

# THE NECKLACE OF ARRĀH-SAMMAT

AN ADVENTURE FOR 5TH EDITION TUNNELS AND TROLLS  
DESIGNED FOR A GROUP OF FOUR DELVERS, OF LEVEL ONE.

by James Hutchings.

The default setting for this adventure is the country of Yan: a small place, little more than a single city and surrounding countryside, ruled by an Emir. However the adventure takes place entirely in a dungeon underneath the Emir's palace, so it should be easy to change the details to fit it into your campaign world.

It's said that Yan is built on the ruins of a great city of the ancients, and that the Emir's palace is built on the site of their greatest temple. There are many stories of the ghosts of the ancients luring the unwary to their doom. However these stories aren't widely credited. Indeed, until recently, it wasn't even certain that a city of the ancients had been here at all.

That changed when a servant of the Emir discovered a secret door in one of the cellars, which led to a tunnel, as clean and brightly lit as the ballroom of the palace itself, but untrod by human feet for untold centuries.

The Emir had no interest in the ancients, and perhaps gave an ear to the stories, because he ordered the door to be boarded up and sealed.

But from then on, it was as if the ancients were treading the halls of the palace, spiteful and unseen. Servants reported rats and cockroaches where no such vermin had been seen before, and with a new and sinister intelligence. It was said that footsteps were heard with no one to make them, and likewise sinister whispering. Whether this was truly supernatural, or the infectious fears of the credulous, was heatedly debated.

But then all debate ended. The favourite necklace of Arrah-Sammat, the wife of the Emir, went missing. And in its place was a note written in a spidery hand: 'we have placed it in our temple you swine, who will dare come and get it?'

Who indeed? The Emir couldn't have it said that his guards were afraid to enter the dungeon – but nor could he have it said that they entered the dungeon but failed – and still less could he have it said that he forbade them to go for fear of the ancients. Thus he decided to seek outside help, which could be embraced or disowned as needed.

If the delvers find the necklace they'll be enrolled in the Emir's Guard, effective from when they entered the dungeon, for one year. However this will be only 'on paper' – they'll draw pay, but have no duties. Anything else of value that they find in the dungeon they can keep.

## Effects of Temperature:

Level 1 is **hot and dry**: The STR requirement for armour is doubled. Shields aren't affected. Delves whose armour is now too heavy will have time to remove it or get to an area with a lower temperature.

In Hot and dry areas, roll for wandering monsters every hour of in-game time.

Level 2 is **hot and damp**: The STR requirement for armour is multiplied by 3/2. Delves whose armour is now too heavy will have time to remove it or get to an area with a lower temperature.

Every hour of in-game time, every delver with any wounds (not damage due to other sources such as cold) must make a level 2 save on CON. If they fail, they've become sick (characters who are sick don't need to keep making the save). They immediately lose 1-3 CON, and will not recover CON in the usual way. If a sick delver moves to an area of mild temperature, they may make a save on their *maximum* CON at the same level every four hours of in-game time. If they succeed, they're no longer sick, and will heal normally.

In Hot and damp areas, roll for wandering monsters every 15 minutes.

Level 3 is **cold**: Every hour of in-game time, unless the delvers have made a fire, each delver must make a level 1 save on CON. If they fail, they take damage equal to the amount they failed by (critical failure counts as a failure by at least 1).

In Cold areas, roll for wandering monsters every hour.

Note that species 5, the Quinlid or Silent King, also makes the temperature around itself cold. In the unlikely event that the delvers find themselves on level 2 in the company of a Quinlid, roll for wandering monsters every hour rather than every 15 minutes.

Tunnels between levels will be marked as being one of these temperatures.

## **Creatures:**

There are 6 types of creature in the dungeon.

### **(1) Helleautauride, or Burrowing Conqueror**

This creature looks like a human child on the left side of its body, a zebra on the right. They are smaller than a human child, being roughly leprechaun-sized (in 5th edition rules, a level 3 DEX save to hit at point-blank range). They walk on all fours.

Their name comes from their habit of digging a hole in the ground and then burying themselves in order to sleep.

If this creature does hand-to-hand damage to a single character who knows any spells, and the damage isn't reduced to zero by armour and shields, that character has a 5 in 6 chance of forgetting a single randomly-chosen spell instead of taking the damage. Rogues can forget any spell. Wizards can forget any spell of level 2 or above (if they don't know any, they'll take the damage instead). The character will be able to re-learn the spell.

Monster Rating 15 (2 dice + 7 adds)

These creatures speak and understand Hobbit.

### **(2) Carnoumar, or Hag's Mercy**

This creature will appear to be a ghost, of a human wearing a full suit of armour. However if the visor of the armour is lifted up there won't be a human face, but rather tendrils, like a clump of seaweed.

Despite its ghostly appearance the creature is substantial, and can be wounded by normal weapons.

Every time this creature is wounded by a poisoned weapon, they have a 50% chance of suffering no ill effects from the poison.

Monster Rating 35 (4 dice + 17 adds)

They speak and understand Hobbit.

The armour absorbs 5 damage. If this creature is killed, its armour will fade away with it.

### **(3) Uneoblepas, or Greedy Peacock**

This creature is a robot, built to resemble a bat. It's painted all over with bright colours.

Delvers can attempt to command these creatures if they share a language with them. They must make a level 2 save on CHR. The delver subtracts two from their roll for each of the creatures present. If they make the roll, the creatures will obey the delver without question for an hour. Otherwise, all creatures present will be 'immune' to further attempts for two hours. A failed attempt, or a successful attempt which 'runs out', won't effect normal diplomacy with the creatures. However the delvers' treatment of them while they're under command can have a negative effect.

These creatures regard vending machines, such as the one in area **6**, as hateful oppressors. They'll always try to break into them when they see one. They'll attack anyone on sight who tries to put money into one, or even mentions having done so. If they're under the command of a delver who tries to put money in a vending machine they'll still attack them - although once the delver stops they'll obey them.

They are gigantic (in 5th edition rules, a level 1 DEX save to hit at point-blank range).

Monster Rating 70 (8 dice + 35 adds)

These creatures speak and understand Elvish, Hobbit, and Leprechaun.

### **(4) Trioegog, or Love's Bird**

This creature looks like a roughly human-sized statue of a Venus Flytrap (in 5th edition rules, a level 2 DEX save to hit at point-blank range). If it dies, its corpse will look like a normal Venus Flytrap.

Its tough skin acts as armour, stopping 3 points of damage.

Monster Rating 55 (6 dice + 27 adds)

These creatures speak and understand Common.

## (5) Quinlid, or Silent King

This creature has the body of a slim human (or perhaps an elf), but a head like a elephant. It wears elaborate scale armour, and its body is covered in icicles.

They're roughly human-sized (in 5th edition rules, a level 2 DEX save to hit at point-blank range).

STR:	11
INT:	9
LK:	13
CON:	14
DEX:	17
CHR:	8
SPD:	4
<i>Combat Adds:</i>	6
<i>Missile Adds:</i>	11

Defeating one of these creatures is worth 34 AP.

They use tridents (4 dice + 3, used 1-handed, min. STR 10 DEX 10 (hand-to-hand or thrown), range 10 yards/metres, weight 75, value 60gp).

These creatures speak and understand Elvish.

Their armour which absorbs 8 damage, weighs the same as 988 coins, and is worth 88 gold. It requires 10 STR for a non-Monster-Rated creature to wear (of player characters, only elves and humans will be the right size).

This creature alters the temperature wherever it goes. It will always be cold in the presence of this creature – see **Effects of Temperature** above.

## (6) Doloest, or Velvet Sleeper

This creature looks like a larger-than-life statue of an armadillo (they are roughly human-sized). In death, it will no longer look like a statue, but like a natural, though oversized, armadillo. However if the delvers investigate the corpse, they'll find that the 'armadillo' is really a suit of armour, and inside is what seems to be a human.

For any Combat Round where one of these creatures does any damage, and at least one of their opponents is wearing armour (shields don't count), the GM

should roll 1 dice.

1-2 Treat the damage as normal.

3-4 Armoured opponents take no damage, but their armour permanently absorbs 1 less damage. If it now absorbs no damage, it will fall off.

5-6 Armoured opponents take no damage.

They're roughly human-sized (in 5th edition rules, a level 2 DEX save to hit at point-blank range).

STR:	16
INT:	11
LK:	12
CON:	12
DEX:	7
CHR:	14
SPD:	7
<i>Combat Adds:</i>	2
<i>Missile Adds:</i>	0

Defeating one of these creatures is worth 39 AP.

