STONEHELL DUNGEON

Down Night-Haunted Halls

A classic megadungeon setting for use with Labyrinth Lord™
and early versions of the original fantasy role-playing game

STONEHELL DUNGEON

Down Night-Haunted Halls

By Michael Curtis

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Labyrinth Lord Compatible Product

Stonehell Dungeon: Down Night-Haunted Halls

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Welcome to **Stonehell Dungeon: Down Night-Haunted Halls**, the first of two books detailing a classic-style, ten-level megadungeon. Although intended for use with *Labyrinth Lord*, Stonehell Dungeon can be adapted for use with most early editions of the world's first fantasy role-playing game and its retro-clones. The lack of hard game stats and the bare bones design formula used in this book makes customizing the dungeon to your own particular rule set and campaign world an easy task. With this book now in your possession, Stonehell Dungeon is yours to play with and the author encourages you to do with it as you wish.

Stonehell Dungeon is a dungeon of the traditional style. It was purposely designed to recall the Saturday Night dungeon crawls of yore, and it is intended to remind both the Labyrinth Lord and the players of the type of dungeon that was once the common currency of the hobby. It is also meant to be a fun and exciting place to explore, and is exactly the sort of dungeon that you'd expect your best friend to cook up for a weekend-long gaming marathon. While concepts like dungeon ecology and realism are not completely ignored in Stonehell Dungeon, neither are they acquiesced to if they stand in the way of a good time.

How to Use this Book

Stonehell Dungeon offers a different approach to role-playing adventure. Rather than saddling the party with a predetermined goal introduced by an event or NPC, this book offers the game master a complex location filled with monsters, treasures, and special NPCs that he can use as a stage on which to craft his own series of adventures. In many ways, Stonehell Dungeon is similar to the action figure play sets and dollhouses we enjoyed as children. This book presents the game master with all the props he needs to tell a good tale, but leaves the plot of the story up to him and his players to create. And just like those play sets and dollhouses of our youth, the Labyrinth Lord is not required to use any or all of the accessories included in the package – just those which catch his eye.

A brief examination of the dungeon levels presented in this book reveals that they differ from the standard adventure in another manner. Stonehell Dungeon arose from the One Page Dungeon method first pioneered by David Bowman and Michael Shorten. The goal of the One Page Dungeon was to give the Labyrinth Lord the minimum amount of information needed to run the dungeon, allowing the referee to customize the adventure to his own (and his players') tastes. Although Stonehell Dungeon does not employ a true One Page Dungeon format, it does adhere to the same bare bones philosophy of design.

You won't find complex stat blocks for monsters or detailed boxed text describing rooms. Brief thumbnail sketches of the rooms and monsters who lair within are provided instead. It is up to the Labyrinth Lord to determine the mechanical attributes of Stonehell's monsters (hit points, weapons used, tactics, etc.), as well as more detailed notes of the dungeon's various rooms and chambers. While some game masters might find this format wanting, it does allow for a remarkable amount of creative freedom to personalize Stonehell to one's own game setting and tastes. The author invites you to look upon the format as an invitation for creativity rather than a roadblock to be overcome.

There are three suggested ways to use this book. The first is to run Stonehell Dungeon as presented, using the dungeon's backstory, the plots and plans of its inhabitants, and the challenges that these creatures offer as written. Even employed in this fashion, the Labyrinth Lord will find many opportunities to create a unique adventuring location unlike that of others using this very same book.

The second suggested method is to use Stonehell Dungeon as a framework for constructing one's own megadungeon complex. By stripping the dungeon of any portions that don't particularly interest the Labyrinth Lord and replacing those sections with creations of one's own, the Labyrinth Lord can create a huge dungeon in a fraction of the time required to build one from scratch. The modular nature of Stonehell Dungeon means that entire dungeon quadrants can be removed and replaced with minimum impact on the surrounding sections, giving the game master plenty of creative leeway not normally seen in other commercially available dungeons.

The final way of using **Stonehell Dungeon: Down Night-Haunted Halls** is to do so piecemeal. Because most of the dungeon's quadrants are largely self-contained, the Labyrinth Lord can use one or more of these dungeon sections as smaller dungeons suitable for shorter delves. Just select an interesting quadrant suitable for the characters' level, block off or remove any corridors or exits that lead elsewhere, and determine the location of the dungeon's entrance. You'll have a 20+ room dungeon ready to go.

The History of Stonehell Dungeon

The Sterling Potentate possessed many qualities, but mercy and trust were not amongst them. The grandson of the man who first unified the squabbling city-states and wild tribes of the West, the Potentate ruled precariously over his subjects. Having neither the charisma nor fair heart which consolidated the rule of other kings, he relied on fear and an overzealous police force to keep the flames of rebellion from kindling.

His subjects learned to dread the knock on their doors at midnight, an event that was invariably accompanied by the Potentate's secret police. Loose talk in a tavern could lead to the sudden arrest of entire families, leaving behind only rumors as to their fate and warnings that the police's spies were everywhere.

Before long, the Potentate learned that, while his draconian methods kept his kingdom under control, these midnight arrests filled his prisons to capacity. As the years of his rule passed, his dungeons became overcrowded, his oubliettes filled, and his executioners weary from swinging their axes. A solution had to be found.

Luckily for the Potentate (and quite unfortunate for his subjects), amongst his advisors was a certain vizier who dabbled in such obscure arts as necromancy, demonology and – most worrisome – philosophy. Seeing his master haunted by thoughts of an open rebellion birthed from these overcrowded gaols, this vizier proposed a plan that would both alleviate the Potentate's worries and provide himself with a laboratory in which to conduct experiments into the dark hearts of men.

Detailing his scheme to the Potentate, he was pleased to find that his master embraced it readily and he began the preparations needed to bring it to fruition. After a month of scouting, the vizier announced that he had found a location suitable for his experiment. Immediately thereafter, one hundred prisoners were drawn from the ranks of the Potentate's dungeons and carted to the western border of the realm. There, in a small box canyon, the prisoners were forced into a cave and handed tools of excavation. They were then commanded to begin digging. It was to be their task to excavate a new dungeon to serve as their place of incarceration. However, there was a more devious purpose behind their labors.

The vizier believed that man, although an adaptable beast, was an animal nonetheless. Concepts such as honor, kindness, and "for the common good" were

fragile veneers created by the needs of civilization. Strip away the supports of civilized life and man would show his true nature: baseness, cruelty, and the vicious drive to kill to retain what little he owns. This nascent prison would be the crucible that would separate the dross of civilization from mankind's base soul.

The rules were simple: a prisoner who worked would be fed; a prisoner who resisted would not. Anyone attempting escape was killed. The guards who oversaw the place, many of whom had been assigned to this duty because of their own cruel natures, did nothing to maintain order within the prisoners' ranks. As long as the work proceeded, they fed these wretches, but this was the sole concession to law and order.

Many sages and holy man would like to believe that the prisoners quickly banded together to overthrow their overseers and seek freedom from bondage, but the sad fact was that most of these inmates conceded defeat and abandoned their dreams of escape. Instead, they replaced those hopes with the desire to make the best of their situation by any means necessary. When they did band together, it was to dominate weaker inmates and to carve out a prison block of their own. The vizier had chosen his seed prisoners for the experiment wisely.

As the excavations grew and the numbers of prisoners thinned from violence and exertion, more inmates were funneled from the Potentate's dungeons into this cruel project. With each new group, the established prison power blocs found new numbers to add to their ranks, and the underground holdings of the various factions grew larger and deeper. The dungeon became like a great beast with an endless hunger; devouring scores of men, women, and children who would never see the sun again. A visiting scholar who toured the site wrote, "These doomed souls are condemned to the earth. Without the possibility of pardon or parole, they will spend the rest of their days in a vast stone hell of their own construction." The name stuck.

The vizier, encouraged by the initial success, began to tinker with the experiment. Food rations were halved or stopped without warning to see how the prisoners would respond. Fell beasts were captured and set loose amongst the underground halls of the prison. When the Potentate's drive to expand his empire uncovered a warren of kobolds, these scaly humanoid were thrown into Stonehell to see what effect they would have on the prisoners. Many of these and other "variables" were observed by magical means; their effects recounted to the Potentate and his court for their entertainment.

In time, even the bravest or most callous of guards ceased to patrol too deeply into Stonehell. Rumors begin to spread as to how far the prisoners had dug into the earth and as to what they found within those inky depths. Attempts to conduct censuses of still-living prisoners were failures. Stories were passed from prisoner to prisoner about the cannibalistic petty kingdoms some of the oldest inmates had established in the deeper levels of the dungeon. Stonehell had indeed lived up to its name.

It is unknown what the ultimate fate of the prison would have been had the coup d'état that ousted the Potentate from power not occurred. The atrocities that he committed daily upon his people eventually grew to the point where they could no longer be ignored. When his palace was set ablaze and the Potentate forced to flee for his life, the gates of Stonehell were throw open to release those incarcerated during his rule.

What the prisoners' would-be rescuers discovered was beyond description.

Those who were present that day refused to speak about what they found beyond the doors of the prison. It is known that only a small portion of the prison's inmates were freed, staggering into the sunlight that they had not experienced in decades. Of these, many would never be able to return to polite society, their experiences in the prison and the crimes they were forced to commit for their daily survival being too great for them to bear. Attempts were made to recover other prisoners who had fled into the depths of Stonehell, but these missions came to naught. The deeper prisoners were too far gone or too well-adapted to their subterranean world to return to life on the surface. With heavy hearts, the well-intentioned rescuers took what few prisoners still bore the spark of civilization and humanity back to the cities and left the prison and its inhabitants to their fate.

More than a hundred years have passed since the liberation of Stonehell, but in that time the prison has not rested easily. Like a festering wound, Stonehell will not heal or grow quiescent. During these decades, the site has been used as a hideout for countless bands of bandits and brigands. It has served as the laboratory for wizards who needed solitude to conduct their bizarre experiments. Practitioners of grim religions have sought sanctuary within its night-haunted halls to avoid the prying eyes of the forces of light. Roving bands of orcs, goblins, and other fierce humanoids have found shelter and respite within Stonehell's chambers, their numbers swelling with the passage of time.

The years have done little to quell the rumors as to what lies within the crumbling prison. Tales of cannibal kingdoms inhabited by pale-skinned ghouls who've carved a fortune of jewels from the earth compete with yarns about obscene magical experiments that stalk the corridors below. Bands of fearless adventurers regularly plumb the depths of the former prison. Those who return do so laden with riches won from that which still malingers within, but many do not return at all.

Stonehell's Secret

Unbeknownst to most, there is one event unrecorded in the history of Stonehell Dungeon that has had the greatest overall impact on the dungeon.

During the years that Stonehell functioned as a prison, the sufferings of the inmates and the daily eruptions of violence created an atmosphere laden with strong emotions. The heady perfume of the inmates' shed blood, sweat, and tears attracted the attentions of an extraplanar entity called a nixthisis (see p. 127). This nixthisis, like all of its kind, was a pathosphage: a creature that derives sustenance by feeding on strong emotions. Lured to Stonehell by the rich banquet of pain, suffering, anger, and despair that filled the dungeon's halls and chambers, the nixthisis took up residence

within the prison. There, undetected, it gorged itself on a never-ending feast.

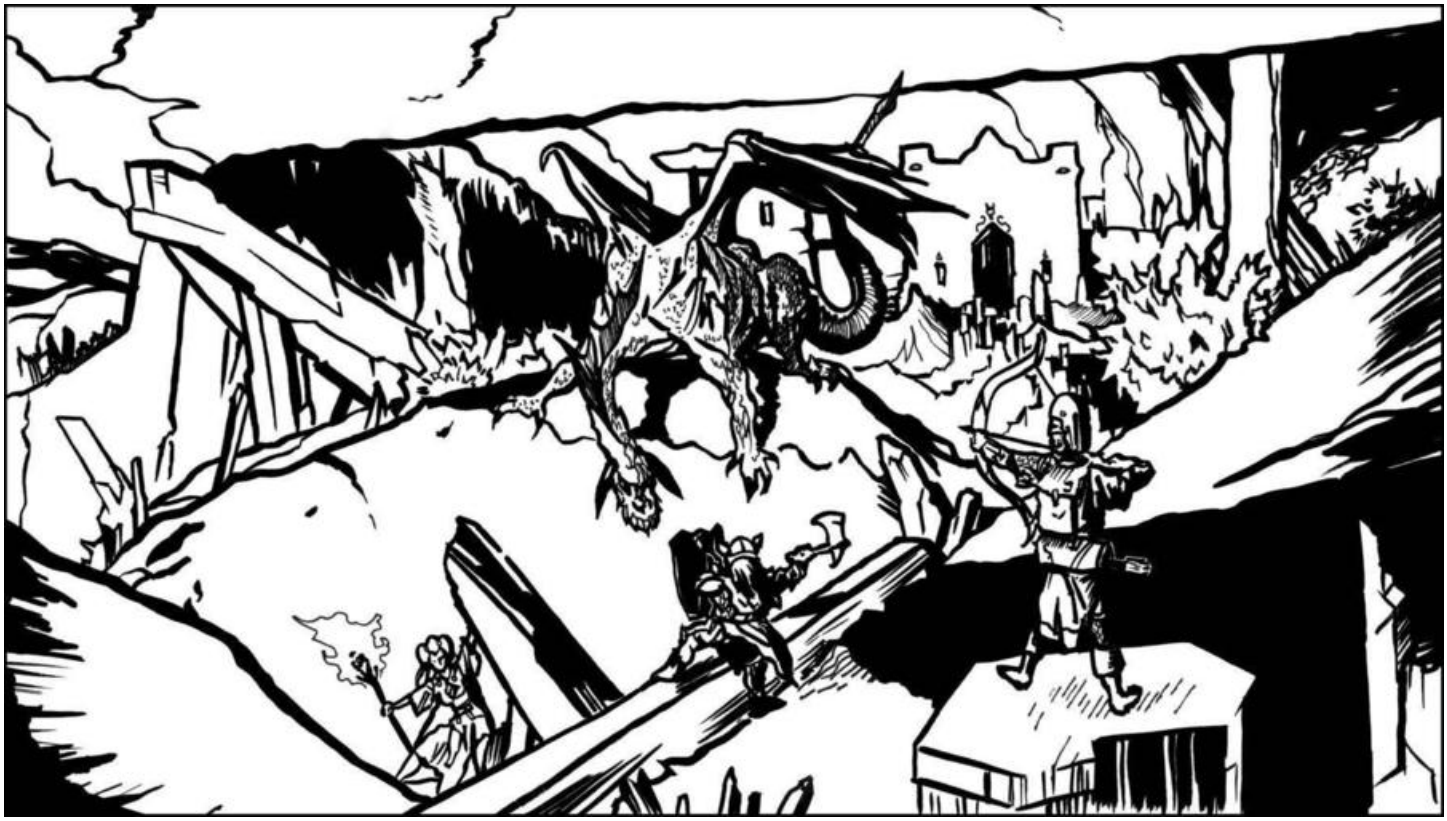
Although a nixthisis is normally a minor threat, the gluttony on which this specimen embarked caused it to grow to an enormous size and its abilities grew along with it. The nixthisis quickly gained the ability to interact with the physical world by means of proxies it created from raw emotions, as well as through a handful of prisoners who fell under the control of the creature. Using these tools, the nixthisis accelerated the inmates' descent into barbarism to insure its food supply. And although the Sterling Potentate's vizier noticed that an undefined variable had taken root in his grand experiment, he was unable to determine what it was before the rebellion forced his master and himself from power.

The liberation of Stonehell threatened the nixthisis' banquet. In order to ensure that it would remain well-fed, the nixthisis began to extend its emotional influences outside of the former prison's confines. Through subtle methods, the creature stimulated the emotions of nearby sentient creatures, creating feelings of greed and a lust for power. Summoned to the dungeon by these emotional triggers, the first wave of Stonehell Dungeon's monstrous population arrived to take residence within.

As the number of monsters grew, their presence attracted the first adventurers. Some came to defeat this growing hive of evil; others ventured into the dungeon in search of riches. Regardless of their motivations, these adventurers helped stir the cauldron of emotions even more, ensuring that the nixthisis remained sated.

For almost two hundred years, the nixthisis has served as the overlord of Stonehell Dungeon. Its subtle manipulations make certain that the dungeon remains well-stocked with denizens and their treasure. As long as the nixthisis remains within its depths, Stonehell Dungeon can never be completely cleared of monsters or riches.

In recent years, the nixthisis' ever-waxing power has exerted a new influence on the dungeon. Due to the sheer amount of turbulent emotions that the creature has fed upon over the decades, the nixthisis has become a powerful force of Chaos. Like a massive turbine, the nixthisis constantly generates and expels waves of chaotic energy. This energy is causing the normally immutable forces of Law to degrade within the dungeon. On Stonehell's lowest levels, this malignant Chaos has transformed sections of the dungeon into nightmare realms of unpredictability, with the nixthisis as their ruler. Closer to the surface, the influence of Chaos is less visible, manifesting mostly in the form of



the spontaneously created undead which prowl the upper levels. Unless the nixthisis is destroyed, however, this gradual breakdown of the forces of Law will continue to spread upwards and to eventually radiate out from the dungeon itself.

General Dungeon Features

Although Stonehell is the product of many different hands working over diverse periods, it has a few generalities. Unless noted otherwise, hallway are 10′ wide with ceilings that rise 15′ high at the center and arch down to 10′ high where the ceiling meets the walls. Rooms have 15′ high walls and vaulted ceilings that rise an additional 5′ above them, resulting in 20′ tall ceilings at the apex. The stonework of the dungeon is rough-faced limestone blocks, flagstones, and ceiling slabs, although the floors have been worn smooth by regular traffic. Cracks and crevices are common, as are signs of regular, but poor quality, repair and maintenance. The atmosphere in Stonehell Dungeon is heavily-laden with odors. Common scents are offal, mildew, dust, unwashed bodies, blood, and bad cooking. In areas with a Wind Obelisk (see pp. 54 & 78), the air is fresher and odors are faint.

Doors in the Stonehell are 4′ wide, 8′ tall, and constructed of 5-inch thick, iron-banded timbers. Unless otherwise specified, doors in the dungeon are stubborn to open, requiring an Open Doors check to bypass. The inhabitants of the dungeon are used to the portals′ peculiarities and can move through them freely.

All uninhabited corridors and rooms, as well as those inhabited by unintelligent monsters, are without illumination. Areas occupied by intelligent monsters may or may not be lit. Unless specified, assume that any watch post or other outlying area of a monster's lair has light 50% of the time. Living quarters, barracks, common areas, and the like are lit 90% of the time. This illumination is produced by small fires, braziers, torches, or candles, and the light is dim.

The upper levels of Stonehell Dungeon are stacked one atop the other and separated by solid rock. **Level One** is located 100′ below the surface, with **Level Two** 60′ below it. **Level Three** is located 60′ beneath Level Two and 100′ above **Level Four**, and **Level Five** is positioned another 100′ beneath Level Four. The stairs that connect the levels are steep and worn smooth by traffic, often with a slight concavity in center of each riser.

One last constant to the dungeon is the presence of a peculiar mineral known as **vaedium**. Vaedium is a pale gray, slightly iridescent metal, and deposits of it are found throughout the surrounding limestone. It is a dense metal, similar to lead in both heft and malleability. It is also slightly radioactive, but not in the sense residents of the 21st century are familiar with. Instead, vaedium gives off a magical radiation that can cause bizarre side-effects to creatures and things exposed to it. In several locations throughout the dungeon, vaedium deposits have created weird mutations to otherwise normal substances. These mutations and their effects are noted in the dungeon key. The vaedium deposits on the upper levels are located deep in the surrounding limestone and are not accessible or even detectable from the surrounding dungeon rooms and corridors. However, the effects of the deposits are. Vaedium is pure fantastical pseudo-science, giving the Labyrinth Lord a hook to hang whatever weirdness he wishes to introduce into Stonehell. He's encouraged to make the most of its presence, while keeping the actual metal out of the PCs hands for now. They'll have the opportunity to see its effects up close in the lower levels of the dungeon.

The Residents of Stonehell Dungeon

Due to Stonehell's sheer size and the nixthisis' subtle manipulations to keep the dungeon well-stocked, a broad spectrum of monsters are found within its confines. These creatures range from the unintelligent vermin and oozes that prowl the dungeon corridors to highly-intelligent beings that dwell here for their own diverse purposes. Most of these creatures are typical of their type and act as described in the *Labyrinth Lord Revised* rulebook. A few, however, require additional information that will help the Labyrinth Lord portray them when encountered by the characters.

Berserkers – The berserkers of Stonehell (Depraved or otherwise) are descended from the prison's original inmates. Having succumbed to the harsh environment of the dungeon and the nixthisis' influence, the berserkers are humans who've descended into a state of vicious barbarism. Although they feed on anything they can kill, the berserkers of Stonehell are primarily cannibals and they enjoy dining of the sentient races of the dungeon. They are filthy and unkempt, and are pale from their long subterranean existence. Most are equipped with scavenged weapons and armor that have been altered to sport savage hooks and barbs, serrated edges, and jagged spikes. Ritual body modifications like tattoos, brands, and piercings are common.

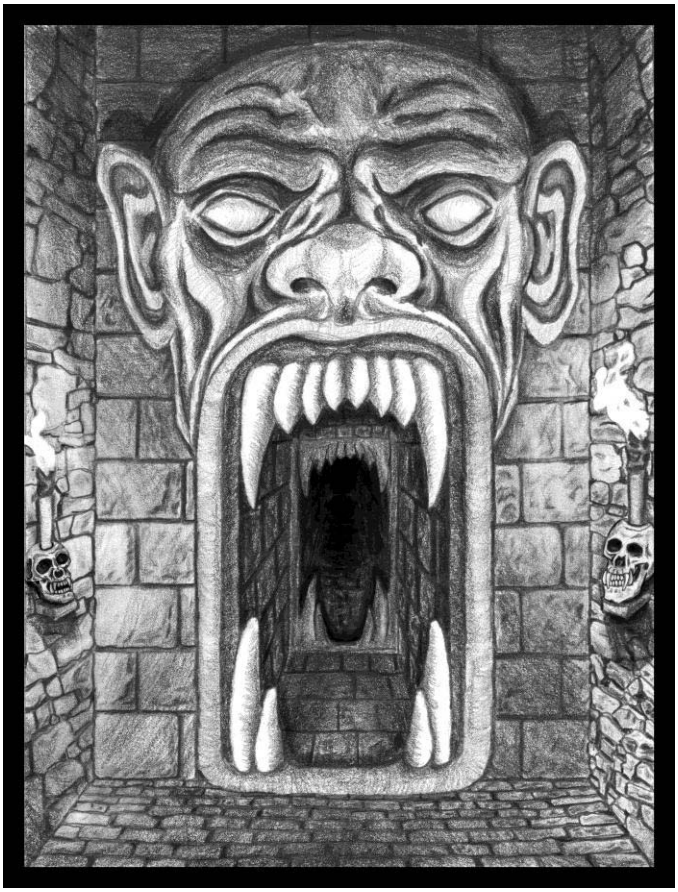
Hobgoblins – These goblinoids are part of the Hobgoblin Occupational Army, a military force that seeks to take control over the lands surrounding Stonehell. They are recent arrivals to the dungeon and

plan to use the former prison as a central command post from which to coordinate their domination of the outlying territories. The hobgoblins are well-trained and disciplined, far more so then their smaller goblin cousins. They employ any and all methods available to outmaneuver and outwit their opponents, including forming shield walls, using spears and pole arms to keep enemies at a distance, coordinated missile barrages, and outflanking their foes. Of all the creatures in the upper levels of Stonehell, the hobgoblins present the most immediate threat to nearby settlements. Once reinforcements arrive to consolidate their control over the dungeon's upper two levels, the hobgoblins will begin a focused campaign against the surface races. Unless stopped now, the hobgoblins are poised to become a major menace in the months to come.

Inmates – These pathetic creatures are the descendents of the prison's most insane convicts. A goodly-hearted cleric incarcerated in the prison took it upon himself to care for those residents unhinged by Stonehell's horrific conditions. This ultimately led to his death at the hands of his patients. These insane inmates claimed the former asylum as their home and their offspring still dwell there today. Each inmate of Stonehell is afflicted by at least one form of insanity, their blood polluted by generations of inbreeding. While the manifestations of their insanity vary, the majority of inmates are unpredictable at best and extremely violent at their worst. Inmates share the game stats of Neanderthals (*Labyrinth Lord Revised* p. 89), but may be of any alignment.

Kobolds – The kobolds of Stonehell have the dubious distinction of being the first monstrous race to inhabit the prison. When the Sterling Potentate's troops discovered a kobold warren, his vizier suggested introducing the captured humanoids into the prison as one of his experiment variables. Upon their arrival, the kobolds did what they do best: grovel and adapt. They gained grudging acceptance by serving as custodians, slave labor, messengers, trap repairmen, and toadies to the more powerful prisoner power blocs. After the prison was liberated, these scaly humanoids stayed on in this capacity.

The kobolds in Stonehell are used to being bossed around by others and adopt a servile attitude, fawning and whimpering whenever they encounter more powerful creatures. This obsequiousness not only applies to other monsters, but adventurers as well. When first encountered, kobolds have a -3 modifier to the initial roll on the Monster Reaction Table. They never attack first, but will defend themselves if met with



violence. Subsequent rolls on the Monster Reaction Table are unmodified.

The kobolds are all-too aware of their precarious position in the dungeon's hierarchy. They do their best to maintain an appearance of neutrality to the dungeon's other sentient races and avoid taking any action or providing information that might upset this perceived state or anger a stronger monster race. Nonetheless, the kobolds aren't adverse to bribes if they think their treachery will not be noticed, nor will they hesitate in double-crossing or ambushing a supposedly superior power (including adventurers) if they're sure they can get away with it.

The Ever-Changing Dungeon

If Stonehell Dungeon is used as the campaign's primary megadungeon, odds are the characters will return to its depths again and again. It then becomes necessary for the Labyrinth Lord to keep the dungeon fresh and exciting while still allowing the PCs to learn from their previous expeditions. Luckily, there are a few options available to him.

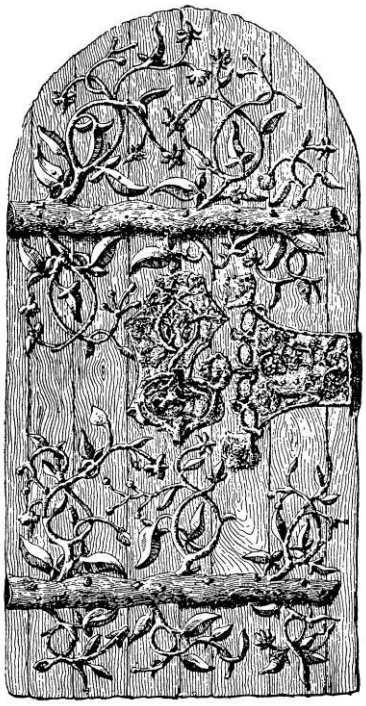
Unlike smaller dungeons, Stonehell is a large complex and is too big for the party to successfully clear it of monsters and treasures in a single delve. They will find

it necessary to return to the surface to heal their wounds, advance in level, and resupply. This takes time. While the party is away, the residents of the dungeon will not be idle. Cleared rooms will be reoccupied, new monsters will arrive to take up residence in the dungeon, and those monsters who encountered and survived meeting with the PCs will take steps to shore up their defenses.

Restocking the dungeon is the easiest method of keeping Stonehell fresh and challenging. To assist this process, the author recommends using the following restock table created by David Bowman. Roll on the table in-between adventures to determine if a room the PCs have previously explored has become home to new monsters and treasure.

Dungeon Restock Table

D6 Roll	Room Contents
1	Monster
2	Monster & Treasure
3-6	Empty (1 in 6 chance of hidden treasure)



If the table indicates that a monster has taken up residence in the room, the Labyrinth Lord may either select a monster type chosen from those who live nearby, roll randomly on the Wandering Monster table for that level, or choose a new monster type from the *Labyrinth Lord Revised* rulebook. If the result is for a monster and treasure, he may use the method above to determine the monster type and then either use that creature's Hoard Class to generate the treasure present or roll on the Unprotected Treasure Table (*Labyrinth Lord Revised* p. 124). The Unprotected Treasure Table is also used if the room is empty, but a hidden treasure is indicated.

If restocking on a room-by-room basis is too time-consuming for the Labyrinth Lord, he might wish to make one large change to the dungeon quadrant or level. Such changes could include a new monster tribe moving in, the installation of a new trap or hazard, improved defenses or numbers for an existing monster race, or another significant modification. For Labyrinth Lords looking for a random method of determining such gross alterations, the author recommends "The Living Dungeon" table found in *The Miscellaneum of Cinder* by Jeff Rients.

One final way of keeping the dungeon from growing old is to modify the physical layout of the place. This can be done on a small scale by adding new traps, reinforcing existing doors, collapsing rooms and hallways, or by similar means. Larger changes may also be introduced by adding additional rooms and corridors to the dungeon. Normally, such alterations would require long intervals between delves, as even short corridors and small rooms take time to excavate. However, Stonehell's unique resident, the nixthisis, provides the Labyrinth Lord with an excuse to introduce great changes in a short period of time.

As an agent of Chaos, the nixthisis undermines the physical laws of order that govern the world. It is this breakdown which has caused portions of the lower dungeon levels to transform into hellish parodies of reality. While these changes are currently confined to the deepest levels of Stonehell Dungeon, there's no reason to assume this breakdown won't spread to the upper levels. One earliest symptom of their advance would be alterations to the physical structure of the dungeon itself.

This gradual creep allows the Labyrinth Lord to add new rooms and corridors or to change the layout of the current ones. Not only will it provide new areas for the PCs to explore, but it will give them the first clue that something is terribly amiss in Stonehell, which could lead them to venture deeper into the dungeon to root out the problem. If the Labyrinth Lord chooses to invoke this method of changing the dungeon's layout, he's encouraged to begin slowly, adding only a few rooms and corridors at a time rather than entirely new sections of dungeon. But, as with every aspect of Stonehell, the final decision is ultimately his own to make.

Customizing the Dungeon

Although Stonehell Dungeon provides the Labyrinth Lord with a lot of material to work with, there are plenty of opportunities for him to personalize the place with his own additions and alterations. This section provides some suggestions on how to proceed.

The simplest way to put your own stamp on the dungeon is to change the contents of the rooms and hallways. If a certain monster or treasure is deemed undesirable for your game, simply substitute one more

to your liking. Traps and special encounters can also be altered or replaced. This method works especially well if you suspect your players have familiarized themselves with some of the previously-released Stonehell material.

The next easiest way to customize Stonehell is to replace some of the quadrants with creations of your own. Although there is a skein that ties the dungeon together overall, most level subsections stand alone, making it a simple matter to substitute something else in their place. Simply make sure that the entrances to the new quadrant match those in the surrounding sections. You can replace dungeon quadrants with either your own unique creations or ones from other published adventure scenarios. Just keep in mind how the replacement inhabitants and hazards might affect the surrounding sections of the dungeon. A fearsome beast that prowls the new dungeon area might force the smarter creatures that live nearby to erect defenses to keep the monster contained or leave warnings about its presence.

Should either of these options be insufficient for the Labyrinth Lord, a third and more complex (but also more satisfying) option remains: large-scale additions to the dungeon. Despite the fact that Stonehell Dungeon is a large dungeon, there's nothing preventing you from making it even larger. Several quadrants feature "hallways to nowhere" that can be used to add additional sections to the existing levels. These additions can be as large or as small as the Labyrinth Lord desires. Although future supplemental Stonehell releases will expand some of these uncharted sections of the dungeon, you're not required to use this material where indicated or even at all. The dungeon is yours to play with.

Another way to introduce large additions to the dungeon is through the use of sub-levels. Sub-levels are both a great way to make the PCs uncertain of how deep they've descended (and thus the power of the monsters they might encounter) and a classic feature in old school megadungeons. Although Stonehell Dungeon has eschewed including them so as to concentrate on the main levels of the dungeon, the buffers of solid rock between each level provide plenty of room to include them if the Labyrinth Lord desires. All he needs to do is insert an entrance to the sub-level on the existing map and then map and stock the sub-level to his own tastes.

Stonehell Dungeon's Blank Canvas

There are some features introduced in Stonehell Dungeon that have been purposely left wide-open for the Labyrinth Lord to build upon. These bits and pieces will never be given an official explanation in later Stonehell supplements, so the game master can use them in whatever way he desires without fear of being contradicted by future source material. Although there are many smaller mysteries to be explored, some of the larger features are summarized below.

- **The Wind Obelisks:** Found on most every level of the dungeon, these enchanted creations constantly refresh the air in Stonehell. Their origin and creator has purposely been left unrevealed.
- **The Wandering Statue:** This piece of art can sometimes be found on **Level Five** of Stonehell, but it is often missing from its plinth. What (or who) the statue really is and how it vanishes is left to the Labyrinth Lord to determine.
- **The Cenotaph:** The purpose of this chilling memorial located off of the surface canyon, as well as the reason for its skeletal guardians, is for the Labyrinth Lord to detail. Although it seems to indicate some Lovecraftian menace, this is not the sole possibility for the Labyrinth Lord to explore.
- **The Forgotten Chambers (Level One):** The former lair and school of a mysterious magic-user, these sealed chambers have been forgotten over time. Who that magic-user was (or still is), and what became of his students are unanswered questions. Perhaps one of the former students is known by the adventurers, but keeps his association with the dungeon a secret for his own reasons.
- **The Children of Yg (Levels Two & Five):** Although driven from the dungeon, these snake cultists may still be secretly active and might return to the dungeon to reclaim their former sanctuary.
- **The Unknown Resident of the Mausoleum (Level Three):** Whoever he was, he must have been impressive in life to warrant such an elaborate resting place. His grave goods also indicate he was a man of some power. What is he doing interred down in Stonehell?

Adventure Seeds

Some players need more prodding to get them going than others. For many, the fact that there is a large dungeon teeming with monsters and treasure nearby will be enough to convince them to explore the place. Others might need more coaxing. Although Stonehell Dungeon doesn't feature a traditional plot for the characters to pick up on, there are many possible

adventure ideas lurking in its depths. The following are just some of the options the Labyrinth Lord might use to excite the party's interest.

- **Goblin Raids:** Local travelers and outlying settlements have recently fallen victim to goblin raiders. Evidence indicates that these raiders are emerging from Stonehell. The party is hired to find and eliminate this menace. These raiders may be the goblins dwelling in the old Gatehouse (**Level 0C**) or the Hobgoblins on **Level Two**, depending on the strength of the PCs.
- **Laboratory Raiders:** A magic-user or elf hires the party to locate the Plated Mage's old laboratory (**Levels 3B & 3D**). This employer might be an established wizard looking to learn the Plated Mage's secrets or he could be an up-and-coming mage who seeks to acquire more magic. In this case, he might hire the party as his bodyguards as he ventures into the dungeon himself.
- **Against the Trolls:** An adventure seed for higher level characters. The Mountain Trolls periodic raids of the surface have finally gone too far. The adventurers are asked to locate and wipe out this threat. The party could attempt to locate the hidden front entrance to the Troll Hall (**Level 5C**) and take them head-on or they might wish to approach the Hall from the back. This latter strategy requires them to negotiate the perils of Stonehell before reaching their target.
- **Secret Enemies:** Upon foiling the schemes of some current advisory, the adventurers discover a secret mastermind behind that plot: the Vrilya. As Stonehell is one of the few sites that grant direct access to their subterranean holdings, the party must venture deep into the dungeon to engage this pale threat on their own ground. An adventure for mid-to-high level PCs.

Rumors

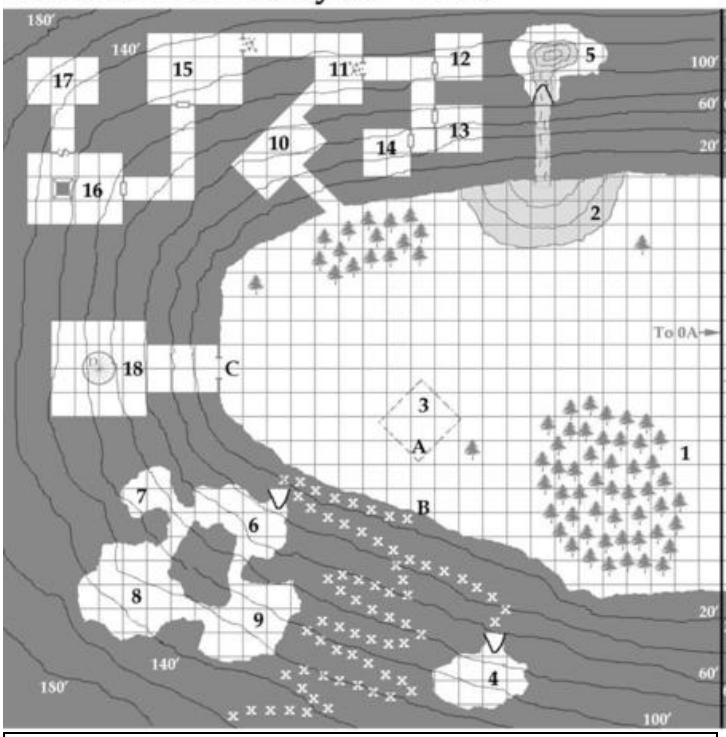
Stonehell Dungeon has been visited by countless adventurers and some have even returned to tell their tales. Over time, rumors regarding the dungeon have become oft-repeated pieces of dungeon knowledge, traded amongst adventurers in taverns and roadside inns. If the characters make the effort or if the Labyrinth Lord is feeling generous, each PC can learn one rumor about the dungeon prior to their delvings. These rumors may be chosen specifically by the Labyrinth Lord or determined randomly on the chart below. Some of these rumors are true and are indicated by the notation (T); others are false and are marked (F).

Stonehell Dungeon Rumors

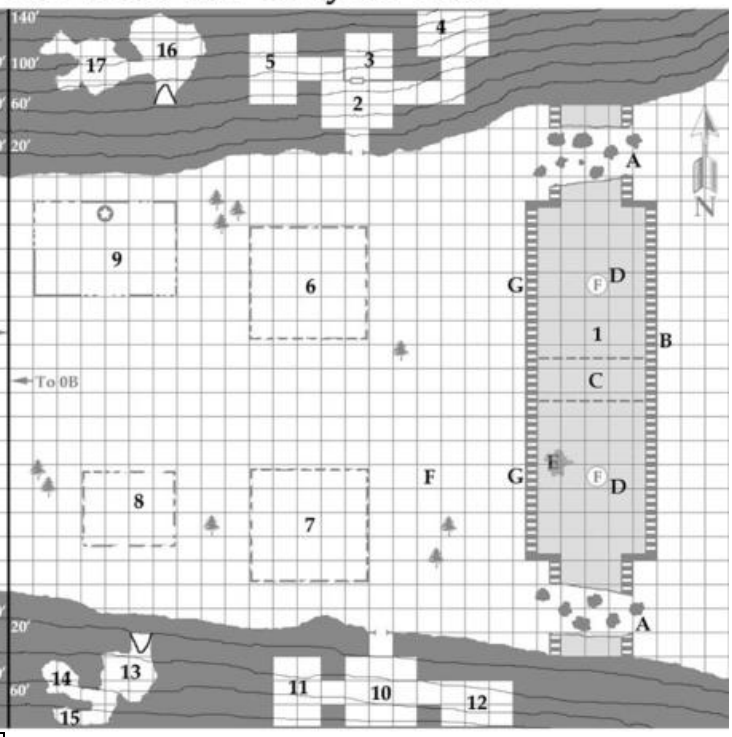
D20 Roll	Rumor Known
1	Spinning the great cube summons a djinn who grants wishes. (F)
2	The orcs and goblins of Stonehell are sworn enemies. (T)
3	One section of the dungeon is filled with dangerous plants. (T)
4	At least one underwater tunnel connects the dungeon to a nearby swamp. (T)
5	A snake cult conducts bizarre and obscene rites in a crumbling temple located within the dungeon. (F)
6	Anyone slain in the dungeon will rise as an undead monster. (F)
7	Some rooms rise and fall within the dungeon, granting direct access to several different levels. (T)
8	An ever-burning skeleton has been glimpsed in the dungeon depths. (T)
9	A holy man who lives in an ancient crypt offers solace and healing to weary adventurers. (F)
10	An old gold mine connects with the dungeon. (T)
11	The kobolds of Stonehell offer goods and services for sale in an underground bazaar. (T)
12	A pair of double doors prevents anyone from opening them by pushing away all who approach. (T)
13	The tiny mute men found in Stonehell are the dungeon's secret masters. (F)
14	A giant cave swarms with scores of carcass scavengers. (F)
15	Ringing bells in the dungeon can have unforeseen results. (T)
16	A bottomless chasm exists in the dungeon. (T)
17	Sleeping within the dungeon causes insanity. (F)
18	There is an albino ape in Stonehell who is smarter than most men and can cast powerful spells. (F)
19	Something or someone makes sure that the monster population of Stonehell never diminishes. (T)
20	All the cisterns and pools in the dungeon are protected by powerful guardians who attack anyone not knowing the proper password. (F)

Surface Level Master Map

Level 0B: The Canyon - West



Level 0A: The Canyon - East



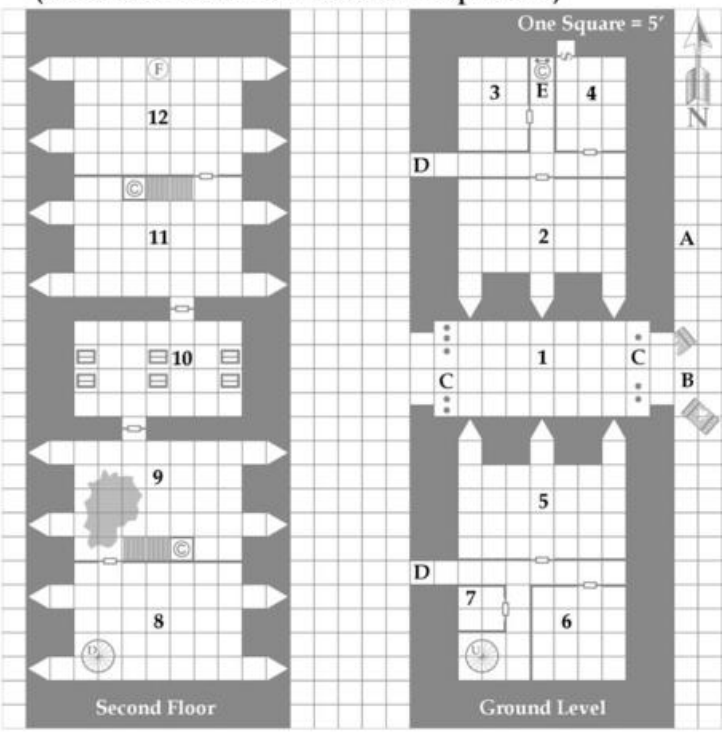
Stonehell Maps Legend

- Altar
- Archway
- Balcony
- Barred Enclosure
- Cell Bars
- Curtain
- Door
- Door (Concealed)
- Door (Locked)
- Door (Locked & Trapped)
- Door (One Way)
- Door (Secret)
- Door (Smashed)
- Door (Trapped)
- Double Doors
- Double Doors (Locked)
- Double Doors (Trapped)
- Double Doors (Locked & Trapped)
- Fountain/Cistern
- Gates
- Pillar/Column
- Pit (Covered)
- Pit (Open)
- Chute
- Dais
- Elevator Room
- Pool
- Spiral Stairs (Down)
- Spiral Stairs (Up)
- Portcullis
- Rubble
- Stairs (Down)
- Stairs (Up)
- Statue
- Tent/Market Stall
- Throne
- Trap
- Trapdoor (Ceiling)
- Trapdoor (Floor)
- Underground Tunnel
- Water
- Well

1 Square = 10′ unless noted otherwise

Level 0C: The Gates of Hell

(Interior of area #1 on Level 0A map above)



The Surface Level

Stonehell Dungeon is located beneath the foothills of a mountain chain that lays a half-day's travel from the nearest large settlement. Its location is well-known to local residents and most can provide directions to the old road that leads to the dungeon. The road splits off from the main thoroughfare a few miles outside of town and, although neglected, this old military road still shows signs of regular traffic.

This road skirts past a dank marsh from out of which the foothills rise. There are rumors that flooded tunnels beneath this fen connect with the dungeon, but these tales have never been proven. Once past the marsh, the road rises gradually, threading its way through the rocky hills and cliffs that lies at the base of the mountains. After several miles, the road terminates at the mouth of a narrow box canyon that bisects a high cliff wall. The steep cliffs and the tall mountains beyond the defile loom overhead. The shadows of twilight fall early here as the sun makes its way towards the west, cloaking the canyon in gloom.

Across the mouth of the canyon stands an old curtain wall and gatehouse. These fortifications once barred entrance to the canyon, but the curtain wall has crumbled in places, leaving large gaps that allow easy access into the canyon beyond. The gatehouse's doors lay rotting on the ground before it and its rusty portcullises are as gapped as a codger's smile. Those opting for a more direct route can enter the canyon through the gatehouse's central passage.

Much of the canyon has been picked over by the many bands of adventurers who've explored Stonehell Dungeon, but a few secrets and small treasures remain to be discovered. Although better adventuring opportunities and greater treasure lie within the dungeon proper, the Labyrinth Lord should allow the PCs to take their time in exploring the surface level, especially if they are inexperienced players. This canyon makes a good location for novice players to get the hang of their characters and the rules of the game before facing the greater challenges that await them below.

The Labyrinth Lord should consult **Level 0A: The Canyon – East** as the party begins their explorations of the boxed canyon. If they elect to explore the old gatehouse, refer to **Level 0C: The Gates of Hell**, and, if they venture deeper into the canyon, information on that section is found in **Level 0B: The Canyon – West**.

