dungeoneer* had become a part time job, and not one that I could give full attention to. Even though the work on the magazine eventually counted towards some of my academic credit in art and writing classes, and even secured me a school humanities award, it didn't help me finish my art class assignments, or research papers, or even put the magazine out on its promised schedule. When issue #6 shipped at the end of 1977, I shut down pretty much every aspect of my life that wasn't about finishing my art degree: Death March unto graduation.

In January, I turned the magazine, it's unsold stock, unpublished articles and art, and subscriber list over to Charles "Chuck" Anshell of Anshell Miniatures (a friend of a friend). And with that, my turn at the helm of *The Dungeoneer* was done and the seeds for a career in making games were taking root.

Reflecting back, I had no real science or methodology to writing adventures. I wrote things that seemed interesting to me as a player and a DM, and I used encounters to suggest stories rather than just provide puzzles and monster battles.

I disrespected the rules when it came to using magic in my dungeons, allowing those who created my spaces and the puzzle, tricks, traps, and monsters to have far more facility and allowances regarding what could be created with magic than my players' characters would ever be expected to have. I didn't particularly like killing off player characters. But on the other hand, I never play-tested the adventures that I wrote (other designers have since told me that this is not unusual). So I never knew whether my adventures were under or overpowered. Or even which ideas worked and which didn't. Or maybe, whether they were actually fun.

I liked the idea that dungeons and their occupants had back stories. I liked secret doors. I liked them a lot; a whole lot (still do). And I liked magic statues that did things. I remember one of my fans commenting about my statues once and that players should be wary if they ever encountered them in my dungeons. Reflecting back, they were, of course, right.

Dungeon maps were often designed, inked, and even numbered to a production level before I actually wrote out my encounters. If memory serves, I didn't change that process much when I worked for Judges Guild later on. More recent projects have been quite different, especially now. I redesign maps as I go and let production (usually STILL me) worry about the details. Yay for computers and digital art tools!

Of course, the biggest change between then and now has been the maturity of the author. I was a much younger person back then in so many ways. I knew things about myself that I wouldn't admit or share for decades and that knowledge colored and slyly crept into my designs as well. I had limited experiences with relationships at that point, and I often approached human encounters from a particularly naïve, young male-centric perspective that made biased assumptions about who would be playing my adventures. I wrote or implied situations in my *Dungeoneer* era adventures, articles, and other content that I now find too embarrassingly immature, misogynistic, ableist, and disrespectful. I apologize for that. We grow up. We change. We learn to be better people.

It's been particularly fun, in recent months and years to revisit some of those adventures that I wrote for *The Dungeoneer* and redevelop the content for a new generation of players (or in some cases, see how others have redeveloped them and take notes). I'm taking some of my adventures from that time and turning them from mini-adventures into the realm of epic dungeon crawls.

I look forward to sharing them again.

Jennell Jaquays

Seattle, WA

February 24, 2017

Night of the Walking Wet

PAUL JAQUAYS, RANDY COX, TAMARA WIELAND



Night of the Walking Wet



PAUL JAQUAYS, RANDY COX, TAMARA WIELAND

A.) THE GARDENS OF KRAKE' A small island, inhabited by an odd, adult Green Dragon named Hormath Fangtooth. He would rather talk than fight. He has no treasure, but loves poetry. He has one book of verse written in lawful, but he can not read it. He will ask any who can read to verbalize it for him. (This should take approximately five hours.) This is one way to secure his help at a later date. **HORMATH FANGTOOTH**- 48 hits, chaotic good.

B.) THE BARON'S ROAD. Leads directly but not safely to the capitol city of the land.

C.) DEVIL'S MERE' A large man made pond, occupied by an ancient monster. The creature is a water-going dinosaur known as an Elamosaurus (140 hits, AC 4, move 12, Dice 20D8, bite 4-32, butt 1-10. See BLACKMOOR.) It is usually hungry (always) and unintelligent. It will attack until its hunger is sated (2-5 men types). The Mere itself is 300 ft deep, carved into the stone below and walled above. It is fed by many streams and springs. Fish and animal life are abundant around it.

D.) CASTLE KRAKE. An ancient and fallen down castle. The walls are but shambles and only one building, a small tower remains intact. It is a tower that covers the entrance to the stair and tunnel that lead to the area behind room 13 on the first dungeon level. Guarding the tower is a ghost. He is Jarvit, 17th Baron of Castle Krake, killed by the Ogres when they invaded. He is basically malevolent, taking an oath against all who come here, binding himself to the castle grounds. If a group mentions that they are going to attack Cephalic (The Evil High Priest in the Dungeon), he will not harm them. **JARVIT**: 60 hits, 10D8, see TSR No. 3.

E.) THE CISTERN OF KELMAR. Built during this baron's reign (his full name is Kelmarvod Bloodletter, 9th Baron of Krake. It originally contained their, the castles, supply of drinking water, hid their dead and kept safe their treasure. It also made an interesting conversation piece. The cistern is now empty and has a stair leading down into it. a causeway bridge leads out to it from the island.

F.) KRAKE DAM. A large masonry and Metal dam, it is more than just a device to keep the water back. It also keeps boats out and large monsters in.

G.) SKY GOD'S FOOTPRINT (LARGE CRATER). This is where the space craft containing the Slime god crash-landed. Around it can be found pieces of the space ship. If crafted into weapons they will be +1.

H.) THE GREY RIB RIVER Named for the bridge that crosses it, this river is fairly slow but is also fairly deep. It is inhabited by crocodiles and poisonous water snakes. It is unfordable.

I.) LOCATION OF THE SKELETAL BOAT This is one of the few ways to get across the Mere. It appears to be the floating rib-cage of some giant beast. It is both magic and evil and will detect as both. If entered it will follow the guidance of its passengers, moving under its own accord. It operates on hit points and will randomly drain 3 hit points per full turn of operation. Its speed is 15".

J. KRAKE'S BOROUGH. A once thriving community, now a city of ghouls. There are 100-150 ghouls occupying

Wilderness: Castle Krake & Slime Swamp

A NOTE TO THOSE READING THE DUNGEONEER FOR THE FIRST TIME: THIS IS THE SECOND OF A TWO PART ADVENTURE. THE MAP FOR THIS DUNGEON IS IN THE DUNGEONEER NO. 5 WHICH IS STILL AVAILABLE

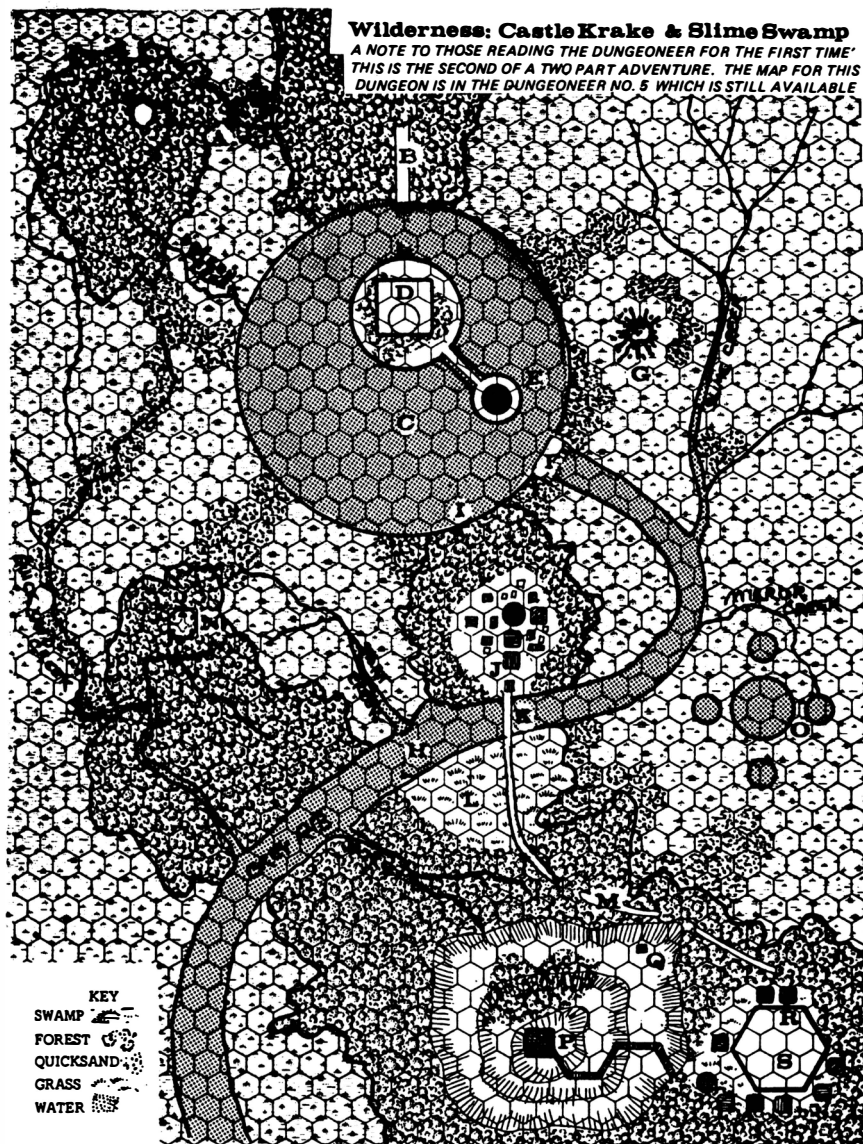


CHART ONE: Campaign map for Scum Swamp area, (once called "Krakeland Marsh"). It is now a desolate, semi-tropical area. It is rarely entered due to rumors of demons, undead and evil gods, that have left the area virtually unmolested by annoying villagers and pillaging heroic types. Ever since the appearance of the "Sky God's Footprint", (large crater), the area has gone from the location of a lonely baronic outpost to a foreboding place of ancient evil. It has been virtually unvisited by outsiders for almost 150 years. On this map are also some possible locations for adventures from previous issues of THE DUNGEONEER.

the city. They range around the swamp and raid nearby communities. While wandering in the swamp, one will encounter ghouls on two out of six chances on a regular encounter matrix. The ghouls are under the slavery/leadership of a type IV Demon who just keeps them around for laughs. They will bring all victims before him. He will most likely kill them.

TYPE IV DEMON: AC 4, move 9/12 58 hits to kill.

TREASURE: 7000 silver, 2000 gold, map to location of Merlins Garden, Scroll- read magic, ventriloquism, +1 shield, Dagger +1 +2 vs. Goblins and Kobolds.

The Demon abides in a small keep in the city proper. Most of the ghouls are in a large old tavern in the center of town. The small temple in the center area of the town is safe from both ghouls and Demon. Many times the Demon will not kill those that he captures, but instead will turn them over to the Evil High Priest for a reward of some type.

K.) **THE GREY RIB (BRIDGE ACROSS THE RIVER).** This bridge is made of a single long, grey stone, spanning the entire river. It resembles an old weathered rib bone, hence the name. The north end of it is usually guarded by 2-24 ghouls.

L.) **MORAC'S SWORD (ANCIENT BATTLE GROUND)** It is here the hero Morac defended the kingdom from invasion by demons and in doing so was killed valiantly.

M.) **KRAKEBOROUGH TRAIL.** A now overgrown cobblestone trail leading into the once thriving village. A great place for ambushes and wandering monsters.

N.) **MERLIN'S GARDEN.** This is a strange and mystical place that continually phases in and out of time. Sometimes it will be here and sometimes it will not. At other times it may be somewhere else in the swamp.

O.) **THE FOUR LENS.** Four reflecting pools of water. (How about someone writing up an adventure for this one?)

P.) **F'CHELRAK'S TOMB**

Q.) **PHARDAH'S TOMB**

R.) **KORSHAK'S LAIR**

S.) **PLAZA OF THE DEAD** This is a courtyard lying in between a small collection of tombs and crypts. The barons used to lease out space to wealthy nobles who wanted their burial spots in out of the way areas. Most of the crypts were later ransacked, either by the ruling class of Krake, the Ogres who took over, or by Cephalic's entourage of greedy hobgoblins. There will be a 30% chance of encountering some type of undead while in this area. If a ghoul is indicated on the wilderness encounter chart, then it will be a ghoul in the service of the Demon of Krakeborough.

NOTES ABOUT THE SWAMP: Roll encounters here as one would in a dungeon, using wilderness monsters however. There is a 40% chance that any wanderer encountered north of the Grey Rib River will be an Aquazombie. South of the river and in the village any wanderer encountered has a 30% chance of being a ghoul and a 10% chance of being an Aquazombie.

CEPHALIC THE UNWELL ...He is the one and only...ever...High Priest of the Slime god. He discovered the slime creature in the wreck of its space vehicle. Careful not to touch it, he brought it to the decaying grounds of Castle Krake. This was over a hundred years past. In the time between, he raised an army (small) of hobgoblins, discovered the caverns beneath the castle, raided most of the tombs, lured the harvestmen into one of the caverns with the Pipes of Caleb, Created the Ring of Slime Control and started a new religion, not to mention capturing a few townspeople and royalty for his sacrifices (resulting in Aquazombies). Not bad for one guy, huh? In the course of his labors he contracted a case of malaria that would not cure. (A curse from the true gods as punishment for his blasphemy). Thus he can usually be found sick abed (room 22). He has two powerful magic items: The Pipes of Caleb and the Ring of Slime Control. He also carries a +2 warhammer on his person.

CEPHALIC S-14, I-11, W-14, D-13, C-9, Ch-9. EHP 12th level. 34 hit points. If you play with pre-chosen Clerical spells (Which I don't), he will have the following:

PURIFY FOOD AND WATER	HOLD PERSON	REMOVE CURSE	STICKS TO SNAKES
DETECT GOOD	BLESS/CURSE	CURE DISEASE	CREATE WATER
CURE LT. WOUNDS	SPEAK W/ ANIMALS	SPEAK W/ DEAD	CURE SERIOUS WOUNDS
PROTECT. GOOD	SILENCE 15' R.	CONTINUAL LIGHT/DARK	PROTECT. GOOD 10' R.
RAISE DEAD	INSECT PLAGUE	ANIMATE OBJECTS	Play this EHP as you would any other, keeping in mind his physical disabilities.
QUEST	COMMUNE		

THE SLIME GOD... Not really any type of diety, it is a communal creature of numerous slimey creatures. Together, as a being, they have an intelligence of 18. Apart they have no intelligence at all. It was enroute to colonize a new planet, when it encountered malfunction and crashed into the swamp. All but the Slime god were vaporized in the holocaust that created the Sky God's Footprint (a huge crater in the swamp). Cephalic, a wandering priest found the creature and fell under the sway of its powerful hold person ability. He provided a place the creature could stay in and through religion, victims so that it could multiply. It eventually helped him create the ring of slime control. The ring actually worked as an extension of its own power over its slimey brethren. His powers are as follows: A -4 saving throw hold person ability, castable on any or many within 30' of it. The ability to affect living (usually intelligent) creatures with its own slime, no saving throw!! It has control over all slimey plants and animals with 600' and can summon them as per a Monster Summoning Spell, usable til all the slimey creatures within its range are gone. It can create a mental blast 3 times daily that will do damage to any who do not make a saving throw vs magic at -2.

A STAINED HISTORY

It is some 700 years gone, as men count the passing of time, that Kelmar of the Isles earned a reputation in battle. Enough of a reputation to be awarded a title and a tract of land. It was a title though, and even if he and his scions would be stuck in the middle of a swamp, it should be worth it. It wasn't. Kelmar's dreams of social advancement never bore fruit. He and his descendants all lived out their lives in the confines of Castle Krake. Some how and by some means the cistern, the castle, the crypts and the Devil's mere were all created during the lifetime of the 1st Baron. Seventeen of the line lived and were buried (though all not quite dead) in the depths of the catacombs beneath. It was during the reign of the 17th lord that the small army of Ogres attacked and destroyed much of the castle grounds and all its inhabitants, with the exception of a few females, kept around for sport. Their

major addition to the area (over a period of about 150 years) was to completely decimate the castle grounds, let the bridge go to ruins, let the cistern dry out, build a crypt complex of their own and discover the caverns. The Ogres began to disappear over a time and their whispered tales of ghosts and undead who haunted the castle grounds died with them, mysteriously. One night, not more than a century past, a bright light streaked across the heavens, rocking the earth as it impacted in the swamp. Days later, a wandering priest discovered the wreckage and was heard from no more, at least not for a few years. Strange things were happening in the swamp. Rumors of hobgoblins missing in the fens, and villagers disappearing in the swamp at night, strange, robbed men asking directions to the castle, tales of huge monsters in the rivers and the appearance of large greish slime zombies soon helped to empty out what little population was left in Krake Borough.

After his discovery of the Slime god, the priest Cephalic, and his band of hired hobgoblins carved out the priest's quarters and the temple area in the lower caverns. With the pipes he discovered in a forsaken hut, he lured the foul Harvestmen in to the lair he had prepared for them. With The Ring, he brought in numerous slime creatures to the dark, dank caverns. Several clerics of ill favor joined him in his labors. The now ancient Evil High Priest of the new-named Slime god was ready to conquer the world with evil. It was then that the Malaria set, the Malaria that no cure disease spell could rid him of. The old man, unwilling to let his followers take over for him, sat around and waited for the disease to run its course. It never did. The true gods are resting easier. They want to see this foul blasphemy of a "god" destroyed once and for all, but are not really interested in doing it themselves. Thus they seek others to quest it for them.

CHART ONE: THE MAP OF CASTLE KRAKE AND THE SURROUNDING SWAMP

- A.) *The Gardens of Krake.* A small island, inhabited by an odd green Dragon named Hornath Fangtooth, an adult he would rather talk than fight. He has no treasure but he loves poetry. He has one book of verse written in lawful and he can not read it. He will ask any who can read to verbalize it for him. This is one way to secure his help at a later date. HORMATH (48 hits)
- B.) *The Baron's Road.* Leads directly but not safely to the capitol city (It's your campaign, you figure it out)
- C.) *Devil's Mere.* A large, man-made pond, occupied by an ancient monster. The creature is a water-going dinosaur known as an Elmosaurus (140 hits, AC 4, move 12, Dice 20D8, bite 4-32, butt 1-10. see Blackmoor) It is unintelligent and usually hungry (always). The creature has a total length of 40 ft and neck that is 25 ft long. It will attack until its appetite is sated (2-5 men types). The Mere itself is 300 to 350 feet deep, carved into the stone below and wallied above. It is fed by many streams and springs. Fish and animal life is abundant around it.
- D.) *Castle Krake.* An ancient and fallen down castle. The walls are but shambles and only one building, a small tower remains intact. It is a tower that covers the entrance to the stair and tunnel that lead to the area behind room 13 on the first dungeon level. Guarding the tower is a ghost. He is Jarvit, 17th baron of Castle Krake, killed by the Ogres when they invaded. He is basically malevolent, taking an oath against all who came here binding himself to the castle grounds. If a group mentions that they are going to attack Cephalic he will not harm them.
- JARVIT: 60 hits 10D8 see TSR No. 3.
- E.) *The Cistern of Kelmur.* Built during his life time (no one really knows how or why) it contained the castle's supply of water, hid their dead and kept safe their treasure. It also made an interesting conversation piece.
- F.) *Krake Dam.* It is more to keep things in than just hold back water.
- G.) *The Sky God's Footprint.* A large Crater. Remains of the space ship may be found around it.
- I.) *The Skeletal Boat.* This is one of the few ways provided to get across the water. It appears to be the floating ribcage of some giant beast. It is both magic al and evil and will detect as both. If entered it will follow the guidance of its passengers moving under its own accord. It operates on hit points and will randomly drain 3 hits per full turn of operation. its speed is 15".

NOTES ABOUT THE SWAMP: Roll encounters here as one would in a dungeon, using wilderness monsters however. There is a 40% chance that any wanderer encountered will be a group of aquazombies who will capture rather than kill, taking victims for sacrifice to the Slime god.