They use maces (3 dice + 4, used 1-handed, min. STR 12 DEX 7, weight 125, value 120gp). The maces won't affect armour if anyone else uses them.

These creatures speak and understand Orcish.

Their armour absorbs 10 damage, weighs the same as 340 coins, and is worth 269 gold. It requires 9 STR for a non-Monster-Rated creature to wear (again, of player characters only elves and humans will be the right size).

### **Diplomacy:**

When a delver is negotiating with one of the creatures in the dungeon, unless the GM decides otherwise they should make a CHR check, at the level listed below.

Success means that the creatures will allow the delvers to move through their territory.

Beating the target number by at least 6 means that the creatures will actively aid the delvers - for example, they may share their food.

Beating the target number by at least 12 means that the creatures will go to some risk for the delvers - for example, one of them might act as a guide.

Failure means that the creatures will tell the delvers to return the way they came at once, and fight them if they don't.

Missing the target number by at least 6 means that the creatures will attack, without giving the delvers the opportunity to leave.

If the delver lacks a common language with the creatures, as well as the penalties listed below they'll find it difficult or impossible to exchange any complex information.

(1) Helleautauride, or Burrowing Conqueror

CHR save at level 1.

Add 1 to the delver's roll for each 180gp worth of gifts the adventurers give. If the delvers lack a common language with the creatures, they should take 9 from their roll.

(2) Carnoumar, or Hag's Mercy

CHR save at level 3.

Add 1 to the delver's roll for each 180gp worth of gifts the adventurers give. If the delvers lack a common language with the creatures, they should take 9 from their roll.

(3) Uneoblepas, or Greedy Peacock

CHR save at level 3.

Add 1 to the delver's roll for each 210gp worth of gifts the adventurers give. If the delvers lack a common language with the creatures, they should take 4 from their roll.

(4) Trioegog, or Love's Bird

CHR save at level 2.

Add 1 to the delver's roll for each 160gp worth of gifts the adventurers give. If the delvers lack a common language with the creatures, they should take 8 from their roll.

(5) Quinlid, or Silent King

CHR save at level 3.

Add 1 to the delver's roll for each 170gp worth of gifts the adventurers give. If the delvers lack a common language with the creatures, they should take 3 from their roll.

(6) Doloest, or Velvet Sleeper

CHR save at level 2.

Add 1 to the delver's roll for each 110gp worth of gifts the adventurers give.

If the delver's DEX is higher than the Doloest's, the delver can add 9 to their roll. If the delvers lack a common language with the creatures, they should take 8 from their roll.

For the purposes of trading and giving gifts, the creatures of the dungeon will treat the Necklace of Arah-Sammat as if it had a value of 3000 gp.

### **Inter-Species Diplomacy**

The Helleautaurides and Uneoblepases (species 1 and 3) are strongly allied. The two species will regard an attack on each other as an attack on them. They'll usually respect the decision of the other species in regard to how to treat the delvers.

### **Shrines**

There are four shrines around the dungeon (in areas 4, 5, 16, and 22).

When a delver prays at a shrine that they haven't prayed at before, they should make a saving roll on CHR at the level given below. If they fail, the god smites them and they lose CON equal to the number they missed by. If they succeed, they gain the benefit listed below.

***The god of every skill:*** The save is made at a level equal to the character's level. If it succeeds, for one future Combat Round or saving roll, the delver may use any of INT, DEX, or STR in place of any other. If the delver gains a level before using this blessing, and if your game uses skills, they gain twice as many skills as they would have otherwise, and the blessing is used.

The god will punish any delver who takes offerings from their shrine, or destroys the shrine. The delver will lose 2 points from their LK. This loss affects the delver's maximum score in the attribute, as well as their current score. That is, it won't heal.

Unless this contradicts your campaign world, the god appears as an extremely squat, almost square figure with multiple arms, each holding a different tool.

***The god of fire:*** The save is made at a level equal to the character's level. If it succeeds, the character can cast the Wall of Fire spell once, with no cost, regardless of their Type and attributes.

The god will punish any delver who takes offerings from their shrine, or destroys the shrine. The delver will lose 6 points from their SPD. This loss affects the

delver's maximum score in the attribute, as well as their current score. That is, it won't heal.

The god loves the sound of the lute. A delver who plays one near their shrine should make a level 1 saving roll on DEX. If they make it, the next delver to pray at the shrine takes 7 from the difficulty of the roll. If a delver tries to please them with music and fails, no delver can get a bonus in this way for the next 12 hours of in-game time.

Unless this contradicts your campaign world, the god appears as a bright orange sun with a human face.

***The goddess of death and resurrection:*** This shrine can bring anyone back to life who's been dead for an hour or less. The level of the save depends on the delver or creature being resurrected. For Monster Rated monsters, look at their MR. For creatures or delvers with full attributes, look at the total of their INT, STR, and LK. In either case, divide by 10 and round down. If it succeeds, the subject is brought back to life, with 1 CON or 1 MR.

The goddess might punish delvers who take offerings from their shrine. The delver or delvers responsible should make a save on CHR at the level of the dungeon (level 1 for the shrine in area 4, level 2 for the shrine in area 16). They're punished if they fail. If a delver destroys the shrine, they will definitely be punished. The goddess's punishment will be that the delver will halve their INT (rounded down) for 4 hours of in-game time. This loss affects the delver's maximum score in the attribute, as well as their current score. At the end of this time, the maximum score will instantly return to normal. However, the current score will only recover at the normal rate.

The goddess loves the sound of the drum. A delver who plays one near their shrine should make a level 3 saving roll on DEX. If they make it, the next delver to pray at the shrine takes 12 from the difficulty of the roll. If a delver tries to please them with music and fails, no delver can get a bonus in this way for the next 12 hours of in-game time.

Unless this contradicts your campaign world, the goddess appears as a woman, beautiful on one half of her body, but waxy and dead on the other. Strangely, the Helleautaurides depict her as a human woman, rather than as a Helleautauride.

## **Poison**

A vial of poison has enough poison to coat a dagger, throwing star or throwing knife 6 times, or any larger weapon 3 times, or 72 arrows or crossbow bolts. When a hand-to-hand weapon is coated, the poison will last until the weapon

does damage which isn't reduced to zero by armour or shields, or until 3 Combat Rounds have passed, whichever comes first.

## **Healing**

Unless the GM rules otherwise, characters will recover 1 point of lost STR every 10 minutes, as long as the STR was lost casting spells. STR lost for any other reason, and any other reduced attribute (eg CON reduced from combat), recovers at 1 point per day.

## **Chases**

It's likely that at some point the characters will have to run away from some of the creatures in the dungeon, or that creatures will run away from them.

If the characters are running away from, or chasing, a stat'd creature, both character and creature should roll 2 dice and add their SPD (doubles add and re-roll). The highest total is the faster.

If characters have lost at least half their CON, or are carrying half or more of their Weight Possible, they roll as normal but halve their final result. This applies to both delvers and non-player characters. If characters are both heavily wounded and carrying a heavy load, the result is still only halved rather than quartered.

If the characters are running away from, or chasing, a Monster Rated creature, the character should make a SR on SPD. The level of the save is the Monster Rating divided by 30, rounded up.

If characters have lost at least half their CON, or are carrying half or more of their Weight Possible, add 2 to the level of the save. Again, if a character meets both conditions, only 2 levels are added to their save, not 4. However if the Monster Rated creature has lost at least half its MR, take 2 from the level of the save.

## **Searching and Hiding**

Searching a single area will take 30 minutes of in-game time for a thorough search. Before rolling, delvers can choose to take less time, taking 5 from their dice roll for each five minutes saved. Five minutes is the minimum time for a search. Delvers can search as many times as they want (remember to roll for wandering monsters).

If there's more than one hidden feature in the room, the delver should only roll once. However, this roll is compared to the relevant level and attribute for each feature.

If the delvers hide, they might have to make saving rolls (as given in the descriptions for the individual areas). If more than one creature is searching for them, the delvers subtract 2 from their roll for each 'extra' searcher.

## Maps

Travelling from one area or intersection to an adjacent one will take 15 minutes of in-game time. Travelling between levels will take a varying amount of time, given below. The delvers will move at half speed if any delver is carrying half or more of their Weight Possible, or has lost half or more of their CON. A delver who's both heavily wounded and carrying a heavy load will still move at half-speed, not quarter-speed.