Surface Level Monster List

Bat, Normal [AL N, MV 9′ (3′) Fly 120′ (40′), AC 6, HD 1 hp, #AT confuse, DG None, SV 0 lvl Human, ML 6]
Black Bear [AL N, MV 120′ (40′), AC 6, HD 4, #AT 3, DG 1d3/1d3/1d6, SV F2, ML 7]
Brigand [AL C, MV 120′ (40′), AC 6, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 8]
Centipedes, Giant [AL N, MV 60′ (20′), AC 9, HD 1d4 hp, #AT 1, DG Poison, SV 0 lvl Human, ML 7]
Crab Spider [AL N, MV 120′ (40′), AC 7, HD 2, #AT 1, DG 1d8 + poison, SV F1, ML 7]
Fire Beetle [AL N, MV 120′ (40′), AC 4, HD 1+2, #AT 1, DG 2d4, SV F1, ML 7]
Goblin [AL C, MV 60′ (20′), AC 6, HD 1-1, #AT 1, DG 1d6 or weapon, SV 0 lvl Human, ML 7]
Green Slime [AL N, MV 3′ (1′), AC NA, HD 2, #AT 1, DG Special, SV F1, ML 12]
Herd Animal [AL N, MV 240′ (80′), AC 7, HD 1, #AT 1, DG 1d4, SV F1, ML 5]
Kobold [AL C, MV 60′ (20′), AC 7, HD 1d4 hp, #AT 1, DG 1d4 or weapon -1, SV 0 lvl Human, ML 6]
Mountain Lion [AL N, MV 150′ (50′), AC 6, HD 3+2, #AT 3, DG 1d3/1d3/1d6, SV F2, ML 8]
Phantasm* [AL N, MV nil, AC NA, HD NA, #AT NA, DG 1 point, SV Special, ML NA]
Raccoon (Rabid) [AL N, MV 120 (40′), AC 7, HD 1d4 hp, #AT 1, DG 1d3 + disease, SV F1, ML 8]
Skeleton [AL C, MV 60′ (20′), AC 7, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 12]
Spitting Cobra [AL N, MV 90′ (30′), AC 7, HD 1, #AT 1, DG 1d3 + poison, SV F1, ML 7]
Stirge [AL N, MV 30′ (10′) Fly 180′ (60′), AC 7, HD 1, #AT 1, DG 1d3, SV F2, ML 9]
Wasp Swarm [AL N, MV 30′ (10′) Fly 60′ (20′), AC 8, HD 1d4 hp, #AT 1, DG 1 point, SV 0 lvl Human, ML 11]
Wolf [AL N, MV 180′ (60′), AC 7, HD 2+2, #AT 1, DG 1d6, SV F1, ML 8]

* New Monster

Level 0A: The Canyon – East

Overview

When the PCs arrive at the box canyon, they can either explore the canyon proper or venture into the old gatehouse which stands at its mouth. If they choose to explore the canyon, consult this section. If they enter the gatehouse, refer to **Level 0C: The Gates of Hell** on p. 22.

Nestled between limestone walls that rise 200′ into the air, the canyon is a natural defile averaging 150′ in width and narrowing as it extends to the west. The floor of the canyon is grassy meadow, interrupted by upward-jutting spurs of rock and small stands of trees. The sound of falling water carries from the west and intermitted droplets of moisture are born upon the breeze, providing brief relief from the hot sun overhead. A number of cave mouths are visible on the walls of the canyon: some natural, some man-made.

Within the wall of the canyon are several ruined buildings, their tumbled stone walls and rotted timbers overgrown with weeds and covered with drifts of fallen leaves. Due to time and exposure to the elements, the original purpose of these buildings is impossible to discern.

Near the northern wall of the canyon, one building has survived the passage of years better than the rest. Although fallen in places, the walls of this building still rise up to support the cracked arches that hold this building's roof aloft. A tessellated stone floor is visible beneath the moss and dead leaves that cover much of its surface. A statue of white granite depicting a human male dressed in archaic plate mail stands at the center of the north wall. The figure kneels upon one knee, his head bowed, and a simple helm placed upon the ground beside him. Although the statue shows nicks and gouges, and a patina of lichen has grown upon its surface, it remains is very good condition. This statue possesses special properties which are detailed below.

Population

The eastern portion of the canyon is sparsely populated. Most of the creatures that adventurers might encounter while exploring the area will be the transient visitors to canyon. Herd animals like deer, elk, and goats visit the canyon to dine on meadow grass and drink from the pool at the western end. Such regular prey has attracted a mountain lion who has taken a lair in an empty cave on the canyon's northern wall. A singular black bear, large for his species and very well-known by the intelligent visitors to the canyon, also makes his den in the eastern extent of the canyon. Known as "Coal" by visiting adventurers, more information on this ursine resident is provided below.

After the sun descends behind the mountains to the west, plunging the canyon into shadow, the nature of the creatures encountered grows more sinister. Work crews of kobolds sometimes venture forth from the dungeon to collect needed supplies or hunt for food. The nocturnal goblin inhabitants of the Gatehouse also become active, as do the thirst of stirges which make their homes in that structure. And although their circumstances prevent their exiting the constructed chambers in the south wall, a group of perpetual skeletons lie in wait for anyone investigating those gloom-shrouded rooms.

Special Dungeon Notes

The Statue of St. Ras (#9) – Despite having had no regular venerators at the fallen shrine for many years, a vestige of the saint's divinity remains here. This manifestation is centered on the shrine's weathered statue.

As the patron saint of duty and fidelity, St. Ras blesses those who swear to undertake a great task under his aegis. Anyone spending the night before the statue in prayer will be visited by a vision of St. Ras. In that vision, the saint asks the petitioner what challenge he wishes to devote himself to and if he is willing to dedicate himself completely to his goal. If the petitioner's task is deemed to be a worthy one (Labyrinth Lord's discretion) and he takes a solemn oath to see his task to completion, he will awake the following morning under the guardianship of St. Ras.

This guardianship manifests itself as a +1 bonus to all attack rolls and saving throws made while in pursuit of the petitioner's stated goal (as determined by the Labyrinth Lord). Additionally, the petitioner is treated as if under the effects of the 5th level clerical spell, *quest*. Any deviations from the petitioner's stated task will be met by "gentle reminders" from St. Ras in the form of dreams or omens that increase in severity the longer the character delays pursuit of his task. The effects of both the bonuses and the *quest* remain until the character has completed his task. There is no limit to the scale or duration of the undertaken quest and some petitioners of St. Ras to go to their graves with their missions unfulfilled.

Important NPCS

While not quite a traditional non-player character, there is one inhabitant of interest here in the eastern part of the canyon: the black bear known as Coal.

Coal [**AL** N, **MV** 120′ (40′), **AC** 6, **HD** 4, **Hp** 32, **#AT** 3, **DG** 1d3/1d3/1d6, **SV** F2, **ML** 7]

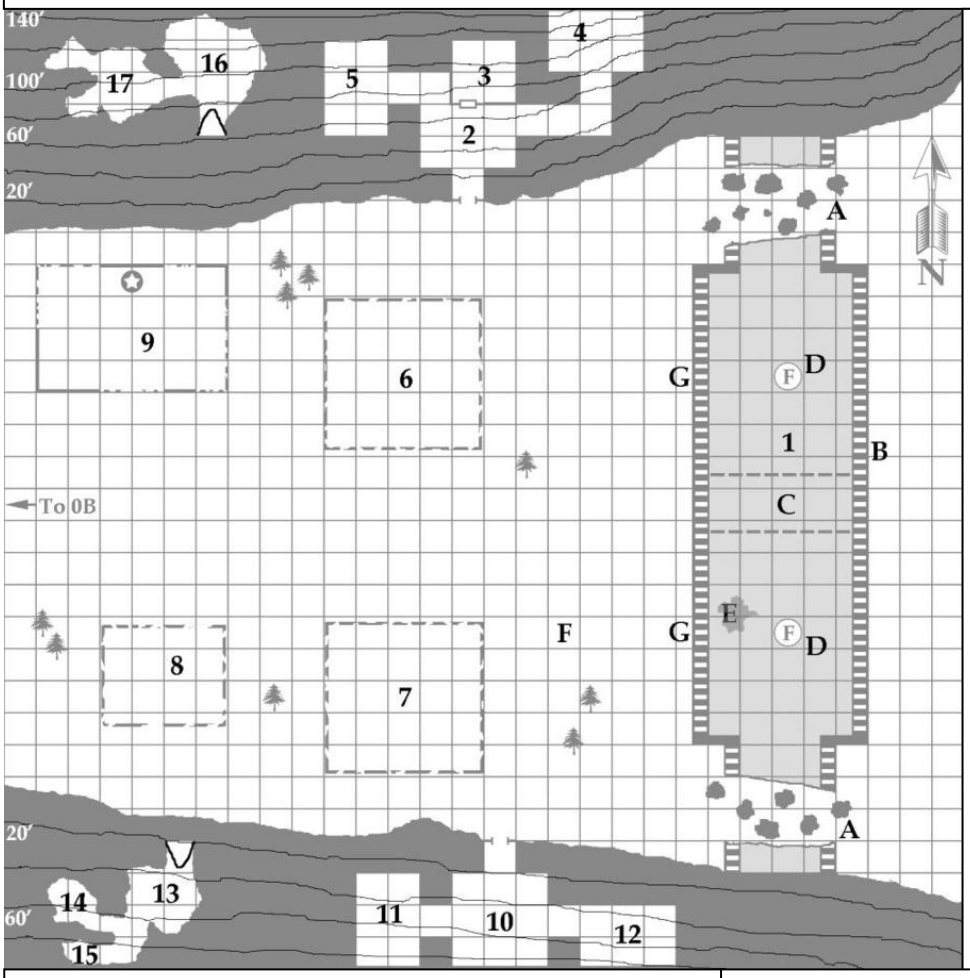
For the past few years, a large black bear has made his home in one of the caves along the canyon's southern wall. Being large for his species (some 600 lbs) and a fierce combatant, this bear has had little problem maintaining its place within the canyon's hierarchy of inhabitants.

It is uncertain when the practice began or who started it, but the bear has acquired the nickname "Coal" by the regular adventuring parties who enter the canyon on their way to Stonehell Dungeon. The great bear has become a mascot and a sign of good fortune for adventurers. Veteran delvers of Stonehell sometimes leave gifts of food, full wineskins, or even old equipment as tribute to Coal in the belief that such tokens result in good luck during their dungeon expeditions. Sighting Coal before entering the dungeon is seen as especially fortunate and is taken to mean that a particularly large haul of treasure awaits the party below. Because of his acclimation to the regular traffic of adventurers coming and going from the dungeon, any reaction rolls made for Coal have a -2 modifier. This modifier only applies to adventurers—he's still quite a menace to the kobolds and goblins that prowl the canyon.

Coal is well-known amongst the adventuring set and most parties of adventurers will have heard about the bear and his supposed bestowing of good fortune upon explorers of the dungeon. Many veteran adventurers identify with the bear, seeing something of themselves in his great strength, indomitable nature, and willingness to live in the shadow of the great dungeon. Should anyone be foolish enough to bring harm to the bear and the adventuring community learns of their identity, it is certain that the culprits will be face harsh recompense for their actions.

Whether or not there is any truth to sighting Coal or offering him tribute is left up to the Labyrinth Lord. If there is a benefit to these events, it is suggested that the Labyrinth Lord allow the individual who made the offering or the persons who sighted the bear a one-time bonus of +1 to any attack, ability check or saving throw that would have otherwise failed by a single point. In such cases, the Labyrinth Lord should merely state that the character was successful despite being one point shy of his needed roll. He should not reveal why this occurred or where the bonus came from, leaving such mysteries up the players to figure out.

Level 0A: The Canyon – East



Wandering Monsters (Check once per hour – 1 in 6 chance)

Daylight Hours

1. Black Bear (1)*
2. Brigands (1d4+1)
3. Herd Animals (1d10) – Labyrinth Lord's choice of type
4. Herd Animals (1d10) – as above
5. Mountain Lion (1)*
6. Wolf (1d2)

* If killed, these encounters will not be repeated.

Nighttime Hours

1. Brigands (1d4+1)
2. Brigands (1d4+1)
3. Kobolds (3d4)
4. Goblins (1d6)
5. Goblins (1d6)
6. Stirges (1d6)

Legend - Special

– Cave Entrance
– Battlements
– Ruins
– Tree
– Underpass
– Wall Rubble

Features Key:

A: The wall that extends from the gatehouse to the canyon walls has been breached here. A rock-strewn passage allows entry into the canyon without the need to transverse the central passage of the gatehouse.

B: The wall of the Gatehouse here is covered with graffiti in various languages. See **Level 0C** (p. 22) for more details.

C: A passageway runs through the Gatehouse at this location, providing entrance to the canyon beyond. See area **#1** of **Level 0C** (p. 25) for more details.

D: These trapdoors, swollen by rainwater (Open Doors check required), open to reveal staircases down to the second level of the Gatehouse (see **Level 0C** p. 25, areas **#9** and **#11**)

E: A hole in the roof leads down to area **#9** of **Level 0C**.

F: The first time the party enters the canyon, a rabbit sits motionless atop a tree stump here. The rabbit remains unmoving until the party approaches within 15′, at which time it dashes off. This encounter is not repeated on subsequent visits to the Canyon.

G: There is a ground-level entrance to **Level 0C** at both of these locations. See **Level 0C**, **Feature D** (p. 24) for more details.

Note #1 – The *Flame Chalk* Message

Scrawled upon the wall in *flame chalk* is the following message:

R. –

As agreed, the jewels await you two levels down in the chamber past the acolytes' cells. How you deal with the wasps is your own concern!

– M.

This message refers to the cache of gems and jewels located in area **#18** on **Level 2C** (p. 57).

New Magical Item: Flame Chalk

These enchanted sticks of chalk were first created by the dwarves to leave marks and messages on the walls of their mines. Any writing created by a stick of *flame chalk* is invisible to the naked eye, but the substance produces a faint heat that makes it legible to creatures with infravision. A *flame chalk* message cannot be erased by mundane means once it is written; a *dispel magic* is required to permanently remove the writing. Each time a piece of *flame chalk* is used there is a 1 in 10 chance the stick breaks, rendering the item non-magical.

Room Key

1. **Gatehouse Roof:** Worn stone splattered with bird droppings; roof has trapdoors leading down to areas **#9** & **#11** of **Level 0C**, western wall has ground-level entrances. Empty. See **Level 0C: Gates of Hell** (p. 22) if the PCs enter this structure.

2. ***Flame Chalk*-marked Chamber:** Dirt & debris blown in by the wind; mildewed door in north wall. The western wall of this room bears a message written in *flame chalk* (see **Note #1** and **New Magical Item** above). It will only be visible to those with infravision if this room is examined without a heat-producing light source. Extinguishing illumination will also reveal the red glow emanating from area **#5**.

3. **Spoiled Storage:** Heavy scent of rot & mildew; rotten crates, barrels, cloth & leather; slimy floor. Green Slime (1) clings to the underside of one crate's lid. Adventurers ransacking this room have a 3 in 6 chance of inadvertently sticking their hands into the slime if precautions are not explicitly taken. There is nothing of value here.

4. **Old Camp:** Discarded ration wrappings; signs of an old campfire; broken brandy bottle. A single piece of *flame chalk* (see **New Magical Items** above) lies forgotten amongst the litter.

5. **Glowing Chamber:** Plain stone room bathed in a red glow. Red glow is from a Fire Beetle (1) devouring a mountain goat kid here. It will react aggressively if disturbed.

6. **Building Ruins:** Remains of stone walls; ruined timbers; thick growths of weeds. Empty.

7. **Building Ruins:** Remains of stone walls; ruined timbers; thick growths of weeds. Empty.

8. **Building Ruins:** Remains of stone walls; ruined timbers; thick growths of weeds. Empty.

9. **Fallen Shrine of St. Ras:** Tumbled walls; crumbling roof exposing flagstone floor to the sky; weathered and lichen-covered statue. The statue depicts an armored human male. He is kneeling on one knee, head bowed, with a helmet on the ground beside him. It is a representation of St. Ras, the patron saint of duty and fidelity, and it possesses a singular power (see **Special Dungeon Notes** p. 14).

10. **Touch of Evil:** Bare stone walls; dirt & dead leaves scattered across the floor; chill air; a sense of vague unease. Something occurred here long ago and these rooms still bear the taint of that night. A *detect evil* spell will reveal a faint aura of evil throughout this chamber and in rooms **#11** & **#12**.

11. **Eternal Dead:** Dim shadows; dust & debris; skeletons with glowing, blue-black eye sockets moving to attack. Skeletons (6) forever haunt this chamber. Even if defeated in battle, the skeletons coalesce from their broken bones to resume their vigil the following night. They can be completely destroyed by removing their bones from these rooms or by a "D" result from a cleric's Turn Undead ability. The skeletons will pursue intruders into areas **#10** & **#12** but cannot exit into the canyon beyond, halting their chase at the entrance. This room always remains in dim shadows, regardless of how bright the party's illumination sources might be.

12. **The Cenotaph:** Walls bearing defaced, unintelligible bas reliefs; 5' high x 8' square stone cenotaph (a hemisphere mounted on an octagonal base) at room's center, covered in profane writings. The cenotaph is chill to the touch and the inscriptions upon it are written in Chaotic. These writings allude to a vague being that lies sleeping in some distant land. A trapped secret compartment is located on the cenotaph's base (a flash of blue-black light does 1d4 points of damage and robs the victim of a point of STR as if struck by a Shadow; no save). The compartment is empty; it was looted years ago but the trap rearms each time the compartment is closed.

13. **Coal's Den:** Thick, ursine odor; floor strewn with dried grass, leaves & sticks; old animal bones & much-chewed adventuring gear. Coal, a Black Bear (see **Important NPCs** p. 15), makes this cave his den. Well-acquainted with adventurers coming to the canyon, Coal is generally tolerant of people (-2 modifier to Monster Reaction Roll chart when used to determine Coal's attitude when encountered) provided he's occasionally given food and his den is left unmolested.

14. **Coal's Junk Room:** Bits of gnawed leather, wood, and bone; bear scat; dwarf skull missing its lower jaw. A total of 64 cp can be found amidst the old bits of gear that have accumulated here.

15. **Bare Cave:** Other than a few dead leaves and twigs, this cave is empty.

16. **Mountain Lion Den:** Deer carcass; wind-blown debris. A Mountain Lion (1) has settled into the cave. The great cat spends much of its time hunting and there is only a 25% chance that it will be home when the adventurers arrive to explore this cave. The Labyrinth Lord might wish to dispense with the roll altogether in the case of low-level adventurers, as the Mountain Lion can be a formidable foe for beginning PCs.

17. **Former Hermit's Cave:** Simple, dilapidated cot; bare stone block (formerly an altar); rotted rushes on floor; threadbare robes hanging from peg. The cat-gnawed corpse of a brigand lies sprawled on the floor. The corpse wears chain mail and has a shield and longsword. On the body's belt is a small sack containing a soiled scarf, a deck of playing cards, a full wine flask, and 3 gp. The two caves to the west have shelves carved into their stone walls, having once served as storage rooms. Both the shelves and the caves themselves are now empty.

Level 0B: The Canyon – West

Overview

As one moves deeper into the canyon that houses the entrance to Stonehell, the walls narrow before forming the defile's rounded terminus. The 200′ tall limestone walls loom high overhead, plunging the canyon floor into shadows and funneling those who enter this place towards the stone archway carved into the westernmost cliff face. From a cave mouth set high in the northern cliff wall, a cascade of water tumbles down the rocky cliff before splashing into a pool below. Along the southern cliff face, a switchback trail leads upwards along the canyon wall, passing two cave entrances before reaching the top of the cliff and continuing on to **The Brigand Caves** to the southwest (detailed in **Stonehell Dungeon Supplement One**).

As in the eastern part of the canyon, the floor of the valley is a grassy meadow interrupted by stands of pine trees and the crumbling foundations of an old building. The air is cooler here, the temperature regulated by the spray from the waterfall and the gloomy shadows produced by the canyon walls.

Two artificially-constructed entrances mar the canyon walls here. The first and most obvious is the great archway entrance to the dungeon. Carved from the limestone cliffs of the canyon, this archway rises 15′ high and has a breadth of 10′. At the apex of the arch, a smooth plaque has been carved into the cliff and bears a weather-beaten inscription only barely legible from the ground below (see **Note #2** p. 20). The other entrance is concealed behind a small copse of trees that grow along the northern canyon wall. This portal leads to a collection of rooms and hallways that were constructed forty years ago by a band of ambitious treasure hunters. Seeking to establish a dominant claim upon the dungeon, these fortune seekers built a central headquarters from which they intended to launch foray after foray into Stonehell until all its treasures had been captured. The fate of these vanished adventurers is unknown, but it is assumed their hubris brought about their deaths in the chambers below.

Population

Like the eastern part of the canyon, most of the creatures encountered here during daylight hours are natural predator and prey species. The pool serves as a watering hole for deer, elk, and mountain goats, as well as for those who hunt them. Both Coal and the mountain lion that lair to the east are regular visitors to its waters and their tracks stand out amongst the herbivores' that litter the pool's shoreline. One of the southern caves in this stretch of the canyon serves as a wolves' den, the pack sheltering their pups here during the spring and early summer. Additionally, the brigands that lair to the southwest regularly keep tabs on people coming and going from the dungeon entrance, seeking to waylay adventurers laden with booty and weakened from their subterranean excursions.

After nightfall, the canyon takes on a more sinister aspect. Both the goblins and stirges who lair in the old gatehouse venture forth to hunt and the kobolds from below come to the surface to attend to nocturnal tasks. The unlucky might spy a fetch-light flittering through the darkness beneath the stands of pines. Nightfall only increases brigand activity in this area as they use the darkness to assist in their ambuscades upon the unwary.

Special Dungeon Notes

Hot Spring Cave (#5) – Hot, humid air wafts from the mouth of this cave, making it seem to smoke during cold days as the steam vents into the canyon. A wide, shallow stream pours out of the cave mouth, tumbling over rocky outcroppings before splashing into the pool 80′ below. Inside the cave lies the source of this stream: a roughly 20′ diameter, 5′ deep, steaming pool. While not boiling, the water is hot enough to do 1d2 points of damage if unprotected flesh is plunged into it. The water is clear, although the steam that rises off of its surface makes discerning what lies beneath its surface difficult. In the center of the pool, a 1′ high brass hemisphere rises from the bottom of the basin. This 2′ diameter protuberance is firmly attached to pool's bottom and cannot be pried loose or moved. The hemisphere is of solid construction and a steady flow of water emerges from its solid surface despite any visible point of egress. The hemisphere is magical and radiates an enchanted aura if *detected* for.

The hemisphere is one step of a cooling process that keeps an ancient machine functioning deep in Stonehell (this machine is detailed in **Stonehell Dungeon Book Two**). Water is sluiced through that machine's innards, drawing off the heat that the device generates. This heated water is then shunted into a trough which ends at a duplicate brass hemisphere to the one located here. Upon contact with that hemisphere, the hot water is *teleported* to this one, where it flows out into the canyon and comes to rest in the pool below. After reaching the pool, the water is cooled by natural and artificial means (see below) before returning back to the depths of the dungeon to repeat the cycle anew.

The Tepid Pool (#2) – This pond plunges to a 30′ depth directly beneath the waterfall. Its waters are warm to the touch – much warmer than would be expected in the foothills of the mountains. The water's warmth stimulates the growth of the flora and fauna that make the pond their home, resulting in verdant plant growth and oversized (but not giant) specimens of animal life. On cool mornings and evenings, a dense mist wafts off the water's surface, clouding the western edge of the canyon in fog. The banks of the pool bear the tracks of the many species of animals – both four-footed and two – that drink from its waters.

Embedded in the rocky floor of the pond and obscured by its muddy waters is a 1′ tall hemisphere of silvered glass. This crystal is very resilient (treat as if *glass like steel*) and magically repels the mud and muck that would have otherwise buried it. This 2′ diameter half-orb is the second step of the cooling process detailed above. Like its bronze counterpart, this hemisphere is of solid construction and cannot be moved or pried loose. A strong current of water is drawn towards its solid surface and it acts as a slow drain to the pool. Its surface and that of the water around it is cool. It radiates magic.

This mirror-like hemisphere returns water back to the cooling system that serves the great machine of Stonehell. Water insufficiently cooled by exposure to the open air of the canyon is chilled by this device before being *teleported* back to the machine's closed cooling system, where it magically exits from another mirrored hemisphere located below. The hemisphere can only transport water – no other material, living or non-living is affected by its magics.

Fetch-lights (randomly encountered) – Fetch-lights are the name given to the spectral motes of illumination that occasionally appear in the canyon near the dungeon entrance. These feeble flickers of light are usually pale yellow, white, or blue, but other colors have been reported. Their origins are unknown, but a common belief is that they are the souls of those who met their doom in the dungeon come back to warn others of the dangers lurking below. Because of this belief, sighting a fetch-light is a portent of ill-omen.

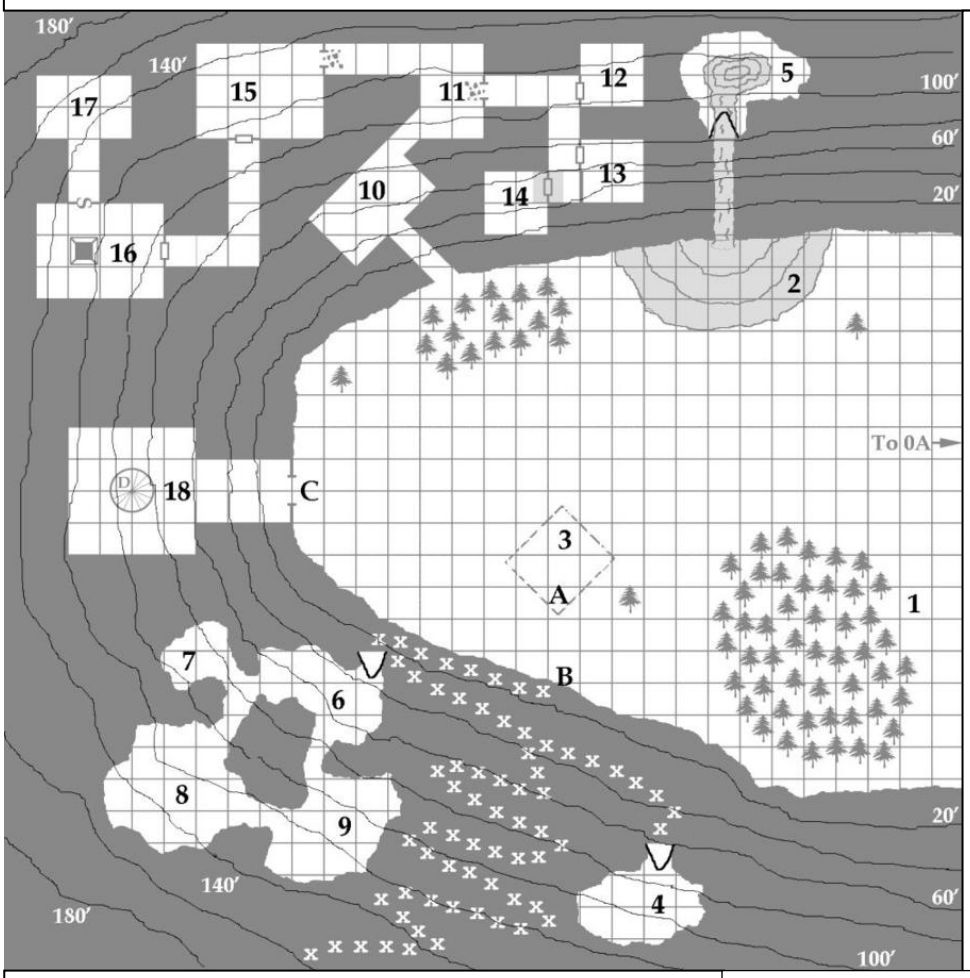
Anyone catching a glimpse of a fetch-light must save vs. spell at +2 (Wisdom modifiers also apply) or become convinced that doom awaits them in Stonehell. This premonition manifests itself as a -1 penalty to all rolls made during their expedition into the dungeon. This self-induced curse can be lifted by either a *remove curse* spell or by surviving an adventure of reasonable duration within the halls of the dungeon (Labyrinth Lord's discretion, but going into the dungeon and immediately returning is not sufficient). Once the curse is lifted, the character is no longer susceptible to the effects of sighting a fetch-light.

Fetch-lights are immune to all physical attacks. Magical attacks will cause a fetch-light to wink out of existence after taking even a single point of damage. Despite their rumored origins, fetch-lights are not affected by holy water or Turning attempts. Fetch-lights move at a rate of 30′ (10′) and typically remain visible for 1d6 rounds before vanishing.

New Magical Items

Ring of the Scintillating Orb – This brass ring is enameled with bands of rainbow hues. It radiates magic, but wearing the ring has no discernable effect. A Sage can determine the ring possesses teleportation magic, but cannot determine how to invoke it. The magic of this ring remains dormant until its owner has discovered the Room of the Scintillating Orb (located deep within Stonehell and detailed in **Stonehell Dungeon Book Two**). After such time, the ring allows its owner and anyone touching him to *teleport* to that chamber as if he were "very familiar" with it (see the *teleport* spell description, *Labyrinth Lord Revised* p. 40).

Level 0B: The Canyon – West



Wandering Monsters (Check once per hour – 1 in 6 chance)

Daylight Hours

1. Black Bear (1)*
2. Brigands (1d4+1)
3. Herd Animals (1d10) – Labyrinth Lord's choice of type
4. Herd Animals (1d10) – as above
5. Mountain Lion (1)*
6. Wolf (1d2)

* If killed, these encounters will not be repeated.

Nighttime Hours

1. Brigands (1d4+1)
2. Brigands (1d4+1)
3. Kobolds (3d4)
4. Goblins (1d6)
5. Stirges (1d6)
6. Fetch-light (1) – see **Special Dungeon Notes** p. 19

Legend – Special

– Cave Entrance
– Ruins
– Trail
– Tree
– Waterfall

Features Key:

A: In the ruins of this building lies a buried cache of riches. There is no obvious indication that the ground has been disturbed, as the hoard was buried long ago. Only through luck or magical detection will this cache be discovered. If the Labyrinth Lord wishes, he may use this location as the resting place of a treasure indicated by one of the treasure maps discovered within the halls of Stonehell. Otherwise, 1,000 gp worth of mixed coins have been buried here.

B: A steep and narrow switchback trail winds its way up the canyon wall at this point. At the 40′ elevation, the trail branches with one fork leading to area **#4**, while the other continues on up to the lip of the canyon. Animal tracks and human footprints (made by the Brigands) can be found along the trail. This path is treacherous and the Labyrinth Lord may require DEX checks in hasty or unusual situations.

C: A stone archway (10′ wide, 15′ high) is carved into the cliff face here. Beyond its gaping mouth lies blackness and the smell of mildew and decay. A flat stone plaque is carved above the archway's apex, the writing that adorns it eroded by weather and the passage of time, yet still legible. See **Note #2**.

Note #1: The Concealing Copse

Many years ago, a magic-user placed this grove of trees under a *massmorph* spell to conceal a body of soldiers. The magic-user and his men are long gone but the enchantment remains, albeit faded by the passage of time. Anyone entering this copse will assume the illusionary appearance of a tree, becoming undetectable by normal means to anyone outside of the grove. The brigands that lurk near Stonehell are aware of this enchantment and use the copse to spy upon and ambush parties as they enter and leave the dungeon. There is a 2 in 6 chance that 2d4 Brigands will be lurking in the woods at any given time. Depending on their numbers and the party's apparent strength and wealth, the brigands may attack or merely observe the party with the intent to ambush them at a later time.

Note #2: Hellish Rhymes

Although pitted and weatherworn, the following bit of doggerel carved above the archway's keystone remains legible.

Beware All Who Enter
These Benighted Halls of Stone.
Within Lies No Solace
Nor Any Comforts of Home.
Toiling For Our Crimes
We Must Dig Where We Dwell,
With No Freedom or Mercy
In Our Vast Stony Hell.

Room Key

1. **The Concealing Copse:** Stands of elm, maple & oak trees; ground thick with loam & fallen leaves. This copse of trees bears a faded enchantment from long ago. See **Note #1** above for additional details.
2. **The Pool:** Natural pool (30′ deep) fed by a cascade from the cave above; rich growths of vegetation (reeds, lily-pads, algae); ample animal life; sound of frogs croaking. The waters of this pool are always warm, despite the ambient temperature. Mist & fog are common in the morning & evening hours. At the bottom of the pool lies a silver hemisphere (2′ dia.) set into the stone. See **Special Dungeon Notes** p. 19 for more information.
3. **Ruined Building:** Remains of stone walls & rotted timbers; thick growths of weeds; piles of fallen leaves. Empty but see **Feature A** above**.**
4. **Wolf Cave:** Animal bones; wolf scat; the whimpering of cubs during the spring months. This cave normally houses a pack of Wolves (4). During the spring, 1d4 wolf cubs will be found here as well. The wolves receive a +2 modifier to reaction rolls and a -2 modifier to morale rolls when encountered within their den.
5. **Hot Spring Cave:** Humid air; steaming pool (5′ deep) of water; stream forms waterfall at cave mouth. A pool of clear, hot water stands in the center of the cave. Unprotected exposure to the scalding-hot water does 1d2 points of damage. At the bottom of the pool lies a brass hemisphere (2′ dia.) set into the stone. See **Special Dungeon Notes** p. 18 for further details on this pool.
6. **Crab Cave:** Drifts of leaf litter; broken-open chest (empty). A Crab Spider clings to the ceiling of this cave, dropping on potential prey with a +1 bonus to surprise. Amongst the dead leaves is 94 cp.
7. **Gypsum Growths:** Walls striated with deposits of gypsum; light refracts and gypsum glitters when exposed to illumination. Gypsum can be collected here and sold to alchemists for 1 sp per lb. A total of 1d20+20 lbs. can be collected.
8. **Painted Cave:** Faded paintings of goblin-like figures on walls; wind-blown leaves & sticks on floor. Empty.
9. **Old Lair:** Moldering animal hides; corroded weaponry; ashes; echoes of water dripping from the ceiling. Giant Centipedes (2) lurk amongst the rot.
10. **Crooked Arrows:** Leaf litter; hewn log benches; rusty shield holding cold ashes. A quiver of 18 arrows lies beside one of the benches. The arrows are warped with rusted heads (-2 to hit if used in combat).
11. **Rabid Raccoon:** Bare walls; adventurer litter (expended torches, rusty iron spikes, frayed rope, etc). A frothing, rabid Raccoon (stats as Giant Rat) has come here to die. It is dangerous to approach and its bite will cause the victim to contract rabies if a save vs. poison at a +3 bonus is failed.
12. **Old Living Quarters:** Open cubbyholes in walls; tattered hammock; askew, rotted table. Empty.
13. **Old Living Quarters:** Storage niches; decaying rushes on floor; heaped remains of a bed. Dozens of oversized pill bugs, each the size of a fist, scurry about the room. These insects are unsightly, but harmless. Orcs enjoy them roasted as snacks, and a party offering pill bugs as bribes will enjoy a -2 reaction modifier with any orcs encountered.
14. **Trapped Room:** Stout wooden door (obviously of new construction). Door is unlocked, but trapped. Opening it causes a sand-filled burlap sack, suspended on a rope, to swing into the doorway and possibly (2 in 6 chance) strike the character opening the door for 1d4 points of damage. Additionally, there is a 1 in 6 chance the sack will break the victim's nose if he's not wearing a helmet. This relatively-harmless trap was set here by the kobold work crews as cheap entertainment. Any PC with a broken nose who encounters the kobolds of Stonehell will find that the scaly humanoids point and snicker at him when they think he's not looking. The room beyond the door is bare and empty of treasure.
15. **Sagging Ceiling:** Uneven ceiling; loose stone blocks; fallen stones & gravel. Spitting Cobra (1) dens amongst the fallen stones. The ceiling groans and loose stones tumble to floor as the party explores the area but the room is harmless (unless the Labyrinth Lord decides otherwise).
16. **"Interview" Room:** Stone throne covered with adventurers' graffiti; broken tiled floor; dust & cobwebs. An open trapdoor leads to a pit (20′ deep and studded with rusty spikes) set into the floor before the throne. A button on the throne's left armrest once triggered the pit trap, but the mechanism is now broken. The secret door in the north wall is of shoddy workmanship (+1 bonus to attempts to find it).
17. **Secret Chamber:** Massive (15′ × 10′) stone table; wrecked shelving; litter and debris. This room has been picked over time and time again. However, a small secret compartment in one of the table's legs has been overlooked. This cavity contains 50 sp, a *potion of extra-healing*, and a *ring of the scintillating orb* (see **New Magical Item** p. 19).
18. **Hell's Entrance Hall:** Graffiti-covered walls and a bare, well-worn floor; ceiling arches 30′ overhead; spiral staircase descends down a hole in the center of the floor. The graffiti consists of names of adventurers who have come this way and messages written in Kobold (*i.e.*, "Clean up trash, dumb men!"). The spiral stairs descend 100′ down before emerging from the ceiling of area **#1** on **Level 1A** (p. 30).

Level 0C: The Gates of Hell

Overview

When construction of Stonehell began, a wall and central gatehouse were erected across canyon's mouth to provide additional security for the prison. After the prison earned its nickname, the guards began referring to the gatehouse as "The Gates of Hell," as it was through this portal that all new inmates were herded before their incarceration. The gatehouse wall was breached when the prison was liberated, but, aside from some minor damage inflicted during that event, the building still stands at the canyon's entrance.

The Gates have succumbed to the normal ravages of neglect over the last two centuries, although the kobold work crews occasionally make repairs to the structure. Broken battlements protrude from the gatehouse roof like broken teeth and the gray stone is splattered with pigeon droppings. The gateway of the central underpass gapes open, its portcullises rusted and its doors breached. The 25′ high walls that stretch from the Gates of Hell to the canyon walls have collapsed in places, providing passage past this barrier for those wary of the gatehouse's arrow slits and murder holes.

The gatehouse walls, both interior and exterior, are constructed of mortared stone, as is the floor of the ground level. The upper story floor and the roof above it are of rough-hewn timber. The interior rooms and hallways sport 12′ high ceilings supported by thick wooden beams treated with creosote against rot. The open loop holes and sagging roofing has allowed years of dirt, debris, and dead leaves to blow inside the gatehouse and these materials have accumulated in drifts in the corners and at the edges of the interior rooms.

Population

The Gatehouse is commonly the first area investigated by adventurers arriving at Stonehell. These regular explorations result in a frequent turnover of the building's inhabitants. Vermin, both normal and gigantic, are the most common of the structure's itinerant residents, but intelligent humanoids sometimes take up occupancy here. Currently, the Gates of Hell is occupied by a small gang of goblins who escaped their tribe's massacre down on **Level 1C** (p. 36). These goblins are now debating their next course of action. Some propose returning to the dungeon to reclaim their former lair, while others argue for either establishing a new lair or finding another goblin tribe to join. If the goblins are slain or driven out, it will only be a matter of time before new residents move into the gatehouse to challenge the next band of adventurers to arrive at the dungeon.

Special Dungeon Notes

Gatehouse Graffiti (Feature A) – Since Stonehell's liberation, many groups of adventurers daring the dungeon's depths have left messages, instructions, warning, boasts, and other statements written upon the eastern wall of the gatehouse. Although time and the elements, as well as the occasional kobold work crew, erases many of these writings, the sheer number and regularity of adventurers ensures there's always something written upon the gatehouse wall.

These messages are written in a variety of languages, with Common, Elvish, and Dwarvish being the most frequently appearing, but Orcish, Kobold, Goblin, Gnome, and even Giant can be found as well. Adventurers taking the time to examine the graffiti can decipher legible messages amongst the dense scribbling. If the party inspects the graffiti, they can make out 1d4 readable bits of writing for every ten minutes spent examining the wall. Some of these messages provide hints as to what awaits adventurers below, while others are false clues. The Labyrinth Lord can either chose from the table below or determine the messages randomly. He may also substitute his own messages as well.

Gatehouse Graffiti

d12 Result	Message
1	"Venture down past the living caves if it's gold ye seek. Nuggets the size of apples lie there for the taking."
2	"In memory of those who met their fate in the halls of Stonehell." A list of over a hundred names is written beneath this message.
3	"This dungeon was cleared by the Circle of Six. Nothing remains below." A date is written beside this message. Beneath it, in another hand, is written, "Yeah, I'll bet!"
4	"The little, scaly bastards can't be trusted. They turned on us, killed Sydel, and stole all our gold! Kill 'em on sight!"
5	A crude map of a small portion of one of Stonehell's levels is discovered scrawled on the wall. An "X" with the message, "We put it here," marks one of the rooms. The Labyrinth Lord is free to determine what "it" is and where exactly it is located.

6	"Wine kills green slime."
7	"Look for the cave with the well. It will grant your greatest wish if you throw in enough gold."
8	"The dead are not quiet in Stonehell. I saw Rhaulk beckoning me down a passageway the night after he was killed. I dared not follow him then, but I've returned to rescue his shade from Stonehell's grasp."
9	"I really, really, really hate monkeys. If I ever see another ape again, it'll be far too soon. Kill a baboon for Evar, will you?"
10	"While not every game of chance in Stonehell is rigged, bet with caution."
11	"I had it! A ruby the size of a fist was almost mine, but a giant serpent swallowed it before I could reach it."
12	"Be careful in the lowest depths of Stonehell. The rooms there change from time to time and what once was no longer stands. "

New Magical Items

Chill Guard Parasol – This flimsy umbrella is constructed of small, iridescent, white scales — those of a young white dragon. These parasols possess magics that protect their bearers from extreme cold. For as long as the parasol is open and held, the individual holding it receives the benefits of a *resist cold* spell (immune to normal freezing temperatures and a +2 bonus to saving throws vs. magical cold). A closed *chill guard parasol* provides no special protection, even if held.

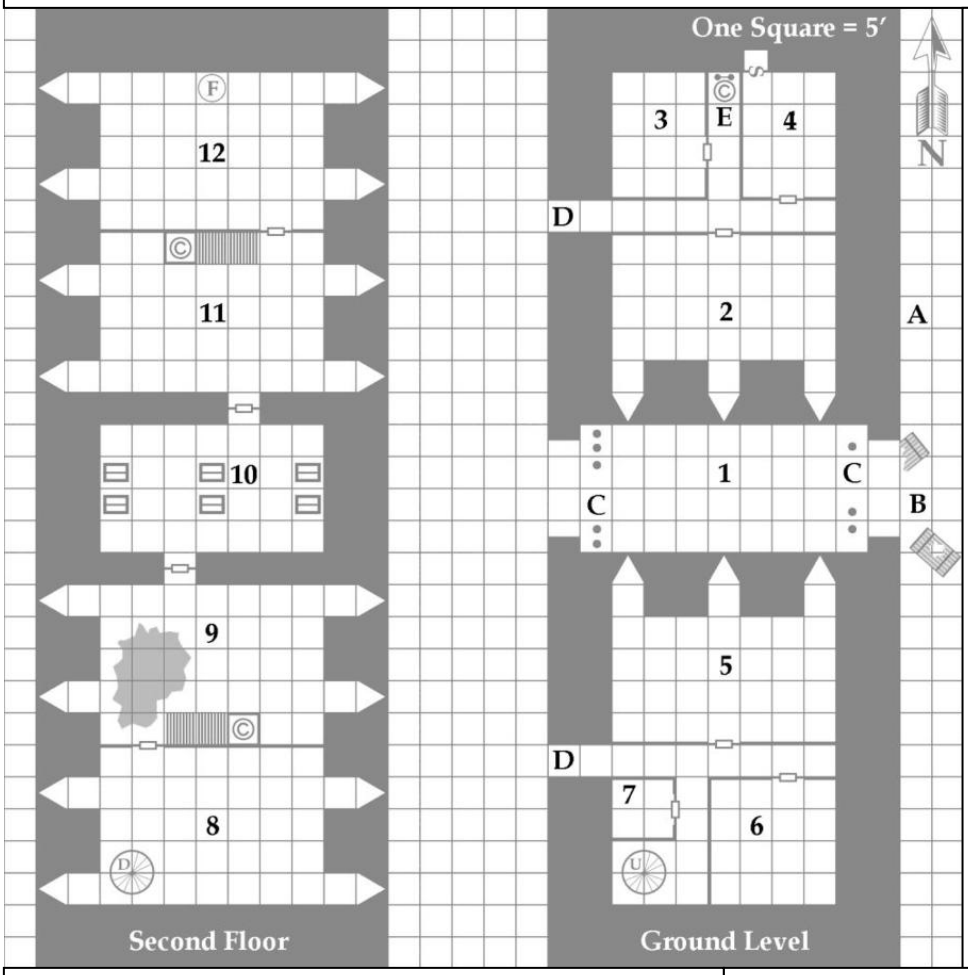
Journey Cloak – These stained and road-worn cloaks possess an enchantment that protects their wearers from two of the most prevalent discomforts of long travels: temperature and precipitation. The owner of a *journey cloak* remains comfortable in weather extremes ranging from -20 to 120° Fahrenheit for as long as the garment is worn. The wearer is also protected from all forms of natural precipitation (rain, snow, sleet, etc.) and he and any of his possessions beneath the cloak remain dry, no matter how intense the storm. A *journey cloak* provides no protection against total immersion in water and falling into a river or pond will drench the wearer as normal.

New Monsters

Phantasm
No. Enc: 1d6 (1d10)
Alignment: Neutral
Movement: Nil
Armor Class: N.A.
Hit Dice: N.A.
Attacks: N.A.
Damage: 1 point
Save: Special
Morale: N.A.
Hoard Class: None

Phantasms are the mindless, ghost-like spirits of those who died from catastrophe and are doomed to continue the actions they performed prior to their deaths. Stuck in an endless, repetitive loop, they continue their mundane chores until either destroyed or their bones are put to rest. Phantasms present no great harm to those who encounter them, inflicting only incidental damage (1 point) to those who touch or pass through their deathly cold and insubstantial forms. Attacks and spells have no effect upon a phantasm, nor do any other harmful substances such as poison, fire, or cold. Even holy water is ineffective. The only way to put a phantasm to rest is by either burying their mortal remains with religious ceremony or by the use of a cleric's ability to Turn Undead. A cleric of 6th level or greater can utilize their ability to destroy lesser undead as a result of a successful Turn Undead attempt to permanently eradicate the phantasm from existence.