CHART TWO: CROSS SECTION OF KELMAR'S CISTERN

- A.) *The waters of Devil's Mere.* Nuff said!
- B.) *The Descending Stair.* This is a circular stair that leads downward to the base of the cistern. It is old and will most likely crumble and fall away into the pit below. Check every turn down to see if a) the stair has already crumbled away (15%) or b) the stair crumbles away as they walk down it (5% + additional 2% for every group member over 6 in number and an additional +1% for every member over man sized or just plain heavy. Discount 1% for every elf or hobbit.) Melee on the stairs will add an additional strain of +3% check every round. Roll 1-10 for length of fall area.
- C.) *The Harpies Lair.* Directly above the secret entrance into the crypts is a cave that lairs 2 harpies. (20, 24 hits)
- D.) *The entrance To the Crypts (secret door)* See chart III
- E.) *The great gap of Quick Mud.* See chart III

CHART THREE: THE KRAKE CRYPTS THE HOBGOB MAZE AND THE CISTERN'S BASE.

1. This is the base of the cistern. There is 10-12 feet of mud that has collected over the centuries. If one traverses it, there is a 20% chance of encountering a quicksand-like mud. Visible from where the stair enters the mud is the door to room 2. The door is all but covered by mud and is jammed partially open, but not enough to get through.
 2. This is the original treasure room of the Krakes. It is untouched only because the door caved in a little and the room filled with mud. In the east part of the wall is a door, hidden by mud that leads to the east shore of the Mere.
- TREASURE:** 7 locked, heavy, rusty iron boxes. 6 are partially filled with small stones. the 7th contains 7 100gp diamonds, 7 100gp sapphires, 7 1000gp emeralds, 7 100gp rubies, 7 100gp pearls. Also included is a magic ruby that when struck sharply (dropped, banged rattled etc.) releases a 6 die laser beam. For direction, roll 1D8 for compass direction and 1D12 for elevation, i.e. straight up 45° up or horizontal or 45° down or straight down.

CHART THREE

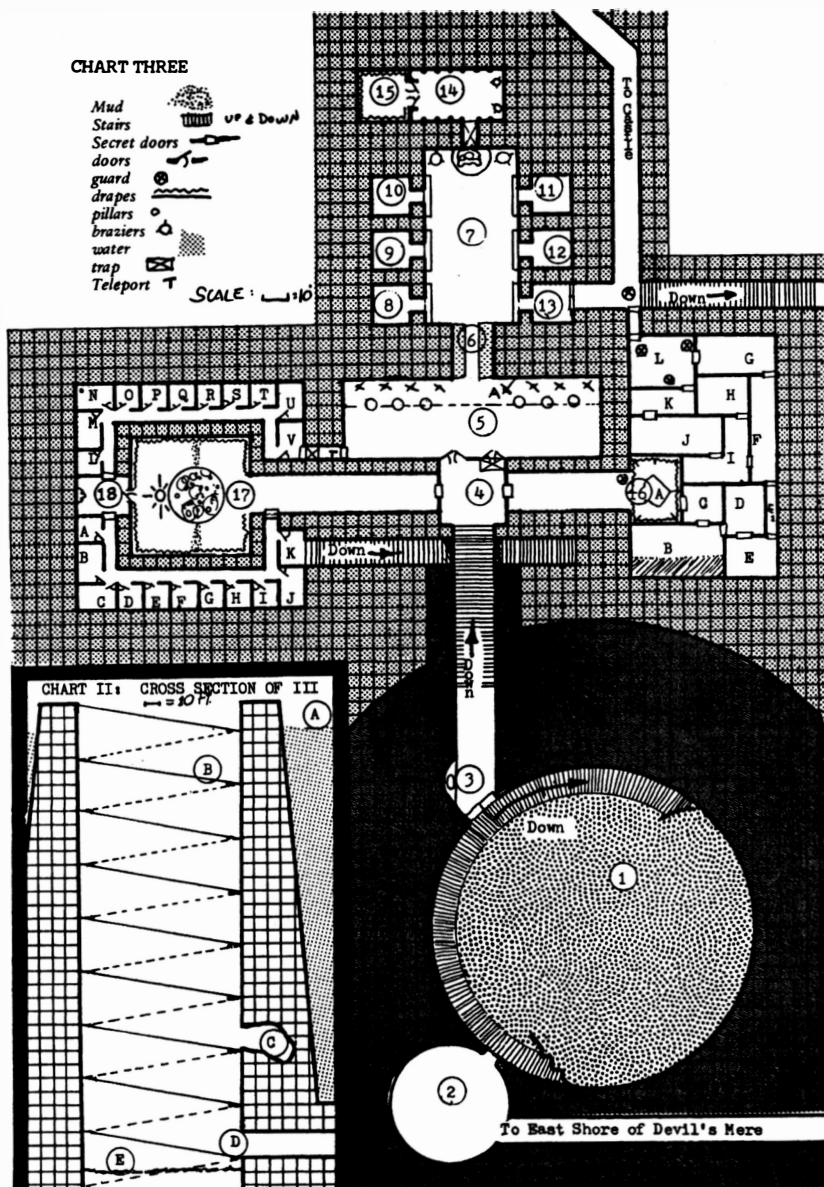
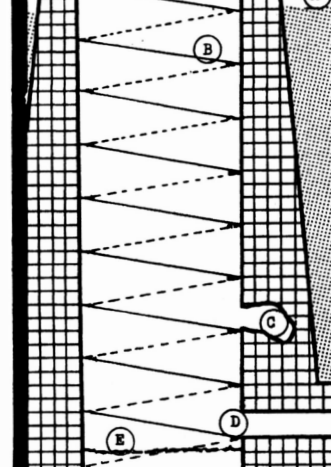


CHART II: CROSS SECTION OF III

1" = 10'



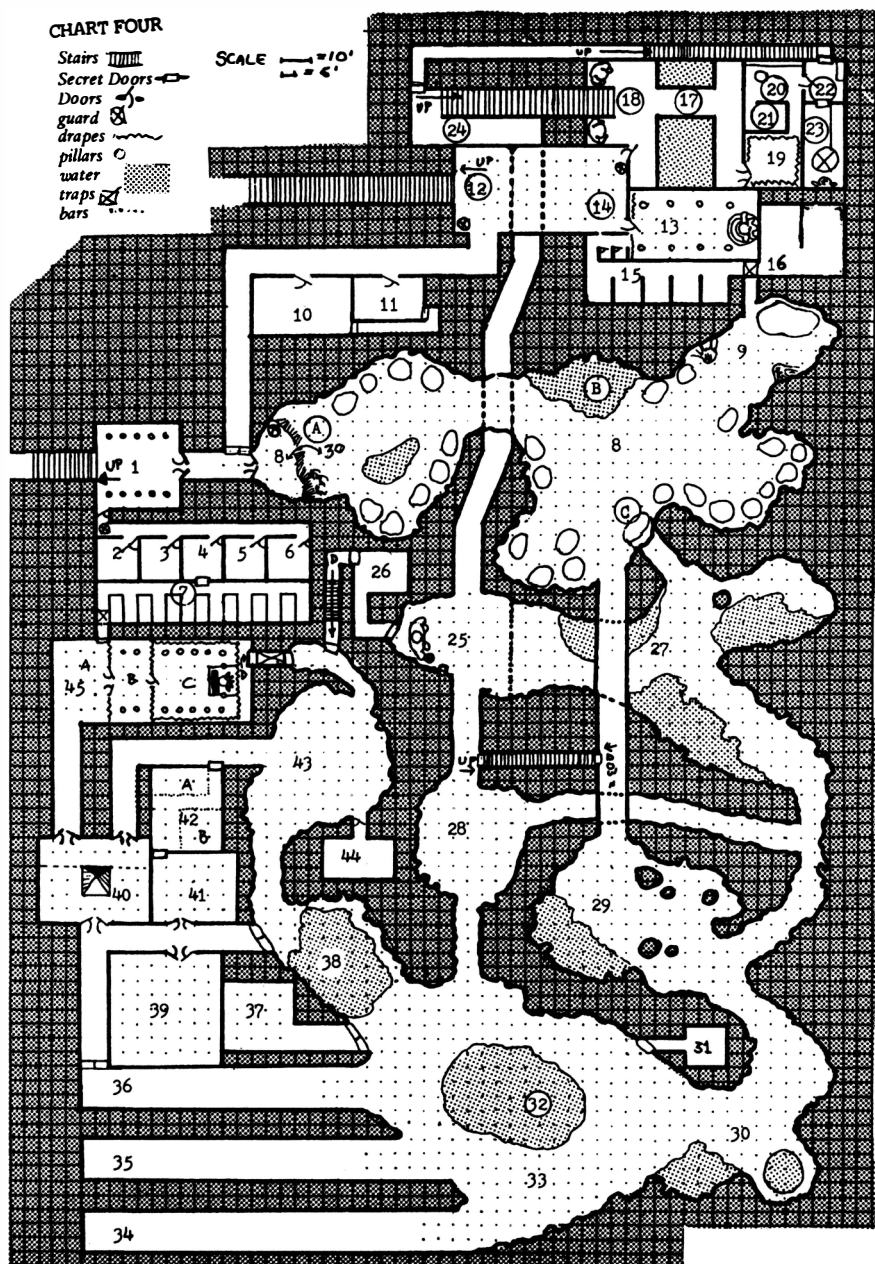
The gem box also contains an amulet vs. crystal balls and ESP in a smaller case. and in an oiled case is a neutral sword, Shamansbane, +1, +3 vs. Clerics. Intelligence-2.

3. Behind the locked, stone, secret doors is a ceremonial ablution basin, set in stone. Washing or drinking in the water will cause a repelling of undead as a Bishop (Cl 6). Water carried away becomes a potion of sleep (as spell).

CHART FOUR

Stairs 
 Secret Doors 
 Doors 
 guard 
 drapes 
 pillars 
 water 
 traps 
 bars 

SCALE 1" = 10'
 1" = 6'



4. A greenish tinged marble entryway. Walls are clammy damp. North wall has two sets of double doors. Right one has a 10 ft deep trap, opens as regular trap. East and west walls have secret doors. The west wall is magic-mouthed and goes off on an opening attempt. "Enter not the crypts of Krake, fools. By now you are dead men!" At this point it will give off a 1-4 pt damage electrical shock.

5. Hall or columns (o's) and statues (x's). Statues are of early Barons of Krake but are not labeled as such. The one marked "A", if approached within 5' will seem to become a ghost like apparition of the statue and lead the party to the lair of the harvestmen. It

is actually Shien-eth Moran, a Will O' Wisp (AC -8, move 18, 908, 49 hits . For its treasure, see 1st level room 18v.

6. A charmed giant octopus (AC 7, 408, 15 hits, 8 attacks, see Blackmoor). It is immortal to the effects of age, guarding the passage way by snatching the unwary from the narrow bridge. Beneath they are either crushed or drowned. Lying on the bottom (40 ft from the surface) is a 1000 gp ruby.

7. This is the chapel for the crypts. A fat god statue presides the chambers. It is carved of limestone. It looks as though many gems have been pried from it. Two braziers flank it.. They are of iron and look to have been used recently. Walls are of marble and the floor is of pieced granite. Crypts are hidden behind the huge mausoleum tablets containing the names of the dead inside. From the outside, the open by a secret catch (findable as a secret door, no elf bonuses) on the right side of each large stone. From the inside, with the exception of 13, the crypts do not open, period.

8. Crypt of Belphegar, 2nd Baron of Castle Krake. Tomb has been ransacked so that all that remains is the dessicated corpse and about 1000 copper pieces strewn about the floor.

9. Crypt of Drefus the 1st, 3rd Baron of Krake and his wife Thella. Crypt is devoid of treasure. All that is in the room are two corpses and insults about royalty written on the wall in hobgoblin.

10. Tomb of Drefus II, 4th baron. Crypt is completely empty, no corpse or treasure.

11. Crypt of Hammack Fel, 5th Baron of Krake and his 3 children Chirris, Melda and Drefus III. Drefus is a ghoul who lives (barely) on an occasional captured rat or two. The bones of his family are strewn about and gnawed on. There are 5 sets of skeletons (2 hobgobs have bought it here). Treasure lies about on the floor. 3000cp; 10 100gp topazes; 13 10gp garnets; a leather, s ver studded sheath, 1200gp; Topaz and copper pendant, 1100gp; Obsidian, 900gp; carved Ivory buckle, 4000gp; Enameled silver bracers, 3000gp; and a gold e-mer, 6000gp.

12. Crypt of Drefus IV, 6th Baron of Krake. He and two hobgoblins are now wights. (AC 5, move 9, HD 308, 10, 18, 18 hits). A large locked and poison pinned box (as a 3rd level circueans Poison I) contains 4000cp. Also a map, locating the construction of the new crypt: (room 18 a-v).

13. Crypt of Drefus V, 7th Baron. All his burial furnishings have been removed to make the room an entryway into the next level. All that remains of this Baron is a pile of bones in the corner. His spirit hangs about the room and telepathically suggests to a single party member that the remains should be re-interred in an empty crypt. If this is not done immediately, the spirit will haunt that member, lowering all his saving throws, attacks, and defenses in melee by one point. If the player gets rattled by the spirit's constant annoyance, lower all rolls by two. If the character dies, the spirit picks a new victim. The east wall of the room has two secret doors, known to the hobgobs and priests and also to the spirit. As abnubs to those who interr the ectoplasmic one, he will grant the group or individual a limited wish. The spirit can not be seen or detected in any way.

14. If one can move the fat god aside (100 strength points) the entrance to the crypt of the 1st Baron will be assayed. The short hall is also a trap that will open when weight is applied and then snaps shut for 2 full turns, unopenable. The room is the 1st compartment of the crypt proper. On either side of the door to room 15 is an Umber Hulk, geared to protect the crypt and then placed in a stasis field (permanent time stop in one area) that would release them if the door was opened to the room (14). Once their victims are destroyed, they will return to the stasis field to await future attacks. Once the stasis fields are reactivated by their return, the statue of the fat god will slide into place again. However, now it takes 200 strength points to move. In the right hulk's niche is a lawful sword, +1. +3 vs. slimy creatures. Umber Hulks (AC 2, move 6, Hd 808, 52, 46 hits) The room itself is of polished pink marble, walls set every 5' with a column of white marble. East end has a bas-relief sculpture of 1st Baron on the wall, flanked by two golden braziers (500gp each). West wall has door to crypt proper. Writing on it states: Here lies Kelmar Krake, Baron of the swamp province, may he rest undisturbed until time's end."

15. Final resting place of Kelmar Krake, 1st Baron of the Name. He is a corpse, lying in state on a pedestal at the rear of the room. Upon his chest, he appears to hold a locked steel box. Inside the box are two potions. 1) Invisibility, 5 blue pills in a translucent, cut-glass bottle. 2) Human control: 9 yellow pills in a transparent glass jar. In a secret compartment in the base of the box is a Libram of Exalted Deeds (C1). In 5 boxes at the base of the pedestal are 1000 cp. (total 5000cp.) In 6 boxes, 3 on both north and south walls are the jumbled remains of a skeleton (human) in each, along with chainmail, a broken sword and shatter shield (in each). The boxes cannot be broken, dumped or the contents scattered. If the box containing the potions is lifted or opened, the skeletons spring into full being. They are armed in chain and shield and are hasted, taking 8 hit points each. They attack immediately. The drapes in the room are acid-proof. On the floor is a dead thief. In his hands, he holds a map of the directions to the treasure of the Krakes (1st level, rm 2)

16. The east secret door from room 4 leads to what is known as the maze of the hobgoblins. Whilst wandering through unoccupied rooms of this maze, encounters with hobgoblins will be frequent, that is two chances in 6 per turn. Each room is a different color and of a different temperature. All the inter-room doors are secret.

A.) The entire room is red and 700 Fahrenheit. The walls are draped in red velvet curtains. A pentagram is inscribed on the floor in glowing green lines. If it is croseed,

- 1-5 of the walking wet will be teleported into the room at the pentagram's corners.
- B.) The entire room is bright orange. The walls are glowing hot and will give out 1 pt. of damage if touched. The temperature in the room is 190° F. The room is also very steamy, visibility is less than 5'. There is a 7.5' wide trench along the back wall of the room. Because of the steam, normal humans and most all creatures over 5' in height will not set it because of the steam. There is also a silence spell on the trench area, so that it negates all noise. The pit is 20 ft deep. At the base of the pit are the long dead bodies of a fighting man in +1 rusty chainmail and a magic user with an artillery scroll containing two lightning bolts and a fireball.
- C.) The room is red-orange, temperature 120° F. The walls are about 50 degrees warmer. There is nothing unusual about the room outside of this.
- D.) The room is yellow orange, temperature 100°. Walls will quiver when touched, recoil when struck, and bleed a yellow-orange ichor if wounded. A is 2. If the ichor comes in contact with human flesh, it will do 1-10 points of damage. After 3 melee rounds, pieces will fall off the walls and form into human-like monsters equal to Ogres. A total of 4 will be formed, one for each wall and will not cease attacking till destroyed. Wall-Ogres: (AC-2, move 9, HD 4DB, 32 hits each, damage- 1-10 2 attacks).
- E.) This room is yellow, temp. 70° F. The south wall looks like a yellow mold. It actually is not. If contact is made with it, that person will be immune to the effects of any slime or mold creature for 2 game days.
- E1.) A carrion crawler hangs above the south entrance to short hallway. It will drop at random on one of the 1st 4 to enter. The hallway is yellow - green in color, temperature 60° F. The north door is locked with a -20% chance on Thievish opening, due to complexity. Carrion Crawler (Ac 3/7, move 12, HD 3DB +1, 19 hits.)
- F.) The color of this hall is green, temperature 50° F. This is the hall of the Slain. Every member of the party will be attacked by 1-5 shadow-creatures (see illusionists) of the creature he/she most recently killed. Characters who have killed nothing may ignore the room's effects.
- G.) The color of this room is blue-green. The temperature is 30° F. The room is empty, but there is a blue mist wafting about the room at knee level. A magic mouth states: "Fools, you're dead now! The poisonous gas has killed you. You have only seconds to live! Isn't that funny? Ha Ha Ha Ha Ha Ha etc."
- H.) This room is blue violet in color, Temperature is about 40° because of the fire. If the fire goes out, it drops to 20°. The walls are hung with furs and tapestries to make an attempt at warmth. The furnishings are feminine. There is a large fur covered bed, a dresser, a fireplace, a table with 6 chairs, a vanity table and a mirror. The occupant is Jahalla a Circean Conjurer (Cl 3). (See The Dun. #2). She is mistress to Cephalic the EHP. She will not tell you that she is a Circean or has magic powers, just that she is a mistress. She is dressed quite warmly. She will try to charm, either by natural ability or by potion or spell, mostly male party members and get them to kill the EHP, bringing to her the Pipes of Caleb and The Ring of Slime Control. If attacked she will turn invisible and try to escape rather than fight. As a form of reward she will promise certain carnal pleasures. There is a minor chance that she will fall for a male member of a party. Roll at random for player and then, on a D20 roll character's charisma -12 to determine whether she becomes overtly interested in that party member. Spells: Magic Missiles, Charm Person, and Invisibility. Potions: Poison I, Aphrodisiac, Sleep. She will try to invite a group in for tea and then sleep the women and charm the men. As treasure, she has a 1000gp ruby amulet around her neck, a 600gp gold ring, 2000gp diamond ear rings and a hobgoblin shield hidden under her bed and her book of spells and potions is in a secret compartment in the main drawer of her vanity. She has all the 1st and 2nd level spells listed in GH and only the potions listed above. Jahalla: S-9, I-17, W-10, D-14, C-9, Ch-17, AC- 9, move 9, HD 3D4, Hits 11. Alignment is Chaotic. She has long blonde hair and light skin, green eyes, red lips etc.
- I.) This room is cold!!! The floor is icy and there is a Dex-10 roll on a D20 chance of slipping. Walls exude cold and if touched will give off one hit point of damage. The room is blue in color, the temperature is -20° F. There is a 20mph wind blowing.
- J.) The color of this room is violet, the temperature 50° F. The walls are wet and drip a violet slime to the floor. The room stinks and there is a chance of complete nausea on the part of one entering the room, saving throw against poison or lose stomach contents. The slime is harmless, but contact with it will give smelling monsters a warning of your coming.
- K.) A red-violet room, temperature is 70° F. The room is normal and empty.
- L.) Room is red and 90° F. Always 3 hot hobs on guard here.
- 17.) This draped room is the entry hall to the second crypt of the Krakes. It was created a century or so after the first one. After it was constructed, a powerful wizard in the employ of the family summoned several powerful fiery entities and entrapped them in the magical fire pool he had created. The pool contains 4 Salamanders. They will guard the room from any who may try to cross into the tombs (exceptions are the hobgoblins with their shields and the EHP). The dotted area is a force field that none may pass through, even with a Holy Sword or a dispel magic spell. However, one may cross over the lava pit (their are ways) or one may pass behind the curtains to the other side. Any voices spoken on the east side of the pit will attract the attention of the Salamanders. Also, trying to cross to the other side will invigorate them to combat, but they will usually not fight further than 15' from the edge of the lava pit. The sunburst on the east side is a safe zone. Usually, only one Salamandre will attack at a time while the others stay submerged.