Note that the map isn't to scale. Corridors would be much longer if they were in scale to the rooms, and the rooms are actually different sizes.

The delvers will start at 1c.

### Level 1

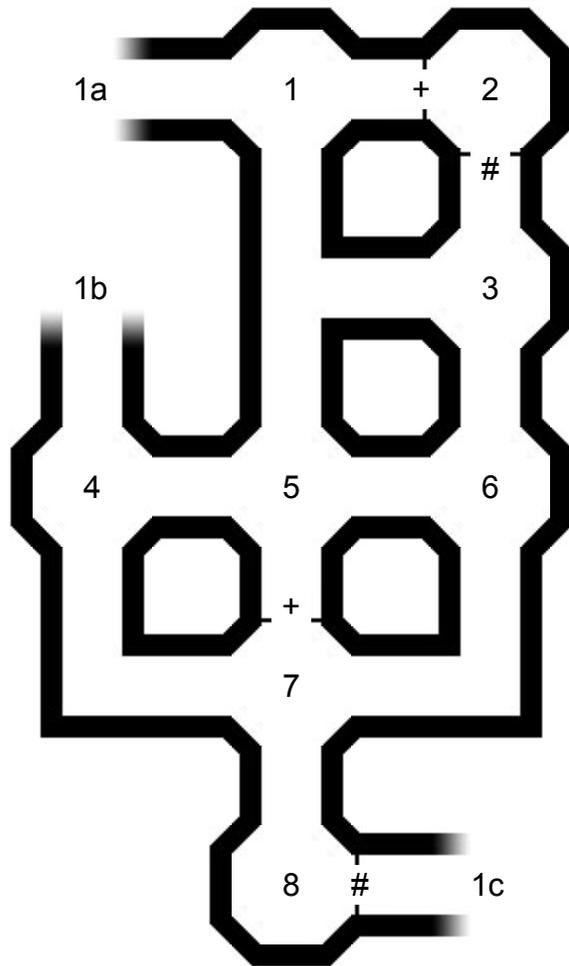
This level is *Hot and dry*.

It smells subtly like a city. This means that humans will feel more at home. Every hour of in-game time, they can re-roll one saving roll or roll in combat that they make. Dwarves, on the other hand, will feel like there's something wrong. If a dwarf makes a saving roll, and if the last one they made succeeded, this roll should have 5 added to its difficulty. This includes rolls to hit with ranged weapons.

The corridors on this level are wide enough for 2 humans to walk side-by-side. For this purpose, count dwarves and hobbits as 3/4 of a human, and leprechauns as 1/2. Fairies count as 0 if they're flying, 1/3 otherwise. When fighting, every delver counts as 1 except for fairies, who count as 0 if flying or 1/2 if not. Gigantic creatures count as 2 humans whether fighting or not.

Roll for wandering monsters every hour of in-game time. Note that this includes when the delvers are dealing with creatures.

On a five or six, the delvers encounter 3-8 (roll a dice and add 2) Helleautaurides (species 1)



**1a** This tunnel goes downwards to 2a. It's *Hot and damp*. The journey will take 5 minutes. It's wide enough for 6 humans to walk side by side. While in this tunnel, use the wandering monster table for level 1. This tunnel is enchanted so that delvers other than dwarves won't notice it's going up or down unless they make a level 2 save on INT.

**1b** This tunnel goes downwards to 2b. It's *Hot and dry*. The journey will take 15 minutes going up or 10 minutes going down. It's wide enough for 2 humans to walk side by side. If a wandering monster check shows that monsters are present, don't roll on a wandering monster table. Instead, the delvers will meet 3-8 (roll a dice and add 2) Helleautaurides (species 1).

**1c** This is where the delvers will start.

+ Illusory wall. Anyone who searches the room will find this illusion, regardless of their roll. However, even when it's noticed as an illusion, it's very hard to walk through it. Anyone with an INT of less than 10 (or a Monster Rating of less than 30) will be unable to do it. For the purposes of Dis-spell, treat the illusion as level 3.

# Locked door. Any delver can try and break this down. They should make a

level 0 save on STR. If they're wearing armour (shields don't count), they should increase their roll by the amount of damage their armour stops. If they make it, the door breaks. If they fail, they take damage equal to the difference, not reduced by armour or shields. Each attempt should be treated as if 20 minutes had passed for the purposes of rolling for wandering monsters. If wandering monsters are attracted by the noise, they'll normally wait on the other side. The delvers might also try to pick the lock. This will be impossible without a set of lockpicks. It will take 45 minutes of work, and require a level 0 save on DEX. If a delver fails, they can try again as many times as they want (but be sure to roll for wandering monsters).

**1:** This area is 12 yards/metres east-west by 5 yards/metres north-south, and 7 yards/metres high.

There are 5 Helleautaurides (species 1) here, all merchants. When the delvers first enter this area, they'll be trading. Aside from a large number of useless objects (particularly clocks), they have the following:

\* A runestone. The level 1 spell *Lock Tight* is locked into the stone.

Any delver with INT of at least 2 will be able to tell what spell is locked in the stone.

If a Wizard with INT of at least 10 holds the stone and concentrates, they can cast the spell without having to learn it. The spell still costs the holder the normal amount of STR.

The delver holding the stone can simply guess spells until they hit the right one, but for each wrong guess they'll lose 2 STR. weight 20 value 250gp

\* 530 silver coins (value 53 gp)

\* 4900 copper coins (value 49 gp)

(total value 352gp)

A large number of grandfather clocks make the area easy to hide in. Any delver can hide well enough that a casual search won't find them. A thorough search won't find a delver who makes a successful level 3 save on LK. Hobbits add 5 to their roll. Fairies don't have to make this save.

On the wall is an inscription in Hobbit. It reads "Let us beat on the drum, to please She Who Guards the Gates of Death and Life."

**2:** This area is 4 yards/metres east-west by 12 yards/metres north-south, and 5 yards/metres high.

There are 5 Helleautaurides (species 1) here, all merchants – they will be dressed very similarly to those in area 1. When the delvers first enter this area,

they'll be trading. As with area 1, the merchants will have a large number of useless objects, particularly clocks.

They won't be surprised if the delvers enter through the illusory wall, as they're familiar with it (the GM can assume that all Helleautaurides will be familiar with it).

Treasure in this area:

- \* 3 full suits of armour: Hits Taken 5 min STR 4 weight 346 value 42gp each

This armour can be worn by gigantic creatures.

- \* A 5 foot/1.5 metre rope. weight 25 value 0.5 gp

- \* 4 breastplates: Hits Taken 3 min STR 2 weight 160 value 33gp each

This armour can be worn by humans and elves, and roughly human-sized creatures.

- \* 420 silver coins (value 42 gp)

- \* 350 copper coins (value 3.5 gp)

(total value 304gp)

A large number of grandfather clocks make the area easy to hide in. Any delver can hide well enough that a casual search won't find them. A thorough search won't find a delver who makes a successful level 3 save on LK. Hobbits add 5 to their roll. Fairies don't have to make this save.

On the wall is an inscription, written in Hobbit. It reads "I have stolen from the shrine of She Who Guards the Gates of Death and Life, and she spared me, for my charm and good looks. But then another stole from her shrine, and she rendered him imbecile for a time, for he was neither charming nor fair of face. And had I cast down her shrine, then I too would be rendered imbecile for a time."

**3:** This area is 12 yards/metres east-west by 4 yards/metres north-south, and 10 yards/metres high.

There are 6 Helleautaurides (species 1) here. As with areas 1 and 2, they're merchants. But when the delvers first enter this area, they'll be fighting, and accusing each other of trying to cheat on a complicated deal involving some pan pipes.

Treasure in this area:

- \* 4 sets of pan pipes. weight 5 value 50gp (each)

- \* Semi-Precious Stones (3): lapis lazuli. weight 1 value 18 gp (each)

- \* 17 gold coins

- \* 312 silver coins (value 31.2 gp)
- \* 180 copper coins (value 1.8 gp)

(total value 304gp)

This area has nowhere to hide.

A narrow set of stairs leads down to room 14. The journey takes 10 minutes. For wandering monsters, count the stairs as part of level 2.

There's a secret door in the east wall, which connects this dungeon to the rest of the underworld. It's up to the GM whether the delvers will be able to find it.

**4:** This area is 7 yards/metres east-west by 8 yards/metres north-south, and 12 yards/metres high.

There's a shrine to the goddess of death and resurrection here, with a large, painted statue on a pedestal.