Level 0C: The Gates of Hell



Wandering Monsters (Check once per hour – 1 in 6 chance)
1. Goblins (1d3)
2. Goblins (1d3)
3. Goblins (1d3)
4. Bats, Normal (2d6)
5. Centipede, Giant (1d4)
6. Green Slime (1)
7. Stirges (1d2)
8. Mundane Event (see below)

Legend – Special
– Murder Hole
– Arrow Slit
– Ladder up to trapdoor to area **#12**
– Trapdoor in Ceiling to **Level 0A**, area **#1** (p. 17)
– Trapdoor in Floor
– Rotted Floor

Features Key:
A: The exterior wall of the Gatehouse is covered with messages, crude drawings, and other inscriptions in various languages here. See **Special Dungeon Notes** p. 22
B: The two great, iron-bound doors that once stood at the eastern end of the central passageway were battered open long ago. They now lie upon the ground before the entrance in a state of advanced decay.
C: These portcullises have rusted into place. Nothing short of giant strength can raise them now. Luckily, weather and adventuring bands have taken their toll upon the iron bars and large gaps caused by rust, saws, and brute strength prevent the portcullises from restricting passage through this area.
D: Iron doors once stood in these locations and their hinges are still visible in the doorways. The doors were battered open and carried away some time ago.
E: An iron ladder is set into the north wall here. It rises 12′ to an iron-bound, wooden trapdoor set in the ceiling. The trapdoor groans loudly when opened and leads to area **#12**.

Wander Monster Encounter: Mundane Event
The gatehouse is old and has suffered from the predations of monsters, exploring adventurers, and the elements. Due to its state of disrepair and neglect, the building is a creaky and active place. When a **Mundane Event** is indicated on the **Wandering Monster Table**, roll a d6 on the table below to determine what occurs.

1. Groans are heard. This is the floor is area **#9** settling and the volume of these groans will vary depending on the party's location within the gatehouse.
2. The party's movement/searching disturb 1d4 normal rats which flee from the area.
3. Ghostly laughter/arguing/muttering is heard. These sounds emanate from the Phantasms in area **#5** and their volume will vary depending on the party's location.
4. A roosting pigeon is disturbed, launching it into flight. It flits about the area briefly before finding an exit. Ask the party to roll for surprise to keep them on edge before revealing that it's only a bird.
5. A loose stone or timber falls from overhead. One random party member must save vs. petrify or take 1 point of damage.
6. A PC steps in goblin excrement. Unless scraped off within 10 minutes, this foul substance ruins their shoes.

Room Key

1. **Central Passageway:** Portcullises with bent, rusted, and missing bars; arrow slits along the north & south walls; broken remains of two great doors; open murder holes above. During the nighttime hours, there is a 2 in 6 chance that 1d3 Goblins are observing this area from either (50/50 chance) the arrow slits in the northern wall (see area **#2**) or from the murder holes above (see area **#10**). If they make a successful morale check, they will snipe at the party with arrows (1d6 damage) or drop rocks down upon them (1d8 damage; save vs. petrify for ½ damage). Otherwise, they let the PCs pass unmolested. Due to cover, these goblins are -4 to be hit by missile attacks.

2. **North Watch Post:** Broken pieces of wood; leaf litter and dirt scattered across the floor. During the evening hours there may be 1d3 Goblins encountered here (see area **#1** above). If so, they each have short bows & 12 arrows in addition to their melee weapons. They have 1d10+1 ep each.

3. **Goblin Hideout:** Dismal odor; sounds of eating; unfinished hide bedrolls; rotting deer carcass; glowing coals in crude fire pit. Goblins (5) dining on spoiled venison. Each has 1d10+1 ep and one wears a copper nose ring (10 gp value).

4. **Former Magic-user's Quarters:** Ruined desk; pile of splintered wood and damp, rotted cloth (formerly a bed); dead leaves & dirt on the floor. Giant Centipedes (4) nest in the ruins of the bed. A secret door in the north wall opens into a small alcove lined with stone shelves. A *potion of healing* sits on one shelf and a *journey cape* and *chill guard parasol* hang from a peg (see **New Magical Items** p. 23).

5. **Haunted Watch Post:** Rusted weapons & armor; ruined adventuring supplies; old bones strewn across the ground; the remains of a long-cold fire; five transparent adventurers seemingly at rest in camp. Phantasms (5 – see p. 23) haunt this room. These spirits were once adventurers that were ambushed and killed not long after setting up camp here for the evening. It is their bones that are scattered about the floor. A search of this area might produce a still-useful piece of adventuring gear, but most of the equipment has been ruined by time and the elements.

6. **Watch Captains' Quarters:** A single, splintered chair is all that remains of this room's furnishings. Empty.

7. **Supply Room:** Musty, mildew smell; spongy wood shelves. This supply closet was looted long ago. Empty

8. **South Common Room:** Cobwebs, debris & dead leaves; overturned trestle table; ruined garments hanging on pegs. Stirges (3) roost in this room, entering & leaving by way of the loop holes. A pile of what appears to be old clothing lies on the floor of the southeastern-most alcove. It is in truth a dead human female in a dress and cloak. A pouch containing 10 gp & a gem (50 gp value) is hidden in her girdle.

9. **South Barracks:** Gaping hole in ceiling; furnishings in shambles; staircase and trap door leading to roof (see **Level 0A**, area **#1 –** p. 17); signs of water damage and rot are prevalent throughout the room; floor creaks & groans when walked upon. A section of floor in this chamber (see map above) is completely rotten from rainwater coming through the holed ceiling. Anyone stepping upon this section of rotted wood has a 2 in 6 chance of falling through the floor to area **#5** below and taking 1d6 points of damage.

10. **Upper Gallery:** Six murder holes in floor; two non-functioning hand cranks for portcullises; pile of stones. During the evening hours there may be 1d3 Goblins encountered here (see area **#1** above). Each has 1d10+1 ep.

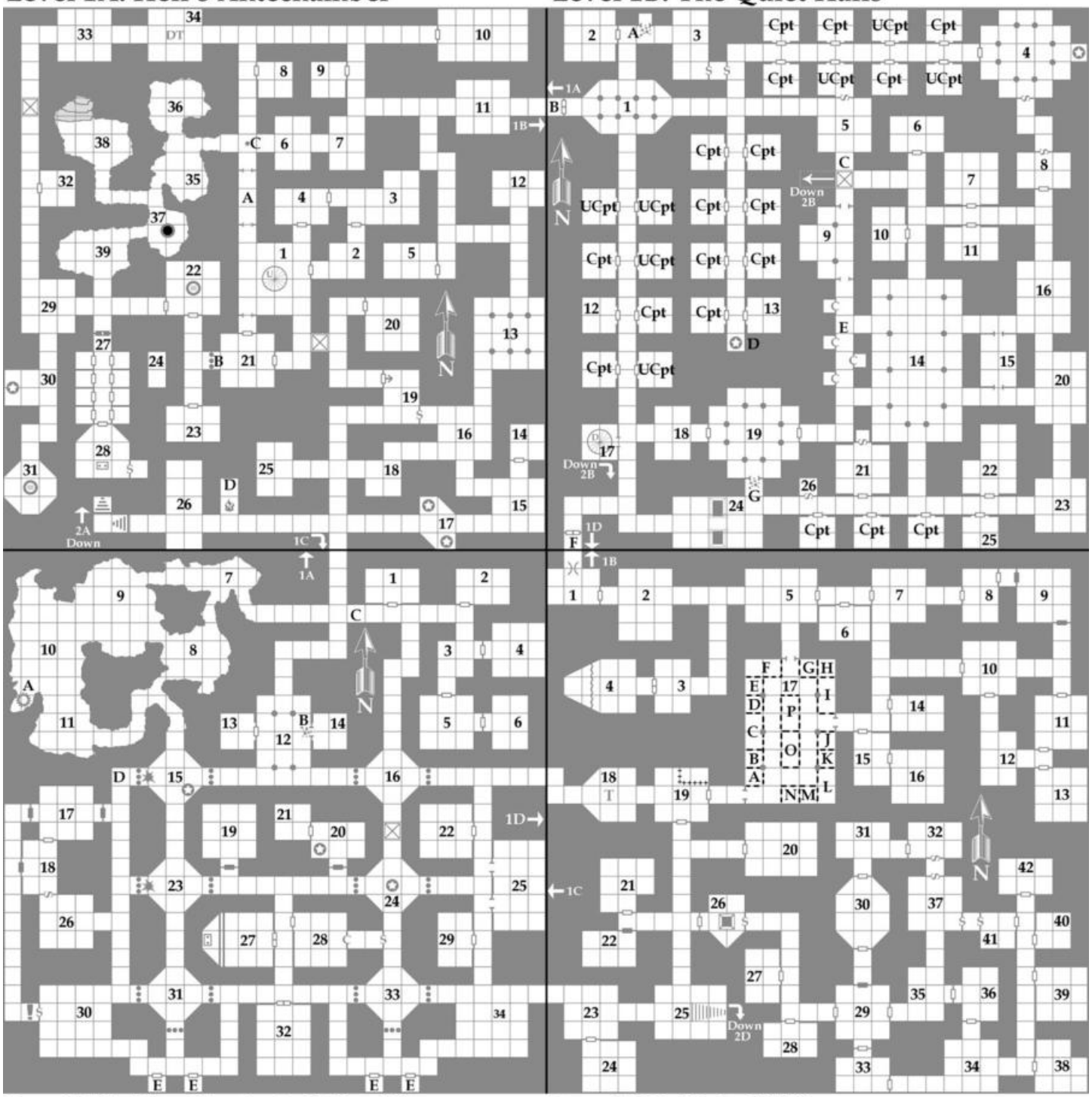
11. **North Barracks:** Buzzing of wasps; broken casks & crates; staircase and trap door leading to roof (see **Level 0A**, area **#1 –** p. 17); cracked leather satchel; dust, dirt & debris. A wasp's nest hangs in the southwestern-most alcove and black & red wasps drone through the air of this room. An intact cask with leather satchel atop it sits beneath the nest. The cask holds good wine (50 gp value) and the satchel contains rusty, but still serviceable hand tools (saw, tongs, files, wooden mallet, and nails). Attempting to take the cask or the satchel stirs up the wasps, who attack as a minor Insect Swarm (**MV** Fly: 60′ (20′), **AC** 8, **HD** ½ , **Hp** 4, **#AT** 1, **DG** 1 hit point **SV** 0 level human, **ML** 11).

12. **North Common Room:** Ash-filled fire ring; chopped-up furniture stacked in piles; goblin footprints amongst the dirt & dead leaves on the floor. Empty.

Level One Master Map

Level 1A: Hell's Antechamber

Level 1B: The Quiet Halls



Level 1C: The Contested Corridors

Level 1D: Kobold Korners

Level One

With the canyon and the old gatehouse now behind them, the adventurers are ready to test the old prison itself. They've most likely discovered the stairwell that leads from area **#18** of **Level 0B** to area **#1** of **Level 1A.** This is the main entrance to Stonehell Dungeon and the one commonly used by both its inhabitants and adventuring parties. It is also possible that the PCs discovered the natural chimney that connects **The Brigand Caves** (see **Stonehell Dungeon Supplement One**) with area **#10** of **Level 1C.** Depending on the party's choice of descent, the Labyrinth Lord should now consult either **Level 1A: Hell's Antechamber** (p. 28) or **Level 1C: The Contested Corridors** (p. 36) for the next phase of the dungeon delve.

The first level of Stonehell Dungeon is comprised of **Hell's Antechamber**, **The Quiet Halls**, **The Contested Corridors**, and **Kobold Korners**. Hell's Antechamber is the most explored section of the dungeon, being the initial proving ground (and sometimes final resting place) of many starting adventurers. The Quiet Halls are plagued by the undead, symptoms of the nixthisis' growing power. The Contested Corridors places the PCs in the middle of a goblin-orc skirmish, and Kobold Korners provides the adventurers with a place to recoup and reequip, provided they've not slain too many of Stonehell's kobold workmen during their explorations. It also houses a wizard's lost lair, of which even the dungeon's residents know nothing.

Level One Monster List

Animate Crystal Statue [AL L, MV 90′ (30′), AC 4, HD 3, #AT 2, DG 1d6/1d6, SV F3, ML 11]
Bat, Normal [AL N, MV 9′ (3′) Fly 120′ (40′), AC 6, HD 1 hp, #AT confuse, DG None, SV 0 lvl Human, ML 6]
Bearer Beetle* [AL N, MV 120′ (40′), AC 4, HD 2, #AT 1, DG 1d6, SV F1, ML 7]
Berserker [AL N, MV 120′ (40′), AC 7, HD 1+1, #AT 1, DG 1d6 or weapon, SV F1, ML NA]
Bone Thing* [AL C, MV 120′ (40′), AC 4, HD 3, #AT 3, DG 1d6 each, SV F2, ML 12]
Brigand [AL C, MV 120′ (40′), AC 6, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 8]
Bugbear [AL C, MV 90′ (30′), AC 5, HD 3+1, #AT 1, DG 2d4 or weapon +1, SV F3, ML 9]
Centipedes, Giant [AL N, MV 60′ (20′), AC 9, HD 1d4 hp, #AT 1, DG Poison, SV 0 lvl Human, ML 7]
Crab Spider [AL N, MV 120′ (40′), AC 7, HD 2, #AT 1, DG 1d8 + poison, SV F1, ML 7]
Crypt Shade* [AL C, MV 90′ (30′), AC 9, HD 2, #AT 1, DG 1d8, SV F2, ML 12]
Doom Lure* [AL C, MV 120′ (40′), AC 8, HD 1+1, #AT 1, DG 1d6 + emotion, SV F1, ML 12]
Dwarf [AL L, MV 60′ (20′), AC 4, HD 1, #AT 1, DG 1d8 or weapon, SV D1, ML 8]
Elf Slave [AL N, MV 120′ (40′), AC 9, HD 1+1, #AT 1, DG 1d2 or weapon, SV E1, ML 7]
Evil Acolyte* [AL C, MV 60′ (20′), AC 5, HD 1, #AT 1, DG 1d6, SV C1, ML 7]
Fire Beetle [AL N, MV 120′ (40′), AC 4, HD 1+2, #AT 1, DG 2d4, SV F1, ML 7]
Ferret, Giant [AL N, MV 150′ (50′), AC 5, HD 1+1, #AT 1, DG 1d8, SV F1, ML 8]
Ghoul [AL C, MV 90′ (30′), AC 6, HD 2, #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9]
Gobber Ooze* [AL N, MV 90′ (30′), AC 8, HD 1, #AT 1, DG 1d8, SV F1, ML 11]
Goblin [AL C, MV 60′ (20′), AC 6, HD 1-1, #AT 1, DG 1d6 or weapon, SV 0 lvl Human, ML 7]
Green Slime [AL N, MV 3′ (1′), AC NA, HD 2, #AT 1, DG Special, SV F1, ML 12]
Human Slave [AL L or N, MV 120′ (40′), AC 9, HD 1d4 hp, #AT 1, DG 1d2 or weapon, SV 0 lvl Human, ML 6]
Insect Swarm [AL N, MV 30′ (10′) Fly 60′ (20′), AC 7, HD 2, #AT 1, DG 2 points, SV 0 lvl Human, ML 11]
Kobold [AL C, MV 60′ (20′), AC 7, HD 1d4 hp, #AT 1, DG 1d4 or weapon -1, SV 0 lvl Human, ML 6]
Lizard, Gecko [AL N, MV 120′ (40′), AC 5, HD 3+1, #AT 1, DG 1d8, SV F2, ML 7]
Locust, Subterranean [AL N, MV 60′ (20′) Fly 180′ (60′), AC 4, HD 2, #AT 1, DG 1d2/1d4/special, SV F2, ML 5]
Mossy Slime* [AL N, MV 30′ (10′), AC 8, HD 2, #AT 1, DG 1d6, SV F1, ML 12]
Orc [AL C, MV 120′ (40′), AC 6, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 8]
Rat, Giant [AL N, MV 120 (40′), AC 7, HD 1d4 hp, #AT 1, DG 1d3 + disease, SV F1, ML 8]
Rot Grubs [AL N, MV 10′ (1′), AC 9, HD 1 hp, #AT Special, DG Special, SV 0 lvl Human, ML NA]
Shrew, Giant [AL N, MV 180′ (60′), AC 4, HD 1, #AT 2, DG 1d6/1d6, SV F1, ML 10]
Skeleton [AL C, MV 60′ (20′), AC 7, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 12]
Slug, Great* [AL N, MV 30′ (10′), AC 8, HD 1, #AT 1, DG 1d3, SV F1, ML 7]
Spitting Cobra [AL N, MV 90′ (30′), AC 7, HD 1, #AT 1, DG 1d3 + poison, SV F1, ML 7]
Stirge [AL N, MV 30′ (10′) Fly 180′ (60′), AC 7, HD 1, #AT 1, DG 1d3, SV F2, ML 9]
Toad, Giant [AL N, MV 90′ (30′), AC 7, HD 2+2, #AT 1, DG 1d4+1, SV F1, ML 6]
Wolf [AL N, MV 180′ (60′), AC 7, HD 2+2, #AT 1, DG 1d6, SV F1, ML 8]
Zombie [AL C, MV 120′ (40′), AC 8, HD 2, #AT 1, DG 1d8 or weapon, SV F1, ML 12]

* New Monster

Level 1A: Hell's Antechamber

Overview

The entrance halls of Stonehell have been explored by countless bands of adventurers, making it the most well-known section of the dungeon. Accounts of mysterious statues, deadly traps, and the enigmatic Wheel of Fate are common in the taverns of nearby settlements. Many beginning parties of adventurers meet their first challenges within these night-haunted halls, but not all live to recount their deeds.

The construction of the corridors and chambers of Hell's Antechamber reflect the dungeon's long history. In many places, the rough-hewn flagstones, stone blocks, and slab ceilings exhibit the rushed construction process of the dungeon's prisoner population. In other spots, the stonework has been improved by later dungeon residents who shored-up and improved the original construction. In a few locales, the stone walls bear the mark of superior dwarven building techniques, who, even when imprisoned, refused to work the rock with anything less than their racial excellence.

The corridors and rooms bear the mark of constant traffic. Discarded equipment, burned-out torches, and broken armor accumulate in corners and along the edges of corridors. Cryptic marks and messages are found scrawled on the walls in chalk, blood, or less identifiable substances. The stonework of the dungeon shows occaisonal signs of having been repaired. Crude plaster, rough mortar, and inexpertly-chipped stones patch the walls, floors, and ceilings. This is the work of the kobold repair crews and most dwarves will be able to identify it as such.

Population

Hell's Antechamber is the home to a few of the dungeon's sentient resident races and many of its less-intelligent ones. Because of constant adventuring bands, the turnover of this section's population is very rapid. Parties hoping to learn what they will encounter in the beginning portion of the dungeon from veteran adventurers will find that their stories contradict each other.

Rats, snakes, spiders, beetles, and toads of the giant variety comprise the bottom rung of the Antechamber's ecosystem. These creatures are hunted by the occasional giant ferret that forays into the dungeon for a meal, as well as the giant gecko lizard (known as "Da' Dragon" by the kobold work crews) that makes its home in the caves on this level. Skeletons and zombies are sometimes encountered within these halls, brought to the hideous semblance of life by the unbalancing presence of the nixthisis in the dungeon.

Among the more intelligent inhabitants of the Antechamber are the kobold work crews which are charged with the maintenance and repairing of Stonehell. These scaly workmen are very knowledgeable of the dangers concealed within the Antechamber's halls, but rough treatment at the hands of adventurers makes them cautious when dealing with outsiders. Recently, in the wake of their success ridding the Contested Corridors (**Level 1C** p. 36) of their goblin foes, the Open Sore Orcs have moved into the Antechamber. They have dreams of eventually controlling most of Stonehell's uppermost level and their establishment of a small garrison here is the first stage of that plan.

In addition to the kobolds and orcs, groups of berserkers, the degenerate descendants of Stonehell's prisoner population, are found hunting adventurers here. Small parties of brigands from the caves above make trips into the dungeon for supplies and booty, and these bandits will see battered parties of adventurers as likely prey. Lastly, a dwarven expedition has arrived to document the works of their relatives in the dungeon (see **Important NPCs** below).

Special Dungeon Notes

The Wheel of Fortune (#23) – In the decades after the liberation of the prison, a cult dedicated to the worship of Chance established a shrine within the dungeon. The cult maintained a stronghold on the upper level for many years before they mysteriously packed up and moved deeper into the dungeon. This cult would build a much larger temple to Chance, known as the Casino, on one of Stonehell's lower levels (which is detailed in **Stonehell Dungeon Book Two**).

Although the cult has moved on, their presence remains in the form of the Wheel of Fortune, a gigantic stone dial marked with the images of smiling and frowning faces. Despite the many years it has stood here, the Wheel still spins easily, although its aging bearings create a clamor loud enough to warrant a Wandering Monster check. The Wheel can be spun twice per day.

If someone decides to spin the Wheel, roll a d6 to determine if the Wheel's effect is good (weal) or bad (woe) and a d10 to determine the exact effect on the table below.

The Wheel of Fortune			
	Weal (1-3)		**Woe (4-6)**
1	Healed of all damage.	1	Struck blind.
2	Coins on person double.	2	Take 1d8 points of damage.
3	+1 bonus to damage for 24 hrs.	3	Paralyzed.
4	Receive gem of random value.	4	All wealth carried vanishes.
5	Regain all spells cast (roll again for non-spell casting classes).	5	Forget all spells (roll again for non-spell casting classes).
6	Gain 500 xp.	6	Always attacks last (this trip into the dungeon only).
7	+1 to saving throws for 24 hrs.	7	-1 to all dice rolls for 24 hrs.
8	May re-roll one die (this trip into the dungeon only).	8	Lose one level of experience.
9	-1 to AC for 24 hrs.	9	*Polymorphed* into harmless animal.
10	+1 to a random ability score (one time gift only).	10	Save vs. spell or die.

Important NPCS

A dwarven architect named Snorri Broadshoulders has recently arrived at Stonehell to study and catalogue the dwarven stonework found within the dungeon.

Snorri Broadshoulders [**AL** L, **MV** 60′ (20′), **AC** 5, **HD** 1, **Hp** 5, **#AT** 1, **DG** 1d6 (hand axe), **SV** D1, **ML** 8]

Snorri's appearance is typical for a dwarf: a long, braided beard and balding head of red hair, stout build, and wearing a suit of worn, but well-maintained chain mail. A satchel holding blueprints, notes, food, a writing case with ink & pens, and a flask of dwarven brandy hangs at his side. He keeps 200 gp in a money belt underneath his armor. Snorri is a lifelong student of architecture and stonework and receives a +1 bonus to his dwarven ability to detect unusual masonry. His study of Stonehell is aided by a group of four assistants/bodyguards (stats as normal dwarves).

Snorri plans to diagram and record any instances of dwarven stonework within the dungeon. He will be especially interested in areas **#9-11** on **Level 3A**, areas **#7-8** on **Level 4A**, and area **#18** on **Level 4D,** and will pay for directions or a guide to those places. He and his men are willing to join forces with a party of adventurers, but Snorri will insist on leading such joint efforts. Unfortunately, his scholarly documentation takes precedence over explorations of a more lucrative nature, and Snorri will insist on the careful study and the diagramming of rooms as they are explored. Such detailed work requires an inordinate amount of time and is likely to irritate adventurers.

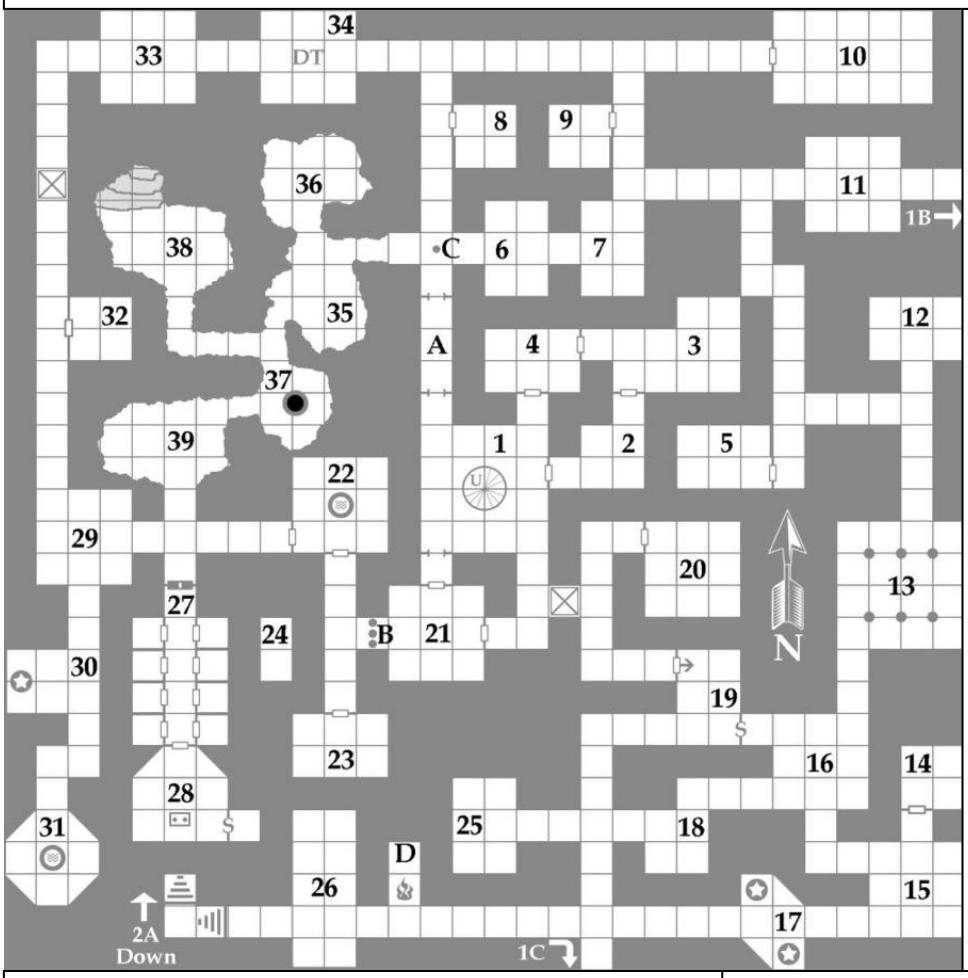
New Magic-user and Elf Spells

Unseen Presence
Level: 2
Duration: Special
Range: One object or location

This spell creates the effect of an unseen person acting upon a place or thing. It may be used to duplicate the sound someone speaking a phrase up to 20 words in length, a person applying up to 10 lbs. of force on an object (enough to close a door, knock over a small item, cause a light wind, or pull a rope), replicate the smell of perfume, pipe smoke, unwashed bodies, or other personal odors, or other minor effects producible by the presence of a living person at the Labyrinth Lord's discretion. It may not be cast upon or directly affect (by pushing, for example) a living creature.

Once cast, the spell remains in place until triggered by an event stipulated by the caster. These triggering events can be as specific or as vague as the caster desires ("when someone enters this room" or "when three dwarves and two elves sing the Hymn of Bronwyn" are both acceptable), but the trigger cannot be keyed to proper names, alignments, classes, or other specific but intangible identifiers. The spell is permanent until the triggering event occurs, at which time the spell is enacted and expires. The caster may make the enchantment permanent, causing it to repeat each time the triggering event occurs, by sprinkling the object or area upon which the spell is cast with diamond dust worth 5,000 gp. Multiple castings of *unseen presence* on an object or location are allowed.

Level 1A: Hell's Antechamber



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Kobolds (4d4)
2. Kobolds (4d4)
3. Kobolds (4d4)
4. Orcs (2d4)
5. Orcs (2d4)
6. Orcs (2d4)
7. Orcs (2d4)
8. Berserkers (1d6)
9. Brigands (1d8)
10. Centipedes, Giant (2d4)
11. Crab Spider (1d4)
12. Dwarf (1d6)
13. Fire Beetle (1d8)
14. Ferret, Giant (1d8)
15. Gecko Lizard, Giant (1)
16. Rat, Giant (3d6)
17. Skeletons (3d4)
18. Spitting Cobra (1d6)
19. Toad, Giant (1d4)
20. Zombies (2d4)

Legend – Special

DT – Dart Trap (currently broken, but inflicts 1d4 damage to a 10'square when functional)

– Fire Trap (1d8 damage; save vs. breath attacks for half damage)

– Pit Trap (10' deep; 1d6 damage)

Features Key

A: Archways resembling fanged ogre mouths with murals of cavorting imps on walls in between them.
B: Lowered portcullis & rusted shut. A successful Open Doors check at -1 penalty in needed to lift it.
C: Rusted metal signpost at intersection. Arrow pointing west reads "Da' Dragon's Den."
D: A glyph carved into wall. Touching it *teleports* to area **#24.**

Table A: Random Crypt Contents

Crypt Residents	Crypt Treasure
1. Skeletons (1d6)	1. Jewelry (1d6×100 gp)
2. Zombies (1d4)	2. Coin (1d4×100 random type)
3. Giant Rats (2d6)	3. Minor Magic Item
4. Ghoul (1)	4. No treasure
5. Empty	5. No treasure
6. Empty	6. No treasure

Room Key

1. **Grand Foyer:** Musty and dank with vaulted ceiling; spiral stairs ascend 100' to area **#18** of **Level 0B** (p. 21). Empty.
2. **Ruined Kitchen:** Smashed crockery & rusty utensils; smells foul. The sink pump spews Green Slime if used.
3. **Feast Hall:** Battered shields & torn tapestries on walls; cracked & rotted dining furniture. Empty.
4. **Burned Room:** Soot on walls; charred furniture; old smell of smoke. Empty.
5. **Ancient Bedchamber:** Smell of smoke & cooking meat; decrepit pieces of furniture. Berserkers (5) are cooking "long pig" over a small fire. They have 4d6 cp each.
6. **Refuse Room:** Food scraps; filth; broken tools & furniture. Spitting Cobras (3) attack if the junk piles are disturbed.
7. **Eternal Silhouettes:** Sooty, man-shaped silhouettes on walls; ancient memorial inscriptions. If wiped clean, the silhouettes always return after 1d6 days.
8. **Cadaver Storage**: Fresh humanoid corpses; linens & chemicals; rat-chewed door. Giant Rats (10). Under a flagstone are 3,000 sp & 2 gems (25 gp each). Kobolds store corpses here to trade with the Gentlemen Ghouls (see **Level 4D**).
9. **"Rocky" Oracle:** Bearded human head (10' tall) with smoking mouth and crystal eyes. This head answers up to 3 questions each day. Its answers are: (roll d6) 1-2 truthful, 3-4 false, 5-6 cryptic response (see **Table C** below)
10. **Dormitory:** Smashed bunks; moldy furniture; smell of mildew. Empty.
11. **Ancient Battleground:** Bones; rusted weapons; cold air. There is a 25% chance each round of ghostly figure appearing. The figure is harmless, but a save vs. spells must be made or any PC viewing it flees for 1d4 rounds.

12. **Graffiti-covered Room:** Crude pictures & lewd slogans on the walls; remnants of an old fire; dust & webs. Empty.
13. **High Vaulted Chamber:** High (35′) ceiling; columns (5′ dia.); webs. Empty.
14. **Orc Captain's Room:** Scavenged furniture; skulls of victims. Orc Captain (2 HD). Sack of 100 gp, gold armband (50 gp), and *battle axe +1*
15. **Common Room:** Orcs (6) resting, drinking, and maintaining weapons. Two have short bows. Each has 3d6 sp.
16. **Orc Guard Post:** Alarm gong; fallen stones & debris piled into defensive wall in center of room. Orcs (7), 3 armed with short bows. Alarm gong will summon orcs from area **#15** in 1d4+1 rounds if rung. The orcs are unaware of the secret door. Each has 3d6 sp and one owns a bottle of dwarven brandy (25 gp).
17. **Oblong Room:** Weird frescoes; two statues of armored men pointing towards one another. An electricity trap (1d8; save vs. wands for no damage) is sprung by passing between the statues. This trap will alert the orcs in area **#15.**
18. **Orc Trash Heap:** Bones; rotted food; orc dung; chittering of rodents. Giant Rats (15). One wears a collar with brass tag that reads "Precious" (a pet of the wererats on **Level 3A**). A fight here may (4 in 6 chance) alert guards in area **#16.**
19. **Architectural Wonder:** Masterpiece stonework; images of dwarven gods; intricate patterned floor. Snorri Broadshoulders and Dwarves (4) taking notes. See **Important NPCs** (p. 29) for additional information.
20. **Dormitory:** Smashed furniture; walls completely covered in tally marks. Empty.
21. **Unseen Presence Chamber:** Skeletal remains on floor; old bloodstains. 1d4 rounds after entry, an *unseen presence* (see **New Magic-user and Elf Spells** p. 29) causes a wind to buffet the room and a voice to say, "Fools! Flee before your bones rest here evermore!" Sinister laughter follows. The voice activates each time someone enters this room.
22. **Gas Fountain:** Dry stone fountain adorned with a statue of a leaping fish. Fish spouts poison gas (2 in 6 chance; save vs. poison or die) in 10′×10′ cloud if the fountain is disturbed.
23. **Wheel of Fortune:** Great stone dial adorned with glyphs. See **Special Dungeon Notes** (p. 28).
24. **Reclusive Room:** Entrance/exit by *teleport* glyph (**Feature D**). Crumbling books; star charts; broken alembics; a *teleport* glyph on one wall. A forgotten spellbook containing 1d6 1st level & 1d4 2nd level spells lies here.
25. **Flaking Room:** Sagging ceiling; flaking painted frescoes; loose rubble and debris. Empty.
26. **Smashed Gallery**: Broken statues; low plinths. A sack with 500 sp, 30 gp, and key to area **#27** is stashed in a statue.
27. **Ancient Crypts:** The double doors leading to this area are locked. Stone doors with worn inscriptions; multiple biers in each crypt. Roll once on each column of **Table A** above to determine the contents for each crypt.
28. **Giggling Skull Shrine:** Altar of bones; grinning stone skull on wall. Save vs. spells if altar is touched or laugh hysterically for 1d6 turns (double chance of wandering monster). Secret room contains religious vestments and a needle-trapped (save vs. poison or die) coffer holding 9,000 sp, 6 pieces of jewelry (10 gp each) and 2 *potions of healing.*
29. **Crumbling Chamber:** Cracked walls & ceiling; niter deposits. Giant Centipedes (3) live in the cracks overhead.
30. **Devil-Lizard Statue:** Statue of a large bipedal lizard with four arms and a nose horn; stone fragments on floor; large bowl holding 400 sp. Stones fall from ceiling if bowl is tampered with (all within 10′ save vs. petrify or 2d6 dam).
31. **Cistern:** Pool (5′ deep) of clean, potable water; rotted barrels; rusty buckets. Empty.
32. **Cluttered Storeroom:** Contains mounds of old gear and supplies. Each turn spent searching has 2 in 6 chance of finding a useful item (see **Table B** below).
33. **Big Eyes:** Sounds of work from area **#34**; 10′ tall human faces with oversized eyes carved into the walls. Empty.
34. **Gaping Mouths:** Sounds of work; faces with open mouths caved into walls. Kobold work crew (10) rearming dart trap & fixing cracked masonry. A kobold is on watch at each entrance. Each has 4d6 cp and assorted tools.
35. **Cave:** Flowstone and stone draperies; chittering of bats from area **#36.** Kobold work crew (7) en route/returning from collecting guano from area **#36**. They are terrified of "Da' Dragon." Each has 4d6 cp and a bucket of guano.
36. **Bat Cave:** Odor of guano and ammonia; cracks in ceiling; stalactites & stalagmites. Normal bats (55).
37. **Whistling Well:** Stone well whistling from air flow; dripping ceiling. Well descends 60′ to area **#24** on **Level 2A.**
38. **False Dragon's Den:** Bones; filth; 10′ deep pool of water. A Giant Gecko (22 hp) lives here. Its "horde" contains 80 cp and a circlet (1,100 gp). Gecko sometimes (2 in 6 chance) clings to ceiling, giving it a +2 bonus to surprise intruders.
39. **Cave:** Dripping water; phosphorescent moss. Empty.

Table C: Rocky the Oracle's Cryptic Responses

1. "Seek out the well that whistles and cast a treasure into its depths."
2. "Avoid pointed arguments. The results can be shocking."
3. "Seclusion is magic's watchword. Seek the room without doors."
4. "Death rests uneasy here. Do not awaken that which cannot sleep."
5. "Beware the caves for they be the home of the Dragon."
6. "Pester not the fish that breathes air!"

Table B: Cluttered Storeroom

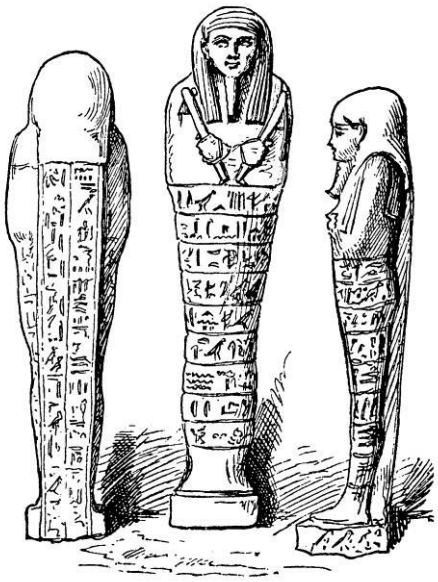
1. 1d6 flasks of oil
2. Quiver or bolt case with 24 arrows/bolts
3. 50′ of hemp rope
4. Shovel, pick, or crowbar
5. Bottle of wine
6. Bundle of 8 torches
7. 1d4 bedrolls
8. 10′ ladder
9. Iron spikes (6) & hammer
10. *Potion of healing* (1-4) or *potion of poison* (5-6)

Level 1B: The Quiet Halls

Overview

From the earliest days of the prison, death has been a common occurrence in Stonehell. The original prisoners discovered that the guards would not allow the corpses of the dead to be removed from the prison. In order to store the dead and give them some semblance of rest, the Quiet Halls were built. Consisting of a series of crypts and temples, the Quiet Halls were initially a simple affair. However, the passage of time and the rise of the many sects and cults within the prison would eventually turn the Quiet Halls into a more elaborate locale, with relief carvings, frescoes, murals, and other accoutrements added to appease the spirits of the dead.

As the years passed and the prisoners degenerated, the Quiet Halls fell into disrepair. The murals and frescoes are now faded and flaking. The detritus of collapse and age litter the corridors, and many of the crypts and temples have been plundered. Even worse, the nixthisis' presence has caused a slide into chaos that has blurred the line between the living and the dead. The Quiet Halls are a shunned place now, visited only by the vermin of the dungeon and a few evil men who seek the Halls for their own mysterious purposes.



Population

The restless dead in various forms make up the largest percentage of the Quiet Halls' population. Skeletons, zombies, and ghouls, as well as the less common crypt shade and the Bone Thing await the coming of the adventurers. The presence of these creatures is a side-effect of the nixthisis' occupancy of Stonehell. As it grows more powerful, it upsets the balance between Law and Chaos, causing a spike in undead activity. The undead have always been a danger in the Quiet Halls, but this threat has grown much greater in the last few decades.

Special Dungeon Notes

Balefire (#23) **–** Balefire is a cold, blackish-purple flame of supernatural origin. Balefire flickers into appearance, crawls across the floor and walls, and then vanishes. It appears randomly and without warning, and only affects living creatures. Magical protections against cold provide some defense (+2 to saving throw) from this magical fire, but fire/heat protections have no effect. A single vial of holy water can create a protective circle that prevents balefire from crossing into that area, but the circle is only large enough for a single individual. Each round the party is in area **#23** there is a 25% chance that balefire erupts in the location they are standing in. If this occurs, roll a d6 to determine the severity of the damage taken on the table below. They may save vs. breath attacks for no damage.

Balefire Damage Table

d6 Roll	Damage Inflicted
1-2	1 point of damage
3-4	1-2 points of damage
5	1d4 points of damage
6	1d6 points of damage

Ghostly Funeral Skiff (randomly encountered) **–** This special wandering monster is another result of the growing influx of chaotic energies in the dungeon. It is a reflection of the spectral boat that carries away the dead in some mythologies. When the ghost skiff is encountered, the hallways fill with cold mist and the sound of water lapping on a boat's hull is heard. A high-prow funeral skiff emerges from the mist, crewed by 4 skeletons, 2 zombies, and a cowled figure at the rudder. The skiff remains for 5 rounds, during which time the undead crew will attempt to drag PCs aboard. Once five rounds have passed, the skiff and the mist vanish. The skeletons & zombies may be destroyed as usual, but the cowled figure is immune to attacks & Turning. The fate of any party member aboard the skiff when it vanishes is left to the Labyrinth Lord.

Important NPCS

There is one important man who lurks in the Quiet Halls. The evil acolytes and their superiors have great plans for the leper known as Malfreces Nul.

Malfreces Nul [**AL** C, **MV** 90′ (30′), **AC** 5, **HD** 3, **Hp** 12, **#AT** 1, **DG** 1d6, **SV** C3, **ML** 10]

Malfreces Nul is a gruesome human male. His overlong arms and legs, knobby knees, and pot belly give him a spider-like appearance, but it is his virulent strain of leprosy that makes him truly horrifying. His gray hair is falling out, open sores dot his face and hands, and his

nose has rotted away completely. Malfreces dresses in homespun robes that cover his black chain mail hauberk. He's armed with a quarterstaff he uses as both a walking stick and a weapon. Although Malfreces lives as a hermit and seeks to avoid contact with other (living) beings, he is thoroughly evil and his desire for solitude has nothing to do with peaceful intentions.

Malfreces bears the blessing of the Duke of Bones, a minor godling whose domain of control is the lesser undead. This blessing makes it impossible for undead of 3 HD or less to attack Malfreces unless he attacks them first. He can also communicate with the corpses of recently deceased beings. He may do this once per week and can ask the corpse up to ten questions (which it must answer truthfully) before this power fails. As a 3rd level cleric, Malfreces commonly has *cause light wounds, fear,* and *hold person* memorized.

Malfreces seeks to live a life of quiet evil amongst the dead here in Stonehell. Opposing this is a band of evil acolytes who serve a distant Chaotic monastery. Having heard of Malfreces' powers, the Abbot of Chaos seeks to woo the evil hermit into an alliance with the monastery. It is the acolytes' goal to return with Malfreces—willingly or not. So far Malfreces has eluded the questing acolytes, leading them into the grasp of the undead in this area. He hopes they will eventually give up their quest and leave him in peace.

The Labyrinth Lord is free to develop the plans of the Abbot of Chaos and Nul's role in them. The monastery's planned campaign of evil and the forces of Law's attempts to stop them could become a series of adventures (or a whole campaign) in which the PCs participate.

New Monsters

Bone Thing
No. Enc: 1d2 (0)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 4
Hit Dice: 3
Attacks: 3 (fists)
Damage: 1d6 each
Save: F2
Morale: 12
Hoard Class: None

Appearing as an asymmetrical collection of animate bones that have taken a crude human shape, bone things attack with a flurry of splintered bone fists. They strike three times per round; inflicting 1d6 points of damage with each attack. Bone things are undead creatures and immune to *sleep* and *charm* spells. Clerics turn bone things as 3 HD creatures.

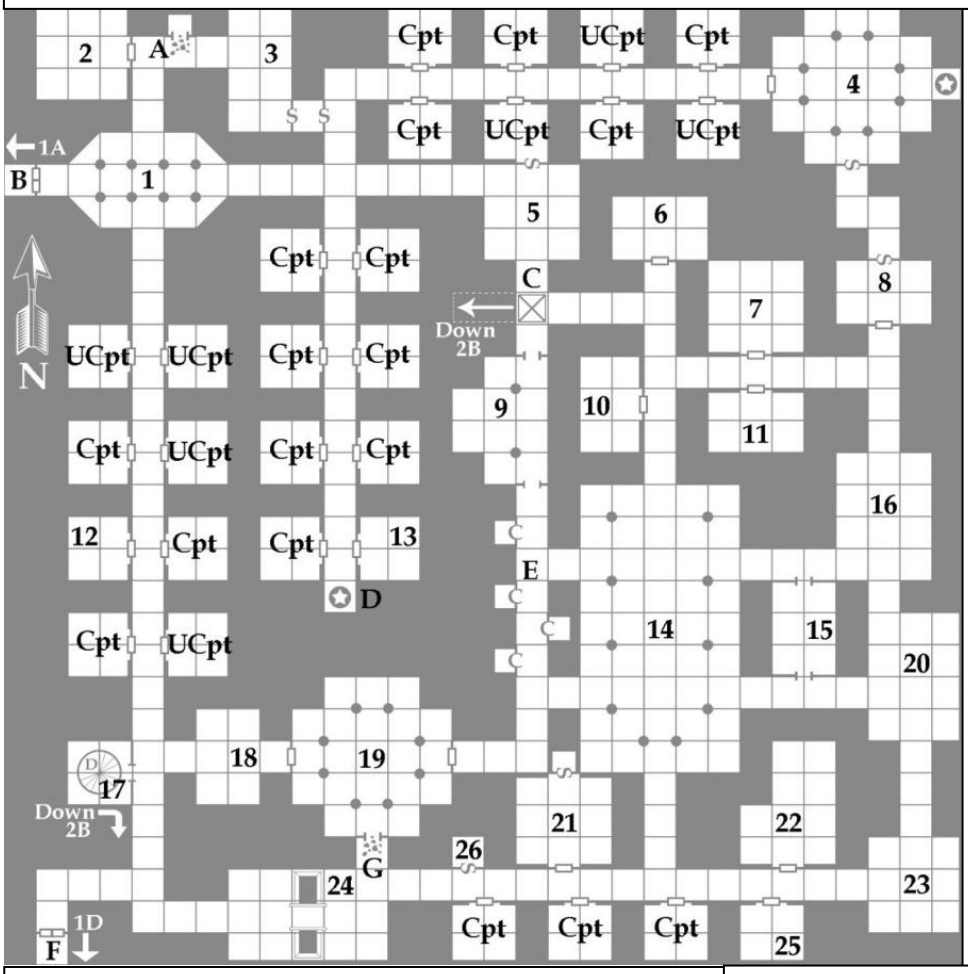
Crypt Shade
No. Enc: 1d2 (0)
Alignment: Chaotic
Movement: 90′ (30′)
Armor Class: 9
Hit Dice: 2
Attacks: 1 (whirling debris)
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None

This undead creature is a roughly human-shaped collection of shadows, dust, rotted burial linens, bone fragments, and other sepulcher debris. Spawned from chaos and lingering hate, crypt shades feed on the fear and pain of their victims. They attack by engulfing victims within the shifting cloud of grave detritus that gives them shape, battering victims for 1d8 points of damage. Crypt shades are turned as 2 HD creatures and possess the undead immunity to *sleep* and *charm*. Physical attacks on a crypt shade inflict only half damage. They suffer normal damage from fire, silver, magic, and holy water.