Standing on the sunburst and reading aloud the runes inscribed in chaotic will summon up one of the creatures from the pit. "O creature from Hell, O fiend of fiery evil! I summon you to give me answer to my queries!" This will bring to the surface a single Salamandre who will answer a single question as per a commune spell. This may be done up to twice. The third time will bring all the remaining Salamandres into a no holds barred battle with whomever is on the surface, fighting until the death of either party is brought about. SALAMANDRES: AC 3/1, move 9, HD 7D8 +1, Hits 28, 36, 35, 41. The door to room 18 is solid stone (300 hit points AC 1) and will not open by any ordinary means. However, approximately 5 ft off the ground is a verticle chink in the stone behind the drapes. Thrusting a dagger or sword in the chink will cause the stone to raise vertically.

18.) The chapel of the 2nd crypt complex. There is a hawk visaged god image presiding over the room. In front of it is a small box 1'x1'x4'. Inside it are 200 small gems, about 150 of which are glass. The remaining 50 are worth 10gp each. At the bottom of the box is a dingy old scabbard. It actually is magic and has a human intelligence equivalent to 18. It acts as a 86-90% sage with a female personality. It will fall in love with the first lawful/neutral sword that it encounters. (Think of the fun you can have with this!) It or she speaks Law, Neutral, Gold Dragon, Lammasu, Shed, Gnome, Elf and Dwarf.

There are secret doors in the north and south walls. The only way back into room 17 is to take one of the human bones out of the box just to the right of the door and place it into the black carved mouth on the door. A chewing sound will be heard and the door will rise. Any hands or other parts of the body placed in there will be bitten off and eaten. The door will then rise.

A.) Crypt of the 8th Baron of Krake, Belphegar II. His tomb has been looted of all valuables. The corpse is intact.

B.) Tomb of Korvus, brother of Drefus V (the haunting spirit of room 13) There are a few coppers scattered about the floor. The head of the corpse is missing.

C.) Crypt of Kelmarvod Bloodletter, the 9th Baron. The crypt is devoid of treasure and the head of the corpse is definitely not there.

D.) The room is the crypt of the family of the 9th Baron (Kelmarvod). They are now all headless, living skeletons that each take 6 hits. There are 5 of them. Nulla, Kisvod, Helmarvod, Chem, and his wife Ailassa.

E.) The tomb of Keliss, Baroness of Castle Krake. She too lacks a head. The tomb is ransacked.

F.) The Crypt of Kormor, 10th Baron. He too is a wandering spirit and will try to possess the body of any who enter. He will then take his new body to single combat with the EHP. His corpse is missing its skull and there is no treasure in his crypt.

H.) Family of the 11th Baron. There are 3 headless corpses in the corner. names are Marthel, Korus and Fan.

I.) Crypt of Thelmu, 12th Baron of Krake. The crypt is empty.

J.) The crypt of the family of the 12th Baroa. This room has been converted into the living quarters of Gerdam, a 5th level insane fighting man. He always wears plate mail and shield and is guarded by Poco, his 2nd level Orc squire. Just opposite the door is a shelf with 16 heads or skulls sitting on it. (Now we know where all the heads have been disappearing to) Gerdam has a +1 sword (chaotic, Int-7 ego-5 notes shifting walls and rooms.) Poco has a short sword and a dagger with the power to animate objects as per the Clerical spell, usable 2/day, 31 charges. He also carries a short wand that looks magical. He will use the dagger to animate the skulls (AC 4, move 12, hits 3, damage 1-3 bite) which will then fly and attack intruders. GERDAM: AC 0, S-15, I-11, W-13, D-16, C-9 Ch-13, HD 5D8, 30 hits.) Poco wears chainmail AC 5, S 17, I-10, W-14, D-9, C-14, Ch-5, HD 2D8, hits 10. Treasure is on the person of Gerdam: 2 100gp rubies, a 500gp diamond and a 5000gp sapphire. They are hidden in a secret compartment in his belt buckle.

L.) The Crypt of the 14th Baron, Heironomous Box. The corpse is half eaten. The treasure is nil with the exception of about 100sp strewn about the floor. An old parchment in one corner of the room has the following inscribed upon it in neutral: "Seek ye lower? Find ye the 5th or 6th of the Name."

K.) The Crypt of the 13th Baron, Drefus VI. This room has an illusionary back wall and appears to be empty. It is actually the entryway down to the next level. The secret door from the hallway into 17 is known only to the EHP and his servitors.

M.) The door to this room is Wiz-locked. (8th level MU) It is the crypt of Drefus VII, 15th Baron. The late lord is laid out in state with a sword clutched tightly in his dead hand. The sword is Scorse, -2 Cursed blade, Int 8, Ego 1, Neutral, Detects magic and traps. His pillow is a red +1 cloak of protection. In a box are 8 scrolls. All are sealed in wax with the signet of the Krakes. 7 scrolls are of burial procedure, the 8th is magical: Invisibility, Mirror Image, Knock, Animate Dead, Detect Evil, Polymorph self, Remove Curse. In a small bag beside the corpse are 6 gems: 4 100gp matched carnelians, a 50gp garnet, and a 500gp emerald.

N.) Family of the 15th Baron. There are 4 lights in this room. The door has been bricked shut. To get in the bricks must be removed. Wights- (10, 11, 13, 16, hits) In a hidden hole in the floor are 4000cp covering 2000gp covering 3 1000 gp emeralds and a set of man sized plate and shield +1.

O.) The crypt of the 16th Baron, Chalmers the Holy. His crypt is empty and the bones lying around look gnawed on. The walls have religious symbols upon them.

P.) The crypt of Jarvir, the 17th Baron of Castle Krake (also the last. It is his ghost that wanders the grounds above the crypts.)

Q.) Empty and unused

S.) Empty and unused

R.) Empty and unused

T.) Empty and unused

U.) Unused, but it is now the lair of ghouls. Five are in this room (6, 5, 12, 10, 9)

V.) Unused, and more ghouls in this room. 6 to be exact. (13, 7, 11, 13, 6, 12.) Lying under a pile of refuse is a pit containing 7000sp, 4000gp, 3000cp. In the south portion of the east wall is a secret door that is detectable only on a roll of 1 even to elves! Behind it is a secret passage that leads to room 5. The first 5 feet of the hall has a false floor. Beneath it is hidden the treasure of the Will O' Wisp (see room 5). It consists of 2000sp, a scroll of protection from Lycanthropes, a potion of diminution- 4 doses of a musty tasting, yellow liquid in a sealed green gourd. Also a potion of longevity, 6 doses of a salty gold liquid in a pink wooden bottle. A small locked box (poison pin- 3D8 of damage) containing 18 gems- 3 500gp rubies, 6 500gp pearls, 6 100gp topazes, 3 100gp sapphires. The last 5 ft of the corridor is a teleport trap. It will transport 1-3 persons (once only per day) to the lowest level, right on top of the No. 33.

MENTAL BLAST- Make saving throw- stunned for 3 melee rounds

Miss saving throw- roll 1020.

1-10: Unconsciousness til roused

11-15: Above +1-4 points damage

16-17: above, but 1-6 pts.

18-19: above, but 1-8 pts.

20: above, but 1-10 pts and insanity.

The slime god is spherical, about 2½ ft across, greenish-gray in color, appears to be continually squirming. It takes 50 hit points (608 +2) has an armor class of 9 and communicates telepathically. It is chaotic in alignment, moves at a rate of 4".

THE HOBGOBLINS... These are the hirelings of Cephalic. They have been here almost as long as he has. They will be found wandering around the upper levels and in the middle levels, rooms 1-6, 8, 12, 13, 14, and on the lowest levels only in the company of the EHP. At the present there are 30 hobgoblins. 28 are normal hobgobs and 2 are 4th level fighters. The two high levels are the hobgob leader, Norb Grendath: S-17, I-8, W-9, D-15, C-10, Ch-12, AC-1, Plate and shield, sword, 5000gp gold ring, carved like a dragon. (21 hits) move-6. Harmon- hobgob lieutenant- S-15, I-9, W-7, D-12, C-13, Ch-9, AC-4, Chain and shield, carries a mace. He is intensely loyal to both Cephalic and Norb. Each hobgob carries 10 gp on his person. Hobgobs- 208 (10-16 hits). All the hobgobs carry a shield with emblem of The Slime God on it. (a gray green irregular circle.). This shield will give the bearer relative safety from most denizens of the hobgob maze and from Aquazombies.

THE ABOVE TEXT ON THIS PAGE SHOULD BE INSERTED BEFORE THE STAINED HISTORY! PG 69

CHART FOUR:

BARRACKS OF THE HOBGOBLINS; APARTMENTS OF THE PRIESTS AND THE UPPER CAVERNS (1-24)

- 1.) Originally a ceremonial room for the taking of human sacrifices to the caverns of the Harvestmen. It is now empty of its original furnishings. All that remain are the 1 ft diameter pillars spaced every 5 ft along the walls. The south entrance leads to what originally were tombs of the priest cult that was here before the Slime God came.
- 2.) These are the barracks of the Hobgoblins. This room has living arrangements for 7 hob gobs. Under one of the beds is a box containing 100 gp. Opening this box will curse a person to have a -2 saving throw against everything. There is a 40% chance that from 1-3 Hobgoblins will be in.
- 3-5.) The same as room 2. (except for treasure.) There is a secret door behind a cabinet in room 4.
- 6.) This is the abode of Norb and Harmon, the Hero Hobgoblins (there fighting ability is equal to that of a human hero.). There is a box of 200gp in a hole under the bed of Harmon. On the walls are various shields and weapons.
- 7.) The crypt of a later generation of rulers of Krake Castle, the family Scrus, a group of Ogres who were a little advanced above the average Ogre. In this room are 7, eight foot tall living skeletons. Each of the skeletons takes 2D8 hit dice. (Hits are 14, 11, 12, 7, 11, 6, 7.) Encased in the skull of one of the skeletons is a nauseating smelling potion of Gaseous form. There are 9 doses of this pink bubbly liquid in a translucent cut crystal bottle. In the southwest corner of the room is a trap that leads to the lair of the Slime God.
- 8.) This is the lair of the Harvestmen. There are 26 shallow hole lairs and 26 of the foul creatures. Several pools of water dot the cavern floor. Roll hit dice for each individual creature. They will be found only in this particular cavern. If a commotion is made anywhere in the cavern, they will congregate around it, and usually eat it.
- A.) This is a 30 ft cliff. Harvest men cannot climb up it. A rope ladder is secured to the top of the cliff.
- B.) The pool of Hlorzak. It will randomly reflect the interior of any room in the entire complex if something of value is thrown in. Jumping into the pool while the image is visible will result in transport to that room. However, the image will then vanish.
- C.) A shaft that leads down to the next level, to room or cavern 27, the lair of the walking wet. The shaft itself is slippery wet and can not be climbed back up without spikes. The Harvestmen avoid this area as they have no desire to tangle with the Aquazombies.
- 9.) The Lair of the Harvest Mother! AC4, HD: 8D8. 45 hits. She will defend the two egg sacs that are hanging from the ceiling. She will also use a full strength web spell up to 4 times per day. The egg sacs contain 100 eggs each. She does double normal Harvestman damage (See THE DUNGEONEER No. 5) She guards a silver +1 sword that does no damage but instead, adds hit points to the creature being attacked (1D8).
- 10.) The laboratory of Kastor N. Pahlucks. The resident spell worker. (K: N. Pahlucks- S 12, I 17, W 11, D 11, C 13, Ch 10. 7th level Neutral enchanter. Ready spells- Charm person, Ch. persn, sleep, read magic, invisibility, web, magic mouth, knock, hold person, haste fireball, polymorph others.) He wears a short, blue tunic and a black vest. He is a young man. He is also served by an ugly (See The Dungeoneer No. 1) Named Fritz (S 17, I 5, W 12, D 15, C-14 Ch 4.....AC 6, 3D8 (18 hits)) If his master is killed or captured, Fritz runs for the nearest help. On the person of Kastor is his wand of magic detection, a ring of human control and an amulet v. crystal balls an ESP. The door to this room is magic mouthed and wizard locked. Magic mouth yells "Help!! Help!! Somebody's tryin' ta break in! Boss... Help!! Help!! Hey you Hobgoblins.... save me... theyre gonna break me down." The door then appears to open and a quaint little old lady looks out and says "I'm sorry little boys, but Halloween isn't until October. Run along and play now." The door then closes. Kastor is working on trying to distill the disease/slime that causes Aquazombies. He has 3 Aquazombies in a cage. His workbench is covered with distilling equipment, 2 large flasks (indistinguishable from a potion) contain essence of Aquazombie. Drinking the stuff should be treated as a no saving throw Aquazombie touch. Kastor is not above fireballing his workshop, if necessary. Only he knows of the secret doors into his living quarters.
- 11.) The door to this room is merely wizard-locked. The cubicle is Kastors living quarters. Very modest accommodations they are indeed. Cot, desk with personal papers, chair, chest of drawers, (bottom drawer has a secret compartment containing his magic codexes. Each book is wizard locked and explosive runes are written upon them. 1st level book: GH No.'s 1, 2, 3, 5, 6, 7, 9, 10, 11. 2nd level book: GH No.'s 1, 2, 3, 5, 6, 10, 11, 13, 14, 15, 16. 3rd level book: GH No.'s All. 4th level book: GH No.'s 2, 3, 4, 5, 6, 7, 8, 9, 10, 15, 16. Each book is bound in iron.) 200 silver pieces are in a box under the bed. The secret passage has bats in it that fly at intruders.
- 12.) Troop/Muster room of the hobgoblin guard. Two hobgoblins are always on guard at the x'ed points. On a roll of 10%, 75% of all the hobgoblins will be standing in formation here. (full armor and weapons at ready). At least one of the EHP's acolytes will be reviewing it troops. The stairs at the west end of the room lead up to room 13 on the map of the 1st level area.
- 13.) Acolytes chapel of the Slime god. This room has 8 pillars, curtains on the west wall, and marble statue of the slime god. Scented incense burns in here that will slow melee combat of those not used to it down to 1 blow for every two melee rounds. The door to this room is always locked. Keys to it are held by Norb the Hobgoblin, Cephalic the Unwell, and each of the acolytes. Jahalla the Circian (Map 1, room 1611, THE DUNGEONEER No. 5) also has the key to this room and to rooms 18 and 19.
- 14.) A peek hole (visible only if looked for) from the acolytes' living area into the muster hall.
- 15.) Living cells for clerics of the Slime God. 2 small closets contain heavy worship robes that contain a chemical Aquazombie repellent. They smell horrible (mediciny). Green in color with a slimy starburst emblazoned on the chest. They will repel up to 2D6 of Aqua-

zombies. Two robes is 4D6 and so on. (Worn by separate persons. There are 10 robes. 2 will not repel the Walking Wet.

SIMON OF GARTH: Lead acolyte is an Evil Curate (CL 5, 21 hits, AC 7 carries mace under robes) He is not necessarily completely loyal to Cephalic the Unwell and is waiting for the old geezer to kick off. S-16, I-11, W-9, D-11, C-10, Ch-10. spells- cause Lt. Wounds, Silence, Hold Person.

PREDO: S-11, I-9, W-11, D-13, C-14, Ch-8 CL 4, AC 7, weapon: Mace, spells: Cause Lt. Wounds, Cause Lt. Wounds Hold Person

CHIRURED SCUD: S-11, I-11 W-11 D-8 C-10, Ch-10 CL 2, AC 7, weapon: Mace, spells: Darkness

FREM: S-13 I-13, W-10, D-11, C-12, Ch-6. CL 2, AC 7, weapon: Mace, spells: Cause Lt. Wounds

HAROLD: S-7, I-14, W-15, D-12, C-11, Ch-9. CL 4, AC 7, weapon: Club, spells: Darkness, Curse, Prot. from Good.

These five men are usually either in their own room complex (13-15-16) or with EHP in his rooms or on some journey into the lower caverns with him. Each of the living cells contains a cot, a candle, a box for personal effects and a small table and chair.

16.) This is the food eating and preparation area. A trap door drops into the lair of the Harvest Mother. The trap activates on a roll of 1-4 (D6) Tap first to avoid opening.

17.) Bridge to EHP's quarters. Unless passer over drops in a pebble (known to acolytes, Jahalla and Hobbog leaders), the Giant octopus in the still pool below will reach up and attack, within 20 seconds. (Octopus- 5D8, AC 7, 24 hits, 1-6 tentacle attack, 1D6 damage each. Beak does 1-10 damage.) In the dark water's basin... approximately 30 ft below lies its long accumulated treasure: 3000 electrum pieces (= 1500 gp.) 36 pieces of jewelry, buried in the mud value approximately 94,000 gp if you can find it. Bottom is also covered with many, many pebbles. In a sealed box on the bottom is a matched set of 12 50 gp bloodstones.

18.) Stair down to Lower caverns. This whole area is guarded by two giant (9 ft tall) stone statues of heavy set men. Both have preset animate object spells on them, lacking but a single word to complete, speaking the word once animates the right hand statue. Speaking the word again animates the left statue. (statues AC 1, Move 30 ft, 2-16 points damage every other melee round, 5D8 each, 40 hits.) They will fight until destroyed or end of spell (6 turns).

19.) This is the entry way/room to Cephalic's quarters. Room is draped in yellow/green velvet curtain, all about the room except in front of the door to room 18. A thin voice states "What business have you with the all wise Cephalic, High Priest of the One True God?"

A reply will bring the words "Wait here and I will bear your request." The voice is that of Shorpie, Cephalic's goblin in waiting (Shp.) He will run messages for the EHP all throughout the dungeon. Shorpie is a magic mutation and can not be detected by any means unless he wishes to be so detected. He does not attack. (remember, he is not invisible, just undetectable, smell, hearing sight, magic included.)

20.) Small audience, conference room. Round table, 5 chairs. Acoustics permit anything said in here to be heard in room 22. Grey painted walls with strange runes chalked randomly about... in bright colors. Staring at them will hypnotize the viewer for 3 turns.

21.) Small kitchen Area. (foodstuffs for one person for eight weeks). Magic: A +1 Can-opener and cans of food. (Described as: strange, squat sealed, metal tubes, coated with parchment that has strange runes and pictures of exotic foods, i.e. Campbell's Tomato Soup, Delmonte Cling Peaches, Applesauce, etc.) A small constantly smoking Hibachi type grill is in here. A small dimension door is placed in the ceiling to let the smoke out. The smoke apparently disappears into nowhere at the ceiling. The door leads to a large industrial chimney on the edge of Los Angeles, California, USA. (Where do you think the cans came from?)

22.) Sleeping Quarters of Cephalic the Unwell. A cot in the corner is covered with many, many warm blankets. A fireplace in the Southeast corner radiates heat from no visible source. (Room temperature is about 75° F.) Shelves on the wall contain worthless but smelly jars of salves, ointments and herbs. Also are 3 books of home cures and a book labeled "Herbs for Healing." Under his cot mattress are several copies of PLAYBOY. (Jan 1977, March 1977, and Sept 1977). A small strong box is upon the shelf with a spell on it to disguise it as two book ends with very dull looking books in between. It contains \$500 in American paper currency and some loose American change. Walls are hung with heavy tapestry. Scenes of foliage and tropical trees. Secret doors, (unlocked) are in North and south walls.