The only way someone can hide in this area is by crouching behind the statue. A thorough search will find any delver. A casual search won't find a delver who makes a successful level 1 save on LK. Hobbits add 5 to their roll. Fairies automatically stay hidden from a casual search, and can make this save to stay hidden from a thorough search.

There's a message on the wall, written in Hobbit. Anyone who reads it will see that it's dangerous magic. If they keep reading, they should make a level 1 save on INT. If they fail, they take damage equal to the amount they failed by (a critical failure counts as a failure by at least 1). If they succeed, and they're a Rogue who doesn't already know the level 1 spell *Oh There It Is*, they now know it. This doesn't necessarily mean they're able to cast it: the normal requirements for INT and DEX still apply. If a Warrior succeeds, or a Wizard or Rogue who already knows the spell, they gain 1 dice worth of CON up to their maximum - any 'wasted' points turn into 10 AP each. Once anyone succeeds in reading the message, it'll disappear. Delvers who fail can try again as often as they want. Reading the message will take 30 minutes.

**5:** This area is 10 yards/metres east-west by 11 yards/metres north-south, and 3 yards/metres high.

There's a shrine to the god of every skill here. The god is painted on the ceiling, and there's a waist-high (for humans) pyramidal pile of stones in the centre of the room.

This area has nowhere to hide, except for fairies, who stay hidden from a casual

search if they make a successful level 2 save on LK (they can try to hide behind the small pile of stones which forms the shrine).

**6:** This area is 10 yards/metres east-west by 6 yards/metres north-south, and 4 yards/metres high.

As the delvers approach this room (from whichever direction), they will pass various warnings painted on walls, in Hobbit. These warnings will say 'Wrong way! Go back! Danger!' and so on, but won't give specifics.

A machine in the centre of the room, apparently made of clear glass, will shoot beams at anyone who enters. Anyone hit by a beam will fall unconscious. They'll wake up in 10 minutes. If the entire party is hit by the beams, they'll wake up in area 10. It will shoot 2 beams per Combat Round. It will ignore unconscious characters. If there's more than one target, choose randomly. Treat this as a missile attack, with the machine having a DEX of 22. Any object bigger than a human fist thrown into its gears will jam it up (throwing stars aren't big enough, a throwing knife is). Treat the machine as a 'gigantic' target. If the delvers haven't encountered one before, a level 2 save on INT will reveal the machine's function as a guardian used by the ancients. Once it has shot at least once, a level 1 save on INT will reveal the effect of the beams.

There's also a hireling vending machine here, belonging to the Koka Kobold Company. It dispenses robotic servants if fed enough coins. It will only speak, or allow a delver to give it coins, if they have enough CHR to command the servants (at least 19 CHR for delvers who don't speak Leprechaun, at least 13 for those that do. A book of phrases will be of no use in this situation).

The servants are roughly leprechaun-sized, and look like a robotic version of a blowfly. They have MRs of 9, and can carry the weight of up to 891 coins. They'll obey any command (subject to the note on CHR above). They can't speak.

The machine itself will answer questions about cost provided they're in Leprechaun. If the delvers ask how tough the servants are or how much they can carry, it'll respond with bland advertising phrases (for example 'our servants are so tough they'll take a beating and keep on going'). The servants cost 11gp each. The machine will take any coins, but won't give change.

The machine is frequently out of order. Whoever is paying the machine should make a level 1 save on LK. If they fail, they'll pay half the cost (rounded down) before realising that the machine is out of order. If they make it by 5 or more, the hireling will appear when they've only paid half the cost (rounded down).

If a delver tries to break into the machine, they should make a level 1 save on STR. The attempt, whether it succeeds or not, will take 20 minutes. If they succeed, the machine will cough up coins: roll 1 dice for the value in gold pieces.

Then roll again: 1-2 gold coins, 3-4 silver coins (10 for each gp worth) 5-6 copper coins (100 for each gp worth). A critical failure will mean that there are no more coins in the machine, except for any that the delvers have put in themselves. Whether they succeed or not, the GM should roll for wandering monsters for each attempt (as well as, not instead of, the usual roll for wandering monsters). Any monsters that result will arrive in 15 minutes (from the start of the attempt, not from the end). The delvers can use coins gained this way to pay for a hireling, or pay and then try and get their coins back.

In front of the vending machine there are two neat piles of coins. One contains 1036 silver coins (value 103.6 gp), the other 4040 copper coins (value 40.4 gp).

Scattered randomly throughout the room there are several items:

- \* A full suit of armour: Hits Taken 6 min STR 14 weight 1398 value 80gp  
This armour can be worn by gigantic creatures.
- \* A breastplate: Hits Taken 8 min STR 7 weight 620 value 87gp  
This armour can be worn by dwarves, and roughly dwarf-sized creatures.
- \* A set of lock picks (anyone using these may add 5 to their roll when trying to pick a lock). weight 35 value 35 gp
- \* Semi-Precious Stone: jasper. weight 1 value 6 gp

(total value including coins 352gp)

This area has nowhere to hide (the guardian machine is transparent, and the vending machine is against the wall).

**7:** This area is 12 yards/metres east-west by 8 yards/metres north-south, and 4 yards/metres high.

It's laid out as a meditation room for the Helleautaurides. There are various inscriptions in Hobbit, to the effect that the reader should contemplate She Who Guards the Gates of Death and Life.

There are 6 Helleautaurides (species 1) here, a mixture of merchants and customers. When the delvers first enter this area, they'll be silently meditating.

The Helleautaurides have removed their shoes, and anything they were carrying, and stacked them neatly at one end of the room, along with:

- \* A book of Hobbit phrases, written in Common. Anyone who reads Common and has an INT of at least 13 can communicate in Hobbit, on a very basic level, using this book. Delvers who use this book to communicate with creatures in the dungeon will get half the penalty (rounded down) for lacking a common language (weight 5 value 50).
- \* A bag containing 293 gold coins.

\* A similar bag, containing 3500 copper coins.

(total value 328gp)

This area has nowhere to hide.

A narrow set of stairs leads down to room 11. The journey takes 20 minutes. For wandering monsters, count the stairs as part of level 2.

**8:** This area is 5 yards/metres east-west by 9 yards/metres north-south, and 10 yards/metres high.

There are 5 Helleautaurides (species 1) here. When the delvers first enter this area, they'll be sleeping (and thus buried in the earth). If the delvers open the locked door with a *Knock Knock* spell, or pick the lock, they'll be able to walk through the room without waking the Helleautaurides (unless of course they walk across one of the mounds of dirt). If they kick the door down, this will wake them up.

This area is thick with trees. Helleautaurides prefer to sleep in such surroundings. It's easy to hide in. Any delver can hide well enough that a casual search won't find them. A thorough search won't find a delver who makes a successful level 1 save on LK. Hobbits add 5 to their roll. Fairies don't have to make this save.

## Level 2

This level is *Hot and damp*.

This level smells subtly like a forest. This means that humans, fairies, leprechauns and elves will feel more at home. Every hour of in-game time, they can re-roll one saving roll or roll in combat that they make. Dwarves, on the other hand, will feel like there's something wrong. If a dwarf makes a saving roll, and if the last one they made succeeded, this roll should have 5 added to its difficulty. This includes rolls to hit with ranged weapons.

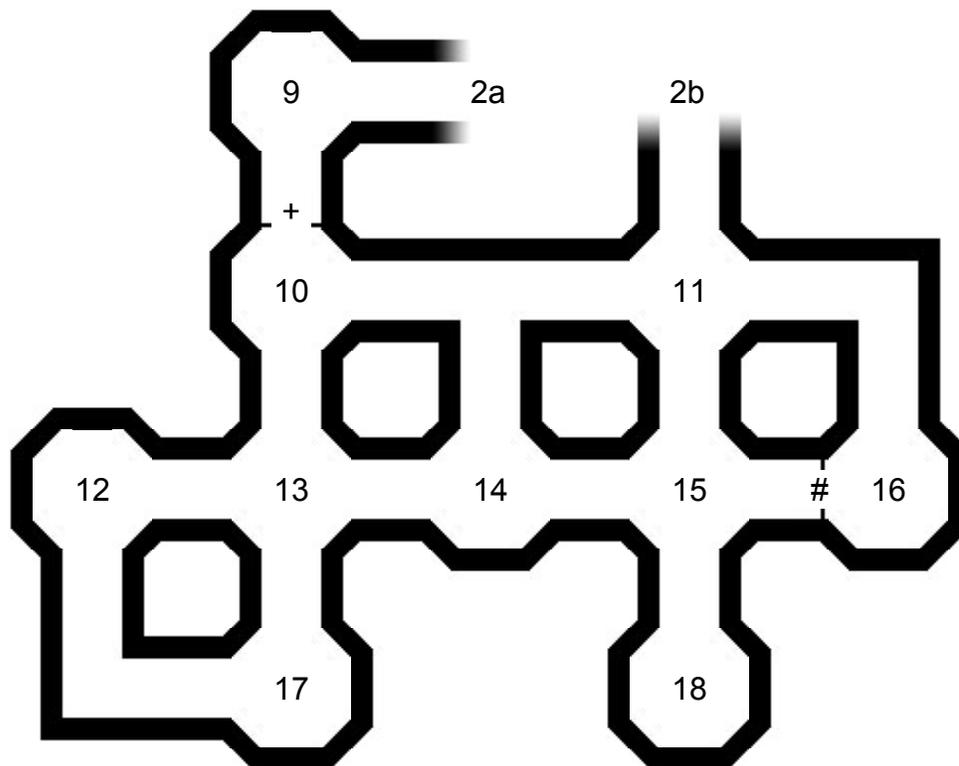
The corridors on this level are wide enough for 5 humans to walk side-by-side.