Evil Acolytes
No. Enc: 1d8 (1d20)
Alignment: Chaotic
Movement: 60′ (20′)
Armor Class: 5
Hit Dice: 1
Attacks: 1 (mace)
Damage: 1d6
Save: C1
Morale: 7
Hoard Class: VI

Evil acolytes are novices-in-training under a ranking member of a Chaotic sect. While yet unable to employ clerical spells, they are skilled in the arts of battle and are used as bodyguards/cannon-fodder by their superiors. If five or more evil acolytes are encountered, they will be led by a cleric of 2nd, 3rd, or 4th level (roll 1d12: 1-5 = 2nd level leader, 6-10 = 3rd level leader, 11-12 = 4th level). These leaders have the normal number clerical spells applicable for their level as selected by the Labyrinth Lord.

Level 1B: The Quiet Halls



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Skeletons (3d4)
2. Skeletons (3d4)
3. Skeletons (3d4)
4. Zombies (2d4)
5. Zombies (2d4)
6. Zombies (2d4)
7. Crypt Shades (1d4) – see p. 33
8. Evil Acolytes (1d8) – see p. 33
9. Ghostly Funeral Skiff – see **Special Dungeon Notes** p. 32
10. Ghouls (1d6)
11. Malfreces Nul (see area **#13** and **Important NPC** p. 32**)** & Skeletons (2d6)
12. Centipedes, Giant (2d4)
13. Crab Spiders (1d4)
14. Fire Beetles (1d8)
15. Insect Swarm (1 swarm)
16. Rat, Giant (3d6)
17. Shrew, Giant (1d4)
18. Spitting Cobra (1d6)
19. Stirges (1d10)
20. Toad, Giant (1d4)

Legend – Special

Cpt – Crypt (Roll twice on **Table A** to determine the contents)
UCpt – Unquiet Crypt (See **Table B**)

Features Key

A: Collapsed wall revealing an empty cavity behind it. The smell of old death lingers in the air. The wall looks as if it was opened from the inside by something breaking free.
B & F: Stone doors engraved with images of a *danse macabre.* An Open Doors check at a -1 penalty is required to open them.
C: Pit Trap (springs open on 3 in 6; 1d6 dam.) that leads to a chute down to area **#21** on **Level 2B** (p. 53).
D: Stone statue of grotesque toad perched atop a heap of skulls.
E: Bricked-up cavities each containing Zombies (2). There is a 4 in 6 chance the zombies break out from behind the masonry (check for surprise) to attack party as they pass by.
G: Bashed in door. The area is littered with broken timbers and rusty door parts.

Table A: Random Crypt Contents

Crypt Residents	Crypt Treasure
1. Skeletons (2d6)	1. Copper Trinkets (1d4×10 cp)
2. Zombies (2d4)	2. Coin (1d4×100 random type)
3. Giant Rats (3d6)	3. Jewelry (2d4×10 gp)
4. Ghoul (1)	4. No treasure
5. Empty	5. No treasure
6. Empty	6. No treasure

Table B: Unquiet Crypts

Unquiet Crypts always contain monsters that will exit their crypt to attack intruders regardless of whether the party investigates the burial chamber or not. Roll once on each column below to determine the crypt's inhabitants, treasure, and when they emerge to attack the party.

Crypt Residents	Emerges from Crypt
1-2. Skeletons (2d6)	1-2. As party approaches.
3-4. Zombies (2d4)	3-4. As party reaches the door.
5. Ghoul (1)	5-6. After party passes by.
6. Crypt Shades (1d3)	

Crypt Treasure

1. Copper Trinkets (1d4×10 cp)
2. Coin (1d4×100 random type)
3. Jewelry (1d6×100 gp)
4. Minor Magic Item
5. No treasure
6. No treasure

Room Key

1. **Grand Entrance Hall:** Dusty hall; fallen masonry covered in lichen; 3' dia. columns; chill air and the smell of old death. Fire Beetles (8) grazing on lichen.
2. **Morgue:** Rotted wooden shelves for bodies; ancient names and dates written on walls; decayed linens. Empty

3. **Memoriam Gallery:** Plaster death masks on walls; scores of melted candles; cobwebs & dust; secret door behind pivoting section of wall. Empty.
4. **Temple of Sorcha the Witch Bitch:** Fluted columns; 30'high ceiling; rusted iron statue of a veiled woman holding two flails. Skeletons (7) in niches along walls. Offering jug at statue's feet holds 50 sp. One flail is gold plated (20 gp).
5. **Room of the Snake:** Skeletal remains of giant serpent; broken weapons; walls pitted by acid. Skeletons (7) mixed amongst remains of snake. The skeletons rise and attack the party if approached.
6. **Preservation Room:** Linen wrappings; jars of spices; odd-shaped bottles holding liquids. Most of these liquids are poisonous if drunk, but one bottle acts as a *potion of longevity.*
7. **Room of Woe:** Decayed prayer mats on floor; frescoes of mourners wailing, rending garments & gnashing teeth; ceremonial scourges; salt-stained, brass font that once contained tears. Empty.
8. **Priestess Quarters:** Collapsed furniture; small altar to Sorcha; dead rats. Altar slides to reveal a secret passage. A *cursed scroll* (reader is struck blind) is hidden amongst the blasphemous texts on a desk in this room.
9. **Shrine to Baal:** Fire-blackened pillars; great iron statue/furnace of Baal filled with ashes and bones. Empty
10. **Haunted Crematorium:** Furnace of black iron; shelves with urns; litters for bodies; smell of a recent fire in the air. The furnace is haunted and throws gouts of flame (1d6 damage; save vs. breath attacks for no damage) 1d4 rounds after room is entered. Furnace can be exorcised by inflicting 15 points of damage to it with holy water.
11. **Ghoul Lair:** Smell of rotted flesh; gibbering and slobbering sounds; bloody, gore-stained walls and floor. Ghouls (3) feasting on mortal remains. Amongst the gore are copper trinkets worth 6,000 cp and a *war hammer +1.*
12. **Bone Thing Den**: Mounds of aged bones; chill air; odd shadows and foul slime. Bone Thing (19 hp – see p. 33). Copper burial trinkets (12,000 cp value), 6,000 sp and 5 pieces of jewelry (2×30 gp, 500 gp and 2×1,300gp).
13. **Evil Priest's Sanctuary:** Crypt-turned-living quarters; bier for a bed; candles; obscene idols; unholy symbol on wall. There is a 50% chance that Malfreces Nul is here (see **Important NPCs** p. 32). Although there is no treasure here, Malfreces carries 1d10+1 ep on his person in a silk pouch (10 gp value).
14. **Great Hall:** High (30)' ceiling, columns inscribed with bone pattern; fallen masonry; bats flutter above; rusty gong between southernmost columns. Skeletons (8) and Zombies (10) occupy this chamber.
15. **Devil Gallery:** Devils carved in high relief on walls; faint odor of brimstone; empty censers hanging on hooks; bloodstains on floor. Empty.
16. **Chamber of the Obelisk:** Basalt obelisk (8' tall); black & white checkered floor; dust; water seepage & puddles. Obelisk causes clerical spells to be reversed if applicable; otherwise nullifies any spell cast in this room.
17. **Stairway Room:** Circular stairs leading down to area **#1** on **Level 2B** (p. 53); walls covered with peeling frescoes of slaves digging tunnels; crude pictographs of lizard-like humanoids cavorting, hunting & worshipping. The stairs are trapped with a scything blade (save vs. petrify or 1d8 damage).
18. **Junk Room:** Piles of rotted burial lines, smashed urns, broken weapons, tools & armor; empty rotten coffins & crumbling sarcophagi; bas-reliefs of animal-headed figures. Crab Spider (1) lurks in the wreckage along with 21 cp.
19. **Desecrated Temple:** Destroyed altar; unrecognizable statue; broken font; burned tapestries. Stirges (7) roost here. A gem (250 gp value) lies undiscovered amongst the rubble of the altar.
20. **Sarcophagi Chamber:** Empty stone sarcophagi (20) standing upright; hieroglyphics on walls; empty torch sconces; giant (15' tall) pair of stone merchant scales. Scales judge the merit of any who climb into the weighing pans: Lawful – *Blessed* for 6 turns; Neutral – No effect; Chaotic – *Cursed* for 6 turns.
21. **Evil Acolytes' Lair:** Bundled belongings; bedrolls; campfire. Evil Acolytes (8 – see p. 33). These men seek Malfreces Nul, but have yet to find him. Two acolytes guard the door at all times. The acolytes are unaware of the secret room. Each has 2d6 ep and the leader owns a *snake staff* and 2 *potions of healing.* The secret room contains religious texts, writing implements, ritual vestments, a scroll of 3 random 1st level clerical spells, & a *scroll of protection vs. elementals.*
22. **Coffin-maker's Workshop:** Crumbling piles of lumber; rusted tools; half-finished coffins; sawdust covered floor. Giant Centipedes (6) live in the wood pile.
23**. Balefire Room:** Raised dais (2' tall, 10' dia.) in center of room; stone chest on dais; flickering black-purple flames crawl across the floor & walls. Anyone touching the floor or walls of the room has a 25% chance of being burned each round by balefire as it crawls around the room (**See Special Dungeon Notes** p. 32). Chest is locked and trapped (poison gas; save vs. poison or die), and contains 1,000 gp and 3 pieces of jewelry (40 gp, 400 gp & 800 gp values).
24. **Bridge of Doom:** Bas-reliefs of veiled mourners on walls; open pit (10' deep) in center of room, spanned by stone bridge (no balustrades); pit filled with rank water, bones, rusted accoutrements, and rotting organic matter. Bridge has a 2 in 6 chance of collapsing; fall deals 1d6+1 dam. & 5% chance of contracting disease. Rot Grubs (12) in the filthy pit.
25. **Beetle Crypt:** Door cracks stuffed with cloth & dirt; buzzing & clicking noises; stripped bones; wriggling larva; crumbling walls; exposed earth. Opening this door unleashes an Insect Swarm (1) of flesh-eating beetles.
26. **Secret Teleporter:** Secret door conceals a bare room with a symbol on the wall opposite the door. Pressing the symbol *teleports* all in this room to area **#25** on **Level 5D** (p. 117).

Level 1C: The Contested Corridors

Overview

In the early days of the prison, these chambers were inmate residences. To combat their loneliness and horrid conditions in which they lived, the prisoners took to decorating these rooms with images of the surface world they left behind. They carved out a non-denominational chapel to serve their spiritual needs and cultivated a fungus garden in one of the natural caverns that pockmarked their underground home.

Once the prisoners slid into depravity and violence, these chambers fell into disrepair and became warzones where rival power blocs fought for dominance. After the prison's liberation, these chambers became homes for bands of humanoids seeking shelter within the dungeon. Until recently, the Open Sore orcs and the Wolf Gang goblins shared these halls under an uneasy truce. When the balance of power shifted slightly in the orcs' favor, they broke the truce and slaughtered their smaller rivals. The massacre was almost complete. A few Wolf Gang goblins still lurk in these halls, hoping to regain what was once theirs and to visit revenge upon the orcs. The Open Sores know these goblins remain close by, but their overconfidence and the entertainment provided by the occasional goblin hunt has kept them from finishing the massacre.

The steady stream of traffic through this area has taken its toll upon the corridors and rooms, leaving many littered with debris, defaced, or crumbling. Areas are periodically cleaned and repaired by the kobold crews, but dungeon violence and wandering adventurers undo this work as quickly as it's completed.

Population

This section of Stonehell is occupied by the usual array of minor vermin and pests that serve as food for the dungeon's larger residents. While kobolds, brigands, and berserkers are commonly found here, the majority of the Contested Corridors' sentient population is comprised of the Open Sore orcs and the Wolf Gang goblins. The balance of power between these warring rivals has tipped in the orcs' favor and the goblin's days are numbered – a fact the goblins are well-aware of. Determined to avenge themselves on the orcs, the goblins are resupplying and preparing for a kamikaze attack on their enemies. If a chance arises for the Wolf Gang goblins to gain allies or dupes (in the form of greedy adventurers), they'll attempt to ensure the PCs take the brunt of the damage in the fight against the orcs.

Although the Wolf Gang goblins cannot offer much in the way of monetary compensation for the party's assistance, they will honor any arrangements for safe passage or reinforcements during the PCs' explorations of Stonehell…until they decide to double-cross their one-time benefactors.

Special Dungeon Notes

The Sphinx Statue (#15) **–** This 5' long, 6' high sandstone statue sits on a rectangular base. Magical writing on the base (*read magic* required to decipher) read "I am Isis-Uma, Keeper of Secrets. Speak my name and pass my challenge and my secrets shall be yours." If the name is spoken aloud, the statue poses a riddle. Roll or choose from list below, or substitute one of your own. If answered correctly, a hidden compartment in the base opens. If answered incorrectly or the character attempts to leave without answering, a blast of wind & sand spews from statue's mouth, causing 1d6 points of damage to all within 10' of the statue's head. The hidden niche contains 200 sp, 150 gp, *2 potions of extra-healing,* and a *wand of detecting metals (11 charges).*

D4 Roll	Riddles:
1	"What is put on a table, cut, but never eaten?" **A:** a deck of cards.
2	"If you have it, you want to share it, but if you share it, you don't have it. What is it?" **A:** a secret.
3	"I'm part of a bird that's not in the sky. I can swim in the ocean and yet remain dry. What am I?" **A:** a shadow.
4	"People are hired to get rid of me; I'm often under your bed. In time I'll always return you see; bite me and you're surely dead. What am I?" **A:** dust.

The Machine (#19) **–** This hulking device of baroque metalwork consists of jumbled tubes, spigots, levers, dials, etc. Corrosion covers the Machine and the floor beneath it is stained by leaked fluids. The original purpose of the device is long-forgotten, as is the genius

who created it. Despite its poor condition, the Machine still works – somewhat. If any character attempts to operate it, roll a d8 on the chart below to determine what occurs.

1d8 Roll	Operating the Machine Results
1	Machine dispenses a foul, black liquid. Substance acts as a *potion of delusion* if drunk.
2	Silver crystals pour from a spout. If eaten, they provide nourishment for 1 full day.
3-7	Machine groans, sputters, clangs, and whistles. No effect but a check for wandering monsters should be made.
8	Machine explodes! All within 10′ save vs. petrify or 1d8 damage from flying shrapnel.

Important NPCS

One battered and bedraggled NPC in the Contested Corridors deserves special attention.

Johann [**AL** L, **MV** 60′ (20′), **AC** 10, **HD** 1, **Hp** 1 (out of 5 normal), **#AT** 1, **DG** 1d6 or weapon **SV** D1, **ML** 8]

This bloodied gnome bears the wounds of orcs at "play." His walnut-colored flesh is gashed and burned, his hair singed from his head. Johann accompanied a party of adventurers down into Stonehell, but was captured and tortured by the orcs. The party left him for dead. He knows a few of the features of **Level 1A**, as well as the strange properties of area **#8** in this section, but has no other knowledge of the dungeon. He may serve as an NPC or as a replacement character if the party needs one. He'll require gnome-sized armor and weapons to equip.

New Monsters

Doom Lure
No. Enc: 1d2 (0)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 8
Hit Dice: 1+1
Attacks: 1 (scream)
Damage: 1d6, emotion
Save: F1
Morale: 12
Hoard Class: None

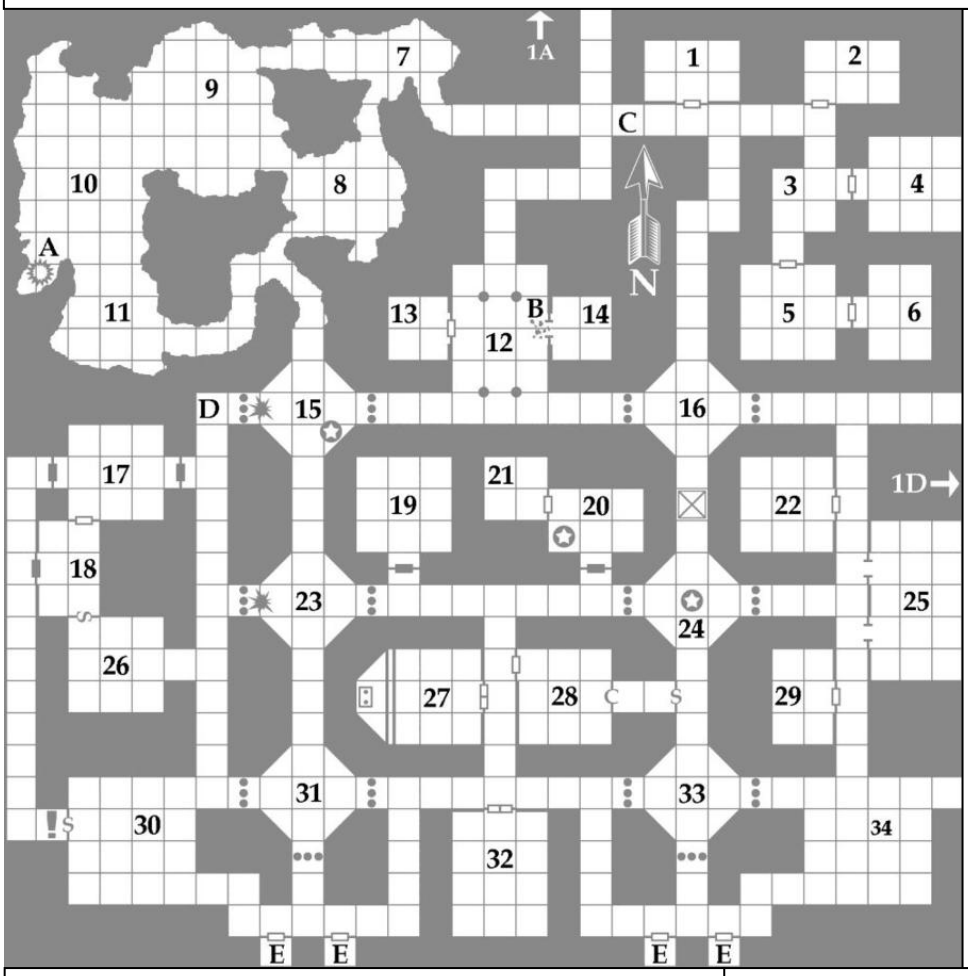
Doom lures are simulacra of living beings created by the nixthisis to assist in feeding its pathosphagous urges. Wrought from the consumed emotions of previous meals, doom lures are near-perfect clones of those whose emotions the nixthisis has devoured. These creatures lure potential meals into situations that invoke intense emotional responses ranging from pleasure to pain, with pain being the most common in the halls of Stonehell. Doom lures coax adventurers into traps, ambushes, or other situations that lead to suffering and death. The solid emotions that comprise their forms are claylike in texture and malleability, and are shaped to resemble not only creature that the doom lure mimics, but the accoutrements and clothing of that entity as well. When slain, doom lures dissipate into gas, leaving only a greasy slick behind. Despite a doom lure's uncanny resemblance to the person it mimics, there's a 1 in 6 chance that a viewer notices something not quite right about the doom lure's camouflage. Doom lures are incapable of speech, which is another tell-tale sign they are not what they appear to be.

Doom lures avoid combat, letting traps and other denizens of the dungeon take their toll on adventures. If cornered, they attack with a scream that unleashes a blast of raw emotions in a 20′ cone. This scream inflicts 1d6 points of damage to those within the blast and forces the victims to save vs. death or become overwhelmed the type of emotion from which the doom lure is created. Each doom lure is formed from a single type of emotion, which can be chosen by the Labyrinth Lord or rolled randomly on the list below.

1. **Pain:** Wracked with agony, the victim suffers a -2 penalty to attack/damage rolls and a -1 penalty to saving throws for 2d4+1 rounds.
2. **Fear:** This victim is overcome by dread and acts as if under the effect of the 1st level cleric spell, *cause fear* for 1d6 rounds.
3. **Despair:** The victim succumbs to hopelessness and must make a save vs. spells each round in order to perform any action other than sobbing uncontrollably. This effect lasts for 1d6 rounds.
4. **Anger:** A wave of red hate washes over the victim, clouding his judgment. Each round he has a 50% chance of attacking an ally instead of his intended target. This rage lasts for 1d4 rounds.
5. **Bliss:** Lapsing into a state of revelry and pleasure, the victim is unable to act (treat as paralysis) for 1d4+1 rounds.
6. **Jocularity:** Wracked with laughter, the victim is -1 on attack rolls and cannot cast spells. This hilarity lasts for 1d6 rounds.

Doom lures in Stonehell may take the form of any monster type found in the dungeon, as well as any generic adventurer race/class. They cannot duplicate unique NPCs found in the dungeon.

Level 1C: The Contested Corridors



Wandering Monsters (Check every 2 turns – 1 in 6 chance)
1. Kobolds (4d4)
2. Kobolds (4d4)
3. Goblins (2d4)
4. Orcs (2d4)
5. Orcs (2d4)
6. Orcs (2d4)
7. Orcs (2d4)
8. Bats, Normal (1d100)
9. Berserkers (1d6)
10. Brigands (1d8)
11. Centipedes, Giant (2d4)
12. Crab Spiders (1d4)
13. Doom Lure (1d2) – see p. 37
14. Ferret, Giant (1d8)
15. Fire Beetles (1d8)
16. Rat, Giant (3d6)
17. Spitting Cobra (1d6)
18. Stirge (1d10)
19. Toad, Giant (1d4)
20. Wolves (2d6)

Legend - Special
☒ – Pit Trap (10′ deep; 1d6 damage)
⋮ – Portcullis (Open Doors at -1 to lift)
! – Spear Trap (save vs. wands or struck by 1-3 spears for 1d6 damage each)
✸ – Slime Trap (lifting portcullis drops Green Slime down upon the lifter)

Features Key
A: Natural Chimney leads to the **Brigand Caves** (detailed in **Stonehell Dungeon Supplement One**).
B: Broken door in pieces on floor.
C: Orcish graffiti: "Open Sore Tribe – Keep Out!"
D: Goblin graffiti: "Wolf Gang Territory! Back off, rock heads!"
E: Old storage rooms. There is a 1 in 6 chance of finding something interesting if searched. See **Note #1.**

Note #1 – Random Old Storeroom Treasures
1. Pair of shears.
2. Rusty key to a random locked door on this level.
3. Battered lantern with a full oil reservoir.
4. Old pair of manacles.
5. Blank book (journal size).
6. Grappling hook.
7. Pewter candlesticks (5 sp value)
8. Small sack containing rock salt.

Room Key
1. **Orc Guard Post:** Peephole in door; crude furnishings; smoking brazier. Orcs (4) with 2d8+1 sp each.
2. **Larder:** Hanging carcasses; buzzing flies; three kegs of sour beer; miscellaneous trash. There is a 25% chance per turn of searching that a useful item from the equipment list (*Labyrinth Lord Revised* p. 16) is found.
3. **Orc Guard Post:** Crude furnishings; moth-eaten bear skin rug; smoking torches. Orcs (7) including patrol leader (8 hp, +1 to damage). Two orcs have short bows. A pail of oil stands here which can be spilled into the entrance way and set alight. Each carries 2d8+1 sp and the patrol leader has a gold necklace (300 gp).
4. **Orc Common Room:** Cooking smells; oink-like cries of children; fur bedrolls; giant toad cooking on a spit. Orc females (10), orc children (10, non-combatants). Females fight as 0 level Humans & wield daggers.
5. **Orc Barracks:** Guttural oinks; sounds of wrestling; rough-hewn wooden bunks; bloodied gnome hanging from hook; barrels of sour beer. Orcs (7) including patrol leader (see above). The patrol leader possesses a gold necklace (300 gp) & each orc has 2d8+1 sp. The gnome is barely alive (see **Important NPCs** p. 37 for details on Johann the gnome).
6. **Orc Chieftain's Room:** Timber bed with owlbear skin covering; massive stone table; bloody pendants; iron-bound chest. Orc chieftain (fights as 4 HD creature, 15 hp), orc patrol leader (as above) & the chieftain's mate (as 0 level Human). Chest holds a Spitting Cobra, 2,000 sp, 5,000 gp, & 3 gems (500 gp each). Chieftain wears a platinum circlet (1400 gp), patrol leader has a necklace (900 gp), & mate has a sapphire nose ring (250 gp).

7. **Blue Cave:** Dripping water; stalactites & stalagmites; the stone here has blue tint to it. Kobolds (12) carrying sacks of fungus from area **#10.** Each has 4d6 cp & harvesting tools. The blue tint is a natural phenomenon (no special effect).
8. **Magnetic Cave:** Tingling in the air; striated rock. Walls contain powerful veins of lodestone. Metal-clad adventurers within 5′ of wall must make STR check or be stuck to the wall requiring an Open Doors check to free them.
9. **Locust Cave:** Chirping; rustling of mushrooms; large patches of edible cave fungus. Subterranean Locusts (4).
10. **Fungus Garden:** Dripping water; small pools; groves of 10′ tall edible mushrooms; phosphorescent glow; natural chimney in the southwest corner leads to **The Brigand Caves** (see **Stonehell Dungeon Supplement One**). Brigands (4) gathering fungus. One has a gem (100 gp). The brigands will attempt to hide from larger groups entering cave.
11. **"Bleeding Cave":** Stone walls weeps a viscous, crystalline fluid of red hue. Three turns of work will collect 1 pint of this liquid. A quart of this substance is worth 100 gp to an alchemist or 9th+ level magic user.
12. **Dilapidated Hall:** Cracked ceiling; crumbling masonry. An Orc hunting party (7) returning home with a dead fire beetle on a spit. Each has 2d8+1 sp.
13. **Dank Room:** Mildew on walls; musty stench in the air; broken furniture sprouting sickly mushrooms. Empty.
14. **Ancient Storeroom:** Spongy wooden shelves; rotting detritus; harmless bugs. Giant Toads (2) eating bugs.
15. **Chamber of the Desert:** Peeling frescoes of dunes, cacti & pyramids; worn statue of a sphinx. See **Special Dungeon Notes** p. 36 for information regarding the sphinx statue.
16. **Chamber of the Woods:** Flaking murals of trees & forest glens. Pile of dirt and wood by southeast wall. A Doom Lure (1) waits here (see p. 37). It will attempt to lead the PCs into the pit trap in the southern corridor.
17. **Goblin Hall:** East and west doors to this room are locked. Foul odor; filth-encrusted floors & walls; goblin graffiti. Goblins (6) and Wolves (2) lair here. Two of the goblins are armed with crossbows. Each has 1d10+1 ep.
18. **Goblin HQ**: West door to this room is locked. Campfire; gnawed bones; travel bundles. Goblins (4) & Goblin bodyguards (2). One goblin is armed with a crossbow. Each has 1d10+1 ep. The goblins aware of secret door and will use it to flee if needed. Goblins are preparing to meet the kobolds in **#26**, but they don't have the money to pay them.
19. **The Machine:** Door is locked; thick dust & cobwebs; hulking, rusted machine of many gears, levers & tubes in center of room; shelves with worthless lab equipment & rusted mechanic's tools. See **Special Dungeon Notes** p. 36 if the party attempts to operate the Machine.
20. **Ancient Parlor:** Door is barred from the outside; decayed furnishings; torn wall hangings; thick dust; crystal statue in southwest corner. The statue is an Animate Crystal Statue (1) that attacks anyone attempting to enter area **#21.**
21. **Dusty Bedchamber:** Once-fine furnishings succumbed to age; poster bed; desk with ancient papers; empty chest with 600 sp in a false bottom.
22. **Dormitory:** Rotted bunks and furniture; moth-eaten rush mats on floor; rancid straw. The goblins have planted a rusty bear trap (springs on 2 in 6; 1d6 damage + 5% chance of disease) in a cavity hidden beneath the floor mats.
23. **Chamber of the Sea:** Faded murals of the seashore & ships at sea; holes in the base of the southwest wall. Giant Rats (10) live in a warren behind the wall. The rats will attack if their holes are disturbed.
24. **Chamber of the Mountains:** Chipped mosaics of rugged mountain crags; plinth with only the feet and ankles of a broken statue atop it. Empty.
25. **Dining Hall:** Smashed tables & benches; humanoid bones; broken weapons; signs of a fierce battle. A cavity under one of the flagstones (covered by a table) contains 400 sp, 20 gp & a *sword +1.*
26. **Old Animal Pen:** Rusted cages; water troughs; broken feed bins; faint smell of fur & hide. Kobolds (8) with litters of food (14 days worth for 12 people), casks of black wine; 40 crossbow quarrels. The kobolds have come to resupply the goblins & are waiting to meet them. The goblins currently owe them 50 gp for supplies. Kobolds have 4d6 cp each.
27. **Ruined Chapel:** Smashed pews; charred altar; grisly larder of humanoid bodies. Berserkers (6) with 4d6 cp each.
28. **Empty Guard Room**: Empty weapon racks; rusted iron brazier; smashed cots; mildew-stained tapestry of a battle scene. A door is concealed behind the tapestry.
29. **Kitchen:** Rusted cooking tools; casks of rank liquids; scarred chopping block. Goblins (5) are hiding from the orcs in area **#33**. Each carries 1d10+1 ep.
30. **West Hall**: Round stone table (10′ dia.); rickety chairs; three rusted suits of plate mail on stands; ash-filled fire pit. The secret door is protected by a spear trap (save v. wands or struck by 1-3 spears for 1d6 dam each).
31. **Chamber of the Jungles:** Cracked paintings of the jungle with animals peering out from the brush; pile of offal, junk, and trash in center of room. There are Giant Centipedes (4) and 3 *arrows +1* amongst the trash.
32. **Audience Chamber:** Imposing throne on raised dais; high (30′) ceiling; exposed rafters; rusted shields and cressets on walls; piles of grimy lounging pillows. Giant Centipedes (4) nest amongst the pillows.
33. **Chamber of the Meadows:** Flaking frescoes of pastoral plains & halfling homes. Orcs (8) watching the giant shrew vs. kobold fight in area **#34**. One is a patrol leader (8 hp, +1 to damage) and 3 have short bows. They are laughing & betting on the fight's outcome. They are surprised on 4 in 6 due to distraction. Orcs have 1d10+1 ep each.
34. **East Hall:** Sounds of battle; chittering; squeaks; empty fire pit; rubble & debris scattered on floor. Kobolds (6) fighting a Giant Shrew (1). The shrew is winning.

Level 1D: Kobold Korners

Overview

Ever since their arrival, the kobolds of Stonehell have served as the dungeon's caretakers, custodians, and service personnel. Stonehell's population has changed over the years, but the kobold's presence has remained constant. These creatures have made a home for themselves on the uppermost level of the dungeon and this location has become neutral ground for Stonehell's sentient monsters. Here, under the careful scrutiny of the kobolds and their hired bugbear thugs, the denizens of the dungeon gather to trade, relax, and negotiate agreements. Violence still occurs in Kobold Korners, but so long as it doesn't compromise the course of daily life, it is tolerated. Grievous breaches of the peace are nevertheless handled quickly and fatally. Adventurers from the surface are accepted in Kobold Korners provided they surrender their weapons in area **#19**, behave themselves, and are not known to have slain kobolds in other sections of the dungeon.

Kobold Korners shares this dungeon section with the lair of a forgotten magic-user. The passage of years has erased this lair's existence from the kobold's knowledge and these halls and chambers lay waiting to be rediscovered. These rooms once served as the magic-user's laboratory and a school for his students, and the eldritch energies birthed by the strange experiments conducted there have left their mark upon the place. Weird monsters, forgotten magics, and bizarre effects pervade the lair.

Population

Kobold Korners is unsurprising composed of a predominant kobold population. In addition to these scaly residents, visitors from the first five levels of Stonehell are encountered here on business or recreation. Orcs, gnolls, lizardfolk, ogres, hobgoblins, wererats, brigands, and evil acolytes are regular visitors here. Lachesis (see **Level 3D**, p. 79), accompanied by her ogre bodyguards and charmed magic-user, makes semi-regular trips to the Korners to gather information or broker it to clients. Even Song of Night Screams (see **Level 5B**, p. 107) occasionally visits in his elvish guise.

Kobold Korners is ruled over by Trustee Sniv, a corpulent kobold who wears a tattered fur coat, a red fez, and a monocle. Sniv is always on the lookout for bribes and is willing to overlook the party's transgressions (past and present) against his subjects for a sizeable fee. In combat, Trustee Sniv fights as a 2 HD creature and has 9 hit points.

The population of the Forgotten Chambers is comprised of unintelligent monsters (oozes, slimes, insects, rats, and the undead). The cracks and small tunnels in the Chamber's crumbling masonry allow for a steady supply of small animals who serve as prey for the area's oozes and giant-sized predators. The undead, requiring no such nourishment, wait patiently for trespassers.

Special Dungeon Notes

The Kobold Market (#17) – This central marketplace is a bustling bazaar filled with creatures of all types conducting business. Each canvas and wood stall is operated by 1d4 kobolds of either sex and, in addition to the stall's wares, holds 2d10 cp and a 50% chance of 1d6 sp in a cashbox. The locations and trades of the marketplace are indicated below:

A. **Junk Merchant:** Stall has a 2 in 6 chance of offering items from the equipment list for sale. Prices are ¼ normal, but the item has a 50% chance of breaking or malfunctioning each time it is used.
B. **Cobbler:** Footwear sold & repaired for 5 cp – 5 sp depending on size.
C. **Blacksmith:** Simple smithy work done for 1 cp – 15 sp depending on the job.
D. **Rope-maker:** Sells 50' of hemp rope for 50 cp. Rope has a 1 in 10 chance of breaking whenever used.
E. **Fletcher:** Sells arrows & bolts at ½ price. Each has a 10% chance of being warped (-1 to hit if used in combat).
F. **Weapon-smith:** Sells small & short weapons at ½ normal price. Weapons break on a roll of a natural "1".
G. **Snake Vendor:** Live or fried snakes for sale. Prices are 1 cp for fried snakes and 3 cp for live ones.
H. **Tailor:** Clothing sold & repaired for 5 cp to 8 sp depending on size.
I. **Weaver:** Sells course cloth for 1d4 cp/square yard.
J. **Barber:** Hairs cut, scales buffed, fangs sharpened, wounds treated, and leeches applied (1 cp – 5 sp).
K. **Water Seller:** Refills water skins for 1 cp/quart (1 in 8 chance of contracting a disease from water purchased here)
L. **Armorer:** Leather & chain armor sold at ½ price. Armor has a 20% chance of breaking in combat.
M. **Grocer:** Foul-tasting rations for sale (1 sp for standard; 3 sp for iron).
N. **Soothsayer:** Questions answered for 2 cp (3% chance of true prophecy).
O. **Brew Tent:** Alcoholic beverages of questionable quality & origin for 1-3 cp per drink.
P. **Tanner:** Hides treated & preserved at a price of 1 cp to 2 sp per hide depending on size.

New Magical Items

Fickle Beaker – This metal beaker is adorned with mystical symbols and alchemical formulae. Any magical potion poured into the beaker transforms into another type of potion in 1d6 turns. The new potion type is determined by rolling on the Potions Table (*Labyrinth Lord Revised* p. 107). A roll resulting in the same potion type as the one poured into the *fickle beaker* indicates the beaker's magic had no effect on the elixir and it remains unchanged.

New Monsters

Bearer Beetle
No. Enc: 1d6 (0)
Alignment: Neutral
Movement: 120′ (40′)
Armor Class: 4
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F1
Morale: 7
Hoard Class: None

These large (5′ long) black beetles are used by the kobolds as beasts of burden. Often encountered laden with goods tied to a network of leather straps and saddle bags, bearer beetles can carry 200 lbs without penalty and up to 400 lbs. at ½ speed. When threatened or commanded by their handlers, bearer beetles attack with their serrated mandibles.

Gobber Ooze
No. Enc: 1d3 (0)
Alignment: Neutral
Movement: 90′ (30′)
Armor Class: 8
Hit Dice: 1
Attacks: 1
Damage: 1d8
Save: F1
Morale: 11
Hoard Class: None

Gobber oozes are an occasional side-effect of magical experimentation. When left laying out or improperly discarded, the chemicals and other substances used in the creation of magical items sometimes coalesce into a mindless 5′ puddle of gray-green spotted ooze. Gobber oozes (named after the careless magic-user, Quib Gobber) attack with a bludgeoning pseudopod that inflicts 1d8 points of damage. Gobber oozes take normal damage from weapons, cold, fire, and lighting. Exposure to acid heals the ooze for 1d6 hit points. Because of their viscous nature, Gobber oozes can fit into small cracks and under closed doors.

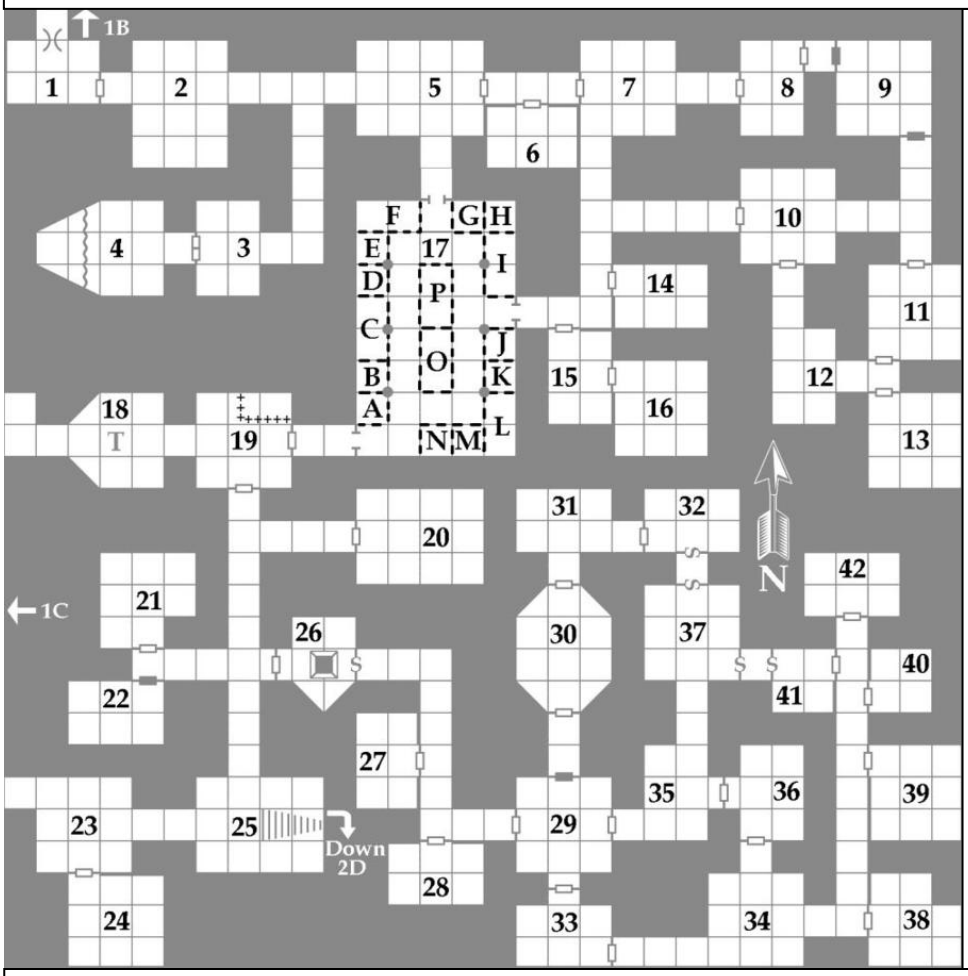
Mossy Slime
No. Enc: 1 (0)
Alignment: Neutral
Movement: 30′ (10′)
Armor Class: 8
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F1
Morale: 12
Hoard Class: None

Mossy slime resembles a carpet of wet moss with waving tendrils sprouting from its surface. These tendrils siphon off nutrients from any flesh they contact, doing 1d6 points of damage to the victim. Mossy slimes are resilient to weapon attacks, taking only 1 point of damage from any normal weapon and 1 point + magical bonus from enchanted weaponry. Cold and fire do normal damage.

Slug, Great
No. Enc: 1d6 (0)
Alignment: Neutral
Movement: 30′ (10′)
Armor Class: 8
Hit Dice: 1
Attacks: 1 (bite)
Damage: 1d3
Save: F1
Morale: 7
Hoard Class: None

Great slugs resemble common garden slugs except for their 3′ long size. Their skin secretes an acidic slime that does 1 point of damage if it comes into contact with skin. They can bite with their rasp-like gums for 1d3 points of damage and can spit a gob of acid slime up to 10′ away. This slime does 1d4 points of damage (save vs. breath attacks for half damage). A significant quantity of salt will do 1d8 points of damage if applied to a great slug.

Level 1D: Kobold Korners



Wandering Monsters (Check every 2 turns – 2 in 6 chance in KK, 1 in 6 chance in FC)

Kobold Korners (Rooms 1-26)
1. Kobolds (4d4)
2. Kobolds (4d4)
3. Kobolds (4d4)
4. Trustee Sniv & 1d6 bodyguards (see **#4** below)
5. Kobold Trade Caravan – Kobolds (4d4), Bearer Beetles (1d6), and 3d6 containers of random goods (see **Appendix A** p. 127).
6. Bugbears (1d3+1)
7. Bugbears (1d3+1)
8. Brigands (1d6)
9. Hobgoblins (1d6)
10. Orcs (2d4)

Forgotten Chambers (Rooms 27-42)
1. Centipede, Giant (2d4)
2. Crab Spiders (1d4)
3. Crypt Shade (1d4) – see p. 33
4. Gobber Ooze (1d3) – see p. 41
5. Insect Swarm (1 swarm)
6. Rat, Giant (3d6)
7. Skeletons (3d4)
8. Slime, Mossy (1) – see p. 41
9. Slug, Great (1d6) – see p. 41
10. Zombies (2d4)

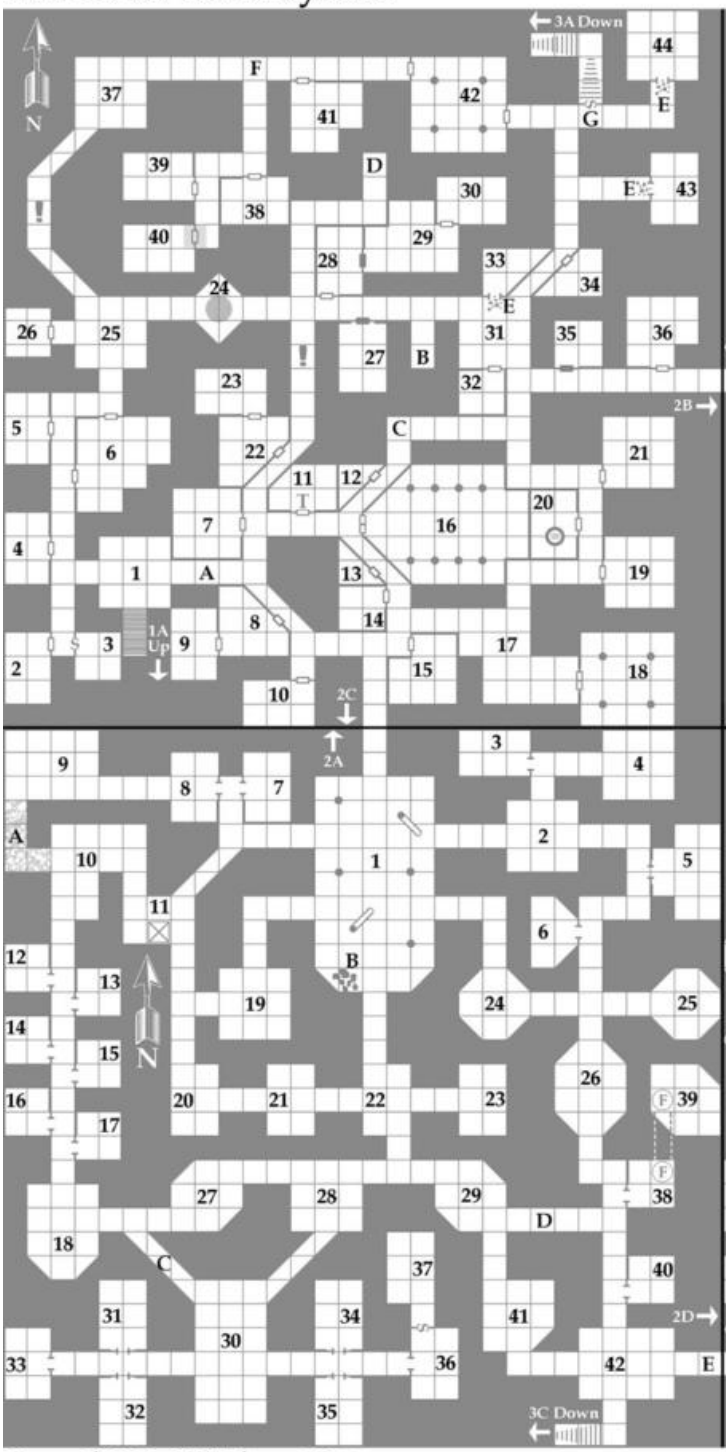
Room Key

1. **Antechamber:** Dusty floors; rusted double gate (locked); kobold writing on the walls: "Bad Juju! Keep out!" Empty.
2. **Barracks:** Straw pallets; footlockers; crude furniture; cask of grog; cooking braziers. Kobolds (7) and a 50% chance 1-2 kobold bodyguards (6 hp, attack as 1+1 HD). Each has 4d6 cp.
3. **Bodyguard Dormitory:** Dirty sleeping furs; skulls on spikes; gaudy furniture; footlockers. Kobold bodyguards (1d3+3) are found here at any time (6 hp, attack as 1+1 HD). Each carries 1d6 sp.
4. **"Trustee" Sniv's Quarters:** Wooden throne; dirty curtains dividing room; blood stains on floor; opulent, but dirty sleeping quarters. There is a 50% chance of Trustee Sniv (9 hp, attacks as 2 HD) and 1d6 bodyguards (6 hp, attack as 1+1 HD) being here. A locked chest here holds 2,000 cp. Sniv has the key.
5. **Trade Goods Storage:** Barrels; boxes; bales; lit torches in scones. Kobolds (12) sorting & counting inventory. Each has 4d6 cp. See **Appendix A** p. 127 to determine the contents of containers.
6. **Accountant's Office:** Timber desks; tall stools; slate w/chalk writing; crude sleeping pallet; oil lamp; alarm rope. Nzurk (Kobold accountant) and 3 Kobold assistants tabulating inventory and trade requests. They will ring the alarm (which sounds in **#5**) if threatened. A locked strongbox here holds 500 cp. Nzurk has the key for it.
7. **Common Area:** Sleeping furs; cooking supplies; simple altar. Kobold females (12) and children (8, non-combatants) live here. The females fight as 0 level Humans.
8. **Storage:** Boxes, bales, crates, casks, mundane tools. Empty. See **Appendix A** p. 127 to determine the contents of containers.
9. **Storage:** Locked doors; boxes, bales, crates. Empty. See **Appendix A** p. 127 to determine the contents of containers.
10. **Dormitory:** Piles of sleeping straw; small braziers; smell of cooking meat. Kobolds (11) resting. Each carries 4d6 cp.
11. **Dormitory:** Piles of sleeping straw; crude furniture and crockery; sound of lisping singing. Kobold females (12, fight as 0 level Humans) & kobold children (10, non-combatants) resting, working & playing here.
12. **Barracks:** Timber bunks; cask of grog. Kobolds (9), three armed with short bows. Each owns 4d6 cp.
13. **Bugbear Barracks:** Bugbears (7) off duty and lounging. Each carries 2d8+1 sp. A strong box hidden in a secret niche above the doorway holds 400 sp, 200 gp & a single gem (50 gp value).
14. **"Rat Kebab Kafe":** Clattering of crockery; squeaks; crude tables & chairs; kobold *haute cuisine.* Kobold (8) cooks & servers. There is a 50% chance each of Orcs (1d6), Hobgoblins (1d4), Bugbears (1d2) and 1 Labyrinth Lord's choice being present here as well. Giant Rats (5) in cages waiting to be cooked. Cashbox has 100 cp. Rat-kebabs cost 4 cp. Chef buys giant rat carcasses for 2 cp each.