23.) Evil High Priest's Chapel of the Slime god. Walls are black. Room contains granite statue of Slime god at south end. 'X' denotes a teleport spot that will take person(s) to Room 45B. A red Carpet leads up to the statue. As a person enters the teleport area, he will be phantasmically forced into believing the floor has opened up and walls have risen up around him. by the time he is in 45B he will have either disbelieved them or touched them. Either way he is still in 45B

24.) Noise of blowing wind through this corridor. A quiet dripping noise comes from nowhere and everywhere at once. After the space of 2 minutes, a phantom will walk out of one of the walls of the corridor and appear to walk into the one opposite it. This will occur every 2 minutes that the person or group is in this corridor. Just before coming to the end of the corridor, the phantom, who by the way is of a very handsome young woman, will stop... look at the group... grin and appear to rot away into an Aquazombie and then decay into a pile of dust. At this point a chill wind will be felt, or imagined.

25.) The Cavern Hall of Challus the living statue guardian of the lower depths. He appears to be an 11 foot tall Armored Knight made of solid granite. Behind his visor appear to be glowing fiery red eyes. Anyone below 5th level will be Paralyzed with fear by his hellish gaze. He carries a stone sword that appears to have no blade of stone but instead one of living fire. It will strike for 2D8 of damage (fire damage to anything flammable) and if used to parry an attack it would be treated as gremlin fire (See THE DUNGEONER No. 1). Although he really appears to be nasty, he does have a few certain drawbacks. He is forced to obey 6 simple commands, regardless of who utters them. HALT, LEFT, RIGHT, TURN AROUND, WALK, ATTACK are the commands. He carries a 6 ft tall shield of stone that weighs only 100 encumbrance points and that when set on its edge and rapped upon becomes as a stone wall spell. Once Challus is dead, his sword no longer will function, since the demon that powers it is released. CHALLUS (AC 0, 60 hit pts, 2-16 pts damage plus paralyzation of those below 5th level and -1 hit probability of those 5th and 6th level.)

A secret door is behind the statue. A slight mist hovers up to 2 feet above the ground, thickening greatly towards rooms/caverns 27 and 28. A row of bars separates 25 from 27. The bars are 25 ft tall and banded together at the top. The ceilings in the caverns range from 30 to 80 ft, usually.

26.) To all appearances this is a crypt, being dusty, cold and empty. Six coffins are stacked horizontally against the East wall. All contain dead, mummified human figures. However, one contains wrapped up treasure, indistinguishable from a mummy because wax is packed around them to fill out the form.

TREASURE: A 2 ft long, rusty saw of mighty cutting. Stone Skull- 1000 gp, Fine chain of carved wood and marble- 200 gp, Ebony figurine of Old Man- 400 gp, Stone Dagger- 300 gp, Silver Sandals- 1200 gp, Leather cup- 1000 gp, Gemmed Belt- 10000 gp, Silver and glass bracelet- 3000 gp. Ten various gems are also herein: total value 2470 gp.

TRAP: Touching the skull or the figurine will cause a magical trap to spring: The figurine will grow to life size and wield the dagger, now a sword of ice. He will be wearing the Silver Sandals and the gemmed belt. His eyes and both his hands will glow with a blue light. He will breathe a slow spell radius of 10 ft before he attacks... save as against Dragon breath. The temperature of the room will suddenly drop to 20° F and all open water will immediately freeze. Frost will begin magically forming on everything in seconds. The figure will begin to chuckle hideously. He is approximately 5 ft tall and jet black. His sword will do 2-16 damage and is +2, +3 against elves. Any wound taken from his sword will cause death by freezing in 2-20 days unless a cure disease is administered.

BLACK MAN: AC 3, 40 hits, moves as unencumbered man, sword +2, +3 vs Elves. Will attack Elves and Paladins in that order.

27.) Lair and home of Cephalic's supply of Aquazombies. There are from 20 to 30 of the vile creatures in here in various stages

of progression of the disease (See AQUAZOMBIES in THE DUNGEONER No. 5. There is a thick fog hovering over the ground as in the Cavern of Challus (NOTE: Maybe I should say here that Challus can tear through the bars if he needs to get at someone who has wronged him before or someone he is currently chasing.) In this cavern, there are intermittent areas of quicksand. (At referee's discretion only and then no more than 2 or 3 areas.) The Zombies will usually not wander away from this area unless attracted by loud noises, light or other distractions in nearby caverns. Referee should roll number of Zombies and then determine each creature's individual hits as necessary.

28.) Another Will O' Wisp inhabits this room/cavern and will follow any who go past this pint. He/She/It will not attack, just follow and wait. SHELMARE the WILL O' WISP: AC -8, Move 18, 47 hits, no treasure.

29.) This cavern is empty except for the thick fog and soft areas. However, the pool of water contains a bed of killer cave reeds and bull rushes, which will grasp (attacking as a 2nd level monster) with a force that will require the rolling of one's strength +2 on a 20 sided die, to break loose. Once a victim is grasped it will be pulled under water to be drowned and eaten by many small crabs whose dropping fertilizer the cave reeds and rushes. Each attack that is successful by a reed or rush will do one pt of damage with a total of 2-8 attacks per melee round. The walls of this room are moist and there is a 20% chance that gray ooze will present upon the walls. If one is quiet he will here a whispering that tells of the great treasure hidden behind the stone man. It doesn't say which stone man (The caverns are full of them on one level or another) or what type of treasure.) The words just say "SEEEEEEEK... SEEEEEEEK Seek ye behind the stone man.....Thereeee Thereeee, will ye find treasure. The voice then fades into a wind like sound. As the words fade..... the phantom from hallway 24 appears and runs deeper into the caverns. . . stops while still in view and then turns and beckons to the group or person in the room. (By the way..... the Will O' Wisps in this dungeon often take the form of this phantom so keep that in mind occasionally.) The phantom then turns again to run deeper into the dungeon. At this point a rustling noise is heard coming from the area of the next room towards the way out and is followed by a deep, menacing rumble of laughter.

30.) This is a pool of healing. The waters are yellow and tepid with a sulphury smell. Toxic to drink, but heals by immersion. Works as a potion of healing. 20 minutes of bathing equals one dose of potion. If carried away, it will be effective for one day and then it becomes an acid and will do an additional D4 of damage to anything it is applied to.

31.) CRYPT OF BAHH SCUMBAG, Cephalic's first sorcerer. He was killed during the summoning of a mist elemental whose disembodied spirit would not leave. The door to the room is sealed airtight. The letting in of mist (by the way this cavern is also filled with mist, that is the one that this room faces into) will sort of reactivate the elemental who is a sort of a combination of an Air Elemental and a Water Elemental. 16 hit dice, AC 2, move 24, Kills by drowning/suffocation. In the center of the room is a coffin that contain's Bahh's remains. Against the back wall of the room is a 4 ft by 2 ft by 2 ft glass box. A wax seal holds this transparent box together at the top. Into the seal are impressed magical runes (explosive ones) Trying to open the box to get at the treasure that is visible inside by touching the seal will result in an explosion that will leave the box unharmed. Trying to bust the glass while the seal is still in place will result in failure as the glass will not break, period with the seal in place. However, the casting of any non-offensive first level spell upon the box or seal will cause it to fall off and turn into dust. However then, the phantom will rise up out of the box and walk toward the coffin of Scumbag. It will open and the corpse will rise up out of it and embrace the phantom. Then the phantom, the corpse, the writing on the wall, the glass of the box, the coffin and the dust of the seal will fade away into nothingness. But, appearing in the pile of remaining jewelry, gems and weaponry will be a pair of dolls. One will be the spitting image of the female phantom and the other will resemble a handsome man in magical robes. They appear to be in an embrace. Touching the dolls will cause a pair of phantom faces to appear on the wall. One is the girl, the other the man. She speaks: "O ye who have united lovers in death, ask a grant, request a boon, and be it in either of our powers it shall be granted of ye." At this point the group may ask one favor. It should be something grantable through up to a 5th level spell or of any information pertaining to the dungeon. By the way, if Cephalic should find out about the dolls or see them he will immediately try to kill the bearer. You see, he was originally in love with her, but when she spurned him for his magician, He had her accidentally killed so no one could have her. He still is kind of bent out of shape by it.

TREASURE IN THE GLASS BOX: Silver Axe- 4000 gp, Copper Hammer- 1100 gp, Multi-colored enameled shield- 5000 gp, Stone mace- 2000 gp, Gold Spear (4 ft long) 10,000 gp, glass sword- 5000 gp. 5 gems of a total value of 1750 gp. MAGIC SWORD: +1, +3 vs Dragons Dumb- (Int 1) Name: Serpents' Bane or Drac-Hacker.

32.) Pool of stummy water. Small dead, white fish float on the surface of the pool. Bubbles rise occasionally out of the center of the pool. Pool contains a submerged, 8 headed hydra who spits venomous mucus for 1-6 pts of damage per attack/spit. Hit by ooze negates victims next round of attack. (Hydra actually has a bad case of chest congestion and spits out a very poisonous phlegm.) Each head may only spit once every 3 melee rounds. VENOMOUS HYDRA: 8DB, 56 hits, (7 per head) AC 5, move 12. It will not physically leave the pool if it is still safe in it. It is hungry and bad tempered. (you would be also if you were sick and could only get an occasional hobgoblin or a diseased rat.) The floor of this caverned is misted like previous caverns.

33.) This is a huge cavern with an incredibly high ceiling that goes beyond the range of torch-light. . . approximately 90 ft high. The walls and ceiling are spotted here and there with glow worms. Up in the recesses of this cave are hanging many hungry, vicious TARRAHOOK BATS. (See THE DUNGEONER No. 6) Any wandering monsters in this cavern will have a 90% chance of being an alerted Tarrahook bat. Also in Caverns 28, 29, 30, 33, 35, 36, 38, 43 encounters with wandering monsters will be a 50% chance of being one of these lovelies.

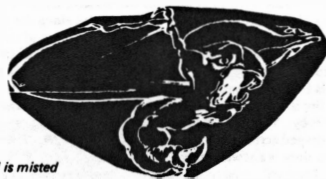
34.) A hall trap of random teleportation: Roll a D6 to determine location

1. Top of Chelrak's Tomb (Chart 1, P)
2. A cage in room 42
3. Temple of the Slime god Room 45c
4. Adept's Chapel of the Slime god (13)
5. Middle of room 8
6. Middle of Hobgoblin's maze (first level- room 16 I)

35.) Hall is still misted. Looks exactly like hall 34. If room 31 has not been investigated yet and the phantom is still lurking about, she will appear out of the walls of this hall and point back towards the cavern frantically and finally fade out. This hall is a dead end and has illusion cast upon it to look like it continues on straight ahead and even slopes up.

36.) Like 34 and 35 it is misted also. It is a corridor of silence- No talking and no spells.

37.) Hidden by a pair of secret doors that are locked with a key held only by the EHP, is Cephalic's private torture room. In this cavern chamber (ceiling of 25 ft) are various implements of torture, and pain. Including such niceties as an Iron Maiden, the rack, a well worn set of thumbscrews, braziers and tongs, pokers, wheels, whips scourges etc. There is a man on the rack. He is still living. He cannot remember his name or where he is from. Except that he is dying from torture, he is healthy. He is within 2 hit points of death and will die unless healing is administered while the party is in the room. If healed he will remember that he is a cleric and not much more. He will begin as a second level Cleric if he joins the group. He has certain knowledge of the location of a princess being



The floor of this hall is misted

held in the dungeon and also of the safe way to the main temple of the Slime god. (room 45).

38.) Cover by mist is the pool of shape-change. Drinking will cause total change of the drinker. Immersion will change the part wetted. Up to 60% of the body may be partially changed before total change takes over. There is a 20% chance that the change will also include a sex change. Shape-change will be determined by a random roll on the underground monster determination charts. Alignment (if used) will have no bearing upon the change. Saving throw against the pool is as against magic. Effects are permanent unless a counter polymorph spell is thrown and made permanent or unless washed off. Lying in the bottom of the pool, which by the way is 3 ft deep, is a +2, non-intelligent, Lawful sword.

39.) This is the burial crypt of the hobgoblins. They have devised a way not to have to worry about guarding their dead. The dead guard themselves. 15 living hobgoblin skeletons guard this chamber. Each skeleton takes 6 hit points. They are unarmed. Treat as zombies for purposes of turning. There is no treasure in the room. The room itself is lined with black marble panels that have the history of Slime Swamp and Castle Krake carved upon them in the language of the dwarves. This history was written upon here as a message from the gods. It was supposed to have been written on the wall next to No. 3 of chart 3 in The Dungeon No. 5. However, the dwarf who the gods had chosen to write the sacred message was overtaken by his greed and did not get around to writing the tome till he reached this room. At the base of the writing you can see his bones. They are laid out in a skull and cross bones arrangement with the words "So die all. . . . Cephalic." in the dwarvish language. A rotted back-pack, a tarnished sword of silver (blackened by age) and a few stray coppers are all that is left of the dwarf's equipment. The message, as it were, is the one called "A STAINED HISTORY" from page seven of THE DUNGEONER No. 5.

40.) When the room is entered, it appears to be 20 ft deep and 40 ft wide. (By the way, if entering from the North the room will appear to be its listed dimensions and will also appear to be empty.) Floating three feet off the ground is a square pyramid, 10 ft on a side. The Pyramid appears to be made of solid clear crystal. When anyone talks while in the room, it will glow and turn on so to speak. The last two minutes of whatever the group had been doing before it entered the room and turned on the crystal pyramid will begin to playback on every face. Then it will show three minutes of the future. The back wall will appear to fade away and two sets of double doors will be apparent. The party in the room sees themselves opening the door on the right and walking along it until they reach the doors to what seems to be a large temple area. In it they will see themselves attacked by priests and Aquazombies. Many seem to be killed on both sides. The screen then goes blank during the battle. The screen or back wall then fades away (by the way it will seem quite solid to the touch if touched before it fades) and reveal the two prophesied doors. Both will be closed. At this point, the door behind them, that is to say the door in the south wall, will close and be unopenable for 5 turns. The group must then decide which direction they will take. One door seems to lead to almost certain destruction but also to the end goal, while the other appears to have nothing known about it. (Notice how many times it appears that I use the word appear. HMMMM it seems strange!?!?)

41.) This is the guard room to the EHP's cell block for prisoners and sacrifices. It is the abode of 3 rather large and unfriendly Ogres. HitDice 4-18, 17, 24 hit respectively. They will fight to the death and have been permanently hastened.

42.) This is the cellblock. In cage A are 4 old men, 3 old ladies, 2 children and 2 corpses of a man and a woman. In cage B is a very beautiful young woman in rags and tatters. She appears to be well fed. She is a princess and her father will pay a huge reward for her safe return (say about 500,000 gold pieces). She is a blonde and quite well formed. (Lawful/good, virgin) Her name as Cassandra. Most of the other prisoners in the block are diseased. All have crud, 2 of the old men have TB, 2 have malaria, one also has leprosy, while one of the old women has leprosy and the other two have dysentery. Both children have malaria. PRINCESS CASSANDRA: S-15, I-11, W-10, D-11, C-18, Ch-15.

43.) Lair of the medium sized slug. This slug only takes 3D8, 14 hit points. The walls of this chamber are coated with a glowing fungus. The slug has no treasure but does shoot a nice 4 dice acid bath.

44.) This is the workshop of the EHP. It contains a small library of history books that is worth about 1000 gp. There are 5 books on Clerical magic that are worth 10,000 gp to the right interested party but would otherwise be only another 1000 gp. On a desk is a box containing a richly tooled copper mirror. (worth 7000 gp) A heap of a bad smelling gray powder (scored sullied) is sitting on a shiny, enameled copper plate on a table (5000 gp). A small copper box contains the shrunken head of a wizened old man. If the box is opened the head will open its eyes and spit a poison dart at the opener. The poison is a 4D6 and also paralytic. (box worth 1000 gp) A bird's beak copper mask hangs on the wall (6000 gp) behind it is a niche with the following in it: A carved stone ankle (1000 gp) made it the likeness of a coiled snake, and a silver hair pin with a diamond on the end worth 5000 gp. On a shelf sits a golden skull with eyes that seem to follow one across the room, because it is magically so that a skull (10,000 gp) on the wall opposite the copper bird mask is a golden demon mask worth (10,000). Finally, in a bag behind the demon mask, which by the way will deal out alignment hits as would a sword since it is Chaotic, are 3 gems of a total value of 1000 gp. The door to this room is Wiz-Locked. A diary of Cephalic's dealings with the slime god is also on the shelf.

45.) Yes this is the final room of this massive dungeon complex. The room you've all been waiting for. A pity it's so drab. Forty five A is a plain empty room with black curtains along the eastern walls that surround a 10 ft wide door. The curtains may not be separated from the edge of the walls, the ceiling or the edge of the doors. The doors are of stone with the slime starburst worked in gold upon it. The doors are locked. Suspended from each corner of the room by an extremely thin wire is a crystal globe. Jarring the wires or rustling the curtains will jiggle the thing loose and drop it to the floor, whereupon it will burst into flame similar to a fireball. Anyone in a 10 ft radius from the center of the room will receive an immediate 3 dice of fire damage and continue to burn until the fire is extinguished. The fire is caused by an extremely volatile oil compound (gasoline: Cephalic didn't just pick up Campbell's soup in LA) and a chip of a laser ruby. The striking of the ruby chip ignites the gasoline and boom!! Forty five B is a 15 by 30 room with 4 red glowing pillars. It is draped across the Eastern end as is room 45A. The doors are of pink marble and the inlay is in platinum. Standing on either side of the door is a stone statue of a lion-headed man. Each statue is AC 1, 30 hits, 2-12 damage. When fighting their eyes glow a fiery red. They will come to life when the door is opened or touched before they are touched twice each. They will fight to destruction. Once destroyed they will regenerate at the rate of 1 hit point per melee round and attack again. Complete destruction will happen only when the gem like eyes are removed. The statue will then bleed around the eyes and become dust. Room Forty five C is the place to be! It is draped all around in grey drapes and is lit eerily by 10 glowing green pillars. At the far end of the room is the slime god himself. It will be aware of anything transpiring in 45 B and can use its hold person ability on any who enter its room. The Slime god is loosely spherical, but appears to be made of constantly writing slime-like wormy creatures. Its surface is never still. All players must make a saving throw of 20 - Constitution of 2D6 or loose any food they may have in their stomachs. (+1 for every 3 levels of ability). It has tentacular Pseudopods that it can throw up to ten feet to cause damage of 1D4 + infection of slime disease. Any who come under the control of the slime god will be forced to walk up to the range of the Slime god and touch it. The god is approximately 8 ft in diameter, since all the Aquazombies are eventually made one with it. When found it was only 1 ft in diameter. At the base of the god's pedestal is a pile of gems (100) that is equal in value to 1,000,000 gold pieces. Also there is a suit of armor. It is +1 plate mail. Its name is Hargoth (Lawful Int-12, Ego 2) Powers. Det Metal & kind, Note shifting walls and passages, det. evil, speak law, unicorn and Lammasu, heal as a 10th level paladin. Under magic light (other than that being cast by the pillars) Hargoth's face appears on the front of the armor. It is benign and good looking. The armor will deal out hit points as would an aligned sword. POWERS OF THE SLIME GOD: control over slime creatures (see ring of slime control- THE DUNGEONER No. 5.)

-4 Hold person power (victim has -4 saving throw) range 30 ft.
Summon slime creatures as Monster summoning spell range: 600 ft.

Cause Aquazombies
Mental blast (see page 16 TD No. 5.)

Move at a rate of 10 ft per turn.
Communicates telepathically.

Note change in diameter.

79

Missile fire will not affect. only 20% of all blows will cause damage; fire and ice deadly.

A 40 ft deep pit is in the secret passage between 45 and 43. Touching both walls simultaneously will stop pit from opening.

RETURN OF THE NIGHT OF THE WALKING WET



NIGHT OF THE WALKING WET

A STAINED HISTORY

It is some 700 years gone, as men count the passing of time, that Kelmar of the Isles earned a reputation in battle. Enough of a reputation to be awarded a title and a tract of land. It was a title though, and even if he and his scions would be stuck in the middle of a swamp, it should be worth it. It wasn't. Kelmar's dreams of social advancement never bore fruit. He and his descendants all lived out their lives in the confines of Castle Krake. Somehow and by some means the cistern, the castle, the crypts and the Devil's mere were all created during the lifetime of the 1st Baron. Seventeen of the line lived and were buried (though all not quite dead) in the depths of the catacombs beneath. It was during the reign of the 17th lord that the small army of Ogres attacked and destroyed much of the castle grounds and all its inhabitants, with the exception of a few females kept around for sport. Their major addition to the area (over a period of about 150 years) was to completely decimate the castle grounds, let the bridge go to ruins, let the cistern dry out, build a crypt complex of their own and discover the caverns. The Ogres began to disappear over a time and their whispered tales of ghosts and undead who haunted the castle grounds died with them, mysteriously. One night, not more than a century past, a bright light streaked across the heavens, rocking the earth as it impacted in the swamp. Days later, a wandering priest discovered the wreckage and was heard from no more, at least not for a few years. Strange things were a-happening in the swamp. Rumors of hobgoblins massing in the fens, and villagers disappearing in the swamp at night; strange, robed men asking directions to the castle; tales of huge monsters in the rivers and the appearance of large ogreish slime zombies soon helped to empty out what little population was left in Krake's Borough.