When the delvers first enter this level, they should each be given 200 AP.

Roll for wandering monsters every 15 minutes of in-game time. Note that this includes when the delvers are dealing with creatures.

On a five or six, roll again on the following table:

roll	result
1-2	4-9 (roll a dice and add 3) Helleautaurides (species 1)
3-4	1-3 Trioegogs (species 4)
5-6	1-3 Doloests (species 6)



**2a** This tunnel goes upwards to 1a. It's *Hot and damp*. The journey will take 5 minutes. It's wide enough for 6 humans to walk side by side. While in this tunnel, use the wandering monster table for level 1. This tunnel is enchanted so that delvers other than dwarves won't notice it's going up or down unless they make a level 2 save on INT.

**2b** This tunnel goes upwards to 1b. It's *Hot and dry*. The journey will take 15 minutes going up or 10 minutes going down. It's wide enough for 2 humans to walk side by side. If a wandering monster check shows that monsters are present, don't roll on a wandering monster table. Instead, the delvers will meet 3-8 (roll a dice and add 2) Helleautaurides (species 1).

+ Illusory wall. Anyone who searches the room will find this illusion, regardless of their roll. However, even when it's noticed as an illusion, it's very hard to walk through it. Anyone with an INT of less than 18 (or a Monster Rating of less than

120) will be unable to do it. For the purposes of Dis-spell, treat the illusion as level 2.

# Locked door. Any delver can try and break this down. They should make a level 4 save on STR. If they're wearing armour (shields don't count), they should increase their roll by the amount of damage their armour stops. If they make it, the door breaks. If they fail, they take damage equal to the difference, not reduced by armour or shields. Each attempt should be treated as if 20 minutes had passed for the purposes of rolling for wandering monsters. If wandering monsters are attracted by the noise, they'll normally wait on the other side. The delvers might also try to pick the lock. This will be impossible without a set of lockpicks. It will take 45 minutes of work, and require a level 4 save on DEX. If a delver fails, they can try again as many times as they want (but be sure to roll for wandering monsters).

**9:** This area is 11 yards/metres east-west by 3 yards/metres north-south, and 6 yards/metres high. It's full of trees. Like area 8, it's meant for Helleautaurides to sleep in.

There's an Uneoblepas (species 3) here. When the delvers first enter this area, it'll be lying as if dead, but will spring to life as soon as the delvers enter. The Uneoblepas has been guarding some items for a Helleautauride merchant who's busy on the top level. It'll most likely suspect the delvers of wanting to steal the items, which are:

\* A mace: 3 dice + 3, used 1-handed, min. STR 14 DEX 7. weight 123, value 138gp

\* 2 full suits of armour: Hits Taken 8 min STR 10 weight 423 value 291gp each  
This armour can be worn by leprechauns, and roughly leprechaun-sized creatures.

\* 3 drinking horns. weight 15 value 4 gp (each)

\* 36 gold coins

(total value 768gp)

This area is easy to hide in. Any delver can hide well enough that a casual search won't find them. A thorough search won't find a delver who makes a successful level 3 save on INT. Hobbits add 5 to their roll. Fairies don't have to make this save.

**10:** This area is 9 yards/metres east-west by 5 yards/metres north-south, and 12 yards/metres high. Chairs and tables are scattered around the room, as well as huge piles of blank paper and charcoal. It is a meeting room, currently unused.

There are no dangers in this room. However it's often used. Roll for wandering monsters twice as often as usual. Any wandering monsters will be familiar with the illusory wall, and might enter from that direction.

This area is easy to hide in. Any delver can hide well enough that a casual search won't find them. A thorough search won't find a delver who makes a successful level 2 save on LK. Hobbits add 5 to their roll. Fairies don't have to make this save.

**11:** This area is 12 yards/metres east-west by 10 yards/metres north-south, and 8 yards/metres high. The most striking feature of the room is an intricate mural, depicting a battle – though if the delvers look more closely they'll probably conclude that it doesn't depict an actual event, as there's an impossible variety of creatures shown.

There's an Uneoblepas (species 3) here. When the delvers first enter this area, it'll be silently meditating. Like the one in area 9, it's guarding some items for a Helleautauride, and will most likely assume that the delvers are out to steal them.

The items it's guarding are:

- \* A sitar. weight 50 value 500gp

- \* A bullwhip (used 1-handed, min. STR 0 DEX 16, range 5 yards/metres, weight 51 value 28gp)

Wizards can't use bullwhips. Bullwhips do no damage. Instead, the character wielding it can try and wrap it around an opponent's weapon and pull the weapon out of their hands (it's no use against an opponent fighting with fists, claws etc). To do this, they make a DEX saving roll as if they were using a missile weapon. However, if the victim has a shield, the difficulty of the roll is increased by the damage reduction of the shield (armour doesn't have any effect).

If the attacker makes the save, they compare their STR to the STR of their opponent. If the target weapon is 1-handed, and the attacker's STR is at least half that of the defender, the defender's weapon is yanked out of their hand. If the target weapon is 2-handed, the bullwhip wielder's STR must be equal to the opponent's STR. In either case, if the attacker's STR isn't high enough the attack has no effect.

- \* A pouch of pipe-weed. If a hobbit has matches or a tinder-box, they can smoke it (you can assume that all hobbits carry a pipe). It will last for an hour of in-game time. During that time, the pleasant odour and soothing effect mean that the hobbit can treat their INT and CHR as being 3 higher than their real value. The hobbit will also be immune to effects which cause fear or anger (for example the spell *Oh-Go-Away* won't work on them). The pipe-weed will also mask any other strong smell (but the smell will still be there once the pipe-weed is gone). The downside of it is that its strong smell will make it impossible for the hobbit to hide. Weight 0 value 20.

- \* 12 gold coins

(total value 560gp)

This area has nowhere to hide, except for fairies, who stay hidden from a casual search if they make a successful level 2 save on LK (by pretending to be part of the mural).

A narrow set of stairs leads up to room 7. The journey takes 28 minutes. For wandering monsters, count the stairs as part of level 2.

A narrow set of stairs leads down to room 25. The journey takes 10 minutes. For wandering monsters, count the stairs as part of level 3. If an Uneoblepas is generated it'll be at the bottom rather than on the stairs.

**12:** This area is 5 yards/metres east-west by 8 yards/metres north-south, and 10 yards/metres high. There are a few trees planted throughout the area. It's mostly used as a Helleautauride sleeping area, but isn't considered a very good one, with the trees being too few and the ground being too hard.

There are no dangers in this room. It's most often used by the Helleautaurides (species 1). Roll for wandering monsters as usual. However, if the result is an encounter with any other creatures, there's a 50% chance that the delvers will meet Helleautaurides instead.

Careless Helleautaurides have left several items around the area, which the delvers might find if they search:

- \* Semi-Precious Stone: amethyst. weight 3 value 63 gp
- \* 7 silver coins (value 0.7 gp)
- \* 30 copper coins (value 0.3 gp)

(total value 64gp)

This area is hard to hide in. A thorough search will find any delver. A casual search won't find a delver who makes a successful level 1 save on INT. Hobbits add 5 to their roll. Fairies automatically stay hidden from a casual search, and can make this save to stay hidden from a thorough search.