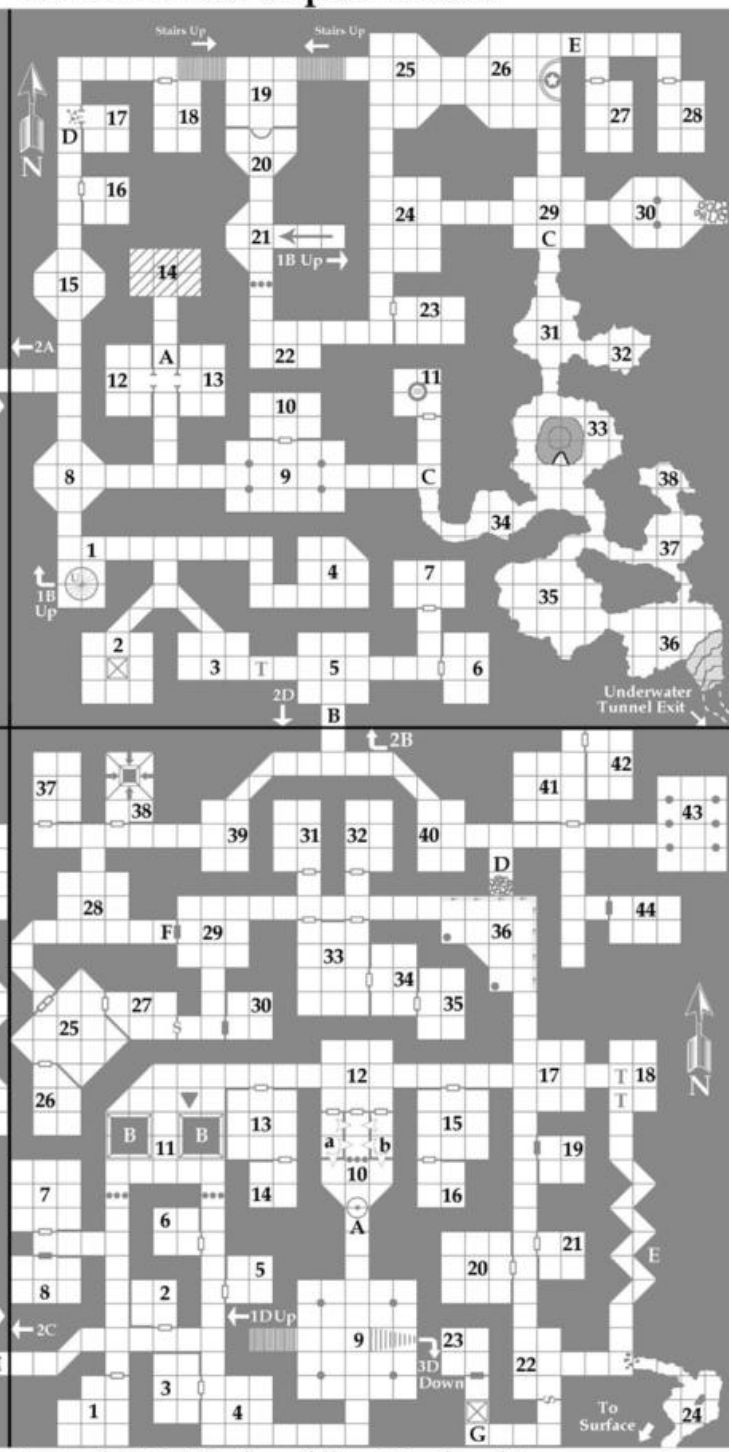
15. "**Tavern":** Sounds of raucous recreation; crude tables & chairs; makeshift bar; casks; crude drinking ware. Kobold staff (10) & patrons. There is a 50% chance each of Orcs (1d6), Brigands (1d6), Gnolls (1d4), Hobgoblins (1d4), Lizardfolk (1d4), Wererats (1d3) and 1 Labyrinth Lord's choice present here as well. Cashbox has 250 cp. Drinks are 1-3 cp each.
16. **"Inn":** Makeshift sleeping partitions; flea-ridden straw & fur beds. There is a 50% chance each of Hobgoblins (1d4), Gnolls (1d4), Lizardfolk (1d4) and an Ogre (1) being present. It costs 1 cp a night for a scratchy, filthy blanket and a pile of straw to sleep on.
17. **Kobold Market:** Makeshift merchant stalls; cooking smells; noisy; various humanoid races shopping & trading. See **Special Dungeon Notes** (p. 40) for more information. Bugbears (4) & Kobolds (10) regularly patrol the market, and there is a 50 % chance each of Orcs (1d6), Goblins (1d4), Evil Acolytes (1d6), Brigands (1d6), Hobgoblins (1d4), Gnolls (1d4), Lizardfolk (1d4) and 1 Labyrinth Lord's choice being present here conducting business. Each tent manned by 1d4 kobolds of either sex with 2d10 cp and a 50% chance of 1d6 sp in the cashbox.
18. **North Entrance:** Signs of regular traffic through this area; crude writing & arrow drawn on wall: "Dis Way 2 Da Markit". Rocks & debris suspended in camouflaged netting over center of room (all characters in 10' square must save vs. petrify or take 2d6 damage). The trap can be triggered by the guards in area **#19**
19. **Guard Post:** Rusty bars cordon off northeast corner of the room; three scavenged wardrobes hold the collected weapons of shoppers. Kobolds (10) keep watch over area and ask firmly, but respectfully, that all visitors to the market hand over weapons larger than a dagger for the duration of their visit. Each has 4d6 cp.
20. **Corral:** Scattered straw; strange harnesses; bins of beetle feed. Kobolds (6) and 8 Bearer Beetles (see p. 41). Beetles ignore the party unless bothered. Kobold beetle wranglers have 4d6 cp each.
21. **Slavers' Office:** Auction block; slate board w/slave prices; chains, manacles & whips. Kobold slavers (8). A locked & trapped (spring-loaded dart does 1d4 damage) strongbox holds 1,500 cp.
22. **Slave Pen:** Stout oak door, chained & padlocked; foul straw; wretched slaves; smell of waste. Humans (2), Goblins (4), Elf (1), and Kobolds (3) chained to wall. All are in poor health.
23. **South Entrance:** Signs of regular traffic; faint smell of cooking. There is a 4 in 6 chance the guards in **#24** are observing this area.
24. **Kobold Guard Post:** Rough table & chairs; water keg; rack with 20 javelins. Kobolds (10) resting & keeping watch on room **#23**. Each has 4d6 cp.
25. **Stairs Below:** Grand stone staircase leading into darkness; lit torches on walls; signs of regular traffic though area. There is a 3 in 6 chance of a wandering monster present in this room (except result **#4**). Stairs lead down to area **#9** on **Level 2D** (see p. 60).
26. **Midden (Former Shrine):** Bas-reliefs of some forgotten deity; sacrificial pit half-filled with waste; foul stench; filth encrusted floor. Empty. The secret door unknown by the residents of this section. PCs searching the waste pit have a 10% chance of contacting a disease (25% chance if wounded).
27. **Ruined Waiting Room:** Crumbling furniture; mildewed rug; faded painting; dust & cobwebs. Empty.
28. **Ancient Conjuring Chamber:** Brass magic circle inlaid in the floor; iron bookstand; silver wall mirror; rune-painted walls. Gobber Oozes (3). Mirror is worth 60 gp.
29. **Wrecked Arcane Workshop:** Ruined tools & worktables destroyed by implosion; locked brass door inscribed with glyphs (north door); pulsating lavender orb floating 4' above center of room. Orb siphons 1 charge from wands/rods/staves each round they are in this room if its owner fails a save vs. spells (one save per object allowed each round).
30. **Mirror Hall:** Walls covered by burnished metal mirrors; decayed carpet runner down the room's length. Mirrors reflect and multiply damage. Any wounded PC suffers 1d6 points of damage per 20' of room crossed as their wounds increase. Undamaged PCs suffer no ill effects.
31. **Library:** Mold, mildew & waterlogged books; seeping ceiling; destroyed furniture & carpeting. Halfling Skeletons (4) attack interlopers.
32. **Bedchamber:** Mildewed furnishings; painting of bushy eye-browed wizard over poster bed. *Invisible* coffer under bed contains 300 sp & s scroll of *levitate* and *confusion.* Wall pivots to reveal a secret passage.
33. **Apprentices' Chamber:** Crumbling bunks & furniture; dust & cobwebs. Zombies (4) dressed in rotting robes.
34. **Dining Room:** *Levitating* circular table (no legs); dusty chairs; tapestry of an eagle eating a snake. Silverware (50 sp) and silver tureen (30 gp) in a sideboard.
35. **Lounge:** Rat-gnawed divan & upholstered chairs; mildewed carpet; low tables. Empty.
36. **Kitchen:** Ruined & rusty kitchen supplies. A pocket of natural gas is trapped in this room. Dwarves have a 3 in 6 chance to detect the gas. Torches ignite gas after 2 rounds; lanterns have a 5 in 6 chance of igniting the gas each round after the 2nd (2d6 damage; save vs. breath attacks for ½ damage). An old bread tin contains 70 sp.
37. **Shrine to Math, God of Magic:** Altar draped in cloth-of-gold; rune-inscribed walls; great stone book stands behind it. Magic users/Elves who genuflect before altar have 50% chance of regaining 1 previously cast spell (randomly determined by the Labyrinth Lord). This room's secret doors are triggered by pressing certain runes.
38. **Trophy Room:** Ruined items of bizarre origin, heads & skulls of fantastic creatures, and plaques & statuettes line the walls. Empty.
39. **Classroom:** Ruined desks & bookcases, slate blackboard on wall. Giant Rats (8) nest amongst collapsed furniture. There are 5 gems (250 gp each) and *potions of water-breathing* & *extra-healing* in the nest.
40. **Storeroom:** Rotted, desiccated foodstuffs & ruined shelving. A Mossy Slime (1) lurks in an old cask. An empty *fickle beaker* stands on one shelf (see **New Magic** p. 41).
41. **Storeroom:** Rotted sundry supplies; split sacks & broken boxes. Great Slugs (2) dwell here. Secret door is concealed by shelves.
42. **Sanctum Sanctorum:** Alchemy supplies; open sarcophagus with inanimate mummy within; vial of glowing liquid on worktable. Glowing vial contains an elixir that counteracts the state of undeath. If consumed by any undead creature, that being is instantly returned to a living state. Getting them to drink it, however, may pose its own problems…

Level Two Master Map

Level 2A: The Asylum



Level 2B: The Reptile House



Level 2C: Without Doors

Level 2D: Hobgoblin Redoubt

Level Two

As the party descends deeper into Stonehell, the dangers increase, but so do the rewards. It is here that they will discover an organized threat against the surface world, as well as a lingering legacy of the dungeon's days as a prison.

The second level of Stonehell Dungeon contains **The Asylum, The Reptile House**, **Without Doors**, and the **Hobgoblin Redoubt**. The Asylum holds the mad descendents of the dungeon's original prisoners. The Reptile House was once the den of a snake cult, but has become holy ground for a local lizardfolk tribe. Without Doors is a network of open chambers and the home of one of the dungeon's stranger residents. The Hobgoblin Redoubt may prove to be the biggest challenge the PCs face at the start of their adventuring careers. Not only are the inhabitants organized and well-armed, but they are laired within an easily-defendable position. Alas, if these hobgoblins are not struck down now, the threat they offer to the party and outlying communities will only grow with time.

Level Two Monster List

Baboon, Higher [AL N, MV 120′ (40′), AC 6, HD 2, #AT 2, DG 1d3/1d6, SV F2, ML 8]
Bat, Giant [AL N, MV 30′ (10′) Fly 180′ (60′), AC 6, HD 2, #AT 1, DG 1d4, SV F1, ML 8]
Berserker [AL N, MV 120′ (40′), AC 7, HD 1+1, #AT 1, DG 1d6 or weapon, SV F1, ML NA]
Black Widow Spider [AL N, MV 60′ (20′) Web 120′ (40′), AC 6, HD 3, #AT 1, DG 2d6 + poison, SV F2, ML 8]
Centipedes, Giant Red* [AL N, MV 60′ (20′), AC 8, HD 1-1, #AT 1, DG 1d2 + poison, SV F1, ML 7]
Crab Spider [AL N, MV 120′ (40′), AC 7, HD 2, #AT 1, DG 1d8 + poison, SV F1, ML 7]
Crocodile [AL N, MV 90′ (30′) Swim 90′ (30′), AC 5, HD 2, #AT 1, DG 1d8, SV F1, ML 7]
Doom Lure* [AL C, MV 120′ (40′), AC 8, HD 1+1, #AT 1, DG 1d6 + emotion, SV F1, ML 12]
Draco Lizard, Giant [AL N, MV 120′ (40′) Fly 210′ (70′), AC 5, HD 4+1, #AT 1, DG 1d10, SV F3, ML 7]
Fire Beetle [AL N, MV 120′ (40′), AC 4, HD 1+2, #AT 1, DG 2d4, SV F1, ML 7]
Fly, Giant Carnivorous [AL N, MV 90′ (30′) Fly 180′ (60′), AC 6, HD 2, #AT 1, DG 1d8, SV F1, ML 8]
Frog, Giant Venomous* [AL N, MV 90′ (30′) Swim 120′ (40′), AC 7, HD 2, #AT 1, DG Special or 1d4 + poison, SV F1, ML 8]
Ghoul [AL C, MV 90′ (30′), AC 6, HD 2, #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9]
Gray Ooze [AL N, MV 10′ (3′), AC 8, HD 3, #AT 1 DG 2d8, SV F2, ML 12]
Green Slime [AL N, MV 3′ (1′), AC NA, HD 2, #AT 1, DG Special, SV F1, ML 12]
Hobgoblins [AL C, MV 90′ (30′), AC 6, HD 1+1, #AT 1, DG 1d8 or weapon, SV F1, ML 8]
Hound Spider, Giant* [AL N, MV 120′ (40′), AC 8, HD 2, #AT 1, DG 1d6, SV F2, ML 8]
Inmates* [AL Any, MV 120′ (40′), AC 8, HD 2, #AT 1, DG 2d4 or weapon, SV F2, ML 7]
Insect Swarm [AL N, MV 30′ (10′) Fly 60′ (20′), AC 7, HD 2, #AT 1, DG 2 points, SV 0 lvl Human, ML 11]
Kobold [AL C, MV 60′ (20′), AC 7, HD 1d4 hp, #AT 1, DG 1d4 or weapon -1, SV 0 lvl Human, ML 6]
Lizardfolk [AL N, MV 60′ (20′ Swim 120′ (40′), AC 5, HD 2+1, #AT 1, DG 1d6+1 or weapon+1, SV F2, ML 12]
Locust, Subterranean [AL N, MV 60′ (20′) Fly 180′ (60′), AC 4, HD 2, #AT 1, DG 1d2/1d4/special, SV F2, ML 5]
Mountain Lion [AL N, MV 150′ (50′), AC 6, HD 3+2, #AT 3, DG 1d3/1d3/1d6, SV F2, ML 8]
Pit Viper [AL N, MV 90′ (30′), AC 6, HD 2, #AT 1, DG 1d4 + poison, SV F1, ML 7]
Poltergeist* [AL C, MV 60′ (20′), AC 9, HD 2, #AT 1, DG 1d4 or greater, SV F1, ML 11]
Pyskes* [AL C, MV 90′ (30′) Fly 180′ (60′), AC 3, HD 1, #AT 1, DG 1d4, SV E1, ML 7]
Rattler, Giant [AL N, MV 120′ (40′), AC 5, HD 4, #AT 2, DG 1d4 + poison, SV F2, ML 8]
Shadow [AL C, MV 90′ (30′), AV 7, HD 2+2, #AT 1, DG 1d4 + special, SV F2, ML 12]
Skeleton [AL C, MV 60′ (20′), AC 7, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 12]
Small Men* [AL N, MV 60′ (20′), AC 4, HD 2, #AT 1, DG 1d8 or special, SV F2, ML 9]
Spitting Beetle [AL N, MV 120′ (40′), AC 4, HD 2, #AT 1, DG 1d6 + spray, SV F1, ML 8]
Stirge [AL N, MV 30′ (10′) Fly 180′ (60′), AC 7, HD 1, #AT 1, DG 1d3, SV F2, ML 9]
Toad, Giant [AL N, MV 90′ (30′), AC 7, HD 2+2, #AT 1, DG 1d4+1, SV F1, ML 6]
Wasp, Giant [AL N, MV 150′ (50′), AC 7, HD 1d4 hp, #AT 1, DG 1d3 + special, SV F1, ML 9]
Wood Golem [AL N, MV 120′ (40′), AC 7, HD 2+2, #AT 1, DG 1d8, SV F1, ML 12]
Yellow Mold [AL N, MV 0, AC NA, HD 2, #AT Spores, DG 1d6 + special, SV F2, ML NA]
Zombie [AL C, MV 120′ (40′), AC 8, HD 2, #AT 1, DG 1d8 or weapon, SV F1, ML 12]

* New Monster

Level 2A: The Asylum

Overview

Amongst the earliest prisoners of Stonehell was a Lawful cleric who had been incarcerated for his radical methods of dealing with the insane. This cleric believed that humane treatment of the mad could achieve better results than the cruel, restrictive methods usually practiced. He found opportunities to put his theories to the test as the dungeon's prisoners succumbed to the inhumane conditions in which they lived.

In this section of the dungeon, this cleric collected prisoners driven mad by their surroundings and began treating them with the help of a handful of recently-converted acolytes. Although the patients initially showed improvement, the cleric and his acolytes were fighting against overwhelming odds. As Stonehell slid into depravity, these well-meaning men and women found themselves inundated with violent psychopaths. These murderous inmates eventually overwhelmed their caretakers and slaughtered them *en masse*. Since that time, the mad have ruled this section of dungeon.

This area is in much worse repair than the rest of the upper levels. Due to the unpredictability of the inmates, the kobold work crews make only superficial attempts to repair and maintain this section. In the absence of regular maintenance, the inmates have taken to making their own modifications to the area. Strange bits of graffiti, bizarre *objects d'art*, and senseless but deadly traps are found throughout the Asylum. The Labyrinth Lord is encouraged to add his own demented bits of dungeon dressing here. Anything from seemingly-harmless children's nursery rhymes to the most twisted promises of violence can be found written on the walls. Objects completely out of place in the dungeon (toys, childish artwork, collections of bottles, bits of wire, etc.) are hoarded like gold here and should be included to add to the atmosphere of insanity that pervades this dungeon quadrant.

Population

The descendents of the Asylum's original patients still make their home in their ancestors' former madhouse. This population of inmates is comprised of a broad spectrum of madness and almost any strain of mental disease can be found amongst the Asylum's residents. Paranoids, catatonics, psychopaths, sociopaths, obsessive-compulsives, *et al* breed amongst themselves, increasing the severity of insanity amongst the inmates. The Labyrinth Lord is encouraged to take advantage of the inmates' madness whenever the party encounters a group of them. Some are vicious killers masquerading behind pleasant smiles, while other are paranoid and delusional. Most of the inmates will be Chaotic in alignment, but some Neutral and Lawful individuals exist amongst the mad.

Special Dungeon Notes

Chamber of Voices (#15) – Insanity can bring insights into the nature of the cosmos, allowing unknown and unsought knowledge to enter into the minds of those who listen to the ramblings of the mad. The ghostly murmurings of the Asylum's former inmates can be heard in this room if the party makes the effort. Any creature who listens to these hushed voices must make a WIS check. If the check is successful there is no effect, but if it is failed, the listener gains insight from the voices of madness as if they had cast a *commune* spell. Only one check is allowed per character during their lifetime.

Haunted Straightjacket (#12) – An inmate died while wrapped in this leather and cloth restraint. His murderous urges now animate the straightjacket. The restraint attacks as 4 HD creature, leaping upon the first person to enter the room. If hit, the victim must save vs. paralyze or become wrapped in the jacket. The jacket automatically constricts for 1d6 points of damage each round. It can be removed by a successful Open Doors check (-2 penalty if it is the victim making the attempt) or be destroyed by doing 10 points of slashing damage to the straightjacket (AC 8). All damage done to the jacket is also suffered by the victim. A *knock* spell also removes the jacket. Despite the conditions of its animation, the straightjacket is not considered to be undead and is not subject to Turning or holy water.

The Labyrinth (#38) **–** The clerics who attended the inmates believed that mental clarity could be achieved by walking a labyrinthine path and this painted maze does indeed help focus one's mind. Any character electing to walk the labyrinth (which takes 2 turns) achieves mental focus that provides a benefit to their next action that requires random determination (attack roll, saving throw, spell damage, find secret doors, etc.). The character receives a +1 or a 5% bonus when the roll is made. There is no time limit to the bonus, but it automatically affects the character's next roll. This bonus may only be received once per character lifetime.

The Maddening Mural (#17) – The walls of this chamber are covered with an incredibly detailed mural depicting a large mass of people assembled in a forum square. This mural has unpredictable effects of the minds of those exposed to the art. For each turn the

party spends in this room, each character present must make a save vs. spells. If failed, they begins to see people they know in the painted crowd. If failed twice, the characters suffer from a temporary insanity, acting as if under the effects of a *confusion* spell that lasts for as long as they remain in this chamber plus 1d3 rounds after they exit. A result of "attack caster's group" (see *confusion* spell description, *Labyrinth Lord Revised* p. 28) means the victim attacks the mural.

The Pharmacy (#27) – This room holds the various herbal and semi-magical remedies used to treat and control the inmates. Over time, most have lost their effectiveness, but some still have the power to affect those who dare to consume them. The consumption of any elixir from this room has a 1 in 10 chance of having one of the following effects if drinker fails a save vs. poison:

Random Pharmaceutical Concoction Table (d8)			
1	Drinker's hair falls out.	**5**	Acts as *potion of speed.*
2	Drinker speaks in tongues. (2d6 turns duration).	**6**	Falls into deep coma (*Heal* will awaken).
3	Acts as *potion of poison.*	**7**	Acts as *potion of extra-healing.*
4	Hallucinations for 2d6 turns.	**8**	Skin turns bright green.

New Monsters

Inmates
Stats as **Neanderthals** (*Labyrinth Lord Revised* p. 89) but they may be of any alignment.

Dressed in ragged clothes and equipped with cast-off weapons and armor, the inmates are the insane descendents of the Asylum's original patients. Their mental disorders range from the catatonic to the blood-thirsty, and they are always unpredictable when encountered. Inmates delight in adorning their homes with disturbing graffiti, wicked traps, and assortments of meaningless objects. They are loosely governed by a lunatic prince who rules until the whims of his subjects' madness depose him.

Pyskes
Stats as **Pixies** (*Labyrinth Lord Revised* p. 91)

Pyskes appear identical to Pixies, but are Chaotic in nature and serve the Unseelie Court. They are capricious, blood-thirsty, and enjoy in the torment of others. They often lure their victims into complacency by pretending to be their benign kin.

Poltergeist
No. Enc: 1 (0)
Alignment: Chaotic
Movement: 60′ (20′)
Armor Class: 9
Hit Dice: 2
Attacks: 1
Damage: 1d4 or greater (see below)
Save: F1
Morale: 11
Hoard Class: None

These "noisy ghosts" are the faint, lingering spirits of those who died in a state of great anger or madness. They are invisible to the naked eye, but appear as haggard reflections of their appearance during life to those who can discern the invisible. Any creature unable to see invisible creatures suffers a -4 penalty when attempting to hit a poltergeist.

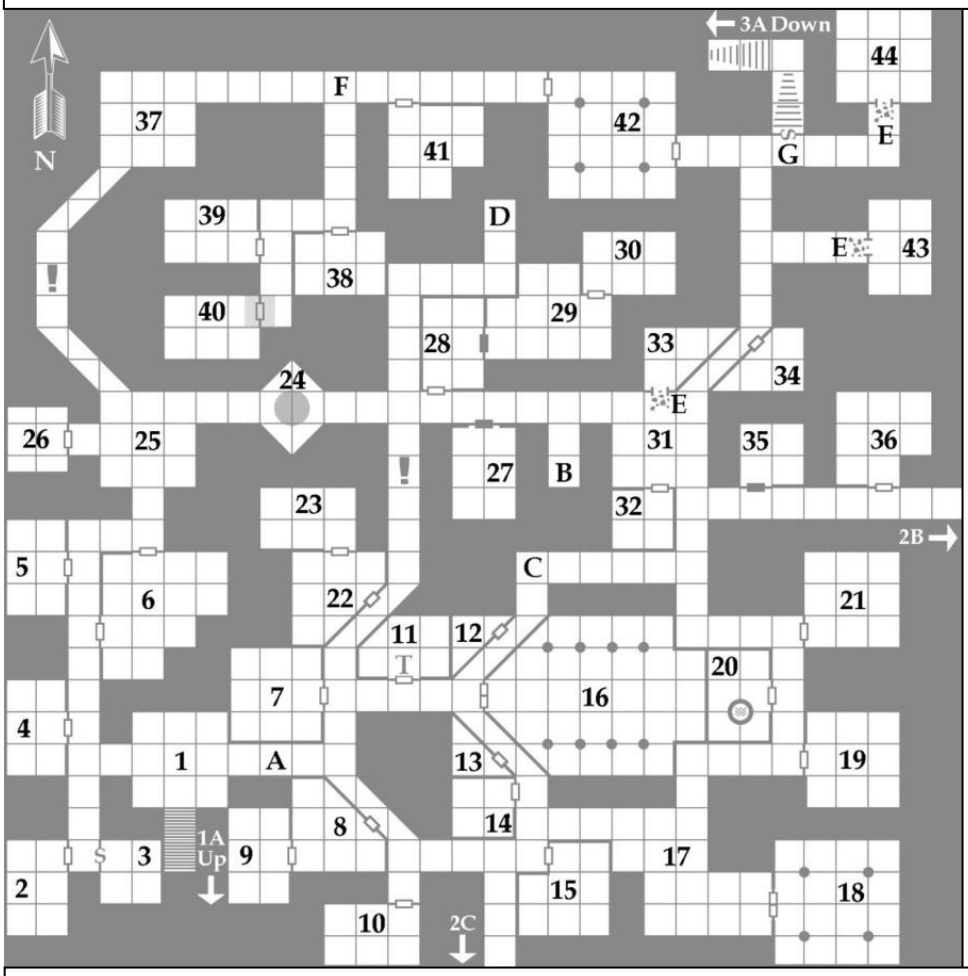
Poltergeists attack by hurling whatever small objects are present in the area that they haunt at opponents. These attacks usually inflicts 1d4 points of damage, but larger or more dangerous objects (weapons, bits of sharp metal, shards of glass) can inflict up to 1d8 points of damage. Poltergeists are immune to *sleep* and *charm* and take ½ damage from normal attacks. Silver, magical weapons and holy water inflict normal damage. Poltergeists can be Turned as 2 HD creatures.

New Cleric Spells

Bright Ward
Level: 3
Duration: Until triggered
Range: 10′

This spell protects a door, chest, or other portal with a blinding ward that triggers if anyone but the caster opens it. Once activated, anyone facing the ward must save vs. spells or be blinded for 2d6 rounds by an intense flash of divine light.

Level 2A: The Asylum



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Inmates (1d10) – see p. 47
2. Inmates (1d10)
3. Inmates (1d10)
4. Inmates (1d10)
5. Kobolds (4d4)
6. Kobolds (4d4)
7. Baboons, Higher (2d6)
8. Black Widow Spider (1d3)
9. Berserkers (1d6)
10. Doom Lures (1d2) – see p. 37
11. Ghouls (1d6)
12. Gray Ooze (1)
13. Hobgoblins (1d6)
14. Lizardfolk (2d4)
15. Pit Viper (1d8)
16. Poltergeist (1) – see p. 47
17. Pyskes (2d4) – see p. 47
18. Spitting Beetles (1d8)
19. Toad, Giant (1d4)
20. Zombies (2d4)

Legend - Special

! – Spear Trap (save vs. wands or struck by 1-3 spears for 1d6 damage each)

– Shaft up to area **#37** on **Level 1A** (p. 31)

Features Key

A: A human skeleton lays sprawled against the wall here. Written above it in dried blood is "My mother never loved me."
B: The words, "Secret Room," are written on the wall here in chalk.
C: A pile of boots, shoes, and sandals of assorted sizes is found here. Each is for the left foot.
E: A door lies in pieces on the floor at this location.
F: An overturned hobby horse lies at this location.
G: Behind this secret door, a dusty & cobweb choked staircase leads to area **#8** on **Level 3A** (p. 66).

Room Key

1. **Foyer:** Stick-figure drawings on walls; scraps of rotting cloth; rusty metal buckles. Empty
2. **Rants of Ruin:** Bizarre writings and diagrams on walls, floor & ceiling. Anyone examining these writings must save vs. spells or lose 1d3 WIS from these mind-shattering revelations. A *remove curse* spell will restore lost Wisdom.
3. **Secret Oubliette:** Rusty manacles; tally marks on walls; broken pottery; skeleton dressed in rotted straightjacket. A Poltergeist (see p. 47) haunts this room.
4. **Watch Post:** Simple sleeping mats; snake cooking over coals. Inmates (6) lair here and will raise an alarm if attacked.
5. **Midden:** Piles of waste; broken implements; buzzing flies. The decaying body of a dwarf adventurer is hidden under waste. His weapons & equipment are useless, but his money belt holds 7 silver gambling plaques (70 gp value).
6. **Common Area:** Sounds of hysterical laughter, sobbing & debate; sleeping mats; cauldron cooking over fire; junked objects in strange configurations. Inmate adults (10) and 8 children (fight as 0 level Humans; their attacks do 1d4 points of damage) live here. They have copper coins & trinkets totaling 1,000 cp.
7. **Bone Room:** A skull & crossbones is painted on door. Inside are humanoid & baboon bones arranged in ritualistic manner; worthless personal items; small stone idols. Empty.
8. **Head Room:** A 5′ tall stone head of a bearded, bald man (weighs 500 lbs and is obviously taken from some larger statue) lies on floor. Empty.
9. **Container Room:** Filled with dusty urns, amphorae, buckets, barrels & other round containers. Most contain rank liquids of various types. Each turn spent searching uncovers 200 sp & 200 gp of various coin types submerged in the liquids. A total of 600 sp & 600 gp can be found here.

10. **Coffin Room:** Writing on door: "Disturb Not the Slumber of It"; hastily-constructed cairn of broken masonry; stout coffin, nailed shut & draped with old garlic cloves. Three *magic missiles* (1d4+1 dam each) strike whoever opens coffin. Inside are dust, rotted finery & a wooden stake.
11. **Senseless Trap Room #1:** Old bare skeletons showing marks of violence. A scything blade (save vs. petrify or 2d4 damage) triggered by tripwire strikes the first person(s) to enter room.
12. **Cursed Padded Cell:** Padded walls, ceiling & floor; straightjacket on floor. See **Special Dungeon Notes** p. 46.
13. **Padded Cell:** Padded walls ceiling & floor; thick webs. Black Widow Spiders (2) lair here. Amongst the remains of previous meals are 35 cp and 6 gems (10 gp, 3×25 gp, 100 gp & 1,000 gp).
14. **Graffiti Room:** Walls covered with meaningless scrawls drawn in soot. Burnt-out torch in corner. Empty.
15. **Chamber of Voices:** Remains of simple cots & furnishings; dust & cobwebs; sounds of many whispered voices. See **Special Dungeon Notes** p. 46.
16. **Auditorium:** Smashed benches; tattered curtains; ring of grotesque mushrooms (10′ dia.). Pyskes (10 – see p. 47) and 1 Pyske sorcerer (as 4th level magic-user - spells: *charm person, magic missile, mirror image,* & *web).* Each has 1d10+1 ep & 1d8 gp and the sorcerer has his spell book containing the above. The mushroom ring is a gateway to Faerie, but only functions when the Unseelie Court rules that realm. The Pyskes await that time so they can return home. The ring radiates magic if *detected* for.
17. **Madding Crowd Hall:** Mural of crowded mob on walls; blood stains on floor. See **Special Dungeon Notes** p. 46.
18. **Ancient Audience Chamber:** Dust & cobwebs; 3′ dia. pillars; iron throne on low dais; fallen masonry. Empty.
19. **Senseless Trap Room #2:** Sounds of work. Inmates (9) resetting a deactivated trap of the Labyrinth Lord's choice
20. **Cistern Room:** Pool (5′ deep) of clean, potable water; rotted barrels; rusty buckets. Kobolds (9) fetching water for the Inmates in area **#19.** Each has 4d6 cp.
21. **Former Dormitory:** Dust & cobwebs; ruined furniture; signs of a small camp; skeletal severed hand. Empty.
22. **Ruined Study:** Smell of animals; destroyed furniture; ruined rug. Higher Baboons (5) live here. They hoot & howl if disturbed (check for wandering monsters). There is 35 cp scattered amongst the debris and baboon feces.
23. **Baboon Bedchamber:** This room and its furniture has been befouled by baboons. Empty.
24. **Well Bottom:** Hole in ceiling extends 60′ to area **#37** on **Level 1A** (p. 31). An oilskin tarp is suspended under the hole to catching offerings from above. If the PCs have thrown treasure into the well, there is a 5% chance it is still here.
25. **Neanderthal Lounge:** Eclectic collection of furnishings; walls painted with childlike drawings. Inmates (10).
26. **Inmate Ruler's Chamber:** Pile of rugs on the floor; clashing paintings & tapestries on walls. Rythik, ruler of the Inmates (6 HD, *+1 chainmail* & *+1 shield*), is here unless an alarm has been sounded. A jumbo-sized jack-in-the-box (appears trapped but is harmless) holds 3,000 cp, 1,000 sp, a *potion of giant strength* & the key to area **#27.**
27. **Pharmacy:** Locked door. Wooden shelves; dusty glass bottles; mortar & pestle. **See Special Dungeon Notes** p. 47.
28. **Moldy Room:** Patches of harmless gray mold; door to area **#29** is protected by a *bright ward* (save vs. spell or blinded for 2d6 rounds – see **New Cleric Spells** p. 47). Empty
29. **Kitchen:** Former kitchen stripped clean. The skeletal remains of a cleric hidden in the pantry. The corpse has a rusty mace & chainmail, rotted adventuring gear, 5 sp, and 3 gp.
30. **Laundry:** Rotten wooden tubs; decayed clothes & linens; empty earthenware jugs. Empty.
31. **Foyer:** Bas-reliefs of stoic men & women in robes; beetle-gnawed gnoll carcass hung on a rusty iron frame. Empty.
32. **Old Storeroom:** Bare shelves & boxes; remains of a long-dead campfire; gnawed human bones. Empty.
33. **Former Guard Post:** Piles of broken furniture & old clothes. Spitting Beetles (5) nest here. The beetles are aggressive, pursing the PCs up to 100′ away if bothered.
34. **Sensory Deprivation Chamber:** This bare room is under the effects of permanent *silence* & *darkness* spells. Its door can be locked from the outside. Empty.
35. **Old Storeroom:** Door barred from inside; old shelves & crates (empty). Inmates (5) drinking a stolen keg of ale.
36. **Defiled Chapel:** Dust & cobwebs; stone pews; pile of burned hymnals; bare plinth (idol long since stolen). Empty.
37. **"Solarium":** Peeling frescos of sunlit fields & woods. Cracked mural of sunny sky painted on ceiling. Empty.
38. **Labyrinth Room:** Painted circular labyrinth on floor (15′ dia.). See **Special Dungeon Notes** p. 46.
39. **Basket Weavers:** Bundles of rotted reeds; old water buckets; partially completed baskets. Empty.
40. **Senseless Trap Room #3:** Threadbare carpets; wooden chairs arranged in a circle. Door rigged to fall inwards if opened. Door ruptures gas bladder (Troglodyte musk cloud, 10′ rad.; save vs. poison or -2 penalty to hit for 1 turn).
41. **Haunted Hydrotherapy Room:** Sunken baths filled with dirty water; iron boiler & water tanks; decayed linens. One pool suddenly boils if entered (2d8 dam; save vs. breath attacks for ½). Pool contains parboiled remains of an elf adventurer with 700 sp & *wand of detect magic* (12 charges).
42. **Dining Hall:** Trestle tables & benches; thick webs. Black Widow Spider (1) lurks above. There is 47 cp in webbing.
43. **Rubble Room:** Cracked walls & ceilings; piles of debris; growths of lichens & moss. Spitting Beetle (1) foraging. The beetle is aggressive and pursues the PCs up to 100′ away.
44. **Former Dormitory:** Old cots; empty footlockers; mildewed clothes. Empty.

Level 2B: The Reptile House

Overview

The section of Stonehell known as the Reptile House was originally constructed as a series of dormitories and storerooms. After the liberation of the prison, however, the chambers underwent numerous alterations as they passed through the hands of a would-be warlord and his band of inhuman followers. But it would be the Children of Yg, Father of Serpents, who would leave the greatest mark upon these rooms after they took possession of this dungeon section in the years following the warlord's defeat. While these chambers served as the cult's primary gathering place, the sect maintained another fane within the environs of Stonehell (**Level 5B** p. 106) where initiates were indoctrinated into the cult and the most secret of rites were practiced.

The existence of the Children of Yg was eventually discovered when their fiendish plot to take control of nearby settlements was uncovered. The forces of Law drove the cult from these halls, leaving the Reptile House open for occupation by the next wave of inhabitants.

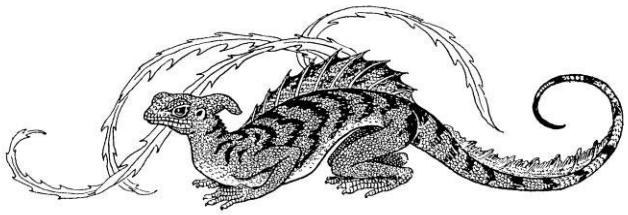
A band of lizardfolk discovered these chambers while fishing the underground river that flows past this section of the dungeon. Emerging from the muddy waters into a series of natural caves, the lizardfolk uncovered a strange vent in the floor of one of the cavern from which a miasmic gas emerged. After inadvertently inhaling this gas, the lizardfolk were gifted with strange visions and a feeling of closeness with their own scaly deity. These visions were believed to come from the divine and the cave became a holy place for the tribe. Now, each spring and summer, the young hunters of the tribe gather in the caves to receive the rites of adulthood from the aging shaman who maintains and protects this area. Although not usually blood-thirsty, the lizardfolk defend these caves and halls with aggressive violence and see the intrusion of outsiders as an affront to their beliefs and their deity.

The rooms and corridors of the Reptile House sport a serpentine motif—scale-pattern tiles, sinuously carved arches, and bas-reliefs of coiled snakes, ouroboroses, and striking serpents are commonplace through the quadrant. The air here holds a faint reptilian odor, punctuated by the marshy smell of mud and stagnant water.

Population

The Children of Yg's time in these chambers left an array of reptilian and amphibian inhabitants behind. Snakes, both giant and mundane, slither through the halls to feast on the giant frogs, toads, and flies that are descended from their ancestors' prey stock. Inmates from the Asylum occasionally hunt these halls for food or for their own inscrutable purposes. The hobgoblins to the south have been making excursions into these chambers in order to determine the lizardfolks' defenses before their planned expansion across the dungeon level. Kobold work crews are regular visitors and, although outsiders, their scaly bodies grant them some leniency with the lizardfolk.

The undisputed masters of the Reptile House, however, are the lizardfolk. As holy ground to the tribe, these chambers and natural caves always possess at least a small contingent of lizardfolk hunters, as well as the shaman, Gharial, and his draco lizard pet. The lizardfolk see any intrusion into this section of dungeon by outsiders as the most profane of blasphemies and any interactions the party has with them will have a +4 modifier to their rolls on the Monster Reaction Table (*Labyrinth Lord Revised* p. 52).



Special Dungeon Notes

The Cobra Pedestal (#15) – This 3' tall stone pedestal bears a stone carving of a 2.5' high, four-headed hooded cobra atop it. Each of the cobra's heads faces a cardinal compass point. The pedestal has two 6" deep holes set into it, one on the north side and one on the south. Placing an appropriate item (dagger, iron spike, etc.) into the holes allows the pedestal to be pivoted on its axis. If the pedestal is turned to the west, a niche in the western wall opens, revealing a pouch holding 78 sp, 8 gp & a *dagger +1.* If it is turned to the east, each head of the cobra spits venom as if it were a living spitting cobra (*q.v.*).

The Mound (#33) **–** The Mound is a mud hill with a hollow central chamber. This chamber is situated over a crack in the cave floor from which strange geo-thermal miasmas issue. The Lizardfolk initiate young hunters in this chamber; the initiates meditating and breathing these mists much in the way some indigenous peoples

use a sweat lodge. As a result, these lizardfolk initiates fight as if they were berserkers (+2 to damage). The miasma is semi-toxic to mammals, including most surface races, and any such creature exposed to these gases must make a save vs. poison or become nauseated (lose 1d6 points of Str for 1 turn).

The Ouroboros Gate (#28) **–** This gate appears as an 8′ dia. stone serpent with its tail clenched in its mouth. Pressing the snake's eye causes a field of shimmering green light to appear within the circle outlined by the snake's body. If the person pressing the eye utters the phrase, "Father Yg, I seek succor," and steps into the field, he will be *teleported* to area **#13** on Level **5B** (p. 109). If the user fails to utter this phrase, touching the field causes 2d8 wooden sticks in his possession (torches, arrows, staves, etc) to transform into serpents (50% chance being venomous) and attack their bearer as per a *sticks to snakes* spell. If the victim owns no wooden items, he suffers no ill effects.

The Underwater Tunnel (#36) – Beneath the muddy waters in area **#36**, a flooded tunnel leads 500′ southeast to a large, slow, underground river. This river flows for several miles before emerging at the bottom of a nearby swamp. Most of the tunnels through which this river flows are completely flooded, making it impossible for air-breathing races to travel via the river without magical assistance. This river also connects with the submerged exits in areas **#8** & **#16** of **Level 5B** and is used by Song of Night Cries when he leaves his lair to hunt. The lizardfolk know of Song's use of the tunnel and river, but only in his giant crocodilian form. They have no inkling as to his real identity. The Labyrinth Lord can expand on the subterranean river by adding his own encounters, caverns, and other locations along the water's course if he is so inclined.

Important NPCS

The Reptile House is protected by a lizardfolk shaman who guards the southeastern caves with his draco lizard companion. His stats and information are presented below.

Gharial [**AL** N, **MV** 90′ (30′), **AC** 5, **HD** 4, **Hp** 15, **#AT** 1, **DG** 1d6+1 (staff), **SV** C4, **ML** 12]

Gharial is the elderly shaman of the Erecopsa tribe. His body is stooped and the scales around his mouth are white with age. He wears a leather smock painted with religious symbols and wields a fetish-covered staff as both weapon and crutch. Gharial's primary duty is to initiate young hunters into adulthood. Each spring and summer, he welcomes new hunters-to-be to the caves, guiding them through the religious ceremony that accompanies their ascension into adulthood. He guards these caves with his draco lizard pet and takes any intrusion with lethal seriousness. He has the spell ability of a 4th level cleric and has *cure light wounds*×2, *remove fear, resist cold, hold person,* and *silence 15′ rad.* memorized. He wears a necklace of wrought gold decorated with semi-precious jewels (600 gp value). Gharial's son is the sub-chief of the Erecopsa tribe and he loves his father dearly. He would track down anyone who harms or kills the shaman should he learn their identity.