After his discovery of the Slime God, the priest Cephalic and his band of hired hobgoblins carved out the priest's quarters and the temple area in the Tower caverns. With the pipes he discovered in a forsaken hut, he lured the foul Harvest-men into the lair he had prepared for them. With the Ring, he brought in numerous slime creatures to the dark, dank caverns. Several clerics of ill favor joined him in his labors. The now ancient Evil High Priest of the new-named Slime God was ready to conquer the world with evil. It was then that the malaria set in, the malaria that no Cure Disease spell could rid him of. The old man, unwilling to let his followers take over for him, sat around and waited for the disease to run its course. It never did. The true gods are resting easier. They want to see this foul blasphemy of a "god" destroyed once and for all, but are not really interested in doing it themselves. Thus, they seek others to quest it for them.

CEPHALIC THE UNWELL

He is the one and only...ever...High Priest of the Slime God. He discovered the slime creature in the wreck of its space vehicle. Careful not to touch it, he brought it to the decaying grounds of Castle Krake. This was over a hundred years past. In the time between, he raised an army (small) of hobgoblins, discovered the caverns beneath the castle, raided most of the tombs, lured the Harvestmen into one of the caverns with the *PIPES OF CALEB*, created the *RING OF SLIME CONTROL* and started a new religion, not to mention capturing a few townspeople and royalty for his sacrifices (resulting in Aquazombies). Not bad for one guy, huh? During his labors, he contracted a case of malaria that would not cure (A curse from the true gods as punishment for his blasphemy). Thus, he can usually be found sick abed (Room #22). He has two powerful magic items: The *PIPES OF CALEB* and the *RING OF SLIME CONTROL*. He also carries a +2 *WARHAMMER* on his person.

CEPHALIC: S-14, I-11, W-14, D-13, C-9, Ch-9, EHP 12th level, 34 hit points.

Play this EHP as you would any other, keeping in mind his physical disabilities.

CURE LIGHT WOUNDS	SPEAK WITH DEAD
DETECT GOOD	CREATE WATER
PROTECTION FROM GOOD	CURE SERIOUS WOUNDS
PURIFY FOOD AND WATER	PROTECTION FROM GOOD 10' RADIUS
BLESS/CURSE	STICKS TO SNAKES
HOLD PERSON	COMMUNE
SILENCE 15' RADIUS	INSECT PLAGUE
SPEAK WITH ANIMALS	QUEST
CONTINUAL LIGHT/DARKNESS	RAISE DEAD
CURE DISEASE	ANIMATE OBJECTS
REMOVE CURSE	

THE PIPES OF CALEB

The *PIPES OF CALEB* were created by the ancient Patriarch of the same name. He made them so that he might remove the evil of the Harvestmen, charming and leading them away from mankind. He led them off and never returned.

The pipes will protect the bearer from harm by any Harvestmen and will also protect any within 5' of the pipe bearer. When played, it will charm and hold any Harvestman within hearing, placing them under the piper's control. If the piping stops, they will attack. The pipes will also charm, with saving throw, members of the arachnid type (spiders). The base is 50% for spiders of 3d8 and +10% for those below 3 and - 10% per die for those above 3. These pipes also add 15% to a Bard's base charming ability. The pipes are very ordinary looking, five reeds bound together.

THE RING OF SLIME CONTROL

The Ring of Slime Control gives the wearer complete control over creatures along with a summoning ability of monsters that are slime-related. This includes: Oozes, Puddings, Green and other slimes, Shriekers, Giant Slugs, Gelatinous Cubes, Ochre Jellies, Yellow Molds, Giant Worms, Aquazombies, Funguses, Molds, Amoebas, Shambling Mounds, Giant Snails, etc.

The summoning will bring from 10-40 hit dice worth of slime monsters. This ring is not as powerful as it seems. It is merely an extension of the Slime God's power. Once it dies, the ring is worthless. The ring will only summon once every 30 turns. The creatures are then under the power and influence of the ring's bearer. The wearing of the ring also places the wearer under the influence of the Slime God once he uses it for the first time.

THE SLIME GOD

Not really any type of deity, it is a communal creature of numerous slimy creatures. Together, as a being, they have an intelligence of 18. Apart they have no intelligence at all. It was enroute to colonize a new planet, when it encountered malfunctions and crashed into the swamp. All but the Slime God were vaporized in the holocaust that created the Sky God's Footprint (a huge crater in the swamp). Cephalic, a wandering priest, found the creature and fell under the sway of its powerful *HOLD PERSON* ability. He provided a place the creature could stay in and, through religion, victims so that it could multiply. It eventually helped him create the *RING OF SLIME CONTROL*. The ring actually worked as an extension of its own power over its slimy brethren. His powers are as follows: A -4 saving throw *HOLD PERSON* ability, castable on any or many within 30' of it. The ability to affect living (usually intelligent) creatures with its own slime, no saving throw! It has control over all slimy plants and animals within 600' and can summon them as per a *MONSTER SUMMONING* spell, usable until all the slimy creatures within its range are gone. It can create a mental blast 3 times daily that will do damage to any who do not make a saving throw vs. Magic at -2.

MENTAL BLAST: Make saving throw stunned for 3 melee rounds. Miss saving throw: roll 1D20.

- 1-10: Unconsciousness until roused
- 11-15: Above +1-4 points damage
- 16-17: above, but 1-6 pts
- 18-19: above, but 1-8 pts
- 20: above, but 1-10 pts and insanity

The Slime God is spherical, about 2 ft across, greenish-gray in color, appears to be continually squirming. It takes 50 hit points (6D8 +2), has an armor class of 9, and communicates telepathically. It is chaotic in alignment, moves at a rate of 1".

THE HOBGOBLINS

These are the hirelings of Cephalic. They have been here almost as long as he has. They will be found wandering around the upper levels and in the middle levels, Rooms #1-6, 8, 12, 13, 14, and on the lowest levels only in the company of the EHP. At the present, there are 30 hobgoblins. 28 are normal hobgobs and two are 4th level fighters. The two high levels are the hobgob leaders are Norb Grendath: S-17, I-8, W-9, D-15, C-10, Ch-12, AC1, Plate and shield, sword, 5000gp gold ring carved like a dragon, 21 hits, move 6. Harmon, hobgob lieutenant: S-15, I-9, W-7, D-12, C-13, Ch-9, AC4, Chain and shield, carries a mace. He is intensely loyal to both Cephalic and Norb. Each hobgob carries 10gp on his person. Hobgobs: 2D8 (10-16 hits). All the hobgobs carry a shield with emblem of the Slime God on it (a gray green irregular circle.). This shield will give the bearer relative safety from most denizens of the hobgob maze and from Aquazombies.

CHART ONE

THE MAP OF CASTLE KRAKE AND THE SURROUNDING SWAMP

A.) THE GARDENS OF KRAKE.

A small island, inhabited by an odd, adult Green Dragon named Hormath Fangtooth. He would rather talk than fight. He has no treasure, but loves poetry. He has one book of verse written in lawful, but he cannot read it. He will ask any who can read to verbalize it for him (this should take approximately five hours). This is one way to secure his help later.

HORMATH FANGTOOTH: AC2, Move 9/24, HD12, Chaotic good.

B.) THE BARON'S ROAD.

Leads directly but not safely to the capitol city of the land.

C.) DEVIL'S MERE.

A large man-made pond, occupied by an ancient monster. The creature is a water-going dinosaur known as an **ELAMOSAUROS** (140 hits, AC 4, move 12, Dice 20D8, bite 4-32, butt 1-10. See Blackmoor.) It is usually hungry (always) and unintelligent. It will attack until its hunger is sated (2-5 men types). The Mere itself is 300 ft. deep, carved into the stone below and walled above. It is fed by many streams and springs. Fish and animal life are abundant around it.

D.) CASTLE KRAKE.

An ancient and fallen down castle. The walls are but shambles and only one building, a small tower remains intact. It is a tower that covers the entrance to

the stair and tunnel that lead to the area behind Room #13 on the first dungeon level. Guarding the tower is a ghost. He is Jarvit, 17th Baron of Castle Kraken, killed by the Ogres when they invaded. He is basically malevolent, taking an oath against all who come here, binding himself to the castle grounds. If a group mentions that they are going to attack Cephalic (The Evil High Priest in the Dungeon), he will not harm them. **JARVIT**: 60 hits, 10HD, see TSR No. 3.

E.) THE CISTERN OF KELMAR.

Built during this baron's reign (his full name was Kelmarvad Bloodletter, 9th Baron of Krake). It originally contained the castle's supply of drinking water, hid their dead and kept safe their treasure. It also made an interesting conversation piece. The cistern is now empty and has a stair leading down into it. A causeway bridge leads out to it from the island.

F.) KRAKE DAM.

A large masonry and metal dam, it is more than just a device to keep the water back. It also keeps boats out and large monsters in.

G.) SKY GOD'S FOOTPRINT (LARGE CRATER).

This is where the space craft containing the Slime God crash-landed. Around it can be found pieces of the space ship. If crafted into weapons they will be +1.

H.) THE GREY RIB RIVER.

Named for the bridge that crosses it, this river is fairly slow but is also fairly deep. It is inhabited by crocodiles and poisonous water snakes. It is unfordable.

I.) LOCATION OF THE SKELETAL BOAT.

This is one of the few ways to get across the Mere. It appears to be the floating rib-cage of some giant beast. It is both magic and evil and will detect as both. If entered it will follow the guidance of its passengers, moving under its own accord. It operates on hit points and will randomly drain 3 hit points per full turn of operation. Its speed is 15".

J.) KRAKE'S BOROUGH.

A once thriving community, now a city of ghouls. There are 100-150 ghouls occupying the city. They range around the swamp and raid nearby communities. While wandering in the swamp, one will encounter ghouls on two out of six chances on a regular encounter matrix. The ghouls are under the slavery/leadership of a **TYPE IV DEMON** who just keeps them around for laughs. They will bring all victims before him. He will most likely kill them.

TYPE IV DEMON: AC 4, move 9/12, 58 hits to kill.

TREASURE: 7000 silver, 2000 gold, map to location of Merlin's Garden, Scroll--
--*READ MAGIC & VENTRILOQUISM*, +1 *SHIELD*, *DAGGER* +1/+2 vs. *GOBLINS AND KOBOLDS*.

The Demon abides in a small keep in the city proper. Most of the ghouls are in a large old tavern in the center of town. The small temple in the

center area of the town is safe from both ghouls and Demon. Many times, the Demon will not kill those that he captures, but instead will turn them over to the Evil High Priest for a reward of some type.

K.) THE GREY RIB (BRIDGE ACROSS THE RIVER).

This bridge is made of a single long, grey stone, spanning the entire river. It resembles an old weathered rib bone, hence the name. The north end of it is usually guarded by 2-24 ghouls.

L.) MORAC'S SWORD (ANCIENT BATTLE GROUND)

It is here the hero Morag defended the kingdom from invasion by demons and in doing so was killed valiantly.

M.) KRAKE'S BOROUGH TRAIL.

A now overgrown cobblestone trail leading into the once thriving village. A great place for ambushes and wandering monsters.

N.) MERLIN'S GARDEN.

This is a strange and mystical place that continually phases in and out of time. Sometimes it will be here and sometimes it will not. At other times, it may be somewhere else in the swamp.

O.) THE FOUR LENS.

Four reflecting pools of water. (How about someone writing up an adventure for this one?)

P.) F'CHELRAK'S TOMB.

Q.) PHAROAH'S TOMB.

R.) BORSHAK'S LAIR.

S.) PLAZA OF THE DEAD.

This is a courtyard lying in between a small collection of tombs and crypts. The barons used to lease out space to wealthy nobles who wanted their burial spots in out of the way areas. Most of the crypts were later ransacked, either by the ruling class of Krake, the Ogres who took over, or by Cephalic's entourage of greedy hobgoblins. There will be a 30% chance of encountering some type of undead while in this area. If a ghoul is indicated on the wilderness encounter chart, then it will be a ghoul in the service of the Demon of Krake's Borough.

NOTES ABOUT THE SWAMP: Roll encounters here as one would in a dungeon, using wilderness monsters, however. There is a 40% chance that any wanderer encountered north of the Grey Rib River will be an Aquazombie. South of the river and in the village any wanderer encountered has a 30% chance of being a ghoul and a 10% chance of being an Aquazombie.

CHART TWO

CROSS SECTION OF KELMAR'S CISTERN

A.) THE WATERS OF DEVIL'S MERE.

Nuff said!

B.) THE DESCENDING STAIR.

This is a circular stair that leads downward to the base of the cistern. It is old and will most likely crumble and fall away into the pit below. Check every turn down to see if a) the stair has already crumbled away (15%) or b) the stair crumbles away as they walk down it (5% + additional 2% for every group member over six in number and an additional +1% for every member over man sized or just plain heavy, discount 1% for every elf or hobbit). Melee on the stairs will add an additional strain of +3% check every round. Roll 1-10 for length of fall area.

C.) THE HARPIES LAIR.

Directly above the secret entrance into the crypts is a cave that lairs two **HARPIES**. (20, 24 hits)

D.) THE ENTRANCE TO THE CRYPTS

(secret door). See Chart Three.

E.) THE GREAT GLOP OF QUICK-MUD.

See Chart Three.

CHART THREE:

THE KRAKE CRYPTS, THE HOBGOB MAZE, AND THE CISTERN'S BASE

1 This is the base of the cistern. There is 10-12 feet of mud that has collected over the centuries. If one traverses it, there is a 20% chance of encountering a quicksand-like mud. Visible from where the stair enters the mud is the door to Room #2. The door is all but covered by mud and is jammed partially open, but not enough to get through.

2 This is the original treasure room of the Krakes. It is untouched only because the door caved in a little and the room filled with mud. In the east part of the wall is a door, hidden by mud that leads to the east shore of the Mere.

TREASURE: 7 locked, heavy, rusty iron boxes. 6 are partially filled with small stones. The 7th contains 7 100gp diamonds, 7 100gp sapphires, 7 1000gp emeralds, 7 100gp rubies, 7 100gp pearls. Also included is a magic ruby that when struck sharply (dropped, banged rattled, etc.) releases a 6-die laser beam. For direction, roll 1D8 for compass direction and 1D10 halved for elevation, i.e. straight up 45° up or horizontal or 45 down or straight down.

The gem box also contains an *AMULET VS. CRYSTAL BALLS AND ESP* in a smaller case and in an oiled case is a *NEUTRAL SWORD, SHAMANSBANE, +1/+3 VS. CLERICS, INTELLIGENCE-2*.

3 Behind the locked stone secret doors is a ceremonial ablution basin, set in stone. Washing or drinking in the water will cause a repelling of undead as a Bishop (CL 6). Water carried away becomes a *Potion of Sleep* (as spell).

4 A greenish tinged marble entryway. Walls are clammy damp. North wall has two sets of double doors. Right one has a 10 ft deep trap, opens as regular trap. East and west walls have secret doors. The west wall is magic-mouthed and goes off on an opening attempt. "Enter not the crypts of Krake, fools. By now you are dead men!" At this point it will give off a 1-4 pt damage electrical shock.

5 Hall of columns (o's) and statues (x's). Statues are of early Barons of Krake but are not labeled as such. The one marked "A", if approached within 5', will seem to become a ghost like apparition of the statue and lead the party to the lair of the Harvestmen. It is actually Shien-eth Moran, a **WILL O' WISP** (AC -8, move 18, 9D8, 49 hits). For its treasure, see 1st level Room #18v.

6 A **CHARMED GIANT OCTOPUS** (AC 7, 4D8, 15 hits, 8 attacks, see Blackmoor). It is immortal to the effects of age, guarding the passage way by snatching the unwary from the narrow bridge. Beneath, they are either crushed or drowned. Lying on the bottom (40 ft from the surface) is a 1000gp ruby.

7 This is the chapel for the crypts. A fat god statue presides over the chambers. It is carved of limestone. It looks as though many gems have been pried from it. Two braziers flank it. They are of iron and look to have been used recently. Walls are of marble and the floor is of pieced granite. Crypts are hidden behind the huge mausoleum tablets containing the names of the dead inside. From the outside, they open by a secret catch (findable as a secret door, no elf bonuses) on the right side of each large stone. From the inside, with the exception of #13, the crypts do not open, period.

8 Crypt of Belphegad, 2nd Baron of Castle Krake. Tomb has been ransacked so that all that remains is the desiccated corpse and about 1000 copper pieces strewn about the floor.

9 Crypt of Drefus the 1st, 3rd Baron of Krake and his wife Thella. Crypt is devoid of treasure. All that is in the room are two corpses and insults about royalty written on the wall in hobgoblin.

10 Tomb of Drefus II, 4th baron. Crypt is completely empty, no corpse or treasure.

11 Crypt of Hammack Fel, 5th Baron of Krake and his 3 children Chiris, Melda, and Drefus III. Drefus is a ghoul who lives (barely) on an occasional captured rat or two. The bones of his family are strewn about and gnawed on. There are 5 sets of skeletons (2 hobgobs have bought it here). Treasure lies about on the floor: 3000cp, 10 100gp topazes, 13 10gp garnets, a Leather silver studded sheath-1200gp, Topaz and copper pendant-1100gp. Obsidian-900gp. Carved Ivory Buckle-4000gp, Enameled Silver Bracers-3000gp, and a Gold Hammer-6000gp.

12 Crypt of Drefus IV, 6th Baron of Krake. He and two hobgoblins are now **WIGHTS** (AC 5, move 9, HD 3D8, 10, 18, 18 hits, energy drain). A large locked and poison pinned box (as a 3rd level Circean Poison I) contains 4000cp. Also, a map, locating the construction of the new crypts (Room #18 A-V).

13 Crypt of Drefus V, 7th Baron. All his burial furnishings have been removed to make the room an entryway into the next level. All that remains of this Baron is a pile of bones in the corner. His spirit hangs about the room and telepathically suggests to a single party member that the remains should be re-interred in an empty crypt. If this is not done immediately, the spirit will haunt that member, lowering all his saving throws, attack and defenses in melee by one point. If the player gets rattled by the spirit's constant annoyance, lower all rolls by two. If the character dies, the spirit picks a new victim. The east wall of the room has two secret doors, known to the hobgobs and priests and also to the spirit. As a bonus to those who inter the ectoplasmic one, he will grant the group or individual a limited wish. The spirit cannot be seen or detected in any way.

14 If one can move the fat god aside (100 strength points) the entrance to the crypt of the 1st Baron will be assayed. The short hall is also a trap that will open when weight is applied and then snaps shut for 2 full turns, un-openable. The room is the 1st compartment of the crypt proper. On either side of the door to Room #15 is an Umber Hulk, geased to protect the crypt and then placed in a stasis field (permanent time stop in one area) that would release them if the door was opened to the Room #14. Once their victims are destroyed, they will return to the stasis field to await future attacks. Once the stasis fields are reactivated by their return, the statue of the fat god will slide into place again. However, now it takes 200 strength points to move. In the right hulk's niche is a *LAWFUL SWORD*, +1/+3 vs. *SLIMY CREATURES*. **UMBER HULKS** (AC 2, move 6, HD 8d8, 52, 46 hits). The room itself is of polished pink marble, walls set every 5' with a column of white marble. East end has a bas-relief sculpture of 1st Baron on the wall, flanked by two golden braziers (500gp each). West wall has door to crypt proper. Writing on it states: "Here lies Kelmar Krake, Baron of the swamp province, may he rest undisturbed until time's end."