A narrow set of stairs leads down to room 23. The journey takes 10 minutes. For wandering monsters, count the stairs as part of level 3. If an Uneoblepas is generated it'll be at the bottom rather than on the stairs.

**13:** This area is 10 yards/metres east-west by 12 yards/metres north-south, and 4 yards/metres high. There are various strange machines around the area, which might remind the delvers of torture devices – they'll be partly right, as the area is a gym.

There's an Uneoblepas (species 3) here. When the delvers first enter this area,

it'll be exercising.

This area is slightly unstuck in time.

For as long as the delvers stay here, no time will pass in the outside world. This means that there'll be no wandering monsters.

If the delvers leave and come back, things will be 'reset' to exactly as when the delvers first arrived. If they kill the Uneoblepas it will be alive with no memory of meeting the delvers. If they carried off treasure they'll still have it, but identical treasure will be in the room. The delvers can only get APs for defeating a given creature once.

This means that the delvers might end up with multiple copies of the same treasure, or with multiple copies of the Uneoblepas accompanying them (for example if it chases the delvers, or agrees to accompany them).

If there are ever three copies of the same item, or the Uneoblepas, in the area at the same time, the GM should immediately roll a dice:

1-2 the multiple copies are treated as normal from now on. They don't count towards the limit of three copies.

3-4 all copies disappear, leaving only one.

5-6 all copies explode, doing 1-3 damage each to anyone within two metres/yards (damage reduced as normal).

The GM should roll on this table separately for each set of copies - however the 48 silver coins can be counted as a single object, as can the 20 copper coins.

The GM should also roll on this table if the delvers leave the dungeon with multiple copies of any object or the Uneoblepas.

Treasure in this area:

\* 4 crossbows (4 dice + 0, used 2-handed, min. STR 13 DEX 9, range 83 yards/metres, weight 111 value 186gp each)

\* A javelin (2 dice - 1, used 1-handed, min. STR 5 DEX 7, range 37 yards/metres, weight 30 value 9gp)

these are hung up on a wooden board. They're used as exercise equipment.

\* A chalk-board (8 by 8 inches/20 by 20 cm). weight 9 value 2 gp

\* 48 silver coins (value 4.8 gp) and 20 copper coins (value 0.2 gp)

Mixed together in a glass jar.

(total value 760gp)

This area is hard to hide in. A thorough search will find any delver. A casual

search won't find a delver who makes a successful level 1 save on INT. Hobbits add 5 to their roll. Fairies automatically stay hidden from a casual search, and can make this save to stay hidden from a thorough search.

**14:** This area is 4 yards/metres east-west by 4 yards/metres north-south, and 9 yards/metres high.

It's laid out like the living room of a wealthy human or hobbit, with a fireplace, tables etc. However, it's as if it was tilted 90 degrees. One of the walls acts as the 'floor', with tables and chairs somehow adhering to it. The opposite wall is the 'ceiling', with a chandelier hanging 'down', or out.

If you think the adventure is too hard for your players, consider putting a clue here – for example a note hidden in the chandelier.

There are no direct threats here. However, malicious spirits that live here (the very ones that stole the necklace, and are responsible for some of the tormenting of the Emir's servants – some of the stories are indeed the result of superstitious fear) might use their magic to disorient the delvers. If the delvers have a compass they'll be safe. If not, the delver with the highest LK should make a level 1 saving roll. If they fail, the delvers will lose their sense of direction while in this room. When they leave, regardless of which direction they say they want to go in, they'll actually head in a random direction (movement up or down staircases is excepted). Once they reach another room or intersection their sense of direction will return to normal.

This could result in the delvers believing that the corridor they came down has disappeared behind them.

This area is hard to hide in. A thorough search will find any delver. A casual search won't find a delver who makes a successful level 1 save on LK. Hobbits add 5 to their roll. Fairies automatically stay hidden from a casual search, and can make this save to stay hidden from a thorough search.

A narrow set of stairs leads up to room 3. The journey takes 14 minutes. For wandering monsters, count the stairs as part of level 2.

A narrow and winding spiral staircase leads down to room 24. The journey takes 5 minutes. For wandering monsters, count the stairs as part of level 3.

In both cases, if an Uneoblepas is generated, it'll be waiting for the delvers rather than on the stairs.

**15:** This area is 3 yards/metres east-west by 3 yards/metres north-south, and 8 yards/metres high.

A machine in the centre of the room will shoot beams at anyone who enters. Anyone hit by a beam will fall unconscious, and take 2 damage (armour or shields won't reduce the damage). They'll wake up in 10 minutes. If the entire party is hit by the beams, they'll wake up outside the dungeon. They'll have all their equipment, although in the past this has gone wrong, and there are several items strewn randomly around the room. It will shoot 2 beams per Combat Round. It will ignore unconscious characters. If there's more than one target, choose randomly. Treat this as a missile attack, with the machine having a DEX of 20. Any object bigger than a human fist thrown into its gears will jam it up (throwing stars aren't big enough, a throwing knife is). Treat the machine as a 'gigantic' target. If the delvers haven't encountered one before, a level 2 save on INT will reveal the machine's function as a guardian used by the ancients. Once it has shot at least once, a level 0 save on INT will reveal the effect of the beams.

Any Uneoblepas (species 3) can tell the delvers about this trap.

Treasure in this area:

- \* A pair of calf-high boots (wearable by any creature from leprechaun to human size). weight 40 value 10 gp
- \* A loaf of Dwarven black bread. Any dwarf who finds this food must make a level 2 save on INT. If they fail they'll eat the bread, and lose 4 points of CON. They'll recover the lost points over 24 hours. If a delver is reduced to 0 or less as a result of eating the loaf, they won't die - rather, they'll fall unconscious until 24 hours after they've eaten the bread. The loaf counts as 1 day's food, and so anyone can choose to eat it. weight 20 value 8
- \* Poison: a vial of Hellfire Juice. Any weapon coated in Hellfire Juice (even bashing weapons like clubs) will multiply their damage by 3/2, after damage reduction for armour and/or shields. weight 1 value 500
- \* Semi-Precious Stone: lapis lazuli. weight 4 value 72 gp
- \* Semi-Precious Stones (2): green quartz. weight 2 value 6 gp (each)
- \* A compass. weight 1 value 5 gp
- \* A sling (2 dice + 2, used 1-handed, min. STR 5 DEX 11, range 108 yards/metres, weight 9 value 1gp)
- \* 1 gold coin

(total value 600gp)

A narrow and winding spiral staircase leads down to room 19. The journey takes 20 minutes. For wandering monsters, count the stairs as part of level 3. If an Uneoblepas is generated it'll be at the bottom rather than on the stairs.

**16:** This area is 10 yards/metres east-west by 12 yards/metres north-south, and 11 yards/metres high.

There's a shrine to the goddess of death and resurrection here.

This area has nowhere to hide, except for fairies, who stay hidden from a casual search if they make a successful level 1 save on LK.

**17:** This area is 5 yards/metres east-west by 6 yards/metres north-south, and 8 yards/metres high. Unlike most of the areas in the dungeon, this area looks like a natural cavern, with a sandy floor, rather than part of a city. There are several shadowed corners in the room where a delver might try to hide.

The cavern's natural appearance is deceiving. The sand is only a few feet deep. A hidden trapdoor in the centre of the room will open if any delver steps on it.

The victim will fall down to room 22, taking 4 dice worth of damage. Armour will reduce this damage, shields won't.

If the room is searched, the trapdoor will be found on a successful level 3 save on INT.

If the trapdoor isn't found, a successful level 0 save on LK will avoid it. Characters must make this roll every time they walk across the room without having found the trap, or if they search and no one finds the trap. If more than one character fails their LK save, the victim will be the one who misses it by the most. If the group is walking across the room in single file, only the person in the lead need save.

If the trapdoor is sprung, a level 1 save on DEX will allow the victim to leap free.

Once the trapdoor is discovered, delvers may choose to leap down deliberately. If they do so, they should make a level 4 save on DEX. If they succeed, they take no damage. If they fail, roll for damage as above but halve the result (round up).

Climbing up from the room below requires a level 1 save on DEX. Failure doesn't result in any damage, but will make enough noise that the GM should roll twice for wandering monsters. If any result, they'll arrive in 15 minutes. This roll is as well as, not instead of, the regular roll for wandering monsters.

There are a number of items buried in the sand (all in separate places, not in one big hoard):

- \* 2 sets of pan pipes. weight 5 value 50gp (each)

- \* A breastplate: Hits Taken 4 min STR 5 weight 478 value 33gp

This armour can be worn by humans and elves, and roughly human-sized creatures.