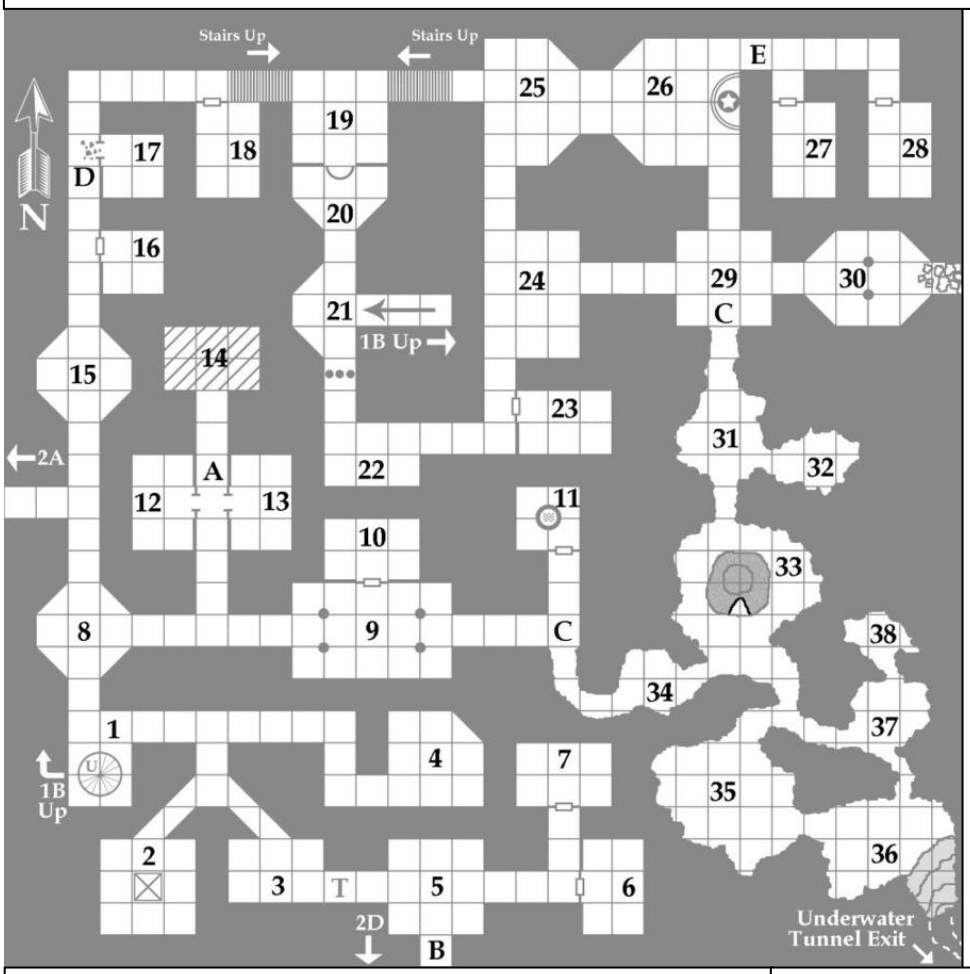
New Monsters

Frog, Giant Venomous
No. Enc: 1d6 (1d8)
Alignment: Neutral
Movement: 90′ (30′), swim 120′ (40′)
Armor Class: 7
Hit Dice: 2
Attacks: 1 (tongue or bite)
Damage: Special or 1d4+poison
Save: F1
Morale: 8
Hoard Class: None

Giant venomous frogs are large (3′ long), brightly-colored amphibians that feed primarily on gigantic species of vermin. Like their cousin, the giant toad, giant venomous frogs attack with a darting tongue that can capture prey up to 15′ away. Dwarf-sized or smaller creatures are drawn towards the frog's waiting mouth at a rate of 5′ per round. The frog receives a +2 bonus to attack creatures affixed to its sticky tongue. Unlike giant toads, giant venomous frogs cannot swallow their prey whole, but do possesses a highly-toxic venom. Anyone bitten by a giant venomous frog suffers 1d4 points of damage and must immediately save vs. poison or take an additional 2d6 points of damage from the poison. The frog's tongue is not venomous, but the slimy secretions that cover its body are. Anyone touching the frog with exposed skin must save vs. poison or suffer damage.

Giant venomous toads can be found in temperate and tropical swamps. They are also encountered in damp subterranean locales such as caverns and labyrinths. Their poison is coveted by hired killers, alchemists, and magic-users, and a pint of the substance can bring up to 100 gp if sold to these individuals. A single giant venomous frog, carefully scraped, yields half a pint of this substance.

Level 2B: The Reptile House



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Lizardfolk (2d4)
2. Lizardfolk (2d4)
3. Lizardfolk (2d4)
4. Lizardfolk (2d4)
5. Lizardfolk (2d4)
6. Kobolds (4d4)
7. Kobolds (4d4)
8. Berserkers (1d6)
9. Black Widow Spider (1d3)
10. Carnivorous Fly, Giant (1d6)
11. Draco Lizard, Giant (1d4)
12. Frog, Giant Poisonous (1d6) – see p. 51
13. Frog, Giant Poisonous (1d6)
14. Gray Ooze (1)
15. Hobgoblins (1d6)
16. Inmates (1d10)
17. Pit Viper (1d8)
18. Rattler, Giant (1)
19. Toad, Giant (1d4)
20. Toad, Giant (1d4)

Legend - Special

– Dried mud mound

– Portcullis (Open Doors check at -1 penalty to lift)

Features Key

A: Written in chalk on the east wall are the words: "Fabambus Rattletrap was here!"
B: A 3′ tall iron spike is driven into the floor here and topped with a human skull. Written on the skull in Hobgoblin is "Patrolled Area Ahead – 6th Century, 9th Cohort, Hobgoblin Occupational Army".
C: Muddy, clawed footprints mark the floor in this location.
D: A door lies in pieces on the floor at this location.
E: A large (15′ long) shed snakeskin lies upon the floor here. It appears fresh.

New Magical Item: Eyes of the Viper

These items are made of special crystal and fit over the eyes of the wearer. When worn, these lenses act as *eyes of charming* (*q.v.*). They also give the wearer infravision up to 60′ and grant the ability to see invisible objects up to 60′ as if employing the spell, *detect invisible*. When worn, these lenses give the wearer's eyes a sinister, snake-like appearance, causing him to suffer a +2 reaction penalty against any non-reptilian creature.

Room Key

1. **Stair Landing:** Walls painted with crude pictographs of lizard-like humanoids; faint marshy smell. Empty.
2. **Animal Trap:** A shank of meat hangs from the ceiling above a covered pit. The pit is lined with spikes that are smeared with frog poison (1d6 falling damage plus impalement on 1d4 spikes for 1d6 damage each and requiring a save vs. poison to avoid additional 2d6 damage).
3. **Man Trap:** Wooden chairs & table covered in glittering coins. The archway between areas **#2** & **#5** contains a scything blade trap (save vs. petrify or 1d8 damage). Coins are 300 sp but are affixed to the table by a powerful adhesive (dissolvable by strong spirits) and prying them free requires 1d4+2 turns of effort.
4. **Former Shrine:** Old carvings & religious symbols painted over by pictographs. Lizardfolk (4) hunting party. The hunters will be alerted if either trap in areas **#2** or **#3** is sprung.
5. **Antechamber:** Empty wall sconces; more painted pictographs. Giant Toads (4) eating large, harmless beetles.
6. **Foul Chamber:** Rotted furnishings; dank and marshy smelling. This room is filled with a toxic marsh gas. Characters must make a CON check each turn. If failed, the character falls unconscious and must save vs. poison or die.
7. **Old Buttery:** Racks of dry, dusty bottles and casks. Empty.
8. **South Hexagonal Chamber:** Stone pedestal (3′ tall) topped with the broken remains of a stone serpent. Empty.

9. **Main Hall:** Pictographs on walls; totem poles adorned with skulls, feathers, etc. Empty.
10. **Former Watch Post:** Bare weapons racks on walls; dry stone cistern; desiccated carcass of a giant toad. Empty.
11. **Well Room**: Circular stone well (10′ deep) half-filled with clean, potable water; bucket, winch & rope. The well appears to contain only water, but the bottom is masked by an *illusion.* A stone box sits on the well's bottom and holds a forgotten bandit cache of 800 sp & 200 gp.
12. **Machinery Room:** Gears, pulleys, chains & counterweights; smell of oil. Allows room **#14** to ascend. Empty.
13. **Machinery Room:** Gears, pulleys, chains & counterweights; smell of oil. Allows room **#14** to descend. Large oil squirt can on floor. The squirt can is able to spray a stream of oil up to 10′ away (1 flask capacity).
14. **Elevator Room:** A 4′ tall brass lever is in the center of this room. It has three positions. There is only a 2 in 6 chance that this room is here when first encountered. If not, it is currently on either **Level 3** or **4**, resulting in a blank stone wall at the end of this hallway. This room makes a huge racket when in use and it services **Levels 2-4.**
15. **North Hexagonal Chamber:** Stone pedestal with four-headed stone cobra carving atop it. See **Special Dungeon Notes** p. 50**.**
16. **Bedchamber:** Collapsed armoire; single iron spike driven into ceiling. Empty.
17. **Bedchamber:** Ruined furnishing; dead hobgoblin. Carnivorous Flies (2) feasting on the corpse. The hobgoblin's pouch holds 2 gems (25 gp & 50 gp values).
18. **Storage:** Large, empty bins & shelving; cleaning bushes on long poles; rakes; portable winch & pulley. These tools formerly used to maintain and feed the beast once confined in area **#20.** Empty.
19. **Callous Lounge:** Opulent furnishings now ruined; wall niches with baroque statuary; balcony overlooking area **#20** (15′ above floor). Hobgoblins (3) spies looking for lizardfolk weaknesses. Each has 2d8+1 sp.
20. **Beast Pen:** Rotted straw; skeletal remains of some great, unidentifiable beast; rotting corpses. Carnivorous Flies (4). There are 13 cp and 4 pieces of jewelry (1,200 gp, 20 gp, 700 gp & 1,100 gp values) amongst corpses.
21. **Landing Pad:** Fearsome faces carved in walls; bloodstains; broken weapons & equipment. Victims of the pit trap on **Level 1B** arrive here, taking 1d6 points of damage from the slide and tumble. The chute may be climbed by a thief with a Climb Walls check or by any other character aided by ropes & spikes and making a STR check.
22. **Former Watch Post:** Rusty torch scones & weapon racks; lever on north wall. This room is dusty & empty. The lever raises the portcullis between here and area **#21.**
23. **Barracks:** Sleeping pallets; crude furnishings; battered shields on walls. A cavity under one mattress contains 700 sp, a *potion of delusion*, and a velvet-lined box containing a pair of *eyes of the viper* (see **New Magical Item** above).
24. **Training Area:** Combat dummies; rotted mats; ransacked weapon racks. A silver torc (80 gp) lies under a fallen training dummy.
25. **Feast Hall:** Stone tables in the shape of serpents; remains of chairs & crockery. Empty.
26. **Assembly Hall:** Raised 3′ dais; statue of hooded cobra; threadbare rugs with scale patterns. Lizardfolk patrol (7).
27. **Ruined Scriptorium:** Spiked open door; desks; webs; decayed writing supplies. Black Widow Spiders (3).
28. **Serpent Lord's Sanctum:** Ruined bed & furniture; snake motif paintings on walls; large stone Ouroboros near south wall. See **Special Dungeon Notes** p. 51 for details on the Ouroboros Gate.
29. **Former Prayer/Common Room:** Murals to Yg, Father of Serpents; rotted prayer/sleeping rugs; more painted pictographs. Carnivorous Flies (4).
30. **East Hall:** Pillars shaped like serpents; frescoes of giant snakes devouring sacrifices; rubble-choked hallway. Pit vipers (4) lair in the rubble. The rubble requires 60 man-hours of work to clear and the passage beyond leads to a yet-unrevealed section of the dungeon.
31. **Watch Post:** Natural stone cave; dirt & dried mud floor; pictographs. Lizardfolk (5). One has horn to alert the tribe.
32. **Larder:** Deer carcass, smoked fish; barrel of pickled fungus. Empty.
33. **Initiation Cave:** Pictograph paintings; wood & bone totem poles; 15′ tall dried mud mound with animal hide door. Lizardfolk initiates (6) in the chamber inside the mound. There is a 50% chance that Gharial the Lizardfolk shaman (see **Important NPCs** p. 51) is here as well. See **Special Dungeon Notes** p. 50 for details on the mound.
34. **Watch Post:** Natural cave; totem pole with crocodilian features. Lizardfolk (5). One has a bracer worth 20 gp.
35. **Sleeping Chamber:** More pictographs, sleeping bundles; extra spears; cooking fire. Lizardfolk (4) and a Lizardfolk warrior (max. hp; armed with a *sword +1*). The warrior wears a necklace worth 50 gp.
36. **Entry Cave:** Wood totem pole with crocodilian features; pictographs on walls; muddy beach. Crocodiles (8) with a 50% chance of 3 recent Lizardfolk arrivals. The pool leads to a submerged tunnel (see **Special Dungeon Notes** p. 51)
37. **Shaman's Quarters:** Sleeping roll; wooden altar; crocodilian totem; rusty strongbox. Draco Lizard (1). If shaman is not present in **#33**, he will be found here. Strongbox holds 1,000 gp, a *potion of climbing*, a *potion of ESP* & a *sword +1*.
38. **Mud Bath:** Smell of sulfur, burbling noises. Three natural mud baths; pictographs. The mud in one of these pools possesses healing qualities. Spending 1 turn in the pool heals 1d3 points of damage. This healing is due to a long-forgotten *staff of healing* that lies in the deep (8′) section of this pool. The staff is encrusted with dried mud and minerals. This mud is warm, but not scalding.

Level 2C: Without Doors

Overview

These open chambers and halls were once support rooms for the dungeon's prisoners. Workshops, dining facilities, and planning rooms comprised the bulk of this area's rooms. One of the prison's myriad religious sects also took control of several of the rooms, hoping to bolster the inmates' flagging morale with religious fervor and study. Like many of the prisoners' good intentions, this sect would ultimately crumble in the face of the growing devolution of the inmate population. The tenets of this religion and the identity of the deity they bent knee to have been lost to the passage of time.

This area now stands as a relic of those who have dwelled in Stonehell previously. Many of the rooms retain some small reminder of the former residents of this dungeon section. Some date back to the prison's early years, while others are from Stonehell's post-liberation period. The result is a chaotic collection of *objects d'art* and memorabilia that fail to adhere to any central theme. The Labyrinth Lord is encouraged to play up the discordant nature of this section of dungeon and to add his own creations to the mix.

Population

Due to the openness of this dungeon quadrant and the lack of fortifiable positions, the population of this section is largely transient. No sentient creatures dwell here for long, although many utilize the halls as a highway to move between other sections of the dungeon. The sole permanent resident of this dungeon area is the Burning Priest (see below and area **#30** on page 57). Doomed to remain in his former temple until his wages of sin are paid, the Burning Priest is fearsome in aspect, but harmless if left alone. His frightful appearance is enough to scare away any sentient creatures who might consider using the former temple and its ancillary rooms as a permanent lair.

Special Dungeon Notes

The Burning Priest (#30) **–** The Burning Priest appears as a skeleton dressed in religious vestments and engulfed in a 7′ tall column of green-red flame. His garments are untouched by this fire despite the heat produced by the flames. The Priest has been cursed to this state as a result of some forgotten blasphemous event. He is doomed to remain as such until he has atoned for his sins by preaching an uninterrupted sermon of hellfire and damnation lasting 100 years and a day. He has been preaching for 97 years and his absolution is in sight. The Priest will not interact directly with the party, although he may address them in his sermon. He otherwise ignores their actions. The sole exception to his passivity is if the PCs attack, attempt to Turn him, or otherwise interrupt his lengthy oratory. If that occurs, the Priest becomes enraged at the interruption (he must start his sermon again from the beginning) and seeks to slay the heretics. The Burning Priest has the following stats: **AL** N, **MV** 120′ (40′), **AC** 4, **HD** 4+4, **Hp** 31), **#AT** 2 **DG** 1d8 + 1d6 (fire) **SV** C4 **ML** 12. He takes ½ damage from normal weapons and full damage from silver & magic weapons. He turns as Infernal.

Wind Obelisk (#25) **–** Installed in the dungeon by unknown hands, the wind obelisks ensure that the air within Stonehell remains relatively fresh and help to purge the miasma of smoke, odor, and stagnant air that would otherwise pervade the subterranean realm. These obelisks stand 12′ high and their entire surface is covered with inscribed glyphs. A *read magic* reveals the glyphs to pertain to the Plane of Air. Whenever the party is in an area containing one of these steles, there is a 1 in 10 chance the obelisk activates during the time the party is present, creating a huge blast of air that blows throughout the area (100′ radius from the obelisk including all hallways and chambers with open doorways). This gale will extinguish torches and has a 50% chance extinguishing lanterns. The wind will also upset loose objects and small creatures (halfling-sized or smaller) who fail a save vs. breath attacks or a STR ability check (Labyrinth Lord's prerogative).

The Weeping Fountain (#27) – This dry basin is 10′ in diameter and constructed of fitted blocks of pale gray stone. On a raised platform in the center of the fountain's basin stands a 3′ tall statue of a weeping human woman dressed in homespun robes. Although not visible to the naked eye, the basin is riddled with tiny fissure that cause any liquid placed in the basis to eventually leak out. A *detect magic* spell will reveal that the fountain bears a magical enchantment. If the fountain is filled with a quantity of potable water (requiring a total of 50 gallons.), the waters will *cure serious wounds* once per day. There is a cumulative 10% chance per day the fountain goes dry again.

New Magical Items

Chimes of Peace & Tranquility – This large set of chimes may be rung to invoke their power once per week. Upon doing so, the chamber in which they are situated in becomes an oasis of tranquility for 12 hours. During that time, the room is free from interruptions

from the outside world (no wandering monsters), including attacks and spells originating from outside of the chamber. Likewise, the party cannot launch attacks or spells from within the protected chamber, but can leave the protected space at will. In effect, the party has a safe place to recoup and rest before again facing the threats of the dungeon.

New Monsters

Centipede, Giant Red
No. Enc: 1d8 (1d10)
Alignment: Neutral
Movement: 60′ (20′)
Armor Class: 8
Hit Dice: 1-1
Attacks: 1 (bite)
Damage: 1d2 + poison
Save: F1
Morale: 7
Hoard Class: None

These 2′ long scarlet centipedes are more vicious and toxic then their smaller cousins. On a successful bite, the victim must save vs. poison or suffer an additional 1d8 points of damage.

Small Men
No. Enc: 2d4 (2d4)
Alignment: Neutral
Movement: 60′ (20′)
Armor Class: 4
Hit Dice: 2
Attacks: 1
Damage: 1d8 or special
Save: F2
Morale: 9
Hoard Class: None

The Small Men are an enigma. Standing 4′ high or less, these pale men dress in loose smocks & trousers and move with fluid dexterity, easily avoiding attacks. They never speak and carry out ineffable tasks within the dungeon. Each Small Man possesses a single strange power that may be invoked once every 3 rounds. Examples of these powers are causing their hands to burst into flame (inflicts normal damage + 1d6 points of fire damage which can be halved with a save vs. spells), *levitate* (as spell with a 8 turn duration.), *hold person* (1 target), *invisibility* (as spell), *blind* (as *light* spell), or similar powers chosen by the Labyrinth Lord. Such abilities should not be greater in power than a 2nd level spell.

The Small Men are leftover magical creations of the Plated Mage (see **Appendix B** p. 128). Created from higher baboons subjected to the pool of proto-matter in the Hexperiment – North (p. 70, area **#5**), the Small Men seek to preserve the balance between Law and Chaos in Stonehell. With the ascent of the nixthisis' power and the overwhelming Chaotic forces that accompany that growth, the Small Men engage in seemingly meaningless tasks to even the Balance. These tasks usually consist of them creating ordered patterns of decoration and strange tableaus of construction through the dungeon. Whether these projects have any real effect in holding back the rise of Chaos or if they are just well-intentioned nonsense is up to the Labyrinth Lord to decide.

Spider, Giant Hound
No. Enc: 1d4 (1d6)
Alignment: Neutral
Movement: 120′ (40′)
Armor Class: 8
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F2
Morale: 8
Hoard Class: VI

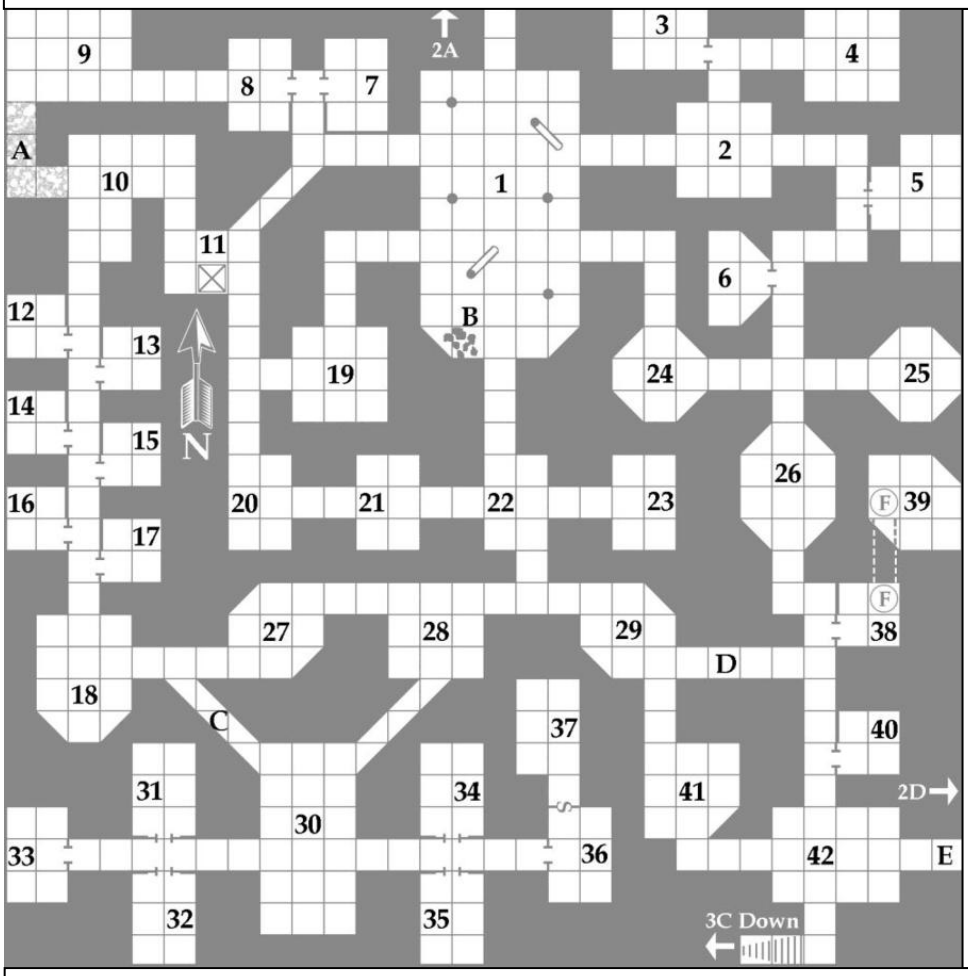
These gray-black spiders are named for their dog-like size and their tendency to hunt in packs. They do not build webs, instead attacking with a powerful, non-venomous bite.

New Magic-User and Elf Spell

Chilling Script
Level: 3
Duration: Permanent until read
Range: Touch

Used to protect books, scrolls, and other written materials from prying eyes, as well as a general trap against the curious and literate, *chilling script* resembles ordinary written words until studied. Once read, the script explodes in a blast of cold that inflicts 4d6+4 points of damage upon the reader (no save) and a like amount of damage to anyone within 10′ radius of the protected object. Such bystanders are allowed a save vs. spells to reduce the damage inflicted by half. A *detect magic* spell will identify the script as magical without setting off the icy blast.

Level 2C: Without Doors



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Baboons, Higher (2d6)
2. Bat, Giant (1d10)
3. Berserkers (1d6)
4. Black Widow Spider (1d3)
5. Centipedes, Giant Red (1d8) – see p. 55
6. Ghouls (1d6)
7. Gray Ooze (1)
8. Hobgoblins (1d6)
9. Hound Spider, Giant (1d4) – see p. 55
10. Inmates (1d10)
11. Kobolds (4d4)
12. Kobolds (4d4)
13. Locust, Subterranean (2d10)
14. Pit Viper (1d8)
15. Pyskes (2d4) – see p. 47
16. Small Men (2d4) – see p. 55
17. Spitting Beetles (1d8)
18. Toad, Giant (1d4)
19. Wasp, Giant (1d6) – as Bee, Giant Killer
20. Zombies (2d4)

Legend – Special

– Fallen Pillar

– Thick Cobwebs

Features Key

A: Cobweb-choked corridor.
B: A pile of fallen rubble & debris. A skeletal hand protrudes from the rubble. If cleared (2 turns of work req.), the crushed body of a dwarf is found. The corpse is dressed in smashed chain mail and bears a rusty axe. A pair of *boots of levitation* are on its feet.
C: A harmless slime coats the walls & floor here.
D: A leather satchel holding a half-eaten bologna, a wheel of hard cheese, and a flask of whiskey lies here.
E: A 3′ tall iron spike is driven into the floor here and topped with an elf skull. Written on the skull in Hobgoblin is "Patrolled Area Ahead – 6th Century, 9th Cohort, Hobgoblin Occupational Army".

Room Key

1. **Grand Foyer:** High (35′) vaulted ceiling; pillars (3′ dia.); fallen columns. Giant Hunting Spiders (3).
2. **Chilling Breath Chamber:** Caisson ceiling decorated with hemisphere globes & bas-relief of bearded man shouting. Writing appears inside the relief's mouth. If examined, it reveals itself to be *chilling script* (4d6+46 damage to reader; save vs. spells for ½ damage to all within 10′ – see above). Mouth has a secret compartment holding 700 sp & 200 gp.
3. **Map Room:** Flaking topographical map painted on the wall; empty pigeon hole rack; collapsed desk. A small keg used as desk leg holds 500 sp & 200 gp.
4. **Meeting Room:** Rotted table & chairs; mangy trophy heads hanging on the walls. Empty.
5. **Dormitory:** Bedrolls; ruined pallets & furnishings. Berserkers (6) with 4d6 cp each. There is a 3 in 6 chance they investigate area **#2** if the trap there is sprung; otherwise they wait here in ambush if they detect the party.
6. **All-Seeing Eye**: Low-relief of a three-lobed eye; low altar with dusty candles; scrolls of beaten brass. If the scrolls are touched, the eye fires a ray (save vs. death or turned *gaseous* for 1d6+6 turn). The scrolls contain 3 random clerical spells written in a Braille-like script (*read languages* & *read magic* spells both required to utilize the scrolls).
7. **Abattoir:** Stench of rotted meat; buzzing of flies; gore-stained walls; bones & ruined equipment. Ghouls (3).
8. **Tick Tock:** Chairs & low tables; broken grandfather clock in corner. Yellow Mold grows inside of the clock's body.
9. **Workshop:** Cold forge; workbenches; rusted tools; signs of previous looters. Empty.
10. **Wooden Sentinels:** Ten humanoid figures (4′ tall) of rough-hewn wood line the walls. One is a Wood Golem.

11. **The Express:** Barrels; piles of pig iron; rotted coils of rope; threadbare carpet. The carpet covers an old shaft that plunges 60′ down to **Level 3C**. Treat as a covered pit (6d6 damage) if the PCs venture over that section of carpet.
12. **Meditation Cell:** Crude pallet; prayer rug; small chest. Chest contains rotting blue-black robes and Pit Vipers (4).
13. **Meditation Cell:** Crude pallet; prayer rug; small chest; thick webs. Black Widow Spiders (2). Chest holds blue-black robes with 27 cp sewn into the hem of one of them.
14. **Meditation Cell:** Crude pallet; prayer rug; small chest. Cavity under the chest holds 90 gp & gold anklet (300 gp).
15. **Meditation Cell:** Crude pallet; prayer rug; small chest. Zombies (6) stand against east wall.
16. **Meditation Cell:** This room is completely bare of furnishings, monsters & treasure.
17. **Meditation Cell:** Crude pallet; prayer rug; small chest; frayed noose dangling from ceiling. A Poltergeist (1 – see p. 47), the vengeful spirit of an under-priest who took his own life in this cell, haunts this room.
18. **Dug-up Chamber:** Droning noise; large gray paper hive; loose flagstones on floor; holes dug about the chamber. Giant Wasps (19 – as Bee, Giant Killer) nest here. A cache of treasure is concealed under the flagstones of this room (thus the indications of digging & searching). Each 3 turns of labor has a 1 in 6 chance of discovering the cache of 6 gems (2×10gp, 50 gp, 75 gp, 500gp, 750 gp values) and 3 pieces of jewelry (1000 gp, 800 gp & 900 gp values).
19. **Bat Roost:** Smashed lounge furniture; destroyed harpsichord; overturned beverage cart; tattered cloaks hanging from hooks. Giant Bats (2) roost amongst the cloaks and attack anyone bringing light to this area.
20. **Whorled Room:** Painted designs in whorled patterns on the walls and floor; ten iron spikes driven into ceiling in a "figure 8" pattern. Small Men (4) painting here.
21. **Rats & Circles**: Eight white circles painted on floor; six dead rats with tails tied together lie in each circle. Empty.
22. **Moldy Bones:** Gray-green patches of mold & mildew; pile of 7 inanimate skeletons in southwest corner. Empty.
23. **Dripping Room:** Headless stone statue of a woman pierced by a score of arrows. A colony of Green Slime grows on the ceiling. An iron key hangs on the statue's back. This key opens a locked door of the Labyrinth Lord's choice.
24. **Weathervane Chamber:** Rusty iron weathervane (6′ tall) on a low raised platform points north. The vane swings freely. Under the platform (requires combined STR of 35 to move) is a compartment holding 7 small silver bars (100 sp each), 200 gp in loose coin & 3 pieces of jewelry (900 gp each).
25. **Wind Obelisk:** A 12′ tall, glyph-inscribed obelisk; smell of fresh air. See **Special Dungeon Notes** p. 54
26. **Angled Chamber:** Herringbone floor; pointed, vaulted ceiling. Hobgoblin Patrol (6). Half their number are armed with pole-arms. Each carries 4d6 cp & 1d8 gp.
27. **West Oblong Chamber:** Dry fountain with statue of weeping woman atop it. See **Special Dungeon Notes** p. 54
28. **Purification Chamber:** Stone font; shoe & boot racks; closets holding moth-eaten robes. An *unseen presence* speaks, "Discard your raiment and cleanse thy hands & feet." There are no ill effects if the party chooses not to comply.
29. **East Oblong Chamber:** Abstract fountain filled with mercury. Save vs. poison or die if drunk.
30. **Burning Sermon:** Smashed pews; scattered hymnals; pulpit; sound of fire & brimstone preaching; signs of old fire damage. The Burning Priest (see **Special Dungeon Notes** p. 54) gives his sermon here.
31. **Prayer Chamber:** Ruined prayer rugs; walls inscribed with parables; iron gong (5′ dia.) near north wall. Empty.
32. **Storage:** Rotted religious texts; candles; cleaning supplies; vestments. Giant Red Centipedes (5) nest here.
33. **Under-priest Dormitory:** Set of chimes in swirling pattern (3′ high × 6′ long) mounted on wall; simple pallets; prayer rugs. Chimes are *chimes of peace & tranquility* (see **New Magic Items** p. 54) and may be invoked once per week.
34. **Prayer Chamber:** Ruined prayer rugs; walls inscribed with parables; iron-banded alms box. Moving or lifting the box triggers a fusillade of darts (1d4 darts attack as 1st level Fighter; 1d3 points of damage each & save vs. poison at +4 or suffer additional 1d6 damage). The box contains 600 sp.
35. **Dangerous Ceiling:** Iron gong (5′ dia.) on ornate frame; striker on floor; remains of rugs. Ceiling is in danger of collapsing (noted by dwarves on a successful check). Striking gong causes a section of ceiling to collapse (3d6 damage to all within 10′ of north wall; save vs. petrify for ½). A set of ivory prayer beads (90 gp) lies forgotten in this chamber.
36. **Study:** Bare bookcases; writing desks & chairs; torn carpet; locked secret door disguised as bookcase. Empty.
37. **Hidden Bedchamber:** Old, dusty, opulent furnishings; religious vestments; stout locked armoire. Armoire is trapped (electric sigil does 1d8 damage to any non-Lawful opener; save for ½ damage) and contains 3 random clerical scrolls, *potions of healing* (×2), a *potion of extra-healing* and a *potion of heroism.*
38. **Bare Room:** Greasy black puddle on floor. Secret trap door in floor opens to the tunnel to area **#39**.
39. **Looted Panic Room:** Ransacked chests; overturned furnishings. Secret wall compartment holds 700 sp &100 gp.
40. **Bare Room:** Dust; cobwebs; old bones. Empty.
41. **Stone Spider:** East wall covered by high-relief of a 9′ long spider and web. The carving is coated with a strong adhesive. Anyone who touches it must save vs. paralyze or become stuck to the wall. An Open Doors check will free the victim, but if bare skin is attached to wall, freeing them inflicts 1d2 points of damage.
42. **Martial Hall:** Low-reliefs of armored men on walls; flagstones in the pattern of a kite shield; scarred statue of a bearded man dressed in armor & gripping a two-handed sword (Vaughn, God of War). Hobgoblins (4) on watch. Each has 4d6 cp & 1d8 gp.

Level 2D: Hobgoblin Redoubt

Overview

During the years that the prison was active, these rooms served as residences, workshops, and small recreational venues. In the years after the liberation, consecutive waves of inhabitants rerouted corridors, added defensive bottlenecks, and built new improvements in this area to form a defendable stronghold against rival dungeon factions.

It is ironic that with all the modifications and additional excavation that occurred within this area, the residents (both inmate and monstrous) never discovered how close these chambers lay to a possible avenue of escape. A mere thirty feet beyond one stretch of corridor lay a cave system that exits onto the surface above. Had the whims of Fate decreed otherwise, Stonehell's prisoners might have discovered a means to escape their subterranean nightmare long before their decline into depravity. This secret might have remained undiscovered if it had not been for the recent arrival of an expeditionary force of hobgoblins.

This group of hobgoblins, the 6th Century of the 9th Cohort of the Hobgoblin Occupational Army, arrived in the foothills in search of a staging area to launch raids into the lands of Men. While exploring the cave system, which they planned to use as a supply cache, one of the engineers noticed a fissure in a cavern wall. Preliminary excavations widened the crack until the fitted stone walls of the prison were discovered beyond. After breaking though the mortared stone, the hobgoblins were excited to discover a defendable redoubt and quickly occupied most of this dungeon section. They are now waiting on the arrival of reinforcements; after which they plan to take control of the upper levels of Stonehell and then terrorize the nearby civilized lands. In preparation for this day, patrols and spies have been dispatched into adjacent quadrants of this level to test the strength and defenses of their subterranean neighbors.

Population

Although the outlying areas of the Redoubt contain the usual gamut of molds, slimes, and vermin, it is the hobgoblins that present the largest threat to adventuring bands. Like all of their kind, the hobgoblins of the Redoubt are highly-trained soldiers and will use every military advantage possible in the defense of their stronghold. Such tactics include forming shield walls to protect their formations, sniping at enemies from behind cover or through loop holes, employing spears and pole-arms to keep attackers at a distance, and raising alarms to bring additional forces to the location of a conflict. Hobgoblins battling in the presence of a sergeant gain a +1 bonus to their morale, and those fighting alongside their commander have a morale score of 10.

The hobgoblins also employ a number of trained mountain lions to bolster their ranks. These tawny cats are sometimes brought along on patrols in the company of their handlers and are allowed to roam the halls of the Redoubt freely as well. These great cats will not attack any hobgoblin under normal circumstances due to their training. Magic can cause them to turn on their owners, but, because of their conditioning, the mountain lions receive a +2 bonus to their saving throws to resist the magic's effects (if a saving throw is normally allowed).

The hobgoblins have the potential of becoming a great threat both to the dungeon and to the surrounding lands. In due time, their numbers will increase with the arrival of more of their forces, and then the occupation of Stonehell will begin. Once their hold on the upper levels is complete, the hobgoblins will begin a series of well-planned raids upon outlying villages and trade routes throughout the area. If this potential threat is to be neutralized, the hobgoblins need to be slain or routed from the dungeon now while their numbers are limited. The Labyrinth Lord might consider using the hobgoblins' gradual occupation of the dungeon and their later forays into the neighboring lands as the central point of a low-level campaign based around Stonehell.

Special Dungeon Notes

The Discotheque (#36) – Two 8′ tall, 1′ diameter stone posts stand in alcoves along the southwest wall of this room. Each post is encrusted with numerous crystal lenses of various hues. The floor of this room is comprised of 1′ square white tiles. With the exception of a 2′ wide path (indistinguishable from the other tiles) that runs along the east & north walls of this chamber, stepping on the tile floor of this room causes beams of rainbow colored lights to shine from the posts, bisecting the room. Many of these lights are harmless, but some display strange properties as determined below. Should the room be crossed by walking anywhere other than the safe path, the Labyrinth Lord should roll 3d6 to determine the results of the rays.

3d6 Roll	Light Beam Effect
Pair (*e.g.*, 5, 5, 3)	Target suffers 1d6 points of damage from an energy type determined by the Labyrinth Lord (cold, heat, electricity, radiation, etc.).
Straight (*e.g.*, 2, 3, 4)	Target is healed of all damage, diseases, curses, poisons or other afflictions.
3 of a Kind (*e.g.*, 6, 6, 6)	Target gains one level of experience or a permanent +1 bonus to one attribute (Labyrinth Lord's choice).
Any Other Result	No Effect.

Those struck by the beams are allowed a saving throw vs. wands to avoid the effects, but they must announce that they wish to make a save BEFORE the result of the beam is revealed. It is possible to inadvertently dodge a beneficial beam as well as a harmful one.

Salt Lick (#8) – A naturally-occurring salt lick encrusts the southwest corner of this room. Due to a nearby deposit of **vaedium** (see p. 7), the salt lick has become contaminated by that element's weird radiation. Besides coloring the salt with a disconcerting pinkish hue, it absorbs the life force of anything consuming it the way normal salt absorbs moisture. Anyone tasting the contaminated mineral must save vs. poison or age 1d8 years. The salt will radiate magic if a *detect magic* spell is cast upon it. After an unfortunate incident with one of their cats, the hobgoblins locked this room to keep their mountain lions safe. The key to this room can be found amongst the commander's possessions in area **#20**.

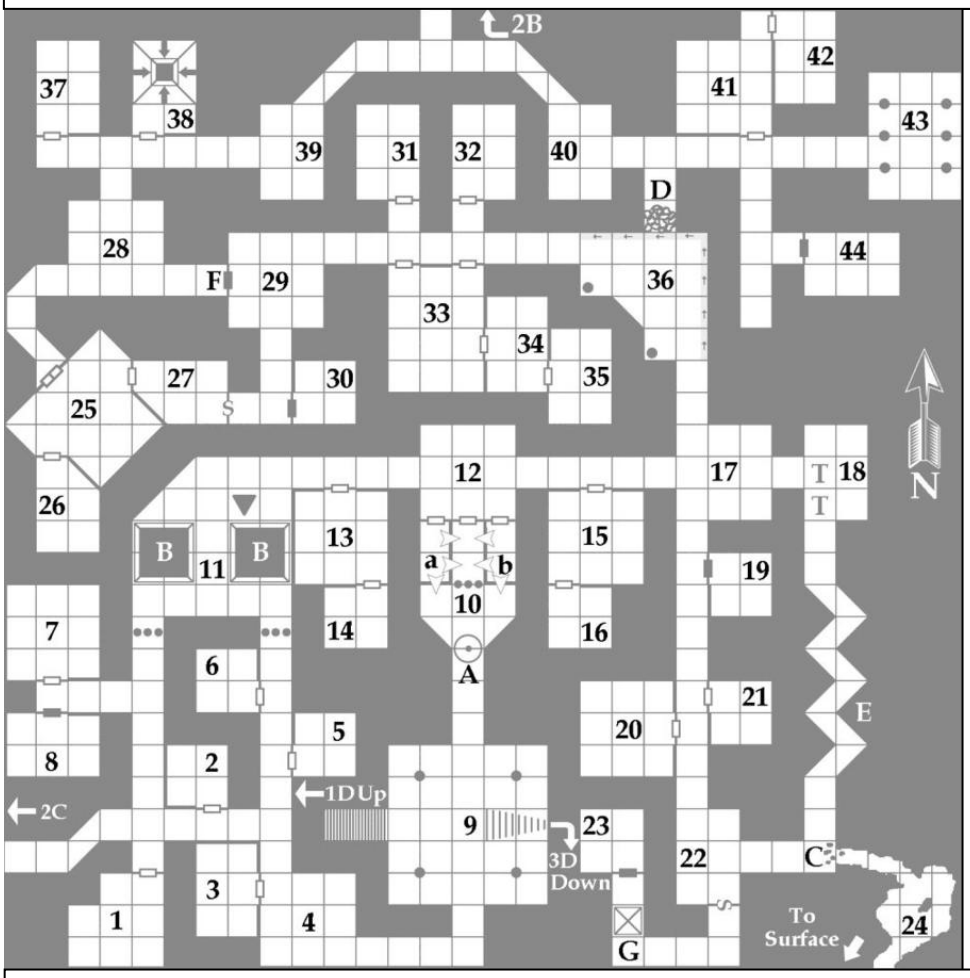
The Spout (#11) **–** At the location indicated on the map stands a *decanter of endless water* mounted and braced on an iron framework. The frame pivots on a central axis allowing the decanter to be aimed in a 180° arc. Metal plates surrounding the frame provide the operator with a -2 bonus to AC vs. missile attacks. The hobgoblins use the *decanter* in "geyser" mode to knock opponents off the stone bridge and into the pits surrounding it. Anyone caught in the blast of water must make either a STR check or a saving throw vs. breath attacks (Labyrinth Lord's choice) to avoid being knocked into the pit (see **Features Key** entry **B** for details on damage taken from falling into the pit). Even if the first STR check or saving throw check is successful, another roll is required to advance across the bridge against the brunt of the spray. Characters who fail their second roll cannot move forward but are not knocked off of the bridge.

The Trash Chute (#38) – The floor at the north end of this chamber slants at a 45° angle towards a 10′ square open pit. The pit is 30′ deep and ends in a dry 20′ dia. cave. Due to the angle of the floor and the harmless slime that coats it, characters attempting to edge closer to the open pit must make Dex checks to avoid slipping on the slick floor and sliding into the pit (3d6 points of damage). At the Labyrinth Lord's discretion, the cave might contain some rotting refuse and perhaps a dangerous occupant (giant rats, oozes, or some other trash monster) waiting to dine on anyone unlucky enough to tumble into its lair.

New Magical Items

Cool Stone – This utilitarian magical item is used to cool rooms and to keep perishable foodstuffs fresh. Consisting of a fist-sized hunk of natural, blue-white crystal, a *cool stone* radiates cold in a 15′ radius, keeping the surrounding area at a temperature of 36° F (2° C). The item produces cold constantly and cannot be "turned off" or adjusted short of smashing the crystal, which renders the item nonfunctional.

Level 2D: Hobgoblin Redoubt



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

Hobgoblin Redoubt (Areas 9-24 & 29-36)

1. Hobgoblins (1d6) on routine patrol.
2. Hobgoblins (1d4) & Mountain Lion (1) patrolling.
3. Hobgoblin bodyguard (see **#20** below) & Hobgoblins (2).
4. Mountain Lion (1) prowling about.
5. Kobolds (4d4) trading or working.
6. Hobgoblins (1d6) on routine patrol.

Unpatrolled Halls (Areas 1-8, 25-28 & 37-45)

1. Kobolds (4d4)
2. Kobolds (4d4)
3. Berserkers (1d6)
4. Gray Ooze (1)
5. Hobgoblins (1d6)
6. Small Men (2d4) – see p. 55
7. Spitting Beetles (1d8)
8. Toad, Giant (1d4)

Legend – Special

– Loophole
– The Spout
– Safe Path
– Turnstile
– Portcullis (Open Doors check at -1 penalty to lift)

Features Key

A: Iron Turnstile – This massive barred turnstile only allows one medium creature or two small creatures to enter area **#10** at a time, requiring one round to do so. The turnstile could be wrenched free from its mounting, but would require giant-like strength to do so.

B: Spiked Pits (20′ deep). Anyone falling into these pits takes 2d6 points of damage from the fall and lands on 1d4 spikes which inflict 1d6 damage each.

C: The wall of the corridor here has been breached from the cavern side. The fallen stone blocks are scattered in the corridor. Hobgoblin tracks are discernable coming and going through the breach.

D: A barricade of rubble completely blocks this corridor. It would require 4 man-hours of work to clear enough space for a human-sized creature to pass through.

E: The walls of this zigzag corridor are scarred by blows and scorched by fire. Once this hall was a death-trap but the mechanism no longer works. The characters need not know this...

F: A stout door set in a framework of rough hewn timber has recently been installed here. The door is barred on the eastern side.

G: A covered 20′ deep pit spans the hallway here (2d6 damage; triggers on a 2 in 6).