15 Final resting place of Kelmar Krake, 1st Baron of the Name. He is a corpse, lying in state on a pedestal at the rear of the room. Upon his chest, he appears to hold a locked steel box. Inside the box are two potions: 1) *INVISIBILITY*, 5 blue pills in a translucent, cut-glass bottle, 2) *HUMAN CONTROL*, 9 yellow pills in a transparent glass jar. In a secret compartment in the base of the box is a *LIBRAM OF EXALTED DEEDS* (CL). In 5 boxes at the base of the pedestal are 1000cp (total 5000cp). In 6 boxes (3 on both north and south walls) are the jumbled remains of a skeleton (human) in each, along with chainmail, a broken sword and shattered shield (in each). The boxes cannot be broken, dumped or the contents scattered. If the box containing the potions is lifted or opened, the skeletons spring into full being. They are armed in chain and shield and are hasted, taking 8 hit points each. They attack immediately. The drapes in the room are acid-proof. On the floor is a dead thief. In his hands, he holds a map of the directions to the treasure of the Krakes (1st level, Room #2)

16 The east secret door from Room #4 leads to what is known as the maze of the hobgoblins. Whilst wandering through unoccupied rooms of this maze, encounters with hobgoblins will be frequent, that is two chances in 6 per turn. Each room is a different color and a different temperature. All the inter-room doors are secret.

A.) The entire room is red and 70° Fahrenheit. The walls are draped in red velvet curtains. A pentagram is inscribed on the floor in glowing green lines. If it is crossed, 1-5 of the Walking Wet will be teleported into the room at the pentagram's corners.

B.) The entire room is bright orange. The walls are glowing hot and will give out 1 pt of damage if touched. The temperature in the room is 190° F. The room is also very steamy, visibility is less than 5'. There is a 7.5' wide trench along the back wall of the room. Because of the steam, normal humans and all creatures over 5' in height will not see it. There is also a silence spell on the trench area, so that it negates all noise. The pit is 20 ft deep. At the base of the pit are the long dead bodies of a fighting man in +1 *Chainmail* and a magic user with an artillery scroll containing two *Lightning Bolts* and a *Fireball*.

C.) The room is red-orange, temperature 120° F. The walls are about 50 degrees warmer. There is nothing unusual about the room outside of this.

D.) The room is yellow orange, temperature 100° F. Walls will quiver when touched, recoil when struck, and bleed a yellow-orange ichor if wounded. If the ichor comes in contact with human flesh it will do 1-10 points of damage. After 3 melee rounds, pieces will fall off the walls and form into human-like monsters equal to Ogres. A total of 4 will be formed, one for each wall and will not cease attacking until destroyed. **WALL-OGRES:** (AC -2, move 9, HD 4d8, 32 hits each, damage 1-10, 2 attacks).

E.) This room is yellow, temperature 70° F. The south wall looks like a yellow mold. It actually is not. If contact is made with it, that person will be immune to the effects of any slime or mold creature for 2 game days.

E1.) A carrion crawler hangs above the south entrance to short hallway. It will drop at random on one of the 1st four to enter. The hallway is yellow-green in color, temperature 60° F. The north door is locked with a -20% chance on thievish opening, due to complexity. **CARRION CRAWLER** (AC 3/7, move 12, HD 3d8 +1, 19 hits).

F.) The color of this hall is green, temperature 50° F. This is the hall of the Slain. Every member of the party will be attacked by 1-5 shadow-creatures (see illusionists) of the creature he/she most recently killed. Characters who have killed nothing may ignore the room's effects.

G.) The color of this room is blue-green. The temperature is 30° F. The room is empty, but there is a blue mist wafting about the room at knee level. A magic mouth states: "Fools, you're dead now! The poisonous gas has killed you. You have only seconds to live! Isn't that funny? Ha Ha Ha Ha Ha Ha etc."

H.) This room is blue violet in color, Temperature is about 40° because of the fire. If the fire goes out, it drops to 20°. The walls are hung with furs and tapestries to make an attempt at warmth. The furnishings are feminine. There is a large fur covered bed, a dresser, a fireplace, a table with 6 chairs, a vanity table, and a mirror. The occupant is Jahalla, a Circean Conjurress (CL 3). (See The Dungeoneer #2). She is mistress to Cephalic the EHP. She will not tell you that she is a Circean or has magic powers, just that she is a mistress. She is dressed quite warmly. She will try to charm, either by natural ability or by potion or spell, most male party members and get them to kill the EHP, bringing to her the *PIPES OF CALEB* and The Ring of Slime Control. If attacked she will turn invisible and try to escape rather than fight. As a form of reward, she will promise certain carnal pleasures. There is a minor chance that she will fall for a male member of a party. Roll at random for players and then, on a D20, roll character's Charisma-12 to determine whether she becomes overtly interested in that party member.

Spells: *Magic Missile*, *Charm Person*, and *Invisibility*. Potions: *Poison I*, *Aphrodisiac*, *Sleep*. She will try to invite a group in for tea and then sleep the women and charm the men. As treasure, she has a 1000gp ruby amulet around her neck, a 600gp gold ring, 2000gp diamond ear rings and a hobgoblin shield hidden under her bed. Her book of spells and potions is in a secret compartment in the main drawer of her vanity. She has all the 1st and 2nd level spells listed in GH

and only the potions listed above. **JAHALLA:** S-9, I-17, W-10, D-14, C-9, Ch -17, AC 9, move 9, HD 3D4, hits 11. Alignment is Chaotic. She has long blonde hair and light skin, green eyes, red lips etc.

I.) This room is cold!!! The floor is icy and there is a Dexterity -10 roll on a d20 chance of slipping. Walls exude cold and if touched will give off one hit point of damage. The room is blue in color, the temperature is -20° F. There is a 20-mph wind blowing.

J.) The color of this room is violet, the temperature 50° F. The walls are wet and drip a violet slime to the floor. The room stinks and there is a chance of complete nausea on the part of one entering the room, saving throw against Poison or lose stomach contents. The slime is harmless, but contact with it will give smelling monsters a warning that you are coming,

K.) A red-violet room, temperature is 70° F. The room is normal and empty.

L.) Room is red and 90° F. Always 3 hot hobgobs on guard here.

17 This draped room is the entry hall to the second crypt of the Krakes. It was created a century or so after the first one. After it was constructed, a powerful wizard in the employ of the family summoned several powerful fiery entities and entrapped them in the magical fire pool he had created. The pool contains 4 Salamanders. They will guard the room from any who may try to cross into the tombs (exceptions are the hobgoblins with their shields and the EHP.) The dotted area is a force field that none may pass through, even with a *HOLY SWORD* or a *DISPEL MAGIC* spell. However, one may cross over the lava pit (there are ways) or one may pass behind the curtains to the other side. Any voices spoken on the east side of the pit will attract the attention of the Salamanders. Also, trying to cross to the other side will invigorate them to combat, but they will usually not fight further than 15' from the edge of the lava pit. The sunburst on the east side is a safe zone. Usually, only one Salamander will attack at a time while the others stay submerged.

Standing on the sunburst and reading aloud the runes inscribed in Chaotic will summon up one of the creatures from the pit. "Oh creature from Hell, Oh fiend of fiery evil! I summon you to give me answer to my queries!". This will bring to the surface a single Salamander who will answer a single question as per a *COMMUNE* spell. This may be done up to twice. The third time will bring all the remaining Salamanders into a no holds barred battle with whomever is on the surface, fighting until the death of either party is brought about. **SALAMANDERS:** AC 3/1, move 9, HD 7D8 +1, Hits 28, 36, 35, 41. The door to Room #18 is solid stone (300 hit points, AC 1) and will not open by any ordinary means. However, approximately 5 ft off the ground is vertical chink in the stone behind the drapes. Thrusting a dagger or sword in the chink will cause the stone to raise vertically.

18 The chapel of the 2nd crypt complex. There is a hawk-visaged god image presiding over the room. In front of it is a small box 1'x1'x4'. Inside it are 200 small gems, about 150 of which are glass. The remaining 50 are worth 10gp each. At the bottom of the box is a dingy old scabbard. It actually is magic and has a human intelligence equivalent to 18. It acts as a 86-90% sage with a female personality. It will fall in love with the first lawful/neutral sword that it encounters. (Think of the fun you can have with this!) It or she speaks Law, Neutral, Gold Dragon, Lammasu, Shedû, Gnome, Elf and Dwarf. There are secret doors in the north and south walls. The only way back into Room #17 is to take one of the human bones out of the box just to the right of the door and place it into the black carved mouth on the door. A chewing sound will be heard and the door will rise. Any hands or other parts of the body placed in there will be bitten off and eaten. The door will then rise.

A.) Crypt of the 8th Baron of Krake, Belphegar II. His tomb has been looted of all valuables. The corpse is intact.

B.) Tomb of Korfus, brother of Drefus V (the haunting spirit of Room #13). There are a few coppers scattered about the floor. The head of the corpse is missing.

C.) Crypt of Kelmarvod Bloodletter, the 9th Baron. The crypt is devoid of treasure and the head of the corpse is definitely not there.

D.) The room is the crypt of the family of the 9th Baron (Kelmarvod). They are now all headless, living skeletons that each take 6 hits. There are 5 of them: Nulla, Kisvod, Helmarvod, Chem, and his wife Atlassa.

E.) The tomb of Keliss, Baroness of Castle Krake. She too lacks a head. The tomb is ransacked.

F.) The Crypt of Kormor, 10th Baron. He too is a wandering spirit and will try to possess the body of any who enter. He will then take his new body to single combat with the EHP. His corpse is missing its skull and there is no treasure in his crypt.

H.) Family of the 11th Baron. There are 3 headless corpses in the corner. Names are Marthel, Korus and Fan.

I.) Crypt of Thelmus, 12th Baron of Krake. The crypt is empty.

J.) The crypt of the family of the 12th Baron. This room has been converted into the living quarters of Gerdam, a 5th level insane fighting man. He always wears plate mail and shield and is guarded by Poco, his 2nd level Orc squire. Just opposite the door is a shelf with 16 heads or skulls sitting on it (now we know where all the heads have been disappearing to). Gerdam has a +1 SWORD (*CHAOTIC, INT-7, EGO-5, NOTES SHIFTING WALLS AND ROOMS*). Poco has a short sword and a dagger with the power to Animate Objects as per the Clerical spell, usable 2/day, 31 charges. He also carries a short wand that

looks magical. He will use the dagger to animate the skulls (AC 4, move 12, hits 3, damage 1-3 bite) which will then fly and attack intruders. **GERDAM:** AC 0, S-15, I-11, W-13, D-16, C-9, Ch-13, HD 5D8, 30 hits). **POCO** wears chainmail AC 5, S-17, I-10, W-14, D-9, C-14, Ch-5, HD 2D8, hits 10. Treasure is on the person of Gerdam: 2 100gp rubies, a 500gp diamond and a 5000gp sapphire. They are hidden in a secret compartment in his belt buckle.

K.) The Crypt of the 13th Baron, Drefus VI. This room has an illusionary back wall and appears to be empty. It is actually the entryway down to the next level. The secret door from the hallway into Room #17 is known only to the EHP and his servitors.

L.) The Crypt of the 14th Baron, Heironomous Box. The corpse is half eaten. The treasure is nil with the exception of about 100sp strewn about the floor. An old parchment in one corner of the room has the following inscribed upon it in Neutral: "Seek ye lower? Find ye the 5th or 6th of the Name."

M.) The door to this room is Wiz-locked. (8th level MU). It is the crypt of Drefus VII, 15th Baron. The late lord is laid out in state with a sword clutched tightly in his dead hand. The sword is *SCORSE*, -2 CURSED BLADE, INT-8, EGO-1, NEUTRAL, DETECTS MAGIC AND TRAPS. His pillow is a red +1 CLOAK OF PROTECTION. In a box are 8 scrolls. All are sealed in wax with the signet of the Krakes. 7 scrolls are of burial procedure, the 8th is magical: *INVISIBILITY*, *MIRROR IMAGE*, *KNOCK*, *ANIMATE DEAD*, *DETECT EVIL*, *POLYMORPH SELF*, *REMOVE CURSE*. In a small bag beside the corpse are 6 gems, 4 100gp matched carnelians, a 50gp garnet, and a 500gp emerald.

N.) Family of the 15th Baron. There are 4 wights in this room. The door has been bricked shut. To get in the bricks must be removed. **WIGHTS** (AC5, move 9, HD 3, hits 10, 11, 13, 16, energy drain). In a hidden hole in the floor are 4000cp covering 2000gp covering 3 1000gp emeralds and a set of man sized plate and *SHIELD* +1.

O.) The crypt of the 16th Baron, Chalmers the Holy. His crypt is empty and the bones lying around look gnawed on. The walls have religious symbols upon them.

P.) The crypt of Jarvit, the 17th Baron of Castle Krake (Also, the last. It is his ghost that wanders the grounds above the crypts.)

Q.) Empty and unused.

R.) Empty and unused.

S.) Empty and unused.

T.) Empty and unused.

U.) Unused, but it is now the lair of **GHOULS**. Five are in this room (AC6, Move 9, HD2, Hits 12, 10, 9, 6, 5)

V.) Unused, and more ghouls in this room, six to be exact (AC6, move 9, HD2, Hits 13, 7, 11, 13, 6, 12). Lying under a pile of refuse is a pit containing 7000sp, 4000gp, 3000cp. In the south portion of the east wall is a secret door that is detectable only on a roll of 1 even to elves! Behind it is a secret passage that leads to Room #5. The first 5 feet of the hall has a false floor, beneath it is hidden the treasure of the Will O' Wisp (see Room #5). It consists of 2000sp, a *SCROLL OF PROTECTION FROM LYCANTHROPES*, a *POTION OF DIMINUATION*: 4 doses of a musty tasting, yellow liquid in a sealed green gourd, a *POTION OF LONGEVITY*: 6 doses of a salty gold liquid in a pink wooden bottle. A small locked box (poison pin 3D8 of damage) containing 18 gems: 3 500gp rubies, 6 500gp pearls, 6 100gp topazes, 3 100gp sapphires. The last 5 ft of the corridor is a teleport trap. It will transport 1-3 persons (once only per day) to the lowest level, right on top of the No. 33.

CHART FOUR

BARRACKS OF THE HOBGOBLINS, APARTMENTS OF THE PRIESTS, AND THE UPPER CAVERNS (#1-24)

1 Originally a ceremonial room for the taking of human sacrifices to the caverns of the Harvestmen. It is now empty of its original furnishings. All that remain are the 1 ft diameter pillars spaced every 5 ft along the walls. The south entrance leads to what originally were tombs of the priest cult that was here before the Slime God came.

2 These are the barracks of the Hobgoblins. This room has living arrangements for 7 hobgobs. Under one of the beds is a box containing 100gp. There is a 40% chance that from 1-3 **HOBGOBLINS** will be inside. Opening this box will curse a person to have a -2 saving throw against everything.

3-5 The same as Room #2. (except for treasure.) There is a secret door behind a cabinet in Room #4.

6 This is the abode of **NORB** and **HARMON**, the Hero Hobgoblins (their fighting ability is equal to that of a human hero). There is a box of 200gp in a hole under the bed of Harmon. On the walls are various shields and weapons.

7 The crypt of a later generation of rulers of Krake Castle, the family Srchus, a group of Ogres who were a little advanced above the average Ogre. In this room are seven **8-FOOT TALL LIVING SKELETONS**. Each of the skeletons takes 2D8 hit dice. (Hits are 14, 11, 12, 7, 11, 6, 7). Encased in the skull of one of the skeletons is a nauseating smelling *POTION OF GASEOUS FORM*. There are 9 doses of this pink bubbly liquid in a translucent cut crystal bottle. In the southwest corner of the room is a pit trap that leads to the lair of the Slime God.

8 This is the lair of the **HARVESTMEN** (AC6, Move 12, HD2). There are 26 shallow hole lairs and 26 of the foul creatures. Several pools of water dot the cavern floor. Roll hit dice for each individual creature. They will be found only in this cavern. If a commotion is made anywhere in the cavern, they will congregate around it, and usually eat it.

A.) This is a 30-ft. cliff. Harvestmen cannot climb up it. A rope ladder is secured to the top of the cliff.

B.) The pool of Horzak. It will randomly reflect the interior of any room in the entire complex if something of value is thrown in. Jumping into the pool while the image is visible will result in transport to that room. However, the image will then vanish.

C.) A shaft that leads down to the next level, to Room (or cavern) #27, the lair of the Walking Wet. The shaft itself is slippery wet and cannot be climbed back up without spikes. The Harvestmen avoid this area as they have no desire to tangle with the Aquazombies.

9 The Lair of the **HARVEST MOTHER!** (AC4, HD: 8D8, 45 hits). She will defend the two egg sacs that are hanging from the ceiling. She will also use a full strength Web spell up to 4 times per day. The egg sacs contain 100 eggs each. She does double normal Harvestman damage. She guards a *SILVER +1 SWORD* that does no damage but instead, adds hit points to the creature being attacked (1D8).

10 The laboratory of Kastor N. Pahlucks, the resident spell worker. (**K. N. PAHLUCKS:** S-12, I-17, W-11, D-11, C-13, Ch-10. 7th level Neutral Enchanter. Ready spells: *CHARM PERSON, CHARM PERSON, SLEEP, READ MAGIC, INVISIBILITY, WEB, MAGIC MOUTH, KNOCK, HOLD PERSON, HASTE, FIREBALL, POLYMORPH OTHERS*). He wears a short, blue tunic and a black vest. He is a young man. He is also served by an **UGLY** (See The Dungeoneer No. 1) named **FRITZ** (S-17, I-5, W-12, D-15, C-14, Ch-4, AC 6, 3D8, 18 hits). If his master is killed or captured, Fritz runs for the nearest help. On the person of Kastor is his *WAND OF MAGIC DETECTION, A RING OF HUMAN CONTROL AND AN AMULET VS. CRYSTAL BALLS AND ESP*. The door to this room is *MAGIC MOUTHED* and *WIZARD LOCKED*. Magic Mouth yells "Help! Help! Somebody's tryin' ta break in! Boss....Help! Help! Hey you Hobgoblins.... save me... they're gonna break me down." The door then appears to open and a quaint little old lady looks out and says "I'm sorry little boys, but Halloween isn't until October. Run along and play now." The door then closes. Kastor is working on trying to distill the disease/slime that causes Aquazombies. He has 3 Aquazombies in a cage. His work bench is covered with distilling equipment and 2 large flasks (indistinguishable from a potion) contain essence of Aquazombie. Drinking the stuff should be treated as a no saving throw Aquazombie touch. Kastor is not above fire-balling his workshop if necessary. Only he knows of the secret doors into his living quarters.

11 The door to this room is merely wizard-locked. The cubicle is Kaster's living quarters. Very modest accommodations they are indeed: Cot, desk with personal papers, chair, chest of drawers. Bottom drawer has a secret compartment containing his magic codexes. Each book is wizard locked and explosive runes are written upon them. 1st level book: Greyhawk No.'s 1, 2, 3, 5, 6, 7, 9, 10, 11; 2nd level book: GH No.'s 1, 2, 3, 5, 6, 10, 11, 13, 14, 15, 16.; 3rd level book: GH No.'s All; 4th level book: GH No.'s 2, 3, 4, 5, 6, 7, 8, 9, 10, 15, 16. Each book is bound in iron. 200 silver pieces are in a box under the bed. The secret passage has bats in it that fly at intruders.

12 Troop muster room of the hobgoblin guard. Two **HOBGOBLINS** are always on guard at the x'ed points. On a roll of 10%, 75% of all the hobgoblins will be standing in formation here (full armor and weapons at ready). At least one of the EHP's acolytes will be reviewing the troops. The stairs at the west end of the room lead up to Room #13 on the map of the 1st level area.

13 Acolytes chapel of the Slime God. This room has 8 pillars, curtains on the west wall, and marble statue of the Slime God. Scented incense burns in here that will slow melee combat of those not used to it down to 1 blow for every two melee rounds. The door to this room is always locked. Keys to it are held by **NORB THE HOBGOBLIN**, **CEPHALIC THE UNWELL**, and each of the acolytes. **JAHALLA THE CIRCEAN** (Map 1, Room #16H) also has the key to this room and to Rooms #18 and #19.