- \* A scroll, which contains instructions on how to cast the level 2 spell *Cateyes*. Any Rogue or Wizard with INT of at least 12 can read and learn the spell. The spell requires an INT of at least 12 and DEX of at least 9 to cast. Once one

person has learned the spell, the scroll will crumble into dust. If someone reads the scroll who can't learn the spell, either because they're a Warrior or because of their INT, this won't destroy the scroll. If someone reads the scroll who could learn the spell, but already knows it, this won't destroy the scroll either - and in this case, the reader will learn that the scroll is one which 'self-destructs'. weight 20 value 500gp

\* Semi-Precious Stone: agate. weight 3 value 24 gp

\* 7 gold coins

(total value 664gp)

However the most important item hidden in this room, from the delvers' point of view, is **the necklace of Arah-Sammat** (weight 7).

This area is hard to hide in. A thorough search will find any delver. A casual search won't find a delver who makes a successful level 3 save on INT. Hobbits add 5 to their roll. Fairies automatically stay hidden from a casual search, and can make this save to stay hidden from a thorough search.

**18:** This area is 8 yards/metres east-west by 3 yards/metres north-south, and 12 yards/metres high. Like area 17, it looks like a natural cavern – and this time it really is.

There are 2 Trioegogs (species 4) here. When the delvers first enter this area, they'll be entwined, moving slowly, almost imperceptibly, in what might seem like a very formal, courtly dance. In fact the Trioegogs are having sex.

This area is hard to hide in. A thorough search will find any delver. A casual search won't find a delver who makes a successful level 1 save on INT. Hobbits add 5 to their roll. Fairies automatically stay hidden from a casual search, and can make this save to stay hidden from a thorough search.

### Level 3

This level is *Cold*.

Apart from the cold, the delvers will notice a big difference in the appearance of the dungeon on level 3. This area is not city-like at all. Rather it is a series of dark, cold, and undeniably natural caverns. The only artificial feature is the staircases which have been built in several of the caverns.

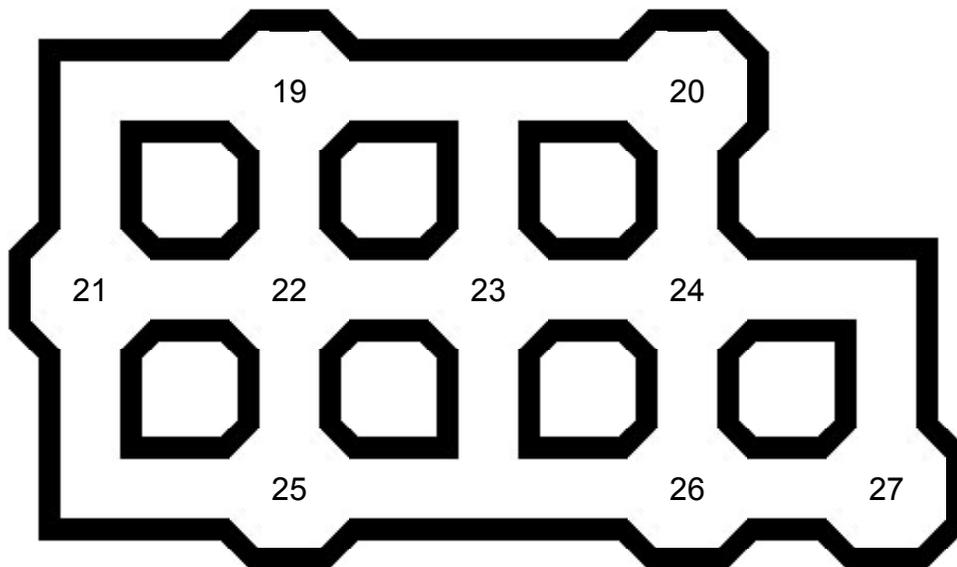
The corridors on this level are wide enough for 2 humans to walk side-by-side.

When the delvers first enter this level, they should each be given 300 AP.

Roll for wandering monsters every hour of in-game time. Note that this includes when the delvers are dealing with creatures.

On a five or six, roll again on the following table:

roll	result
1	4-9 (roll a dice and add 3) Helleautaurides (species 1)
2	1-6 Carnoumars (species 2)
3	An Uneoblepas (species 3)
4	1-3 Trioegogs (species 4)
5	1-3 Quinlids (species 5)
6	1-6 Doloests (species 6)



**19:** This area is 5 yards/metres east-west by 5 yards/metres north-south, and 6 yards/metres high.

There are 2 Trioegogs (species 4) here. They have the skeletal remains of several warriors, in some cases clad in armour, arranged in a tableau. When the delvers first enter the area they'll be arguing about which way of displaying them best pleases the goddess of death and resurrection, who they refer to as The Mistress of Going Forth By Night, and depict as a Trioegog half in statue and half in 'organic' form. A painting of the goddess dominates one wall of the cavern.

There are several useful items carried by the skeletons. However taking any of them will be regarded as gravest blasphemy by the Trioegogs.

- \* An axe: used 2-handed, min. STR 23 DEX 11. weight 249, value 137gp  
This axe is touched by Chaos. Each Combat Round it's used, roll 1 dice and multiply by 7. The result is the Hit Point Total the axe contributes that round.
- \* A breastplate: Hits Taken 5 min STR 5 weight 417 value 190gp  
This armour can be worn by dwarves, and roughly dwarf-sized creatures.
- \* A breastplate: Hits Taken 6 min STR 2 weight 63 value 189gp  
This armour can be worn by fairies, and roughly fairy-sized creatures. The fairy's breastplate also has
- \* Semi-Precious Stones (2): lapis lazuli. weight 4 value 72 gp (each)
- \* Poison: 3 vials of spider venom. If the damage from a weapon coated in spider venom isn't reduced to zero by armour or shields, the victim will be unaffected in the next combat round, their Hit Point Total will be halved the round after that, and they will be totally paralysed the round after that. weight 1 value 150 per vial.
- \* A six-foot/2 metre long wooden pole. weight 40 value 7 gp
- \* A full suit of armour: Hits Taken 6 min STR 1 weight 75 value 34gp  
This armour can be worn by hobbits, and roughly hobbit-sized creatures.
- \* 25 gold coins

(total value 1176gp)

This area is easy to hide in. Any delver can hide well enough that a casual search won't find them. A thorough search won't find a delver who makes a successful level 2 save on INT. Hobbits add 5 to their roll. Fairies don't have to make this save.

A narrow and winding spiral staircase leads up to room 15. The journey takes 28 minutes. For wandering monsters, count the stairs as part of level 3. If an Uneoblepas is generated, it'll be at the top rather than on the stairs.

**20:** This area is 11 yards/metres east-west by 3 yards/metres north-south, and 3 yards/metres high.

There are 2 Quinlids (species 5) here. When the delvers first enter this area, they'll be silently meditating.

This area is easy to hide in. Any delver can hide well enough that a casual search won't find them. A thorough search won't find a delver who makes a successful level 2 save on LK. Hobbits add 5 to their roll. Fairies don't have to make this save.

There's a message on the wall, written in Hobbit (by a Helleautauride who found himself lost on this level): "To any who find themselves lost in this place, beware! Due south from here a machine of the ancients will rob all who meet it of magic."

**21:** This area is 12 yards/metres east-west by 5 yards/metres north-south, and 10 yards/metres high.

There are no dangers in this room. It's rarely used. Roll for wandering monsters only half as often as usual.

There's a pool in the centre of the room, whose water is fresh and pure.

This area has nowhere to hide.

**22:** This area is 10 yards/metres east-west by 7 yards/metres north-south, and 10 yards/metres high.

There's a shrine to the god of fire here.

There are 6 Helleautaurides (species 1) here. When the delvers first enter this area, they'll be about to sacrifice a rat to the god.

These Helleautaurides are members of an evil cult. They're clad in the purple robes traditionally used by evil cultists, and wear masks.

They have piled up several offerings to the god:

- \* Poison: 2 vials of Hellfire Juice. Any weapon coated in Hellfire Juice (even bashing weapons like clubs) will multiply their damage by 3/2, after damage reduction for armour and/or shields. weight 1 value 500 per vial.