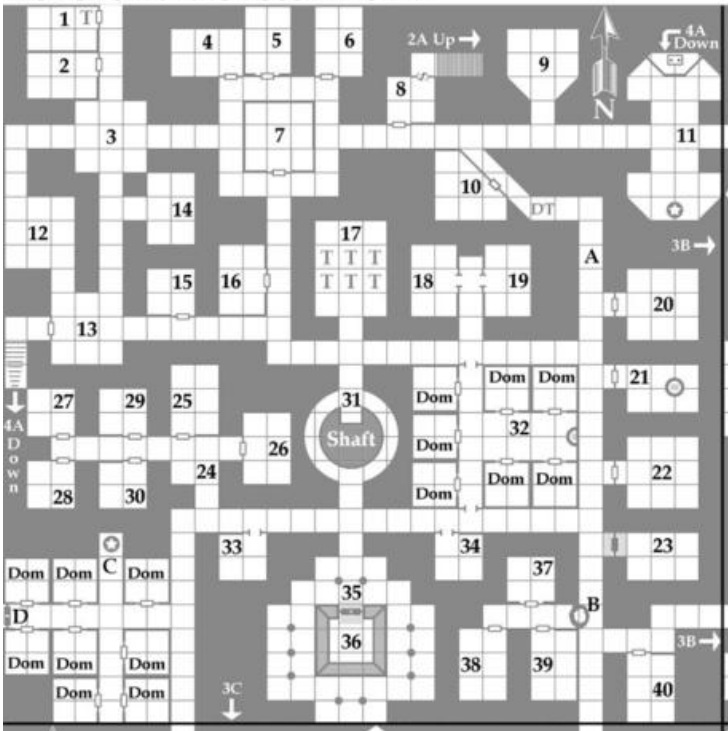
Room Key

1. **Moldy Room:** Large, empty urns; fallen masonry. Yellow Mold (4 colonies) covers much of the room.
2. **Slimy Chamber:** Sunken bath; stone basins; wet stone. A Gray Ooze (1) lurks in the bath.
3. **Looted Room:** Puddle of water; broken sword; smashed potion vial; old candle. Empty.
4. **Old Campsite:** Cold ashes; pile of scavenged wood; empty wine jug. Empty.
5. **Creepy-Crawlies:** Old straw mattresses; fungal growths; assorted broken junk. Insect Swarm (2 HD) in the debris.
6. **Midden:** Foul odor of waste; 5′ high pile of offal; trash. Giant Red Centipedes (2 - see p. 55) crawl about.
7. **Abandoned Workshop:** Old workbenches; rusting tools; stains & sawdust. Empty.
8. **Salt to Taste:** Locked door; broken crates & barrels; natural salt lick of pink hue in the southwest corner. See **Special Dungeon Notes** p. 59.
9. **Grand Stairway:** Pillars carved in the form of dwarves standing on one another's shoulders; signs of regular traffic. Hobgoblin sentries (2) at top of the stairs. Each has 4d6 cp & 1d8 gp.

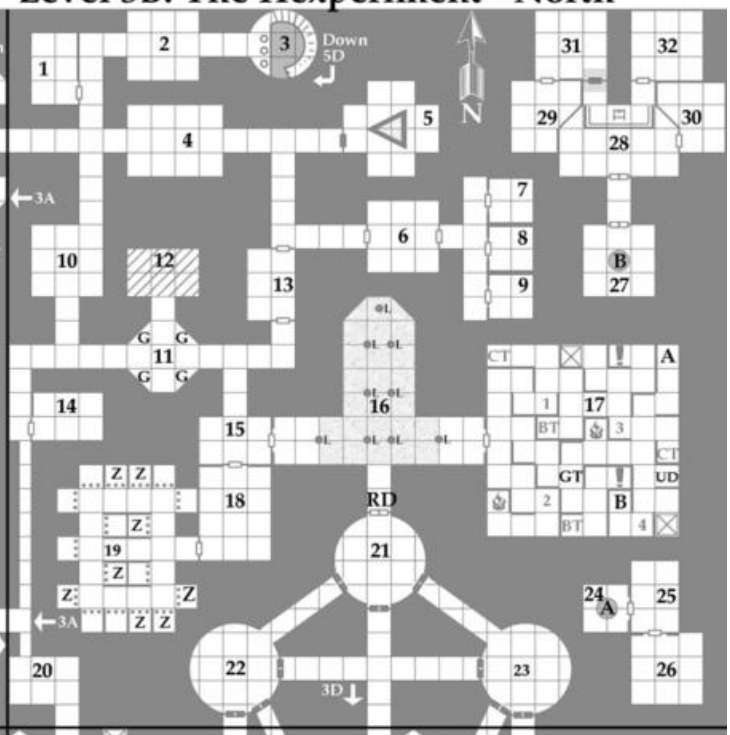
10. **Killing Field:** Iron turnstile (see **Feature A**); loopholes; lowered portcullis (Open Doors check at -1 penalty to lift); center door to **#12** locked. Hobgoblins (6) armed with crossbows & pole-arms watch from areas **a.** & **b.** Hobgoblins gain a -4 bonus to AC against missile attacks. These hobgoblins will summon reinforcements from area **#12** if needed.
11. **Hosed:** A 10′ wide stone bridge over a 20′ deep spiked pit; lowered portcullises (Open Doors check at -1 to lift); lit torches in sconces; metal framework protected by iron plating. Hobgoblins (4) armed with bows. They will use "The Spout" (see **Special Dungeon Notes** p. 59) on opponents attempting to cross the bridge. Each has 4d6 cp & 1d8 gp.
12. **Guardroom:** Spartan furnishings; well-ordered appearance. Hobgoblins (4) on duty here. Armed with pole arms and crossbows. Each carries 4d6 cp & 1d8 gp. They will reinforce areas **#10** or **#11** as needed.
13. **Barracks:** Orderly cots & footlockers; weapon racks; barrel of grog. There is a 50% chance of 1d6 Hobgoblins here.
14. **Sergeant's Quarters:** Campaign cot & footlocker; banner; weapon & armor stands. There is a 25% chance that a Hobgoblin sergeant is present (3d6 hp; attacks as 4 HD creature). A *potion of heroism* is located in a locked footlocker.
15. **Barracks:** Orderly cots & footlockers; weapon racks; barrel of grog. There is a 50% chance of 1d6 Hobgoblins here.
16. **Sergeant's Quarters:** Campaign cot & footlocker; banner; weapon & armor stands. There is a 25% chance that a Hobgoblin sergeant is present (3d6 hp; attacks as 4 HD creature).
17. **Guardroom:** Spartan furnishings; well-ordered appearance. Hobgoblins (2) armed with swords & crossbows.
18. **Deadfall:** Low (15′ high) ceiling covered by camouflaged tarpaulin; tripwires at both entrances. Tripwires trigger deadfall (loose rubble does 2d6 damage in 10′ rad. if a save vs. petrify is failed) and alerts guards in areas **#12** & **#17**.
19. **Armory:** Locked door; filled weapon racks; smell of oil & leather. Room holds 10 spears, 8 pole-arms, 3 flasks of oil, 60 quarrels, 1 long sword, 4 morning stars, 4 suits of leather armor & 2 suits of chain mail.
20. **Hobgoblin Commander:** Army campaign furnishings; map table; dinner waiting. Hobgoblins commander (22 hp, attacks as 5 HD creature) & 2 bodyguards (3d6 hp each, attack as 4 HD creatures) plan an offensive. Combat here will alert the bodyguards in area **#22**. The commander wears a *helm of comprehend languages & read magic* and has a *potion of giant strength*. A locked chest holds 6,000 gp and 3 pieces of jewelry (1,000 gp, 1,300 gp & 10 gp). The commander has the keys to the chest and to area **#8**.
21. **Storage:** Tarpaulins; casks of oil; torches; 100′ spools of rope; simple tools; basic useful items of little or no value.
22. **Elite Barracks:** Military cots; campaign footlockers; well-kept and orderly arms & armor. Hobgoblin bodyguards (2 – see area **#20** for stats). Each has 4d6 cp & 1d8 gp and one wears a ring (20 gp value).
23. **Forgotten Strong Room:** Locked door; thick dust & cobwebs; rusty weapons; spoiled food. A trapped coffer (save vs. poison or paralyzed for 2d12 hours) holds 700 sp, 400 gp, 3 gems (2×50gp & 500 gp) & a *scroll of ventriloquism.*
24. **Cave:** Damp cave; faint smell of fresh air. Empty. This cave leads to a larger cave system that exits at the surface. It may be expanded by the Labyrinth Lord or in a future Stonehell Dungeon supplement.
25. **The Arena:** Raised seating; fighting pit (10′ deep × 20′ dia.); frescoes of gladiators. Pit Vipers (8) slither here.
26. **Old Dormitory:** Ruined bunks & furnishings; empty weapon racks; old, small shrine to the War God. Empty.
27. **Arena Master's Quarters:** Old furnishings; crumbling broadsheets advertising pit fights. Shadows (2). Trapped strongbox (save vs. poison or 1d4 damage for 1d4 rounds) contains 11,000 sp, 5,000 ep, 7,000 gp, 5 pieces of jewelry (20 gp, 500 gp, & 3×1,100 gp values); 2 scrolls of *ward against undead, potions of human control, clairvoyance* & *sweet water.*
28. **Bare Room:** Empty.
29. **Guardroom:** Table & chairs; water barrel; alarm gong on wall. Hobgoblins (3) on duty. Each has 4d6 cp & 1d8 gp.
30. **Lock Up:** Barred door with padlock; simple cot & chamber pot within. Empty.
31. **Infirmary:** Clean cots; table with healing tools. Hobgoblin medic (1) and Hobgoblin patients (2 – each with 2 hp).
32. **Cat Pen:** Straw on floor; water dishes & shanks of meat. Mountain Lions (2) and Hobgoblin cat-wrangler (1).
33. **Dining Hall:** Immaculate dining hall; sounds of clattering dishes from area **#34.** Empty.
34. **Kitchen:** Smell of cooking foods; well-kept kitchen. Hobgoblins (2) washing dishes. Each carries 4d6 cp & 1d8 gp.
35. **Larder:** Barrels & crates containing iron rations, grog, fresh vegetables, pickled fungus, smoked albino cave fish and the like. A fist-sized chunk of crystal hangs from the ceiling in round iron cage (see **New Magical Items** p. 59).
36. **The Discotheque**: White tiled floor; stone posts with crystal lenses in alcoves. See **Special Dungeon Notes** p. 58.
37. **Bare Room:** Splintered bench; broken axe; phosphorescent mold on ceiling. Empty.
38. **Old Trash Chute:** Slimy floor; trapezoidal-shaped funnel leading to open pit. See **Special Dungeon Notes** p. 59.
39. **Old Guardroom:** Cracked, broken flagstone floor; fungus beds sprouting from cracks. Spitting Beetles (3).
40. **Old Guardroom:** Puddle of mud; barrel with three dead kobolds inside. Crab Spiders (2). One corpse has 67 cp.
41. **Smithy:** Smashed forge; corroded iron stock & tools; rusty anvil. Empty.
42. **Dilapidated Room:** Sagging ceiling shored up with timbers. Moving them would be bad (ceiling collapses for 3d6 dam; save vs. petrify for ½ damage).
43. **Stirges' Roost:** Coffered ceiling; timber posts; scuffed tile floor. Stirges (10) roost here. There is a 2 in 6 chance they've recently fed and are logy, in which case they will ignore the PCs unless provoked.
44. **Sealed Room**: Door nailed and barred shut; decrepit furnishings; smell of old death in the air. Skeletons (7) & Zombies (5) sealed inside. Bags containing 600 sp & 5 gems (10 gp, 3×50 gp & 500 gp value) lie in a forgotten drawer.

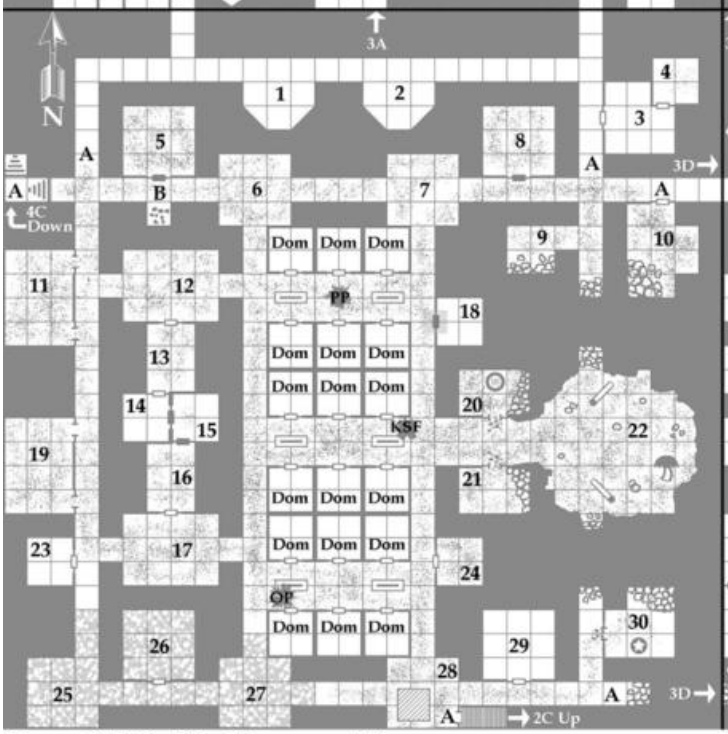
Level Three Master Map

Level 3A: Monster Dorm

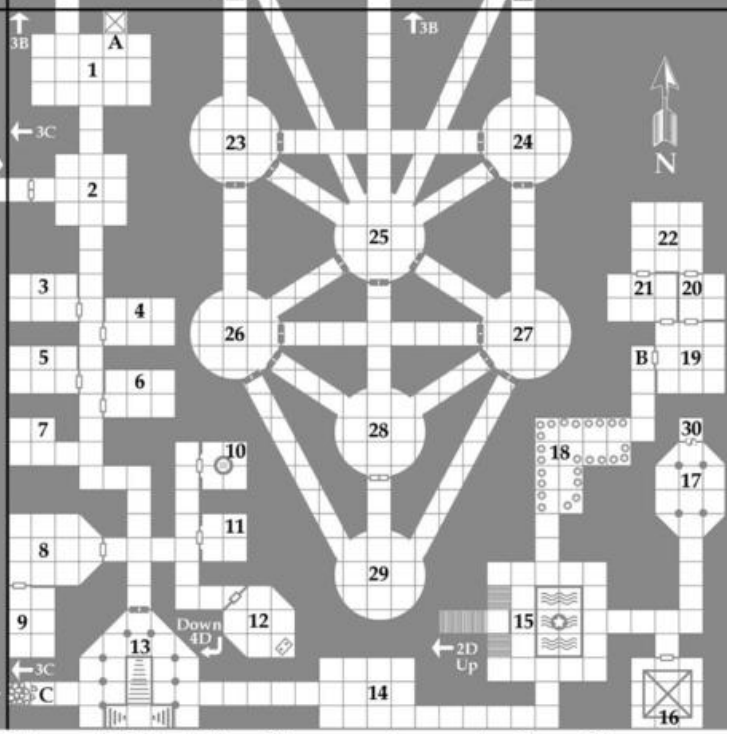


Level 3B: The Hexperiment - North





Level 3C: Hothouse Flowers



Level 3D: The Hexperiment - South

Level Three

It is on the third level of Stonehell Dungeon that the first, but not last, pockets of the strange appear. After two levels of simple dungeons corridors and chambers, the PCs discover that predictability is not one of Stonehell's character traits. Ancient magics have sown a dark garden under the earth here, and a massive arcane laboratory waits to be unlocked.

Level Three of the dungeon contains **Monster Dorm**, **The Hexperiment – North**, **The Hexperiment – South**, and **Hothouse Flowers**. Monster Dorm is the home of diverse monsters that live in close proximity without violence, while The Hexperiment is the former laboratory of Stonehell's enigmatic Plated Mage – a magic-user who created some of the dungeon's bizarre occupants and left a magical legacy behind. Hothouse Flowers was once the meeting ground of a twisted nature sect, but this ground has since sprouted much deadlier fruit.

Level Three Monster List

Ape, Albino [AL N, MV 120′ (40′), AC 6, HD 4, #AT 2, DG 1d4/1d4, SV F2, ML 7]
Animate Iron Statue [AL N, MV 30′ (10′), AC 4, HD 4, #AT 2, DG 1d8/1d8, SV F4, ML 11]
Bee, Giant Killer [AL N, MV 150′ (50′), AC 7, HD 1d4 hp, #AT 1, DG 1d3 + special, SV F1, ML 9]
Bone Monkey* {AL C, MV 120′ (40′), AC 7, HD 3, #AT 2, DG 1d8/1d8, SV F2, ML 12]
Bugbear [AL C, MV 90′ (30′), AC 5, HD 3+1, #AT 1, DG 2d4 or weapon +1, SV F3, ML 9]
Carcass Scavenger [AL N, MV 120′ (40′), AC 7, HD 3+1, #AT 8, DG Paralysis, SV F2, ML 9]
Carnivorous Beetle [AL N, MV 150′ (50′), AC 3, HD 3+1, #AT 1, DG 2d6, SV F1, ML 9]
Centipedes, Giant Red* [AL N, MV 60′ (20′), AC 8, HD 1-1, #AT 1, DG 1d2 + poison, SV F1, ML 7]
Eumyfolk* [AL N, MV 120′ (40′), AC 6, HD 3, #AT 1, DG 1d4 or 1d6, SV F3, ML 8]
Gargoyle [AL C, MV 90′ (30′) Fly 150′ (50′), AC 5, HD 4, #AT 4, DG 1d3/1d3/1d6/1d4, SV F8, ML 11]
Gelatinous Cube [AL N, MV 60′ (20′), AC 8, HD 4, #AT 1, DG 2d4 + paralysis, SV F2, ML 12]
Gnoll [Al C, MV 90′ (30′), AC 5, HD 2, #AT 1, DG 2d4 or weapon +1, SV F2, ML 8]
Gray Ooze [AL N, MV 10′ (3′), AC 8, HD 3, #AT 1 DG 2d8, SV F2, ML 12]
Green Slime [AL N, MV 3′ (1′), AC NA, HD 2, #AT 1, DG Special, SV F1, ML 12]
Harpy [AL C, MV 60′ (20′) Fly 150′ (50′), AC 7, HD 3, #AT 3, DG 1d4/1d4/1d6 + special, SV F3, ML 7]
Kobold [AL C, MV 60′ (20′), AC 7, HD 1d4 hp, #AT 1, DG 1d4 or weapon -1, SV 0 lvl Human, ML 6]
Killer Sword Fern* [AL N, MV 90′ (30′), AC 8, HD 2, #AT 2, DG 1d6/1d6. SV F2, ML 9]
Mesmetoad* {AL N, MV 90′ (30′), AC 6, HD 3+3, #AT 3, DG 1d2/1d2/1d6 + special, SV F2, ML 7]
Mossy Slime* [AL N, MV 30′ (10′), AC 8, HD 2, #AT 1, DG 1d6, SV F1, ML 12]
Ochre Jelly [AL N, MV 30′ (10′), AC 8, HD 5, #AT 1, DG 2d6, SV F3, ML 12]
Octoplant* [AL N, MV NA, AC 7, HD 3, #AT 8 or 1, DG 1d3 or 1d6, SV F2, ML 12]
Ogre [AL C, MV 90′ (30′), AC 5, HD 4+1, #AT 1, DG 1d10, SV F4, ML 10]
Plated Monkey* [AL C, MV 90′ (30′), AC 4, HD 3, #AT 2, DG 1d6/1d6+1 + special, SV F3, ML 10]
Petard Palm* [AL N, MV NA, AC 6, HD 4, #AT 1d3, DG 1d8, SV F2, ML 12]
Rat, Giant [AL N, MV 120 (40′), AC 7, HD 1d4 hp, #AT 1, DG 1d3 + disease, SV F1, ML 8]
Rattler, Giant [AL N, MV 120′ (40′), AC 5, HD 4, #AT 2, DG 1d4 + poison, SV F2, ML 8]
Shadow [AL C, MV 90′ (30′), AC 7, HD 2+2, #AT 1, DG 1d4 + special, SV F2, ML 12]
Shrieker [AL N, MV 9′ (3′), AC 7, HD 3, #AT Special, DG Special, SV F1, ML 12]
Slug, Great* [AL N, MV 30′ (10′), AC 8, HD 1, #AT 1, DG 1d3, SV F1, ML 7]
Small Men* [AL N, MV 60′ (20′), AC 4, HD 2, #AT 1, DG 1d8 or special, SV F2, ML 9]
Spellspider* [AL C, MV 150′ (50′) Web 120′ (40′), AC 7, HD 3, #AT 1, DG 1d6 + poison or by spell, SV MU3, ML 8]
Strolling Nettle* {AL N, MV 120′ (40′), AC 7, HD 3, #AT 1, DG 2d4, SV F2, ML 10]
Sump Thing* [Al N, MV 60′ (20′), AC 2, HD 4, #AT 2, DG 1d8/1d8, SV F2, ML 11]
Tarantula [AL N, MV 120′ (40′), AC 5, HD 4, #AT 1, DG 1d8 + poison, SV F2, ML 8]
Thing in the Pool* [AL C, MV Swim 60′ (20′), AC 4, HD 3 #AT 1, DG 1 + drowning, SV F3, ML 11]
Throghrin [AL C, MV 120′ (40′), AC 6, HD 3, #AT 2 or 1, DG 1d3/1d3 or by weapon, SV F3, ML 10]
Tick, Giant* [AL N, MV 30′ (10′), AC 4, HD 3, #AT 1, DG 1d4 + disease, SV F1, ML 11]
Wererat [AL C, MV 120′ (40′), AC 7 (9), HD 3, #AT 1, DG 1d4 or weapon, SV F3, ML 8]
Vampiric Achene* [AL N, MV Fly 60′ (20′), AC 8, HD 2+2, #AT 1, DG 1d6, SV F2, ML 9]
Wight [AL C, MV 90′ (30′), AC 5, HD 3, #AT 1, DG Drain life, SV F3, ML 12]
Wraith [AL C, MV 120′ (40′) Fly 240′ (80′), AC 3, HD 4, #AT 1, DG 1d6 + drain life, SV F4, ML 12]

* New Monster

Level 3A: Monster Dorm

Overview

Once a series of workers quarters and a dwarven ghetto, this dungeon section is now claimed by a diverse population of intelligent monsters—perhaps more diverse than one would expect to encounter. A state of grudging truce exists between the races. The gnolls are fearful of antagonizing their neighbors; the wererats are well-protected and sell their services to the highest bidder; the harpies are recent arrivals from **Level 4C**, and the ogres view their neighbors as being too small to bother with. These attitudes make for a tentative peace.

Population

Of all the denizens of this section, the primary ones to consider are the ogres, gnolls, wererats, and harpies. Although closely located to one another, a "live and let's kill outsiders" mentality keeps them from tearing each others' throats out.

The ogre band is composed of former members of the Marrow-Suckers Tribe (see **Level 4B** p. 88) who, growing tired of Clanker's and Furragk's leadership, struck out on their own. Consisting entirely of male ogres, the band has created a bachelors' paradise for themselves filled with wrestling, working out, and drinking potent rum and turpentine cocktails. Their lack of potential mates, however, may eventually drive them to either raid the Marrow-Suckers for ogre-wives or to rejoin that tribe after the thrill of a bachelor's life wears off.

The gnolls here were once a powerful tribe in the dungeon, but the predations of the nixthisis and adventurers has cut their numbers to a fraction of what they once were. They eke out a meager existence under their matriarchal chieftess and keep to themselves when not out scrounging oddities that catch their interest from around the dungeon.

When the residents of Stonehell require stealth and cunning, they turn to the wererats for assistance. These lycanthropes have created a lucrative position for themselves in the dungeon by serving as assassins, spies, and other covert roles for hire. Having bribed the ogres to seal the entrance to their chambers with a massive boulder, the wererats conduct their business from a near-inaccessible lair.

The harpies have recently flown here from their former lair below (see **Level 4C** p. 92) after pickings there became slim. After a failed attempt to charm the ogres turned violent, they've limited themselves to dining on adventurers and the occasional visitor from other levels. Despite their initial bad encounter, the ogres have grown fond of the "sing-songy birdie ladies" and sometimes invite one over to perform for them.

Special Dungeon Notes

The Oliphant (#7) – A crudely carved stone statue of an elephant occupies the center of this room. Immediately after the party enters this chamber, an *unseen presence* speaks "Approach not the beast 'less you bear the oliphant's greatest fear!"If the party disregards this warning and approaches the statue, its rocky bulk groans to life and it attempts to trample and gore the party. Use the stats for an Elephant (*Labyrinth Lord Revised* p. 74) with 4 HD and doing ½ normal damage for combat purposes. Adventurers attempting to flee the room discover that the door is locked. The exit remains sealed for 3 rounds once the statue animates, after which time it may be opened normally.

This fate can be avoided if the party is in possession of "Elephant's Terror," a statuette of a mouse found in area **#4** of **Level 3D** (p. 80). If the party approaches the statue with "Elephant's Terror" visible, the stone statue undergoes a startling metamorphosis. Surrounded by an aura of sparkling purple energy, the statue shrinks down to a 1′ tall statuette. It may be carried from the room easily and without incident. This statuette is the *Fabulous Portable Elephant* (see **New Magical Items** below).

Floating Boulder (#19) – For reasons long forgotten, this circular (4′ dia.) boulder was the subject of a permanent enchantment that causes it to float 3.5′ feet off of the ground. It has negligible weight in its *levitated* state and may be pushed about easily. Unlike normal *levitation*, the boulder cannot be directed to rise or fall. It remains a constant height above any surface it is moved over (including surfaces which would not normally support the stone such as water, quicksand, or snow). Pushing the boulder off of a great height causes the rock to plummet at normal falling speed, but it will abruptly halt its descent once it reaches 3.5′ above ground below. If weight greater than 600 lbs. is placed upon the boulder, it sinks to the ground until the weight is reduced.

Domiciles (various locations) – These are simple living quarters found throughout the dungeon. Each room is 20′ square and contains a pallet, chest of drawers, chair, and a chamber pot. These quarters are dusty and the furnishings are in poor condition. Most of the domiciles have been abandoned for years, but a few still contain

transient inhabitants. Roll twice on the table below to determine the domicile's contents.

d8 Roll	Residents	Treasure
1	Giant Black Widows (1d3)	Jewelry (1d6×100gp)
2	Giant Red Centipedes (1d8)	Coin (1d4×100 random type)
3	Pit Viper (1d4)	Minor Magic Item
4	Green Slime (1)	Useful, non-magical item
5	Empty	No treasure
6	Empty	No treasure
7	Empty	No treasure
8	Empty	No treasure

The Labyrinth Lord may substitute monsters and treasures of his own devising to replace those listed above or may choose to flesh out individual domiciles with his own special encounters and features.

New Monsters

Tick, Giant
No. Enc: 1d4 (2d6)
Alignment: Neutral
Movement: 30′ (10′)
Armor Class: 4
Hit Dice: 3
Attacks: 1 (bite)
Damage: 1d4
Save: F1
Morale: 11
Hoard Class: None

These giant arachnids feast of warm blood. On a successful hit, the tick has attached itself to the victim and automatically drains 1d4 hit points per round until killed or removed. Applying fire to a tick causes it to release their bite. Bitten victims have a 25% chance of contracting a disease that is fatal after 1d8+1 days.

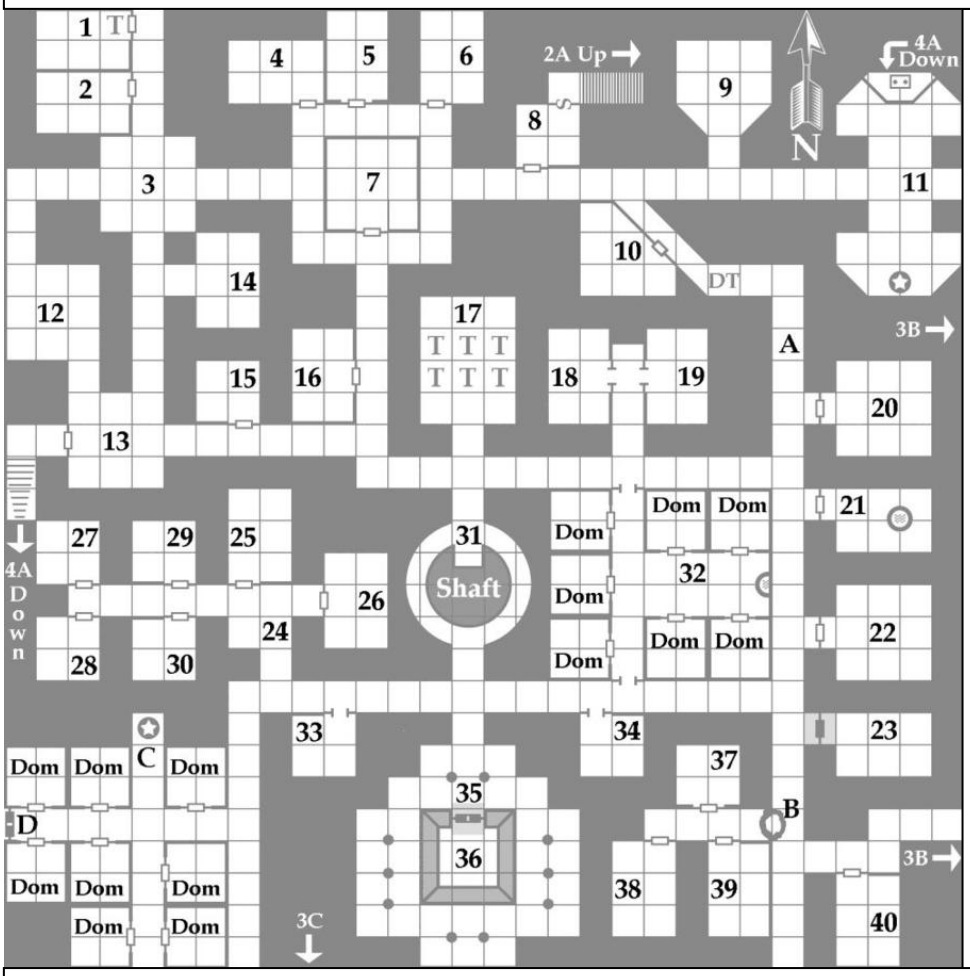
The Thing in the Pool
No. Enc: 1 (0)
Alignment: Chaotic
Movement: Swim 60′ (20′)
Armor Class: 4
Hit Dice: 3
Attacks: 1 (bite)
Damage: 1 point + drowning
Save: F3
Morale: 11
Hoard Class: XIV

The Thing in the Pool is a squat, toad-like creature composed of water. The Thing forms on the surface of its pool two rounds after the party approaches within 10′ of it. Once formed, the Thing attacks any creature within 10′ of the basin. A successful attack causes the victim to save vs. paralyze or take 1 point of damage and be dragged into the pool. The victim takes 1 point of damage each round thereafter and must save again each round or fall unconscious. An unconscious character drowns in three rounds unless rescued. A conscious victim in the pool may attack the Thing with a -4 penalty. The Thing ignores all others until its current victim is dead. Sharp weapons do 1 point of damage to the Thing and blunt weapons do normal damage. If the Thing in the Pool is reduced to 0 hit points, it collapses, but reforms in 1d3 rounds. Cold spells affect the Thing as a *slow* spell. Fire attacks do ½ or no damage (save negates). All other attacks have no effect on the creature. The Thing in the Pool may be slain by casting *purify food & drink* upon it or by pouring a *potion of sweet water* into its basin.

New Magical Items

Fabulous Portable Elephant – The *fabulous portable elephant* is a 1′ tall statuette of an elephant weighing 10 lbs. The elephant's tusks are mismatched: one is ivory; the other onyx. The *fabulous portable elephant* has two powers, but only one may be used each day. Pulling the elephant's ivory tusk turns the statuette into a living Elephant (*Labyrinth Lord Revised* p. 74) complete with howdah and empty baggage containers. It will serve as a beast of burden for the owner for up to 12 hours a day before returning to statuette form. The elephant can carry up to 600 lbs. at normal speed and up to 1,200 lbs. at half its normal movement. While in this form, the elephant will defend itself if attacked, but cannot be instructed to attack another creature by its owner. Turning the onyx tusk causes the statuette to become a Mastodon (*Labyrinth Lord Revised* p. 86) with 7 HD. As a mastodon, the creature will attack if commanded for up to 10 combat rounds. After 10 rounds of battle, the mastodon returns to its inert form. This power may be invoked once per week. All wounds suffered by the elephant in either guise are healed while in statue form, but if the beast is ever reduced to zero hit points, it is permanently slain and the statuette loses its magic.

Level 3A: Monster Dorm



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Gnoll (1d6)
2. Gnoll (1d6)
3. Gnoll (1d6)
4. Harpy (1d6)
5. Kobolds (5d4)
6. Ogre (1d3)
7. Wererat (1d8)
8. Ape, Albino (1d6)
9. Bugbear (2d4)
10. Carcass Scavenger (1d2)
11. Carnivorous Beetle (1d6
12. Gargoyle (1d6)
13. Gelatinous Cube (1)
14. NPC Party
15. Ochre Jelly (1)
16. Shadow (1d4)
17. Small Men (2d4)
18. Tarantula (1d3)
19. Throghrin (1d6)
20. Tick, Giant (1d4) – see p. 65

Legend

Dom – Domiciles (See **Special Dungeon Notes** p. 64)

DT – Dart Trap (inflicts 2d4 damage to all in a 10′square if save vs. wands is failed)

Features Key

A: The air grows cool here. This is a natural phenomenon.

B: A round, rough-hewn boulder (10′ dia.) blocks the corridor here. A combined Strength of 42 is required to move it. Small gaps between the floor and bottom of the boulder allow the wererats to slip under it while in rat-form.

C: An 8′ tall iron statue of a naked human male stands here. The man depicted is holding a coiled snake above his head.

D: A pair of brass double doors stands here. The doors are *arcane locked* by a 10th level magic-user and lead to a yet-to-be detailed section of the dungeon.

Room Key

1. **Looted Strong Room:** Pilfered chests & coffers; empty weapon racks. The room's trap (pendulum blade; save vs. petrify or 2d8 damage) remains intact and is armed.
2. **Wrecked Seraglio:** Ruined bedding; erotic frescoes; smashed water pipe. Empty.
3. **Ogres' Gym:** Pig iron, scrap metal & dirt-filled casks turned into homemade workout weights. Ogres (2) pumping iron. One has 100 gp and the other carries 200 gp, which they keep in sacks on their belts.
4. **Detritus Room:** Mounds of broken timbers, fallen masonry, etc.; walls seeping water. Giant Tick (1) lurks overhead.
5. **Ancient Lounge:** Furnishings covered with tarps; old rug; dust & cobwebs. Empty.
6. **Throghrin Den:** Ruined sewing room. Throghrin (4) debating joining the Hobgoblins on **Level 2D**. Each has 1d10 gp.
7. **The Oliphant:** Life-sized stone statue of elephant in center of the room. See **Special Dungeon Notes** p. 64**.**
8. **Looted Supply Room**: Bare, dusty shelves; empty containers. Secret door leads up to **Feature G** on **Level 2A**. Empty.
9. **Dwarven Feast Hall:** Dwarf-sized stone tables & benches; carving of a comely dwarven female (bearded) serving dwarven warriors. "Gudrun" is written in dwarvish runes under the carving. Speaking "Gudren" in Dwarvish while touching the carving fills all empty containers in the character's inventory with fine dwarvish mead.
10. **Dwarven Barracks:** Dwarf-sized stone bunks; wrestling circle marked on floor; dirty drinking horns. Empty.
11. **Dwarven Chapel:** Dais holding a stone altar (5′ square) carved in the shape of a badger; bells; statue of hooded, featureless dwarf. Altar can be moved with an Open Doors check, revealing a staircase down to area **#7** on **Level 4A** . If the statue is touched, it speaks aloud, reciting dwarven prayers or other wisdom of the Labyrinth Lord's choice.

12. **Ogre Den #1:** Rank furs & skins; huge crude furnishings; bones. Ogres (2) drinking rum & turpentine cocktails. Each has 100 gp & one wears a nose ring worth 70 gp. A *potion of flying* is mixed in amongst empty bottles & mugs.
13. **Ogre Den #2:** Rank furs & skins; huge crude furnishings; bones. Ogres (3) arguing ("Elf taste better!" "No! Halfling do!"). Two have 100 gp each and the leader, Unkettu, has 200 gp, an armlet (800 gp value) and a *two-handed sword +1* (which does 1d10+4 damage in ogre hands).
14. **Ogre Larder:** Shanks of raw meat; barrels of foul-tasting rum; casks of turpentine. A dusty crate of good wine (12 bottles worth 10 gp each) sits forgotten in a corner.
15. **Domicile:** Collapsed bed; shredded straw pallet; smashed chest of drawers. Empty.
16. **Under Construction:** Sounds of labor; loose masonry; troughs of mortar; stone blocks. A Kobold work crew (11) is repairing the west wall. Three of them are on watch at the door. Each has 4d6 cp & 1d10 sp.
17. **Hall of the Elders:** Five marble busts on stone pedestals at north end of room; mosaic floor depicting prostrate worshipers. Arrow trap (1d4 arrows fire; hits as F3; 1d6 damage each) is triggered by crossing the mosaic. Each bust is of an older, human male and they are labeled *Yrag the Elder*, *Evaders Noan*, *Jeermilch So*, *Yammond Volt*, and *Rolo Utes*.
18**. Harpy Nest:** Sounds of singing; smell of filth and excrement. Harpies (4) nest here amongst soiled furniture and the bones of their victims. Harpies wear a total of 6 pieces of jewelry (4×1,600 gp and 2×1,100 gp values).
19. **The Floating Boulder:** A circular boulder (4′ dia.) inscribed with sigils floats 3.5′ above floor. See **Special Dungeon Notes** p. 64. If its enchantment is somehow removed, the boulder weighs 600 lbs.
20. **Bare Room:** A single chair stands in the middle of the room. Empty.
21. **Disused Cistern:** Pool of potable water (5′ deep); barrels & buckets. Tarantulas (2) and 15 cp amongst barrels.
22. **Torture Chamber:** Rusty, broken torture devices. Gnolls (4) are dragging an old iron maiden back to their lair. Each carries 1d10+1 ep & 1d8 gp.
23. **Torturer's Quarters:** Door is locked & trapped (guillotine blade drops; 1d10 dam, save vs. petrify to avoid). Spartan furnishings; rotted leather apron & hood. A concealed compartment in the wardrobe holds 1,400 sp & 4 gems (10 gp, 50 gp, and 2×1000gp value).
24. **Gnoll Guard Post:** Brazier with roasting meat; rotten straw on floor. Gnolls (3) on guard duty. Each has 1d10+1 ep & 1d8 gp. They will howl an alert if they spot intruders.
25. **Gnoll Barracks:** Mangy bed rolls; old, mix-matched furnishings. Gnolls (6) with 1d10+1 ep & 1d8 gp each.
26. **Gnoll Chieftess Quarters:** Soiled poster bed; scrawny gnoll male chained to wall; iron-banded trunk. Gnoll chieftess (attacks as a 3 HD creature; 16 hp) and Gnoll paramour (6 hp). Locked trunk contains 10,000 cp & 5,000 sp.
27. **Oddities Storage:** Numerous odd, but useless items (broken clocks, weaving loom, hippopotamus' foot umbrella stand with umbrellas, wooden sarcophagi, bagpipes, or anything else the Labyrinth Lord can imagine).
28. **Storage:** Rotting humanoid carcasses; barrels of rank wine; dirty clothing and cloth. Empty.
29. **Female Gnoll Quarters:** Filthy bedding; small oven; cooking utensils & supplies. Gnolls (3) baking blood bread.
30. **Adolescent Gnoll Quarters**: Crude sleeping quarters; wooden statuette of dog-headed female humanoid in erotic pose; drums. Gnolls (3) with 1d10+1 ep & 1d8 gp each.
31. **The Grand Shaft:** A shaft (20′ dia. × 100′ deep) leads to area **#18** on **Level 4A** (p. 87); platform extending out over shaft; broken chains; remains of an old elevator system. Gargoyles (4) lair in shaft and will fly up to investigate noisy explorations of this room. These gargoyles lair in niches along the length of the shaft.
32. **Plaza of the Pool:** Phosphorescent lichens & mosses; semicircular pool adorned with carvings of fish & frogs; glitter of treasure in pool. The Thing in the Pool (see p. 65) lurks here. Pool holds 8 jewelry pieces (2×20 gp, 40 gp, 300 gp, 2×600 gp, 2×1200 gp values) and a *sword +1, +3 vs. undead.*
33. **Mossy Chamber:** Stone planter in center of floor; moss covers floor and walls. Giant Ticks (2) lurk within.
34. **Leaky Fountain:** Leaky wall fountain (scowling, bearded face) and basin; drain with an iron grill in floor. Empty.
35. **Great Remembrance Hall:** Burning torches in sconces; frescoes of battling warriors; pillars carved in the image of Viking-esque raiders; trapezoidal, basalt mausoleum (20′ tall). Shadows (3) lurk here. The torches burn without consuming fuel as long as they remain in sconces. If removed, they become normal torches (total of 20 in all).
36. **The Basalt Mausoleum:** Locked & trapped door (*chill script* – see p. 55). Bare, whitewashed walls; two stone sarcophagi carved in likeness of warriors. Wights (2) throw open lids and attack! In a trapped compartment (acid spray does 2d8 dam; save vs. breath attacks for ½) under one sarcophagus are 7,000 cp, 4,000 sp, 6,000 ep, 11,000 gp, 2 gems (2×25 gp), a *sword +1*, an *axe +1*, a scroll of *ward against magic*, a *potion of diminution* and a *ring of spell turning*.
37. **Wererat Leaders' Lair:** Canopy bed; thick layer of many carpets; numerous candles. Wererats leaders (2 – mated pair with max. hp) are found here 75% of the time. Locked trunk holds 6,000 sp and 1,000 gp.
38. **Rats' Nest:** Hammocks; scavenged furniture; rat holes gnawed in walls. Wererats (4) with d% cp each.
39. **Supply Room:** Casks & crates of foodstuffs; hammocks; table & chairs. Wererats (3) with d% cp each.
40. **Bugbear Patrol:** Four bare 3′ tall pedestals; faded mural of a city street painted on east wall. Bugbears (7) from **Level 3B** (p.68) taking a break from patrolling. Each carries 4d6 cp, 2d8+1 sp, 1d10+1 ep & 1d8 gp.

Level 3B: The Hexperiment – North

Overview

Over five decades ago, the magic-user now known as the Plated Mage (see **Appendix B** p. 128) and his apprentices came to Stonehell to build a magical workshop in the former prison's depths. Taking control of half of this dungeon level, the Mage and his students reshaped the existing areas to suit their needs. Protected behind magical and mundane traps, the Mage embarked on a series of experiments designed to achieve immortality by means other than undeath. Using apes and baboons as his test subjects, the Mage pursued many avenues of research, but not all bore fruit.

After experimenting with proto-matter alteration, mind-transference, and intellectual enhancement, the Plate Mage discovered that a semblance of immortality could be achieved by replacing the organic components of life with magically-imbued, technological substitutes (or "arcanitech," as he called it). When the alterations of his test subjects proved successful, the Plated Mage decided to subject himself to the transformation.

Before he could undergo the change, however, the growing stream of adventurers into Stonehell forced the Plated Mage to seek a more private location deeper within the dungeon. He dismissed all but a handful of his apprentices, released his test subjects (modified or not) into the "wilds" of the dungeon, sealed his lab, and descended into the depths of Stonehell to continue his work. His test subjects and their descendents still prowl the dungeon today.

Over time, rumors of the Plated Mage's former workshop spread, luring more than one would-be arch mage to their deaths. The most recent arrival seeking to lay claim to the abandoned labs is a chaotic magic-user named Fulkth, who, assisted by bugbear thugs, hopes to take possession of the workshop and whatever magic remains for himself.

The halls and rooms of this level are unlike those found elsewhere. Every exposed stone surface is smooth and featureless, as if molded like clay. A dim aura of magic pervades this entire area (which may muddle spells like *detect magic* at the Labyrinth Lord's discretion), and both static electricity and the whiff of ozone hang in the air. Non-spell casting classes suffer headaches and mild nausea if they remain in the area for too long.

Population

Until recently, this area was inhabited solely by the Plated Mage's cast-off test subjects and their descendents. Small Men, bone monkeys, and plated monkeys all dwelled here in seclusion. The arrival of Fulkth with his bugbears and *charmed* gargoyles resulted in the deaths of many of these creatures, and those that remain have learned to keep their distance from the wizard and his minions.

Special Dungeon Notes

The Birthing Pool (#5) **–** This 5′ deep pool is filled with pinkish-gray proto-matter and was used to create the Small Men. A live baboon immersed in the pool with the proper spells and reagents would be transformed into one of those diminutive humanoids. The method of their creation is lost, but the pool itself remains. The proto-matter is lumpy, slimy, and viscous, but is of no danger if handled or even consumed.

The Mental-Morpher (#18) **–** This device comes from the "Mad Scientist" school of design: weird antennae, metal caps connected to wires, and metal slabs with restraints. To operate it, the user must first spend 1 hour making repairs and succeed in an INT check against ½ their INT score. A failed roll indicates the machine's operation is beyond them. If successful, they may use either of the machine's two properties. If switched to "Mental Transfer" it swaps the identities of any two creatures resting on the slabs provided both creatures fail a saving throw vs. spells. If either makes their save, the machine has no effect. If switched to "Brain Amplification" it has a 1 in 6 chance of increasing the INT score of the creature on the slab by 1d6 points. A result of 2-5 on the d6 roll means there is no effect and a roll of a 6 indicates the creature loses 1d6 points of INT and, if a magic-user or elf, is struck *feebleminded*. The Mental-Morpher functions 1d4+1 times before short-circuiting and exploding in a 4d6 *lightning bolt* that affects all within 20′.

The Repulsive Doors (Feature RD) **–** These doors detect the thoughts of all creatures within 30′ of them as if they were employing the magic-user spell *ESP*. If a creature wishes to pass beyond the doors and moves towards them, they create a repulsion field that prevents the creature from approaching (no saving throw). The doors stop generating the field as soon as the creature ceases to approach with the intent to open them or pass through. These doors can generate this field an unlimited number of times per day. A *knock* spell will open the doors, but attempting to pass through the portals slams the doors shut and activates the field. The only way to approach the doors is to shield one's mind from their ESP or to

possess the doors' key, which negates the effects of the field. Repulsive doors that have been successfully opened by physically touching them are unable to generate their repulsion field until they are once again closed.

Hall of Lenses (#16) **–** Crafted to amplify and reflect the energies spawned in the Spell Chambers (see **Level 3D** p. 78); these crystalline lenses must be properly aligned to work correctly. Currently, they are in disarray and randomly affect spells cast within the area marked on the map. Roll on the table below to determine the effects of spells cast within the affected area.

d8 Roll	Spell is:
1-2	Absorbed and has no effect. Caster loses spell from memory.
3-4	Reflected back at caster with normal effect. Area of effect spells are centered on caster.
5-6	Spell takes effect normally.
7-8	Spell has x2 effect (damage, # affected, etc.) if applicable.

Important NPCS

The power-seeking magic-user, Fulkth, is the most likely threat to adventurers seeking to plunder this area.