14 A peek hole (visible only if looked for) from the acolytes' living area into the muster hall.

15 Living cells for clerics of the Slime God. Two small closets contain heavy worship robes that contain a chemical Aquazombie repellent. They smell horrible (of medicine) and are green in color with a slimy starburst emblazoned on the chest. They will repel up to 2D6 of Aquazombies each. There are 10 robes.

SIMON OF GARTH: Lead acolyte is an Evil Curate (CL 5, 21 hits, AC 7, carries mace under robes) He is not necessarily completely loyal to Cephalic the Unwell and is waiting for the old geezer to kick off. S-16, 1-11, W-9, D-11, C-10, Ch-10. **SPELLS:** *CAUSE LIGHT WOUNDS, SILENCE 15 RADIUS, HOLD PERSON.*

PREDO: S-11, I-9, W-11, D-13, C-14, Ch-8, CL 4, AC 7, weapon: Mace. **Spells:** *CAUSE LIGHT WOUNDS, CAUSE LIGHT WOUNDS, HOLD PERSON*

CHIRURED SCUD: S-11, I-11, W-11, D-8, C-10, Ch-10, CL 2, AC 7, weapon: Mace, **Spells:** *DARKNESS*

FREM: S-13, 1-13, W-10, D-11, C-12, Ch-6, CL2, AC7, weapon: Mace, **Spells:** *CAUSE LIGHT WOUNDS*

HAROLD: S-7, I-14, W-15, D-12, C-11, Ch-9, CL 4, AC 7, weapon:
Club, Spells: *DARKNESS, CURSE, PROTECTION FROM GOOD*

These five men are usually either in their own room complex (Rooms #13-15-16) or with the EHP in his rooms or on some journey into the lower caverns with him. Each of the living cells contains a cot, a candle, a box for personal effects and a small table and chair.

16 This is the food eating and preparation area. A trap door drops into the lair of the Harvest Mother. The trap activates on a roll of 1-4 (D6). Tap first to avoid opening.

17 Bridge to EHP's quarters. Unless a passer drops in a pebble (known to acolytes, Jahalla and Hobgob leaders), the Giant Octopus in the still pool below will reach up and attack, within 20 seconds. (**OCTOPUS**: 5D8, AC 7, 24 hits, 1-6 tentacle attack, 1D6 damage each, beak does 1-10 damage.) In the dark water's basin, approximately 30 ft below, lies its long accumulated treasure: 3000 electrum pieces (= 1500gp); 36 pieces of jewelry; buried in the mud value approximately 94,000gp if you can find it. Bottom is also covered with many, many pebbles. In a sealed box on the bottom is a matched set of 12 50gp bloodstones.

18 Stair down to Lower Caverns. This whole area is guarded by two giant (9 ft tall) stone statues of heavy set men. Both have preset animate object spells on them, lacking but a single word to complete, speaking the word once animates the right hand statue. Speaking the word again animates the left statue. **STATUES** (AC 1, Move 30 ft, 2-16 points damage every other melee round, 5D8 each, 40 hits) They will fight until destroyed or end of spell (6 turns).

19 This is the entry way/room to Cephalic's quarters. Room is draped in yellow/green velvet curtain, all about the room except in front of the door to Room #18. A thin voice states "What business have you with the all wise Cephalic, High Priest of the One True God?" A reply will bring the words "Wait here and I will bear your request." The voice is that of **SHORPIE**, Cephalic's goblin-in-waiting (5 hp).

He will run messages for the EHP all throughout the dungeon. Shorpie is a magic mutation and cannot be detected by any means unless he wishes to be so detected. He does not attack (remember, he is not invisible, just undetectable---smell, hearing sight, magic included).

20 Small audience conference room containing a round table and 5 chairs. Acoustics permit anything said in here to be heard in Room #22. Grey painted walls with strange runes chalked randomly about in bright colors. Staring at them will hypnotize the viewer for 3 turns.

21 Small kitchen Area. (foodstuffs for one person for eight weeks). Magic: A ⁺¹ CAN-OPENER and cans of food. (Describe as strange, squat, sealed metal tubes, coated with parchment that has strange runes and pictures of exotic foods, i.e. Campbell's Tomato Soup, Delmonte Cling Peaches, Applesauce, etc.) A small constantly smoking Hibachi type grill is in here. A small dimension door is placed in the ceiling to let the smoke out. The smoke apparently disappears into nowhere at the ceiling. The door leads to a large industrial chimney on the edge of Los Angeles, California, USA. (Where do you think the cans came from?)

22 Sleeping Quarters of Cephalic the Unwell. A cot in the corner is covered with many, many warm blankets. A fireplace in the southeast corner radiates heat from no visible source. (Room temperature is about 75° F.) Shelves on the wall contain worthless but smelly jars of salves, ointments and herbs. Also, there are 3 books of home cures and a book labeled "Herbs for Healing." Under his cot mattress are several copies of Playboy (Jan 1977, March 1977, and Sept 1977). A small strong box is upon the shelf with a spell on it to disguise it as two book ends with very dull looking books in between. It contains \$500 in American paper currency and some loose American change. Walls are hung with heavy tapestries, scenes of foliage and tropical trees. Secret doors (unlocked) are in north and south walls.

23 Evil High Priest's Chapel of the Slime God. Walls are black. Room contains granite statue of Slime God at south end. "X" denotes a teleport spot that will transport characters to Room #45B. A red carpet leads up to the statue. As a person enters the teleport area, he will be phantasmally forced into believing the floor has opened up and walls have risen up around him. By the time he is in #45B he will have either disbelieved them or touched them. Either way he is still in #45B.

24 Noise of blowing wind through this corridor. A quiet dripping noise comes from nowhere and everywhere at once. After the space of two minutes, a phantom will walk out of one of the walls of the corridor and appear to walk into the one opposite it. This will occur every two minutes that the person or group is in this corridor. Just before coming to the end of the corridor, the phantom, who is of a very handsome young woman, will stop.... look at the group....grin and appear to rot away into an Aquazombie and then decay into a pile of dust. At this point a chill wind will be felt, or imagined.

25 The Cavern Hall of Challus the **LIVING STATUE GUARDIAN** of the low-er depths. He appears to be an 11-foot-tall Armored Knight made of solid granite. Behind his visor appear to be glowing fiery red eyes. Anyone below 5th level will be paralyzed with fear by his hellish gaze. He carries a stone sword that appears to have no blade of stone but instead one of living fire. It will strike for 2D8 of damage (fire damage to anything flammable) and if used to parry an attack it would be treated as gremlin fire (See the Dungeoneer No.1). Although he really appears to

be nasty, he does have a few certain drawbacks. He is forced to obey 6 simple commands, regardless of who utters them: **HALT, LEFT, RIGHT, TURN AROUND, WALK, ATTACK** are the commands. He carries a 6 ft tall shield of stone that weighs only 100 encumbrance points and that when set on its edge and rapped upon becomes as a stone wall spell. Once Challus is dead, his sword no longer will function, since the demon that powers it is released. **CHALLUS** (AC 0, 60 hit pts, 2-16 pts damage plus paralyzation of those below 5th level and -1 hit probability of those 5th and 6th level).

There is a secret door is behind the statue. A slight mist hovers up to 2 feet above the ground, thickening greatly towards Rooms/caverns #27 and #28. A row of bars separates #25 from #27. The bars are 25 ft. tall and banded together at the top. The ceilings in the caverns range from 30 to 80 ft.

26 To all appearances this is a crypt, being dusty, cold and empty. Six coffins are stacked horizontally against the east wall. All contain dead, mummified human figures. However, one contains wrapped up treasure, indistinguishable from a mummy because wax is packed around them to fill out the form.

TREASURE: A 2 ft. long, rusty *SAW OF MIGHTY CUTTING*, Stone Skull-1000gp, Fine chain of carved wood and marble-200gp, Ebony figurine of old man-400gp, Stone Dagger-500gp, Silver Sandals-1200gp, Leather cup-1000gp, Gemmed Belt-10000gp, Silver and glass bracelet-3000gp. Ten various gems are also herein, total value 2470gp.

TRAP: Touching the skull or the figurine will cause a magical trap to spring: The figurine will grow to life size and wield the dagger, now a sword of ice. He will be wearing the Silver Sandals and the Gemmed Belt. His eyes and both his hands will glow with a blue light. He will breathe a *Slow* spell radius of 10 ft. before he attacks, save vs. Dragon breath. The temperature of the room will suddenly drop to 20° F and all open water will immediately freeze. Frost will begin magically forming on everything in seconds. The figure will begin to chuckle hideously. He is approximately 5 ft tall and jet black. His sword will do 2-16 damage and is +2/+3 against elves. Any wound taken from his sword will cause death by freezing in 2-20 days unless a *CURE DISEASE* is administered.

BLACK MAN: AC 3, 40 hits, moves as unencumbered man, *SWORD* +2/+3 vs *ELVES*. Will attack Elves and Paladins in that order.

27 Lair and home of Cephalic's supply of **AQUAZOMBIES** (AC6, Move 9, HD2). There are from 20 to 30 of the vile creatures in here in various stages of progression of the disease. There is a thick fog hovering over the ground as in the Cavern of Challus (NOTE: I should say here that Challus can tear through the bars if need be to get at someone who has wronged him before or someone he is

currently chasing). In this cavern, there are intermittent areas of quicksand (at referee's discretion only and then no more than 2-3 areas). The Zombies will usually not wander away from this area unless attracted by loud noises, light or other distractions in nearby caverns. Referee should roll number of Zombies and then determine each creature's individual hits as necessary.

28 Another Will O' Wisp inhabits this room/cavern and will follow any who go past this point. He/She/It will not attack, just follow and wait. **SHELMARE** the **WILL O' WISP**: AC-8, Move 18, 47 hits, no treasure.

29 This cavern is empty except for the thick fog and soft areas. However, the pool of water contains a bed of killer cave reeds and bull rushes, which will grasp (attacking as a 2nd level monster) with a force that will require the rolling of one's strength +2 on a 20-sided die to break loose. Once a victim is grasped it will be pulled under water to be drowned and eaten by many small crabs whose droppings fertilize the cave reeds and rushes. Each attack that is successful by a reed or rush will do one pt of damage with a total of 2-8 attacks per melee round. The walls of this room are moist and there is a 20% chance that gray ooze will present upon the walls. If one is quiet, he will hear a whispering that tells of the great treasure hidden behind the stone man. It doesn't say which stone man (The caverns are full of them on one level or another) or what type of treasure. The words just say "SEEEEEEEK... SEEEEEEEK Seek ye behind the stone man...Thereeeee...Thereeee, will ye find treasure." The voice then fades into a wind-like sound. As the words fade...the phantom from hallway #24 appears and runs deeper into the caverns...stops while still in view and then turns and beckons to the group or person in the room (by the way, the Will O' Wisps in this dungeon often take the form of this phantom occasionally, so keep that in mind). The phantom then turns again to run deeper into the dungeon. At this point a rustling noise is heard coming from the area of the next room towards the way out and is followed by a deep, menacing rumble of laughter.

30 This is a pool of healing. The waters are yellow and tepid with a sulphur smell. Toxic to drink, but heals by immersion. Works as a *POTION OF HEALING*, 20 minutes of bathing equals one dose of potion. If carried away, it will be effective for one day and then it becomes an acid and will do an additional D4 of damage to anything it is applied to.

31 **CRYPT OF BAHH SCUMBUG**, Cephalic's first sorcerer. He was killed during the summoning of a mist elemental whose disembodied spirit would not leave. The door to the room is sealed airtight. The letting in of mist will reactivate the elemental who is a combination of an **AIR ELEMENTAL** and a **WATER ELEMENTAL** (16 hit dice, AC 2, move 24, kills by drowning/suffocation). In the center of the room is a coffin that contains Bahh's remains. Against the back wall of the room is a 4x2x2 ft glass box. A wax seal holds this transparent box together at

the top. Into the seal are impressed magical runes (explosive ones). Trying to open the box to get at the treasure that is visible inside by touching the seal will result in an explosion that will leave the box unharmed. Trying to bust the glass while the seal is still in place will result in failure as the glass will not break, period, with the seal in place. However, the casting of any non-offensive first level spell upon the box or seal will cause it to fall off and turn into dust. However, then, the phantom will rise out of the box and walk toward the coffin of Scumbug. It will open and the corpse will rise out of it and embrace the phantom. Then the phantom, the corpse, the writing on the wall, the glass of the box, the coffin and the dust of the seal will fade away into nothingness. But, appearing in the pile of remaining jewelry, gems and weaponry will be a pair of dolls. One will be the spitting image of the female phantom and the other will resemble a handsome man in magical robes. They appear to be in an embrace. Touching the dolls will cause a pair of phantom faces to appear on the wall. One is the girl, the other the man. She speaks: "Oh ye who have united lovers in death, request a boon, and be it in either of our powers it shall be granted of ye." At this point the group may ask one favor. It should be something grantable through up to a 5th level spell or of any information pertaining to the dungeon. By the way, if Cephalic should find out about the dolls or see them he will immediately try to kill the bearer. You see, he was originally in love with her, but when she spurned him for his magician, he had her "accidentally" killed so no one could have her. He still is kind of bent out of shape by it.

TREASURE IN THE GLASS BOX: Silver Axe-4000gp, Copper Hammer-1100gp, Multi-colored Enameled Shield-5000gp, Stone Mace-2000gp, Gold Spear (4 ft long)-10,000gp, Glass Sword-5000gp. 5 gems of a total value of 1750gp. *MAGIC SWORD: +1/+3 vs DRAGONS, DUMB (INT 1). NAME: SERPENTS' BANE OR DRAC-HACKER.*

32 Pool of scummy water. Small dead, white fish float on the surface of the pool. Bubbles rise occasionally out of the center of the pool. Pool contains a submerged, 8 headed Hydra who spits venomous mucus for 1-6 pts of damage per attack/spit. Hit by ooze negates victims next round of attack (Hydra actually has a bad case of chest congestion and spits out a very poisonous phlegm). Each head may only spit once every 3 melee rounds. **VENOMOUS HYDRA:** 8D8, 56 hits (7 per head), AC5, move 12. It will not physically leave the pool if it is still safe in it. It is hungry and bad tempered. (you would be also if you were sick and could only eat an occasional hobgoblin or a diseased rat).

33 This is a huge cavern with an incredibly high ceiling that goes beyond the range of torch-light...approximately 90 ft high. The walls and ceiling are spotted here and there with glow worms. Up in the recesses of this cave are hanging many hungry, vicious **TARRAHOOK BATS** (AC5, Move 21, HD3). Any wandering monsters in this cavern will have a 90% chance of being an alerted Tarrahook bat.

Also in Caverns #28, 29, 30, 33, 35, 36, 38, 43 encounters with wandering monsters will be a 50% chance of one of these lovelies.

34 The floor of this hall is misted. A hall trap of random teleportation: Roll a D6 to determine location:

1. Atop F'Chelrak's Tomb (Chart I, P)
2. A cage in Room #42
3. Temple of the Slime God Room #45c
4. Adept's Chapel of the Slime God (#13)
5. Middle of Room #8
6. Middle of Hobgoblin's maze (first level, Room #16L)

35 Hall is still misted. Looks exactly like Hall #34. If Room #31 has not been investigated yet and the phantom is still lurking about, she will appear out of the walls of this hall and point back towards the cavern frantically and finally fade out. This hall is a dead end and has an illusion cast upon it to look like it continues on straight ahead and even slopes up.

36 Like #34 and #35, it is misted also. It is a corridor of silence...no talking and no spells.

37 Hidden by a pair of secret doors that are locked with a key held only by the EHP, is Cephalic's private torture room. In this cavern chamber (ceiling of 25 ft) are various implements of torture and pain. Including such niceties as an Iron Maiden, the rack, a well-worn in set of thumbscrews, braziers and tongs, pokers, wheels, whips, scourges etc. There is a man on the rack. He is still living. He cannot remember his name or where he is from. Except that he is dying from torture, he is healthy. He is within 2 hit points of death and will die unless healing is administered while the party is in the room. If healed he will remember that he is a cleric and not much more. He will begin as a second level cleric if he joins the group. He has certain knowledge of the location of a princess being held in the dungeon and also of the safe way to the main temple of the Slime God (Room #45).

38 Covered by mist is the pool of shape-change. Drinking will cause total change of the drinker. Immersion will change the part wetted. Up to 60% of the body may be partially changed before total change takes over. There is a 20% chance that the change will also include a sex change. Shape-change will be determined by a random roll on the underground monster determination charts. Alignment (if used) will have no bearing upon the change. Saving throw against the pool is against magic. Effects are permanent unless a counter-polymorph spell is thrown and made permanent or unless wished off. Lying in the bottom of the pool, which by the way is 3 ft deep, is a +2, NON-INTELLIGENT, LAWFUL SWORD.

39 This is the burial crypt of the hobgoblins. They have devised a way not to have to worry about guarding their dead: The dead guard themselves. Fifteen living hobgoblin skeletons guard this chamber. Each skeleton takes 6 hit points. They are unarmed. Treat as zombies for purposes of turning. There is no treasure in the room. The room itself is lined with black marble panels that have the history of Slime Swamp and Castle Krake carved upon them in the language of the dwarves. This history was written upon here as a message from the gods. It was supposed to have been written on the wall next to #3 of Chart 3. However, the dwarf who the gods had chosen to write the sacred message was overtaken by his greed and did not get around to writing the tome till he reached this room. At the base of the writing you can see his bones. They are laid out in a skull and crossbones arrangement with the words "So die all.... Cephalic." in the dwarvish language. A rotted backpack, a tarnished sword of silver (blackened by age) and a few stray coppers are all that is left of the dwarf's equipment. The message, as it were, is the one called "A STAINED HISTORY".

40 When the room is entered, it appears to be 20 ft deep and 40 ft wide. (By the way, if entering from the north the room will appear to be its listed dimensions and will also appear to be empty.) Floating three feet off the ground is a square pyramid, 10 ft on a side. The Pyramid appears to be made of solid clear crystal. When anyone talks while in the room, it will glow and turn on. The last two minutes of whatever the group had been doing before it entered the room and turned on the crystal pyramid will begin to playback on every face. Then it will show three minutes of the future. The back wall will appear to fade away and two sets of double doors will be apparent. The party in the room sees themselves opening the door on the right and walking along it until they reach the doors to what seems to be a large temple area. In it they will see themselves attacked by priests and Aquazombies. Many seem to be killed on both sides. The screen then goes blank during the battle. The screen or back wall then fades away (it will seem quite solid if touched before it fades) and reveal the two prophesied doors. Both will be closed. At this point, the door behind them, the door in the south wall, will close and be un-openable for 5 turns. The group must then decide which direction they will take. One door seems to lead to almost certain destruction but also to the end goal, while the other appears to have nothing known about it. (Notice how many times it appears that I use the word appear. HMMMM it seems strange!?!?)

41 This is the guard room to the EHP's cell block for prisoners and sacrifices. It is the abode of 3 rather large and unfriendly **OGRES**, HD 4, with 18, 17, 24 hits respectively. They will fight to the death and have been permanently hasted.

42 This is the cell-block. In cage A are 4 old men, 3 old ladies, 2 children and 2 corpses of a man and a woman. In cage B is a very beautiful young woman in rags and tatters. She appears to be well fed. She is a princess and her father will pay

a huge reward for her safe return (say about 500,000 gold pieces.) She is a blonde and quite well formed (Lawful/good, virgin). Her name as Cassiandra. Most of the other prisoners in the block are diseased. All have crud, 2 of the old men have TB, 2 have malaria, one also has leprosy, while one of the old women has leprosy and the other two have dysentery. Both children have malaria. PRINCESS CASSIANDRA: S-15, I-11, W-10, D-11, C-18, Ch-15.

43 Lair of a medium sized **SLUG** (AC 8, Move 6). This Slug only takes 3D8, 14 hit points. The walls of this chamber are coated with a glowing fungus. The Slug has no treasure but does shoot a nice 4-dice acid bath.