- \* Semi-Precious Stone: carnelian. weight 2 value 24 gp

- \* A copper flask (holds 1 pint/half a litre). weight 2 (15 when full) value 5 gp

- \* 2 gold coins

- \* 5 silver coins (value 0.5 gp)

- \* 50 copper coins (value 0.5 gp)

(total value 1032gp)

This area is easy to hide in. Any delver can hide well enough that a casual search won't find them. A thorough search won't find a delver who makes a successful level 1 save on LK. Hobbits add 5 to their roll. Fairies don't have to make this save.

**23:** This area is 6 yards/metres east-west by 5 yards/metres north-south, and 12 yards/metres high.

When the delvers first enter the room, unless the group is entirely Warriors bolts of lightning will shoot from the walls, aimed at all the Rogues and Wizards in the group. A successful level 2 save on DEX is required to dodge. If a delver fails they won't suffer any damage, but they'll be unable to use any magic (including using runestones, but not including learning spells from scrolls) for 6 hours of in-game time.

Any Doloest (species 6) can tell the delvers about this trap.

This area is hard to hide in. A thorough search will find any delver. A casual search won't find a delver who makes a successful level 2 save on INT. Hobbits add 5 to their roll. Fairies automatically stay hidden from a casual search, and can make this save to stay hidden from a thorough search.

A narrow set of stairs leads up to room 12. The journey takes 14 minutes. For wandering monsters, count the stairs as part of level 3. If an Uneoblepas is generated, it'll be at the top rather than on the stairs.

**24:** This area is 12 yards/metres east-west by 4 yards/metres north-south, and 8 yards/metres high.

A machine in the centre of the room will shoot rays of pure logic at anyone who enters. Anyone hit by a ray must make a level 3 save on the lower of INT or CHA. If they fail, they'll be unable to cast spells, learn any spells, or use any magic items. Fairies will also be unable to fly. After 12 hours of in-game time they can make the save again, adding 2 to their roll. If they fail again, they can try again in 12 hours with a bonus of 4, and so on until they make the save. A delver who's hit by a ray but has already failed their save will instead take 1 dice worth of damage, reduced as normal by shields and armour.

The machine will shoot 5 beams per Combat Round. If there's more than one target, choose randomly. Treat this as a missile attack, with the machine having a DEX of 35. Any object bigger than a human fist thrown into its gears will jam it up (throwing stars aren't big enough, a throwing knife is). Treat the machine as a 'gigantic' target.

If the delvers haven't encountered one before, a level 4 save on INT will reveal the machine's function as a guardian used by the Ancients. Once it has shot at least once, a level 2 save on INT will reveal the effect of the beams.

Any Carnoumar (species 2) can tell the delvers about this trap.

There's the skeleton of a Helleautauride here (not the one who wrote the

message in area 20). The trap struck her and she, being frail at the best of times and in despair of being lost here, died of shock. She was carrying several items:

\* 2 sitars. weight 50 value 500gp (each)

\* A breastplate: Hits Taken 3 min STR 1 weight 82 value 32gp

This armour can be worn by hobbits, and roughly hobbit-sized creatures. This was too big for her to wear, she intended to trade it.

\* A club: 1 dice + 3, used 1-handed, min. STR 2 DEX 1. weight 21, value 10gp

\* 38 gold coins

(total value 1080gp)

This area is hard to hide in. A thorough search will find any delver. A casual search won't find a delver who makes a successful level 3 save on INT. Hobbits add 5 to their roll. Fairies automatically stay hidden from a casual search, and can make this save to stay hidden from a thorough search.

A narrow and winding spiral staircase leads up to room 14. The journey takes 7 minutes. For wandering monsters, count the stairs as part of level 3. If an Uneoblepas is generated, it'll be at the top rather than on the stairs.

**25:** This area is 5 yards/metres east-west by 4 yards/metres north-south, and 9 yards/metres high.

There are several rough paintings of the walls, of Trioegogs.

There are no dangers in this room. It's most often used by the Trioegogs (species 4). Roll for wandering monsters as usual. However, if the result is an encounter with any other creatures, there's a 50% chance that the delvers will meet Trioegogs instead.

This area is hard to hide in. A thorough search will find any delver. A casual search won't find a delver who makes a successful level 2 save on INT. Hobbits add 5 to their roll. Fairies automatically stay hidden from a casual search, and can make this save to stay hidden from a thorough search.

A narrow set of stairs leads up to room 11. The journey takes 14 minutes. For wandering monsters, count the stairs as part of level 3. If an Uneoblepas is generated, it'll be at the top rather than on the stairs.

**26:** This area is 8 yards/metres east-west by 6 yards/metres north-south, and 6 yards/metres high.

There are 2 Trioegogs (species 4) here. When the delvers first enter this area, they'll be fighting.

There is a tableau of dead warriors here, like the one in area 19. If the delvers manage to ask them what they're fighting about (and the Trioegogs don't unite and attack the delvers), they'll find out that they're both priests, and one caught the other one about to steal from the sacred tableau. The other will deny this, although in fact it's true.

The skeletons have several items that might be of use. The Trioegogs will consider using them to be the gravest blasphemy (even the one who was about to steal will be genuinely revolted by the thought of a non-Trioegog doing so).

- \* A 5 foot/1.5 metre rope. weight 25 value 0.5 gp
- \* A pouch of pipe-weed. If a hobbit has matches or a tinder-box, they can smoke it (you can assume that all hobbits carry a pipe). It will last for an hour of in-game time. During that time, the pleasant odour and soothing effect mean that the hobbit can treat their INT and CHR as being 3 higher than their real value. The hobbit will also be immune to effects which cause fear or anger (for example the spell *Oh-Go-Away* won't work on them). The pipe-weed will also mask any other strong smell (but the smell will still be there once the pipe-weed is gone). The downside of it is that its strong smell will make it impossible for the hobbit to hide. Weight 0 value 20.
- \* Poison: 3 vials of curare. Curare doubles the effect of an edged weapon, after damage reduction for armour and/or shields. weight 1 value 100 per vial.
- \* Semi-Precious Stones (4): tanzanite. weight 2 value 48 gp (each)
- \* A book of Common phrases, written in Orcish. Anyone who reads Orcish and has an INT of at least 16 can communicate in Common, on a very basic level, using this book. Delvers who use this book to communicate with creatures in the dungeon will get half the penalty (rounded down) for lacking a common language (weight 5 value 50).
- \* Precious Stone: blue sapphire. weight 4 value 300 gp
- \* A javelin (1 dice + 3, used 1-handed, min. STR 4 DEX 8, range 45 yards/metres, weight 34 value 11gp)
- \* 3 small hand-mirrors. weight 1 value 5 gp (each)
- \* 14 silver coins (value 1.4 gp)
- \* 10 copper coins (value 0.1 gp)

(total value 840gp)

This area is easy to hide in. Any delver can hide well enough that a casual search won't find them. A thorough search won't find a delver who makes a successful level 2 save on INT. Hobbits add 5 to their roll. Fairies don't have to make this save.

**27:** This area is 7 yards/metres east-west by 4 yards/metres north-south, and 11 yards/metres high.

There's an Uneoblepas (species 3) here. When the delvers first enter this area,

it'll be polishing itself and touching up its paint. If it sees the delvers, the first thing it'll do will be to get into its special suit of armour (details below). Protected by the armour, it'll then dip its wings into the two vials of poison.

Treasure in this area:

- \* A 10 foot/3 metre rope. weight 50 value 1 gp
- \* A full suit of armour: Hits Taken 5 min STR 4 weight 306 value 42gp  
This armour can be worn by gigantic creatures. The armour is decorated with a
- \* Semi-Precious Stone: citrine. weight 4 value 16 gp
- \* A flute. weight 5 value 50gp
- \* A dagger: 1 dice + 1, used 1-handed, min. STR 1 DEX 1 to use hand-to-hand, 8 to throw. Range 10 yards/metres. weight 10, value 5gp
- \* Poison: a vial of Hellfire Juice. Any weapon coated in Hellfire Juice (even bashing weapons like clubs) will multiply their damage by 3/2, after damage reduction for armour and/or shields. weight 1 value 500
- \* Poison: a vial of spider venom. If the damage from a weapon coated in spider venom isn't reduced to zero by armour or shields, the victim will be unaffected in the next combat round, their Hit Point Total will be halved the round after that, and they will be totally paralysed the round after that. weight 1 value 150
- \* 196 gold coins

(total value 960gp)

This area has nowhere to hide.



This dungeon was created using the Tunnels & Trolls dungeon generator, and then modified.

Visit [www.apolitical.info/webgame/dungeon](http://www.apolitical.info/webgame/dungeon) for the generator, as well as links to the Tunnels & Trolls rules, forums etc.