44 This is the workshop of the EHP. It contains a small library of history books that is worth about 1000gp. There are 5 books on Clerical magic that are worth 10,000gp to the right interested party but would otherwise be only another 1000gp. On a desk is a box containing a richly tooled copper mirror (worth 7000gp). A heap of a bad smelling gray powder (scorched sulfur) is setting on a shiny, enameled copper plate on a table (5000gp). A small copper box contains the shrunken head of a wizened old man. If the box is opened the head will open its eyes and spit a poisoned dart at the opener. The poison is 4D6 and paralytic (box worth 1000gp). A bird's beak copper mask hangs on the wall (6000gp), behind it is a niche with the following in it: A carved stone anklet (1000gp) made in the likeness of a coiled snake, and a silver hair pin with a diamond on the end worth 5000gp. On a shelf sits a golden skull with eyes that seem to follow one across the room, because it is magicked to do that. Skull (10,000gp) on the wall opposite the copper bird mask is a golden demon mask worth 10,000gp. Finally, in a bag behind the demon mask, which will deal out alignment hits as would a sword since it is Chaotic, are 3 gems of a total value of 1000gp. The door to this room is Wiz-Locked. A diary of Cephalic's dealings with the Slime God is also on the shelf.

45^A Yes, this is the final room of this massive dungeon complex. The room you've all been waiting for. A pity it's so drab. #45A is a plain empty room with black curtains along the eastern walls that surround a 10 ft wide door. The curtains may not be separated from the edge of the walls, the ceiling or the edge of the doors. The doors are of stone with the slimy starburst worked in gold upon it. The doors are locked. Suspended from each corner of the room by an extremely thin wire is a crystal globe. Jarring the wires or rustling the curtains will jiggle the thing loose and drop it to the floor, whereupon it will burst into flame similar to a fireball. Anyone in a 10 ft radius from the center of the room will receive an immediate 3 dice of fire damage and continue to burn until the fire is extinguished. The fire is caused by an extremely volatile oil compound (gasoline: Cephalic didn't just pick up Campbell's soup in LA) and a chip of a laser ruby. The striking of the ruby chip ignites the gasoline and Boom!

45^B is a 15 by 30 room with 4 red glowing pillars. It is draped across the Eastern end as is room #45A. The doors are of pink marble and the inlay is in platinum. Standing on either side of the door is a stone statue of a **LION-HEADED MAN**. Each statue is AC 1, 30 hits, 2-12 damage. When fighting their eyes glow a fiery red. They will come to life when the door is opened or touched, before they are touched twice each. They will fight to destruction. Once destroyed they will regenerate at the rate of 1 hit point per melee round and attack again. Complete destruction will happen only when the gem-like eyes are removed. The statue will then bleed around the eyes and become dust.

45^C is the place to be! It is draped all around in grey drapes and is lit eerily by 10 glowing green pillars. At the far end of the room is the **SLIME GOD** himself. It will be aware of anything transpiring in #45B and can use its Hold Person ability on any who enter its room. The Slime God is loosely spherical, but appears to be made of constantly writhing slime-like wormy creatures. Its surface is never still. All players must make a saving throw of 20 minus Constitution on 2D6 or lose any food they may have in their stomachs (+1 for every 3 levels of ability). It has tentacular pseudopods that it can throw up to ten feet to cause damage of 1D4 + infection of slime disease. Any who come under the control of the Slime God will be forced to walk up to the range of the Slime God and touch it. The god is approximately 8 ft in diameter, since all the Aquazombies are eventually made one with it (when found it was only 1 ft in diameter). At the base of the god's pedestal is a pile of gems (100) that is equal in value to 1,000,000 gold pieces. Also, there is a suit of armor. It is +1 *PLATE MAIL*. Its name is *HARGOTH (LAWFUL, INT-12, EGO-2)*. *POWERS: DETECT METAL & KIND, NOTE SHIFTING WALLS AND PASSAGES, DETECT EVIL, SPEAK LAWFUL, UNICORN AND LAMMASU, HEAL AS A 10TH LEVEL PALADIN*. Under magic light (other than that being cast by the pillars), Hargoth's face appears on the front of the armor. It is benign and good looking. The armor will deal out hit points as would an aligned sword.

POWERS OF THE SLIME GOD:

- Control over slimy creatures (see *RING OF SLIME CONTROL*).
- Hold Person power (victim has -4 saving throw) range 30 ft.
- Summon slimy creatures as Monster summoning spell range 600 ft.
- Create Aquazombies.
- Mental Blast.
- Moves at a rate of 10 ft per turn.
- Communicates telepathically.
- Missile fire will not affect; only 20% of all blows will cause damage; fire and ice deadly.

A 40 ft deep pit is in the secret passage between #45 and #43. Touching both walls simultaneously will stop pit from opening.

HARVESTMEN

No. Appearing: 2-40

Armor Class: 6

Movement: 12

Hit Dice: 4+2

% in Lair: 60

Treasure: B

Dexterity: 16 (AC4)

Damage: Crush 2-12, Bite 1-3 (poison or paralysis)

Alignment: Chaotic Evil

Int: Semi-intelligent

In ages past, an unholy union between a spider demon and his high priestess produced an evil race of creatures that were neither arachnid nor human in form. Mal-proportioned and malformed, these creatures were despisers of all life that walked the world. They held no allegiance to their spider father nor to their human mother, whom they later devoured. The creatures were unfortunately not "mules" and soon began to reproduce, with rumors of an evil "Harvest-Mother" spreading about the ravaged country-side. They reproduced in such great numbers that nothing could stop them. That was until an old Patriarch named Caleb appeared from the wastes and led them away, piping an eerie tune on strange pipes. Neither the old man nor his demonic charges were seen in civilized lands again.

Harvestmen combine the form of a spider with human parts. With fingers for legs, these abominations combine power and agility into a fluid killing machine. The standard attack for a Harvestman is to bound after the victim in great leaps, grab them and crush them. A hit of 17 or better means that it was successful. Any hit less than 17 means it has knocked the victim to the ground. Any hit on the next melee round indicates a successful crush. To break a crush, the victim must roll below its Strength-10 or he must suffer another round of crush. Crushed victims may not return attack. They may also swing their forefingers for 1-4 points of damage.

High dexterity gives these monsters an armor class of 4. If not moving, they have an armor class of 6.

They will bite for 1-3 and either poison or paralyze their victims (Poison is 4d8)

Each group of more than 10 will have a Harvest-Mother. This is a 8 hit dice, egg-producing Harvestman. Every lair will have 1-3 egg sacs hanging about. Harvestmen may also web as a area Web spell.

TARRAHOOK BAT

No. Appearing: 2-12

Armor Class: 5

Movement: 21

Hit Dice: 3

% in Lair: 40

Treasure: C

Damage: Hook 1-12, Bite 1-4

Alignment: Chaotic

Int: Semi-intelligent

An incredibly vicious creature is the Tarrahook Bat. When it smells a possible victim, it flies at breakneck speed toward the unlucky one and brings up its terrible hook, striking like a lance and ripping upward into the abdomen of an opponent. The force of the blow will make the victim react as if he is surprised and knock him down. If the victim is surprised, the bat then gets a free melee round and bites for 1-4 and stabs with tail for 1-4. These creatures usually inhabit cavern complexes but have been known to be found in large rooms, passageways and dark forests. In addition to Infravision, the bats have a sonar which permits them to attack invisible characters. In bright light the monsters are blind and receive -4 to attacks on the first attack and -2 on further attacks. Tarrahook Bats take off from the ground by coiling up like a spring and thrusting away from the ground. They also use this maneuver to get a 1-8 stab attack with their hook. Any victims killed will be eaten. These creatures prize Elven and Hobbit flesh.

AQUAZOMBIES OR THE WALKING WET

No. Appearing: 4-40

Armor Class: 6

Movement: 9

Hit Dice: 2

% in Lair: 40

Treasure: E

Dexterity: 10+6

Damage: 1-4 + Special or by weapon

Alignment: Chaotic/Neutral

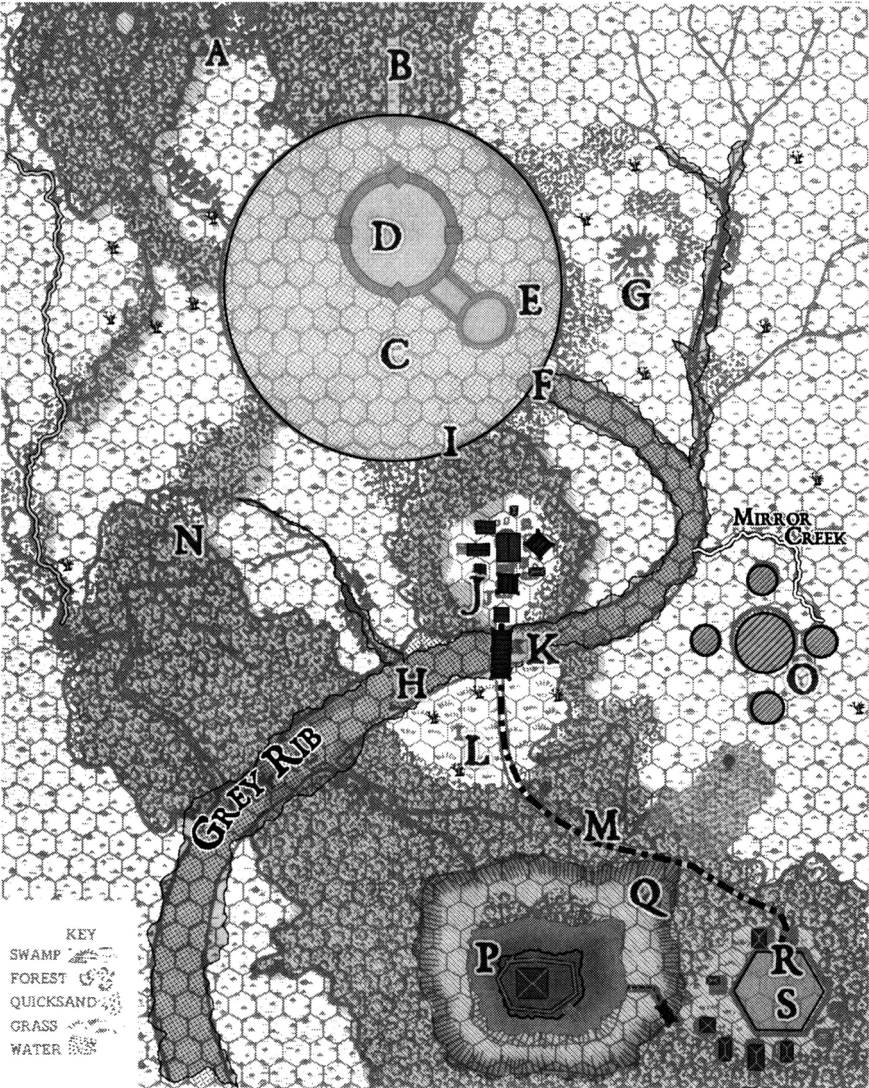
Int: Intelligent (capable of speech) to non-intelligent

Not a true undead, Aquazombies are victims of contact by the Slime God, becoming symbiotic creatures with an alien slime race (individuals non-intelligent without host). If wounded by non-weapon attack, the character must make a saving throw vs. Magic at -3 or become infected by the slime, eventually becoming an Aquazombie (take-over time equals Constitution x week). Cure Disease and Remove Curse are necessary for cure, must be applied within three days. Victim retains his character up through the point of complete take-over, then becomes more slime than human. When the slime has taken over the body itself 100%, it becomes nothing more than a puddle of non-intelligent slime. Intelligent victims tend to live in leper-like colonies, about 60% gone to slime, completely taken over.

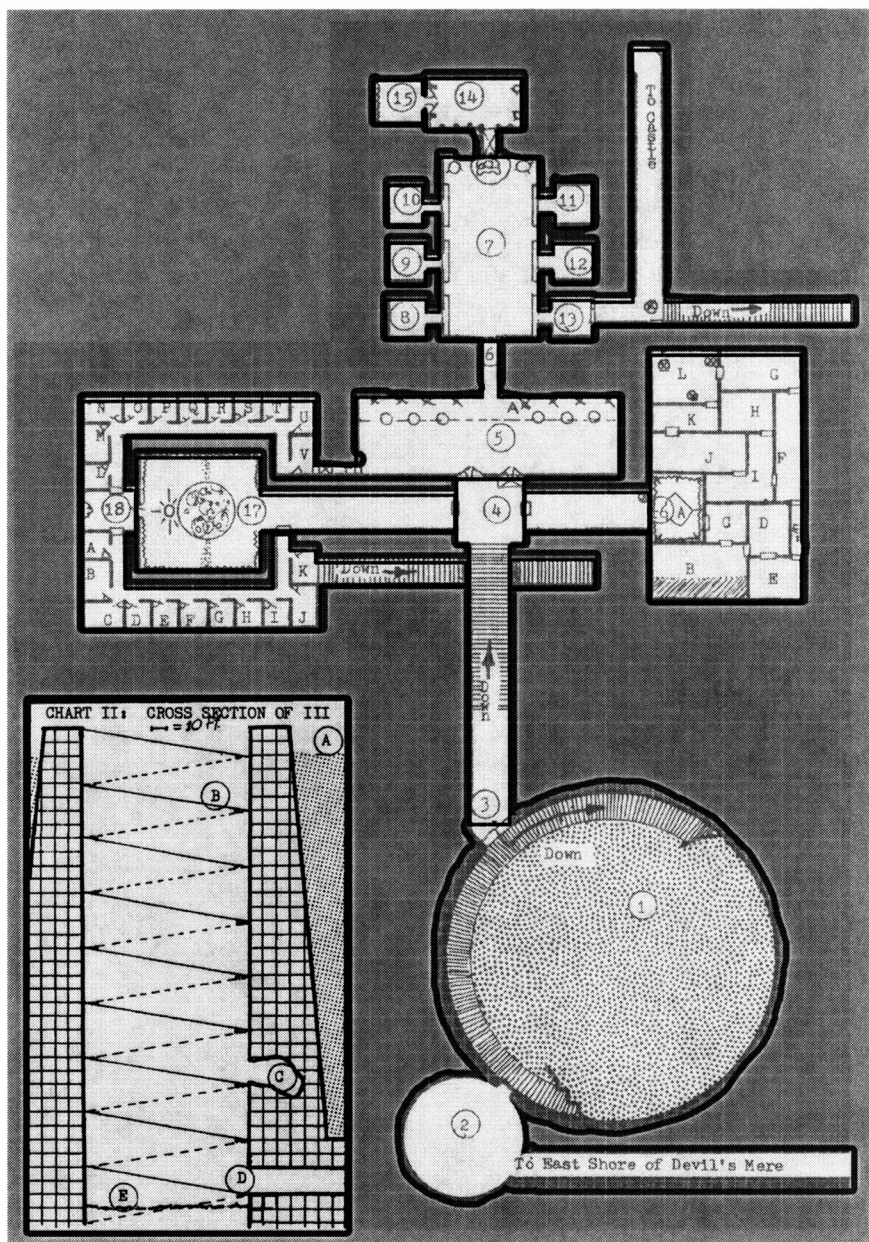
CHART ONE: CAMPAIGN MAP FOR SLIME SWAMP AREA

Once called Krakeland Marsh, it is now a desolate, semi-tropical area. It is rarely entered due to rumors of demons, undead and evil gods, that have left the area virtually unmolested by annoying villagers and pillaging heroic types. Ever since the appearance of the "Sky God's Footprint" (large crater), the area has gone from the location of a lonely baronic outpost to a foreboding place of ancient evil. It has been virtually unvisited by outsiders for almost 150 years. On this map are also some possible locations for adventures s from previous issues of THE DUNGEONEER.

CHART I



CHARTS II & III





AFTERWORD

NIGHT WALKING WET

As many of you who attend NTRPG con know, I am unabashed fanboy of anything Jaquays-related. The first thing I ever picked up written by Jennell was the Book of Treasure Maps, and it blew me away. Unfortunately, the area I grew up in (DFW) didn't have many outlets for Judges Guild items, so I had to wait several years until eventually picking up Dark Tower and Caverns of Thracia in beat up shape at a mid-80's game convention. Compared to most of the stuff coming out at the time from TSR and its competitors, these were innovative and engaging, and well deserved of the classic status they have now achieved. I could see where Jaquays had pushed the envelope in the genre through various innovations, and pictured a wise old author sitting at a table coming up with all this twisty-turning mapping, multi-faceted villains, and detailed backstories (I was both shocked and humbled when I later found out these masterpieces were published by basically a teenager!)

In the early 90s, through the help of the brand spanking new "internet" and AOL, I was happily closing out Want Lists through marketplaces and forums that had sprung up online. At about the same time, warehouses full of JG products that had been stored for years were hitting the market, and I was able to find nearly-new copies of everything on my list from Judges Guild, including all of the Jaquays stuff....and The Dungeoneer Compendium. This collection contained the meat of the first six issues of The Dungeoneer (before Jaquays sold the magazine to Anshell) and inside were not one, not two, but THREE Jaquays adventures I had never seen before!!! I happily devoured these, getting the same buzz I did the first time I read Treasure Maps, and was immediately attracted to Night of the Walking Wet, the unusual maps and monsters, the intriguing locale, and back story, all the things that make a Jaquays adventure unique. However, the layout and presentation of the adventure was...how shall we put it...."challenging". Later discovering Jaquays was just a teenager when this was printed made a lot of sense...the fonts and layouts changed from barely readable to "get me my magnifying glass" tiny, the maps were without grids (I was all about grids in those days...), there were sections out of place or illogically stuck right in the middle of the text, etc. All the things that make an authentic old school adventure, well, authentic, were also obstacles to fight through if I wanted to run the adventure (never mind it was written for OD&D, a game system I was only barely aware of in 1994, having started my playing days in 1978 with Holmes Basic and AD&D). I reluctantly set it aside and swore someday I would do a proper rewrite and put everything in its correct place and make it "runnable" for myself and others.

So, 20+ years later, here we are. In that time, I have become good friends with Jennell Jaquays who I have met in person as a guest at NTRPG Con (and I'm still fanboy enough to have my eyes pop out every year we get the newest dragon logo for the con via email), and have seen Night of the Walking Wet run at cons and wondered how it is in the last 20+ years I've never has time to tackle the project of making it accessible to anyone wanting to run an honest-to-God, somewhat forgotten, old school OD&D adventure written by the person who brought us Dark Tower...and sometimes everything falls into place, thanks to people like Bob Bledsaw Jr., Jennell Jaquays, Bill Webb and Zach Glazar. So here I am weeks before the con squinting at the original text while cleaning up the OCR'd version on my laptop wondering where Jennell got all those weird names for the Krake's crypt....and loving every minute of it!

For the record, nothing was actually changed, just "cleaned up". Zach did all the spiffy layouts and cleaned up the maps. I edited the text for obvious spelling errors, instituted some consistency in presentation, changed around the order a bit (putting The Stained History first so the background of the adventure is there for the DM to see up front), added the monster stats for Aquazombies, Tarrahook Bats and the utterly creepy Harvestmen (they are the finger/skull freaks on the cover) from the original Dungeoneer, as well as including details of the Pipes of Caleb and Ring of Slime Control (also-present in earlier issues). But that's pretty much it...what you have before you is a pure, prime Jennell Jaquays OD&D adventure you can run using only the three original brown books and the Greyhawk Supplement (or, of course, any old-school system like Swords & Wizardry that simulates these systems). Add an incredible Jaquays cover (new for this digest), an amazing forward that is as detailed and candid as anything I have ever read from the author, and you have in your hands a "forgotten" piece of Jaquays history that merges the classic dungeon/hex crawl with SciFi weirdness (that's the way we did it in the old days, kiddos) and is in ready-to-run form. Do me a favor, run this game and thank Jennell for writing it, and give me and Zach an "attaboy" for saving your eyesight....

Mike "Badmike" Badolato

May 10th, 2017

[illegible]

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

THE DUNGEONEER REVISITED

LET'S MAKE A MAGAZINE!

Reflections on The Dungeoneer by Jennell Jaquays: The creator of The Dungeoneer magazine talks candidly of the first six issues of the future Judges Guild publication, with personal reminisces, history and backstory.

NIGHT OF THE WALKING WET & WALKING WET RELOADED:

"A creature from another world becomes the slime god, infesting the region with virulent slime zombies, the "walking wet".

This lost classic from 1977 has not seen publication since 1979's Dungeoneer Compendium! For the first time in nearly 40 years the original text of the OD&D hexcrawl/dungeon with a science fiction twist is available. As a bonus, "Reloaded" includes the original text and maps cleaned up and ready for gaming!

ISBN 2370000537508



2 370000 537508



Released at NTRPG Con 2017