Fulkth [**AL** C, **MV** 120′ (40′), **AC**7, **HD** 6, **Hp** 16, **#AT** 1, **DG** 1d4 (dagger) or by spell, **SV** MU6, **ML** 10] **– Spells Memorized:** *charm person, shield, invisibility, mirror image, hold person, fireball*.

Fulkth is a ferret-faced, human male with thinning blonde hair and a sparse mustache. He pictures himself as a despot-to-be and lords his supposed power over his bugbear flunkies. Like many tyrants, Fulkth will flee to save his own skin if a battle turns against him, leaving his minions to delay any pursuit. He wears a *cloak of protection* +2, carries a scroll of *dispel magic & haste*, and wields a *wand of magic missiles* (11 charges). He keeps his spellbook and 70 gp in a satchel that he carries with him at all times.

New Monsters

Bone Monkeys
No. Enc: 2d6 (0)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 7
Hit Dice: 3
Attacks: 2 (claws)
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None

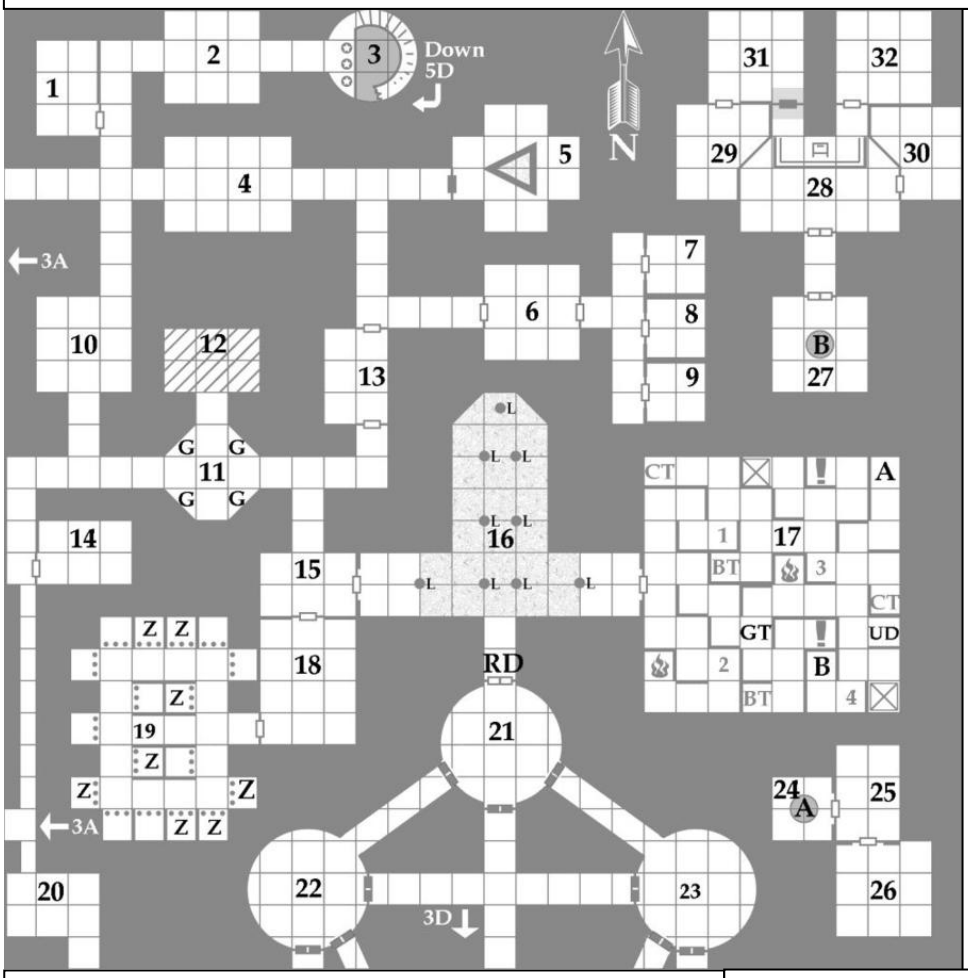
Spawned by a mixture of the magical residue in this area and the Chaotic energies of the nixthisis, these creatures are the animated skeletal remains of baboons. With eyes glowing a hellish red, bone monkeys attack with ragged claws that do 1d8 points of damage each. They often lay in wait amongst the skeletal remains of other primates, attacking when prey draws close. Bone monkeys are immune to *sleep* and *hold* spells and are Turned as 3 HD undead.

Plated Monkeys
No. Enc: 2d6 (3d6)
Alignment: Chaotic
Movement: 90′ (30′)
Armor Class: 4
Hit Dice: 3
Attacks: 2 (bite, weapon)
Damage: 1d6/1d6+1
Save: F3
Morale: 10
Hoard Class: None

Plated monkeys are baboons that have had parts of their bodies replaced with arcanitech, making them more machine than animal. What little organic tissue they retain has become necrotic and only remains intact due to the glowing, green liquid that pumps through the clear tubes embedded in their skin. Despite their decaying state, plated monkey are mechanical creations, not undead. Because of their ill-treatment at the hands of the Plated Mage and his assistants, plated monkeys hate magic-users and elves, and will attack them before any other class.

In addition to their metal jaws, plated monkeys have claws or blades attached to their arcanitech bodies that do 1d6+1 points of damage. By combining the eldritch energy that powers them, two plated monkeys can act in concert to generate a 3d6 *lightning bolt*. This blast requires one uninterrupted round to produce. Finally, most plated monkeys were originally created with the ability to store spell energies for later use (as a *ring of spell storing*). Some 5% of plated monkeys retain these magics, allowing them to cast 1d2 randomly determined spells of 1st-3rd level power (magic-user spells only) before exhausting these spells forever. This spell storing capability dies with a plated monkey and cannot be salvaged from their corpses.

Level 3B: The Hexperiment – North



Wandering Monsters (Check every 2 turns – 1 in 6 chance)
1. Bugbears (2d4)
2. Bugbears (2d4)
3. Bugbears (2d4)
4. Bugbears (2d4)
5. Fulkth (see p. 69) with 1d4+1 Bugbears
6. Kobolds (5d4)
7. Bone Monkeys (1d6) – see p. 69
8. Plated Monkeys (1d6) – see p. 69
9. Ochre Jelly (1)
10. Small Men (2d4) – see p. 55

Legend - Special
BT – Blade Trap (scything blades do 3d8 damage if rune is triggered.)
CT – Crushing Trap (3d6 damage; triggers if rune is touched; save vs. petrify for ½ damage.)
– Fire Trap (2d8 dam, triggers if rune is touched; save vs. spells for ½ damage.)
– Lens (see **Special Dungeon Notes** p. 69)
– Pit in floor (20′ deep, triggers if rune is touched; 2d6 damage)
– Spear Trap (2d6 dam; triggers if rune is touched)
– Spell field (see **Special Dungeon Notes** p. 69)

Features Key
A & **B** – Two-way teleporter
G – Gargoyle
GT – Gelatinous cube trigger (See **Note #1**)
RD – This pair of stout double doors is a set of Repulsive Doors (see **Special Dungeon Notes** p. 68).
UD – Glyph unlocks the door to **#16** if it has been sealed
Z – Skeletal remains of apes and baboons.

New Magical Item: "Slider"

Slider is a sapient *+1 long sword*. It has an **INT** of 7, a **psyche** of 9, a **willpower** of 16, and is Neutral in alignment. Slider detects moving walls & rooms at a 10′ range.

Note #1 – The Labyrinth
Constructed to protect the secluded residences of this section, the Labyrinth consists of dead-end stone hallways. In each of these dead-ends, a glowing glyph adorns the wall. Touching these glyphs either activates a trap, a teleporter, or unlocks the Labyrinth door if it is sealed (see **Features Key** & **Legend** for details). Stepping on the pressure plate marked **GT** seals the doors to the maze and releases a Gelatinous Cube (stored in *stasis*) from one of the ceiling compartments located at the areas marked **1-4** on the map (roll a d4 to determine which of the four Cubes is released). This hungry jelly then prowls the halls in search of a meal. Stepping on the plate multiple times releases additional Cubes (up to a total of four).

Room Key
1. **Temporary Camp:** Bedrolls; foodstuffs; camp fire. Bugbears (2) with 4d6 cp, 2d8+1 sp, 1d10+1 ep & 1d8 gp each.
2. **Antechamber:** Flickering glyphs on walls; worn carpet runner; bare pedestals. Empty.
3. **Deep Stairs:** Balcony and landing with balustrade; circular staircase descending down 200′ shaft to area **#3** of **Level 5B** (p. 108); smashed iron statue. Animate Iron Statues (3). Statues only attack interlopers who attempt to enter this area from the stairs. Descending creatures are left alone.
4. **Scintillating Hall:** Rainbow-hued glyphs & ancient oil paintings of wizards on walls. Bugbear Patrol (5) returning to area **#2**. Each owns 4d6 cp, 2d8+1 sp, 1d10+1 ep & 1d8 gp.
5. **The Birthing Pool:** *Arcane locked* (9th level magic-user) door. Triangular pool of pink-gray proto-matter; tables with old alchemical tools. See **Special Dungeon Notes** p. 68.

6. **Small Men's Lounge:** Disused common room; dusty, small-sized furnishings; sidebar holds mugs and a complex device that resembles an espresso machine. The machine produces a foul tasting, gray liquid the Small Men find delicious. Each mug of this substance is equal to a full day of food, but any PC drinking it must make a CON check to keep it down. There is enough liquid in the machine to fill 2d20+10 mugs.
7. **Small Men's Quarters:** Small bunks, chests, table & chairs. Chests contain smocks & loose trousers. The bodies of three recently-slain Small Men lay on the floor.
8. **Small Men's Quarters:** Small bunks, chests, table & chairs. Chests contain smocks & loose trousers. Inside one chest is a satchel containing 1,000 sp & 500 gp.
9. **Small Men's Quarters:** Small bunks, chests, table & chairs. Chests contain smocks & loose trousers. Empty.
10. **Ancient Guard Post:** Smashed furnishings; overturned brazier; empty ale cask. Empty.
11. **Gargoyle Roost:** Mosaic floor depicting arcane formulae; four pedestals along the walls with a gargoyle perched atop each one (see **Feature G** above). Gargoyles (4). These four have been *charmed* by Fulkth and guard the elevator. They will attack anyone not speaking the password ("By the will of Fulkth the All-Powerful!").
12. **Elevator Room:** A 4′ tall brass lever is in the center of this room. It has three positions. There is only a 2 in 6 chance that this room is here when first encountered. If not, it is currently on either **Level 3** or **4**, resulting in a blank stone wall at the end of this hallway. This room makes a huge racket when in use and it services **Levels 2-4.**
13. **Salon:** Comfortable divans & chairs; bookshelves with crumbling texts; threadbare rug. Fulkth sleeps here.
14. **Storage:** Old supplies (linens, candles, cleaning supplies, etc). Plated Monkeys (8 - see p. 69) lair here.
15. **Robing Room:** Wardrobes holding white robes & pairs of rusty, steel mesh gloves (20 of each); an *unseen presence* on the door to **#16** screams if the proper command word (now lost) is not spoken before entering, alerting those in area **#16**. Robes provide a +2 to saves vs. electrical damage (1 time only; robe destroyed after exposed to electricity).
16. **Hall of Lenses:** Series of 4′ dia. crystal lenses mounted on swivel posts (8′ high). See **Special Dungeon Notes** p. 69. Fulkth & Bugbears (7). Bugbears have 4d6 cp, 2d8+1 sp, 1d10+1 ep & 1d8 gp each. See p. 69 for Fulkth's treasure.
17. **Labyrinth:** Smooth stone walls, floor & ceiling; dust-free halls; glowing glyphs located in dead-ends. See **Note #1.**
18. **The Lab:** Cages of various sizes; huge machine; slabs with restraints; faint smell of primates. The machine is the Mental-Morpher (see **Special Dungeon Notes** p. 68).
19. **The Monkey House:** Unlocked cells; skeletal remains of apes & baboons; rotted straw; old smell of primates. Bone Monkeys (8 – see p. 69) hide amongst the bones. This camouflage gives them a +1 bonus to surprise opponents.
20. **Ruined Lounge:** Broken, rotted furnishings; dead plant in planter. A box with 800 sp & 800 gp is buried in planter.
21. **Chamber of Blood:** Blood-stained brass tripod & basin; glowing runes on walls. Blood must be spilled into the basin to activate this room and open the doors leading out. It requires a volume of blood equal to 10% of the donor's total h.p. to fill the basin (for example, a PC with 20 hp takes 2 points of damage filling the basin).
22. **Chamber of Breath:** Glyph-inscribed conjuring ring; glowing runes on walls. *Read Magic* reveals the glyphs pertain to the Plane of Air. An air elemental must be conjured within the ring to activate this chamber and unlock the doors leading out.
23. **Chamber of Tears:** Glyph-inscribed conjuring ring; glowing runes on walls. *Read Magic* reveals the glyphs pertain to the Plane of Water. A water elemental (comprised of salt water) must be conjured within the ring to activate this chamber and unlock the doors leading out.
24. **Entry Chamber:** Raised platform (1′ high) covered with a mosaic of mystical formulae stands in the center of the room. A PC touching the rune at **Feature A** in area **#17** is *teleported* to this platform.
25. **Reception Chamber:** Dusty furnishings; signs of ancient violence; bloodstained rug. Shadow (1)
26. **Sleeping Quarters:** Decayed furnishings; skeletal remains in bed. A secret compartment in the headboard holds 2,000 gp, a scroll of *ward against elementals* & a *treasure map* leading to 20,000 gp in loot.
27. **Entry Chamber:** Raised platform (1′ high) covered with a mosaic of mystical formulae stands in the center of the room. A PC touching the rune at **Feature B** in area **#17** is *teleported* to this platform.
28. **Audience Hall:** Rune-carved pillars; raised dais; throne of wood & bone. *Illusions* of courtiers & men-at-arms go about their business before the empty throne. A silver bracelet (80 gp value) lies under the throne's cushion.
29. **Black Library:** Shelves of grimoires. Each book is written in the Chaotic tongue. Non-chaotic creatures suffer intense headaches if they attempt to read the books (-1 to attacks and saves for 1d6 turns). Anyone removing a book from this room is struck by a *curse* (lose 4 points from a random ability score) that last until the book is returned or a *remove curse* spell is applied.
30. **Reception Chamber:** Dusty furnishings; bone-chilling cold. A Wraith (1) occupies this room.
31. **Arcane Lab:** *Arcane locked* door (11th level magic-user) and trapped (5 *magic missiles*). Spell research materials & tools on workbenches. Each 20 lbs. of materials found here is worth 500 gp. A total of 100 lbs. can be pilfered.
32. **Bedchambers:** Ancient opulence. Locked & trapped (save vs. spells or *polymorphed* into a guinea pig) cabinet holds the key to the Repulsive Doors, 10,000 sp, 400 gp, a *dagger +1/+3 vs. conjured creatures*, a *potion of gaseous form,* a *scroll of invisibility & phantasmal force*, and a *+1 long sword (*"Slider" – see **New Magical Items** above).

Level 3C: Hothouse Flowers

Overview

This part of the dungeon was once housing for the newly-arrived prisoners who served as slave labor for the prison's various power blocs. Crowded into small dormitories, these laborers lived under harsh conditions – even for the nightmare realm that was Stonehell. Fed only enough to keep them alive and dwelling in squalor, the only freedom available to these new arrivals was to either climb the ranks of one of the power blocs or the final release of death.

Once the prison was liberated, these rooms and halls remained unoccupied, shunned by residents of the dungeon who believed them to be haunted by the souls of the slaves who perished here. Despite this wide-spread belief, the undead did not in fact lay claim to the place. Eventually these rumors died out and a most unusual group settled in this quadrant.

Calling themselves the Sect of the Rampant Green, this cadre of men, elves, and halflings paid homage to all vegetable life, seeing the green face of Nature as more worthy of respect than those sullied by red blood and the need to consume meat. Their rites were bizarre, even to the most devout nature-lover, as they believed plants were destined to rise above all other forms of life. The Sect sought to advance this day of reckoning by taking steps to awaken the sentience of plants and to gift them with new defenses to use against those that would consume them.

Driven by their beliefs, the Sect turned this section of dungeon into a verdant paradise. Special magics were employed to fill this area with an artificial illumination under which plants would thrive. Greenery from the surface was brought below and installed in beds and planters through the quadrant. A network of pipes was erected to keep the greenery watered in this subterranean realm. As part of the veneration of the vegetable, the Sect established alliances with several plant-like races, some of whom sent representatives to assist the Sect in creating a new breed of plant potentates to lord over all other species of life.

But as is wont to happen when zealotry runs amuck, catastrophe struck the Sect. In their attempts to uplift the vegetable, the Sect tampered with magics best left undisturbed. The result was a holocaust that raged throughout the Sect's holdings, collapsing halls and chambers and turning the resident plant life upon their benefactors. The Sect's plans for vegetable ascendency came true, albeit confined to this small domain, and the plants massacred the Sect without exception.

The section of Stonehell now called the Hothouse remains mostly under the control of vegetable life. It is an alien world of bizarre vegetation and sentient plants that dwell in a garden bathed in unearthly light. This entire dungeon section is overgrown with plant life through which narrow pathways wind. A layer of loam a foot deep covers the floors. Dim illumination pervades the whole area, being equal to the glow produced by UV "black lights." This light has no discernable origin, yet keeps the plant life healthy. A network of leaky pipes runs along the ceilings of this quadrant, dripping water down upon the verdant greenery. These pipes connect to the pump in area **#28.** Breaking these pipes will inhibit the growth of the vegetation in the quadrant, but the pipes will be repaired by the eumyfolk unless they're somehow prevented from doing so.

Population

The majority of creatures in the Hothouse are strains of plant life, with some being the lone specimen of a unique species. The eumyfolk are the most commonly encountered residents, as they serve as gardeners and caretakers for this area. They are able to move through the greenery without fear of the more aggressive plant species, having domesticated them with their regular ministrations.

Aside from the various plant species and vermin that this garden supports, an enclave of spellspiders has taken up residency in the southwest corner of the Hothouse. Their ability to scuttle along walls and ceilings keeps them safe from the hostile plant life. They ignore the eumyfolk and are left unmolested in return. The spellspiders are aware of the presence of Fulkth and his bugbears in the Hexperiment (see pp. 68 & 78) and they are keeping many close eyes on his progress. Should he unravel the mysteries of the Plated Mage's laboratory, they will swoop down upon him to claim those treasures for their own.

Special Dungeon Notes

The Boffaluffah Bush (#13) – This bush bears 2d10+5 waxy, blue berries. Any demi-human who consumes one of these berries is healed 1d4 hit points. Any human eating one must save vs. poison or become violently sick. This sickness reduces their movement to ½ speed and incurs a -4 penalty to attacks and saving throws. This lasts for 1d6 hours. The illness can be cured with either a *neutralize poison* or a *cure light wounds* spell. *Cure*

light wounds will remove the sickness, but will not restore lost hit points. The berries keep for 1d3 days before spoiling.

Domiciles (various locations) **–** These are simple living quarters found throughout the dungeon. Each room is 20′ square and contains a pallet, chest of drawers, chair, and a chamber pot. These quarters are dusty and the furnishings are in poor condition. Most of the domiciles have been abandoned for many years, but a few contain transient inhabitants. Roll twice on the table below to determine the domicile's contents.

	Domicile Contents	
d8 Roll	**Residents**	**Treasure**
1	Centipedes, Giant Red (1d8)	Useful item of equipment
2	Giant Ticks (1d4)	Useful item of equipment
3	Green Slime (1)	Coin (1d4x100 random type)
4	Mossy Slimes (1d3)	No treasure
5	Slug, Great (1d4)	No treasure
6	Empty	No treasure
7	Empty	No treasure
8	Empty	No treasure

Important NPCS

Of chief interest in the section is the dryad, Urushiol. Originally an ally of the Sect of the Rampant Green, she was present during the catastrophe and the strange energies unleashed by that event gifted her with unusual powers.

Urushiol [**AL** N, **MV** 120′ (40′), **AC** 5, **HD** 4, **Hp** 31, **#AT** 1, **DG** 1d4 (thorns) or 3d6 (shriek), **SV** F4, **ML** 7]

Urushiol appears normal for her race with the exception of the dagger-like thorns that cover her bark skin. She is revered as a goddess by the eumyfolk and she has come to believe in her divinity. Any harm to the Hothouse or the eumyfolk will drive her insane with anger. Urushiol has the normal abilities of a dryad plus the following powers: She can break off her thorns and throw them as daggers (1d4 damage; 10′ range increments); produce a powerful shriek every 4 rounds (causing 3d6 points of damage to all creatures up to 30′ away; save vs. petrify for ½ damage), and she is resistant to fire (as per a *potion of fire resistance*). She is dependent on her giant mushroom in the center of area **#22** and may not move more than 240′ from it or she will die in 1 turn.

New Monsters

Eumyfolk
No. Enc: 1d6 (2d6)
Alignment: Neutral
Movement: 120′ (40′)
Armor Class: 6
Hit Dice: 3
Attacks: 1 (weapon)
Damage: 1d4 (club) or 1d6 (spear)
Save: F3
Morale: 8
Hoard Class: XXI

Eumyfolk are a race of 4′ tall, humanoid mushrooms that have developed a primitive society and a Neolithic level of technology. Although comical in appearance to surface races, the eumyfolk are deadly adversaries when their tribal lands are trespassed upon and their taboos are broken. Eumyfolk use clubs and spear in battle, and 25% of all eumyfolk encountered also have crude pottery "bombs" that are filled with natural concoctions. One such bomb contains a soporific that puts victims to *sleep* (as the spell but a successful saving throw vs. poison negates the effect) and another is filled with a fast-hardening sap that functions as a *web* spell. The Labyrinth Lord may create his own types of concoctions as well. These missiles have a 10′ range increment.

Killer Sword Ferns
No. Enc: 1d4 (1d8)
Alignment: Neutral
Movement: 90′ (30′)
Armor Class: 8
Hit Dice: 2
Attacks: 2 (fronds)
Damage: 1d6 each
Save: F2
Morale: 9
Hoard Class: VI

These 5′ tall, mobile ferns pose two dangers to adventurers: they can attack twice a round with their hard, razor-sharp fronds for 1d6 points of damage, and

they contain an acidic sap that can potentially harm attackers. Anyone in melee combat with a killer sword fern who damages the plant with an edge weapon must make a save vs. breath attacks or take 1d4 points of damage from the splatter of this acidic sap.

Mesmetoads
No. Enc: 1d4 (2d4)
Alignment: Neutral
Movement: 90′ (30′)
Armor Class: 6
Hit Dice: 3+3
Attacks: 3 (2 claws, 1 bite)
Damage: 1d2/1d2/1d6
Save: F2
Morale: 7
Hoard Class: None

These brightly-colored toads have sharp claws and fangs, and possess wide, swirling eyes that can mesmerize prey. An opponent meeting the toad's stare must save vs. petrify or stand hypnotized until shaken awake by another party member. Surprised victims automatically meet the toad's stare and characters in melee combat with the toad meet its gaze unless they state they are looking away. Those avoiding the gaze suffer a -4 penalty to attack rolls and the toad attacks them with a +2 bonus to hit. Mesmetoads are susceptible to their own gaze and must save vs. petrify if they observe their reflection in a mirror for a full round. Mesmetoads hypnotize one victim and then attempt to affect another until all opponents are entranced. It then eats its helpless prey.

Octoplant
No. Enc: 0 (1d2)
Alignment: Neutral
Movement: None
Armor Class: 7
Hit Dice: 3
Attacks: 8 (roots) or 1 (bite)
Damage: 1d3 (per root)/1d6
Save: F2
Morale: 12
Hoard Class: VI

Octoplants are a form of leafy vegetation with a large central growth resembling an oversized cabbage. These plants bear yellow, sweet smelling berries that grow in great quantities several times a year. Just under the soil surrounding the octoplant is a network of eight thick roots that the plant uses as tentacles. Anyone approaching within 10′ of the plant is attacked by one or more of these roots. The roots constrict victims on a successful attack and deal 1d3 points of damage each successive round. For each root constricting an opponent, the victim suffers a cumulative attack penalty of -1. These roots can be cut off if a total of five or more points of damage are dealt with one blow. Octoplants can also bite victims with a mouth of bark-like teeth that it conceals within its central growth.

Petard Palm
No. Enc: 1d2 (1d6)
Alignment: Neutral
Movement: None
Armor Class: 6
Hit Dice: 4
Attacks: 1d3 (petard fruit)
Damage: 1d8 each
Save: F2
Morale: 12
Hoard Class: None

Petard palms resembled a stunted (7′ tall) hybrid of palm and spruce trees, with a thin, flexible trunk and numerous fronds bearing pine needles. Clusters of hard-skinned fruit, each the size of a melon, sprout on the tree where trunk and fronds meet. These fruits are highly volatile and explode when struck; causing 1d8 points of damage to anyone in a 5′ radius (save vs. breath attacks for ½ damage).

Petard palms defend themselves by whipping their flexible trucks at threats, sending 1d3 of its fruits sailing in the direction of the threat. These fruits have a range increment of 20′. The palm can also drop fruit on opponents standing adjacent to its trunk, but the tree is only partially immune to the blasts of these fruits (blasts do ½ damage to the tree; save vs. breath attacks for no damage). Each petard palm bears 1d10+2 of these fruits at any given time. Once expended, the tree is defenseless.

Petard fruits harvested from a tree retain their explosive properties for up to six months, but carrying these fruits around poses a potential hazard. A petard fruit in the possession of anyone who engages in combat or falls more than a few feet has a 50% chance of detonating each time damage is taken. If more than one fruit is in the character's possession, an explosion of one fruit will cause a chain reaction that detonates all of the fruit carried.

Spellspiders
No. Enc: 1d3 (1d6)
Alignment: Chaotic
Movement: 150′ (50′) Web 120′ (40)
Armor Class: 7
Hit Dice: 3
Attacks: 1 (bite)
Damage: 1d6 + poison
Save: MU3
Morale: 8
Hoard Class: XIX

Spellspiders are intelligent, spell-casting, mule-sized arachnids. Their foremost set of legs ends in a pair simple hands that allows them to cast spells and manipulate items. Spellspiders are both web-spinners and poisonous. Spellspiders can cast spells as a 3rd level Magic-user. Common spells include *charm person*, *magic missile*, *shield, sleep*, *detect invisible*, *ESP*, *invisibility*, *mirror image*, *phantasmal force*, and *web*. Spellspiders have an insatiable appetite for new magics and often lay traps for adventurers in hope of gaining new magical items and spellbooks from their victims.

Strolling Nettles
No. Enc: 0 (1d6)
Alignment: Neutral
Movement: 120′ (40′)
Armor Class: 7
Hit Dice: 3
Attacks: 1 (thorn cluster)
Damage: 2d4
Save: F2
Morale: 10
Hoard Class: None

These semi-intelligent, ambulatory briar patches are the size of large dogs. Highly territorial, strolling nettles attack by leaping on their opponents and worrying their victims with cluster of sharp thorns. Strolling nettles are extremely vulnerable to fire, which inflicts double damage on them and forces them to make a morale check the first time fire-based damage is taken.

Sump Things
No. Enc: 1d4 (1d6)
Alignment: Neutral
Movement: 60′ (20′)
Armor Class: 2
Hit Dice: 4
Attacks: 2 (fists)
Damage: 1d8
Save: F2
Morale: 11
Hoard Class: XI, XII

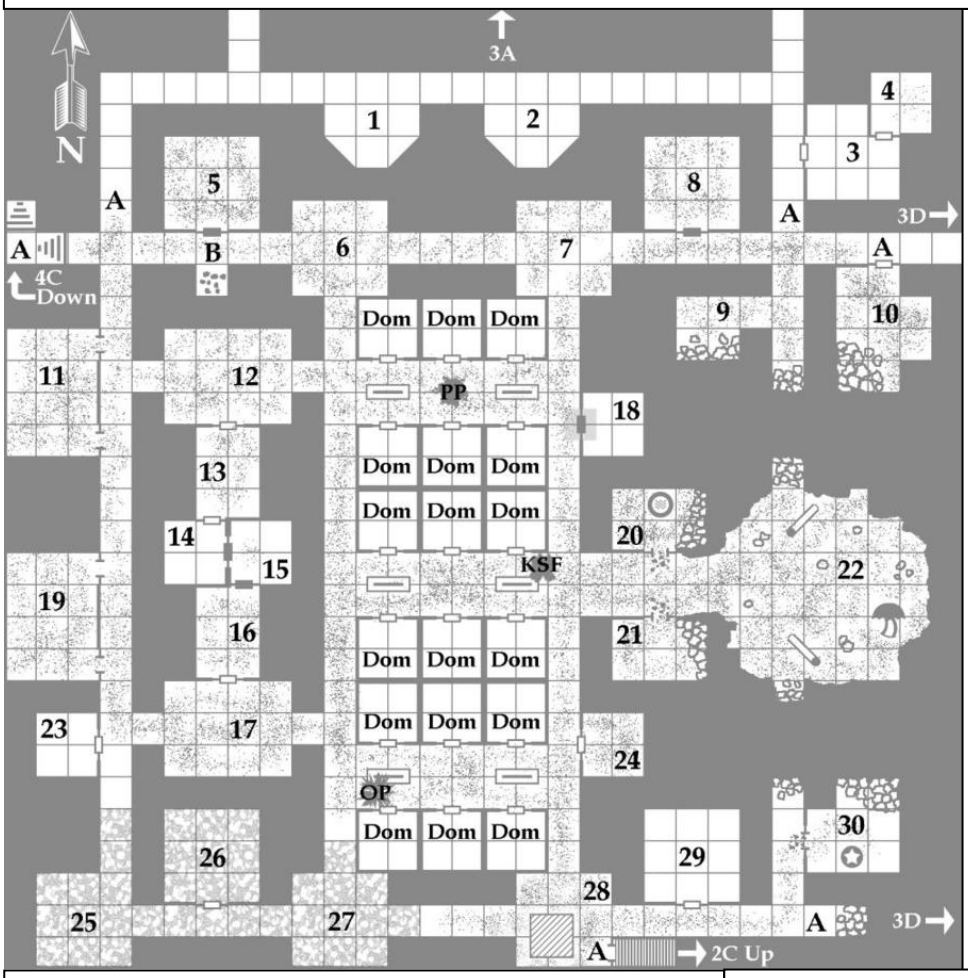
Sump things are shuffling piles of rotting vegetable matter that have assumed vaguely humanoid forms due to the energies unleashed by the Sect of the Rampant Green's catastrophe. They attack with bludgeoning fists, battering their opponents into unconsciousness before draining nourishment from their helpless foes through their feet-like roots. Their wet composition makes them immune to fire. Cold spells inflict half damage, but *slows* sump things as the spell. Sump things only take 1 point of damage from blunt weapons and ½ damage from edged ones. Magical weapons inflict normal damage.

Although most sump things are unintelligent, some specimens retain the memories of the victims they have fed upon, giving them normal intelligence and a rudimentary, gestalt personality. These rare sump things are encountered 5% of the time.

Vampiric Achenes
No. Enc: 1d10 (2d10)
Alignment: Neutral
Movement: Fly 60′ (20′)
Armor Class: 8
Hit Dice: 2+2
Attacks: 1 (blood drain)
Damage: 1d6
Save: F2
Morale: 9
Hoard Class: None

These harmless-seeming seeds resemble 2′ diameter bits of dandelion fluff drifting aimlessly on the breeze. When they detect the presence of warm-blooded creatures, however, they home in on these beings and attack. A successful attack by a vampiric achene deals 1d6 points of damage as it drains the blood from its victim with its numerous fine hairs. It thereafter automatically does 1d6 points of damage each round it remains attached to its victim. After dealing 15 or more hit points of damage, the achene drops off of its victim to land on the ground, sated. Several days afterwards, the achene sprouts into an oversized, blood-red dandelion. In this stage, the plant is harmless until it matures and forms the next batch of vampiric achenes to be dispersed on the winds. Because of their wispy bodies, vampiric achenes are susceptible to fire, which inflicts double damage.

Level 3C: Hothouse Flowers



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Eumyfolk (1d6) – see p. 73
2. Eumyfolk (1d6)
3. Eumyfolk (1d6)
4. Eumyfolk (1d6)
5. Eumyfolk (1d6)
6. Kobolds (5d4)
7. Kobolds (5d4)
8. Spellspiders (1d3) – see p. 75
9. Bees, Giant Killer (1d6)
10. Centipedes, Red (1d8) – see p. 55
11. Gray Ooze (1)
12. Killer Sword Ferns (1d6) – see p. 73
13. Mesmetoads (1d4) – see p. 74
14. Mossy Slime (1) – see p. 41
15. Slug, Great (1d6) – see p. 41
16. Strolling Nettles (1d10 – see p. 75
17. Sump Things (1d4) – see p. 75
18. Tarantula (1d3)
19. Tick, Giant (1d4) – see p. 65
20. Vampiric Achenes (1d6) – see p. 75

Legend - Special

– Urushiol's Mushroom
– Pump
– Plant Bed
– Vegetation
– Webs

Features Key

A: Air temperature and humidity increases past these points. Lichen, mold, and leafy vegetation begin appearing on the floor & walls.
B: Broken lift platform, chains, and rubble lie at the bottom of this shaft. Shaft rises 60′ to area **#11** of **Level 2C** above (p. 57).
Dom – Domiciles (see **Special Dungeon Notes** p. 73).
KSF – A clump Killer Sword Ferns (4 – see p. 73) is currently resting here.
OP – An Octoplant (1 – see p. 74) grows here.
PP – A Petard Palm (1 – see p. 74) grows here.

New Magic Item: Briar Bark Armor

This armor is made from a resilient, flexible bark which is covered in small thorns. Briar bark armor is treated as *studded leather +1* (AC 5). It grants its wearer the ability to move through thick vegetation and dense underbrush as if the terrain was clear (PC moves at his normal rate of speed and is not subject to natural snares or obstructions such as vines or brambles). Additionally, if the wearer remains motionless in bushes or other outdoor cover, he is 90% likely to be unseen as per the Halfling racial ability.

Room Key

1. **Ancient Gallery:** Remains of old furniture & smashed sculptures. Gnolls (6) bundling harvested plants to bring back to their lair. Each has 1d10+1 ep & 1d8 gp.
2. **Defaced Gallery:** Tattered paintings & murals**;** crude drawings of ambulatory mushrooms on south wall; circle of rocks (15′ dia.) arranged in the center of room. Empty.
3. **Barracks:** Broken bunks; strangely melted bones of humans. Empty.
4. **Serjeant's Quarters:** Ancient furnishings; skeletal remains overgrown by brown vines on floor. If approached, these vines quiver, then burrow into any within 5′ (treat as Rot Grubs – see *Labyrinth Lord Revised* p. 93). A total of seven vines are capable of attacking. A strongbox attached to underside of a table holds 400 sp.
5. **Storage:** Door is wedged shut by plant growth. Broken crates and barrels; heavy plant growth & tendrils snake through crates & casks; drooping, bell-shaped white flowers. Flowers emit a toxic pollen if pestered (save vs. poison or lose 1d6 points from random ability until *neutralize poison* is applied).

6. **Guard Post:** Old weapon racks; brazier; table & chairs. Vegetation snakes throughout this entire room. Killer Sword Ferns (2 – see p. 73) grow in the northeast corner.
7. **Guard Post:** Vegetation has been chopped away, clearing a path south; bones, rusty weapons and broken armor lies scattered on the floor. Shriekers (2) grow amongst the greenery.
8. **Storage:** Door wedged shut by plant growth. Three boxes & one barrel; vegetation dangles from ceiling in tendrils. One box contains delicate glassware worth 40 gp and 20 bottles of well-aged wine worth 25 gp each.
9. **Collapsed Room:** Rubble fills the south end of the room; puddles of dripping water; croaking of toads. Mesmetoads (3 – see p. 74) make their home here.
10. **Ruined Library:** Fallen ceiling in southwest corner; old shelves; moldering books; rampant plant growth. Empty
11. **Common Area:** Rampant greenery; rotted divans & chairs; large hive in southwest corner of the room; loud, low buzzing. Giant Killer Bees (11), Soldier Bees (5 – 1 HD each) and Bee Queen (2 HD; able to sting multiple times) live in hive. The hive contains 2 pints of royal jelly that acts as a *potion of healing* if consumed.
12. **Dining Hall:** Long trestle tables & benches; tattered tapestries on walls; heavy vegetation. A pack of Strolling Nettles (3 – see p. 75) lairs here.
13. **Kitchen:** Rusty cooking implements; three large ovens; butcher's block. A shrub bearing waxy blue berries grows from the drain in the sink basin. This shrub is the boffaluffah bush (see **Special Dungeon Notes** p. 72).
14. **Pantry:** Desiccated slabs of meat; crates & barrels filled with rotted foodstuff. Anyone entering this room must save vs. poison or be incapacitated for 1 turn, vomiting copiously from the rank smell emanating from the decayed foodstuffs. The body of a slain human fighter in rusted plate mail lies amongst the crates. In addition to ruined adventuring gear, his corpse has 800 sp, 800 gp and 6 gems (3×10 gp, 50 gp, 100 gp, and 1000 gp values).
15. **Pantry:** Both doors to this room are barred from the inside by piles of crates & barrels (Open Doors check at -1 penalty to enter). Piles of dead vegetation; severed tendrils; skeleton of a human female with axe in her hand. A jeweled comb (120 gp value) and barrette (400 gp) are amongst her remains.
16. **Kitchen:** Rusty cooking implements; three large ovens; butcher's block; cask of wine turned vinegar. Empty.
17. **Dining Hall:** Heavy vegetation; overgrown tables and chairs; frescoes of happy feasters on walls. Empty.
18. **Mage's Quarters:** Door is locked, trapped (attempts to open inflict 2d8+2 points of electrical damage), and bears an *unseen presence* (voice cries out, "Beware interlopers! A curse upon those who dare attempt to pass this way!"). Dusty, opulent furnishings; canopied bed; reading stand w/book; iron statue of a frail-looking, bare-footed man with a neatly trimmed beard, dressed in a hooded cloak, tunic and toga (Math, God of Magic). The statue is an Animate Iron Statue (1). Room contains 700 gp, 2 *potions of extra-healing*, *potion of invisibility*, *a wand of magic missiles* (14 charges), and a spellbook with 5 1st level spells, 3 2nd level spells, and one 3rd level spell, randomly determined.
19. **Common Room:** Rampant greenery; overgrown furniture; tattered wall hangings; smell of rotting vegetation. Sump Things (2 – see p. 75) ooze about this room. A spongy chest holds 1,000 ep.
20. **Watering Hole:** Eastern ceiling collapsed; brass watering cans; buckets; cistern of clean, potable water (5' deep).
21. **Fertilizer Storage:** Eastern ceiling collapsed; compost heap; sacks of mulch & fertilizers; five wheelbarrows; shovels. Eumyfolk (2 – see p. 73) loading a wheelbarrow with mulch.
22. **Ground Zero:** Fallen stones; blasted rock; shimmering phosphorescence; human-shaped shadows burned into the walls; giant neon lavender mushroom; abundance of fungi and greenery everywhere. Eumyfolk (12) and Urushiol (see **Important NPCs** p. 73) dwell here. Six pieces of jewelry (2×100 gp and 4×1,000 gp values) buried under mushroom.
23. **Storage:** Rusted tools; decayed linens; spare furniture. Amongst the brick-a-brac is a metal atomizer containing a green liquid that acts as a *potion of growth* that only affects plants. There is enough liquid in the atomizer to produce this effect four times.
24. **Groundskeeper's Quarters:** Thick loam on floor; lush greenery. An Octoplant (1 – see p. 74**)** grow in here. Amongst the overgrowth is a suit of *briar bark armor* (see **New Magical Items** above).
25. **Webbed Salon:** Crumbling furniture; thick webbing; conical-shaped web "cave." Spellspider (1 – see p. 74) dwells in the cave. Also inside are 2,000 sp & a *potion of healing.*
26. **Spellspider Study:** Thick webs; five web "caves"; tools, books, and past meals stuck to webs. Spellspiders (3) meet here to plot. They have 3,000 sp, an *oil of etherealness*, and one has a *ring of invisibility*.
27. **Webbed Guard Post:** Thick webs; two web "caves"; tools, books, and past meals stuck to webs. Spellspiders (2). They have 4,000 sp and one wears a ring *of fire resistance*.
28. **Pump Room:** Large contraption consisting of tubes, tanks, pumps, and levers. Device wheezes as it pumps away. Pipes run from this device to throughout the entire level. Pump draws water from a deep, unreachable reservoir. If the pump is rendered inoperable, all plant life in this area will be reduced by 50% in two weeks time.
29. **Council Chamber:** Long oval table with high-backed chairs; threadbare rug; dust & cobwebs. Empty.
30. **Chapel**: Collapsed northern wing; broken pews; vine-entwined statue of Ky, the Nature Goddess. An aura of peace pervades this room. Any creature attempting to take harmful action against another must first save vs. spells at -4 before engaging in violence. Failure means they cannot raise the ire to commit the act.

Level 3D: The Hexperiment – South

Overview

A sizable portion of this quadrant is composed of the southern half of the Plated Mage's former laboratory. In addition to the assistants' living quarters, dining facilities, storage area, and logistics rooms, several circular chambers extend across the level. These rooms are the Spell Chambers: special areas constructed to channel and amplify the mystical energies needed to create magical objects. While there is much magical booty to be looted from the Hexperimental labs, the Spell Chambers' unique properties make them the greatest treasure of all.

To the south of the Hexperiment lay more mundane chambers. These areas are the regular travel route for denizens moving between the second and fourth dungeon levels, and encounters with traveling bands of monsters are common in this area. A group of rooms in this area also serves as the lair and headquarters of Stonehell's mistress of espionage. The medusa, Lachesis, along with her ogre bodyguards and a *charmed* magic-user, operates a surveillance and information gathering network from this area. Spying upon the various factions who make the dungeon their home, she sells this information to anyone willing to pay for it. Her petrifying gaze and her loyal ogres ensure that, despite the enemies she's made over the years, she remains untouched by the other horrific residents of Stonehell.

Population

Like the northern portion of the Hexperiment, the majority of this section's monster population was composed of the Plated Mage's former test subjects, but with Fulkth and his henchmen's arrival, many of these creatures have been slain. It is now more likely that the adventurers will encounter some of Fulkth's bugbears, although a few small pockets of surviving test subjects remain.

In the outer hallways of this quadrant, the population is transient and comprised of monsters moving in between levels. Lachesis and her henchmen represent this area's only permanent occupants. Although most of their time is spent within the safety of her lair, they can occasionally be found outside of this area when they go about the business of gathering and selling information.

Special Dungeon Notes

The Cantilevered Floor (#16) **–** This room appears bare when first discovered. A 20′ × 20′ section of the floor is affixed to a central axis, allowing it to overturn and drop those who tread upon it into a 30′ deep pit concealed underneath. There is a 1 in 6 chance that 1d2 monsters of the same type from the Wandering Monster Table are occupying the pit (victims of the trap). A careful search of the room reveals a lever concealed behind a loose stone in the wall. Throwing this lever causes the rotating section of the floor to flip open, revealing a set of six bunks, a table and chairs, and an empty fire pit & grate affixed to the underside of the floor. This section of the floor then locks in place and may be walked upon without peril. Throwing the lever again unlocks the floor, which flips back into place revealing its featureless side and resetting the trap.

The Spell Chambers (#23-#29**) –** Built to channel eldritch forces, the Spell Chambers assist in the creation of magical items. To utilize the spell chambers, each chamber must be activated with the proper spell or action, which is detailed in each chamber's description. Doing so unlocks the doors of the chamber (treat as *arcane locked* by a 15th level magic-user if attempted to be otherwise opened). Once each chamber is activated, the mirrors in area **#16** of **Level 3B** align themselves into place and beams of multi-hued energy fill the Spell Chambers. A deep humming sound rises in volume and static electricity and the smell of ozone fill the air. The item to be crafted is placed in the crucible in area **#29**, remaining there until the power of the chambers has run its course. The chambers remain powered and active for 24 hours before the process if finished. The exact effects of the Spell Chambers on magical item construction is left for the Labyrinth Lord to decide, but suggested advantages of creating magical items here are: a reduced crafting time and cost; bonus +1 enchantment to armor & weapons; additional powers gained; increased charges

or the amount of damage inflicted, or increased range/duration of powers.

Wind Obelisk (#17) **–** Installed in the dungeon by unknown hands, the wind obelisks ensure that the air within Stonehell remains relatively fresh and help to purge the miasma of smoke, odor, and stagnant air that would otherwise pervade the subterranean realm. These obelisks stand 12′ high and their entire surface is covered with inscribed glyphs. A *read magic* reveals the glyphs to pertain to the Plane of Air. Whenever the party is in an area containing one of these steles, there is a 1 in 10 chance the obelisk activates during the time the party is present, creating a huge blast of air that blows throughout the area (100′ radius from the obelisk including all hallways and chambers with open doorways). This gale will extinguish torches and has a 50% chance extinguishing lanterns. The wind will also upset loose objects and small creatures (halfling-sized or smaller) who fail a save vs. breath attacks or a STR ability check (Labyrinth Lord's prerogative).

Important NPCS

Several NPCs of note can be encountered in this section of the dungeon. In addition to Lachesis and her henchmen, the spirit of one of the Plated Mage's assistants is entrapped in the Spell Chambers and may be freed with the appropriate actions.

Lachesis [**AL** C, **MV** 90′ (30′), **AC** 8, **HD** 4, **Hp** 28, **#AT** 1, **DG** 1d6 + poison (snakebite), **SV** F4, **ML** 8]

Lachesis dresses in fine, albeit out-of-date, gowns and wears a veil of thick black lace when not in her private quarters. She serves as an information broker for many of the humanoid bands that dwell in Stonehell, collecting and selling intelligence on the activities and plans of the dungeon's denizens. The epitome of caution, she prefers to deal with clients from a position of strength and will only enter negotiations when assured she has the upper hand. Lachesis owns a *ring of human control* & a *potion of gaseous form* that she will use to escape death or capture.

Rufus & Tusk [**AL** C, **MV** 90′ (30′), **AC** 5, **HD** 4+1, **Hp** 29, 23, **#AT** 1, **DG** 1d10 (club), **SV** F4, **ML** 10]

Rufus and Tusk are ogre twin brothers discovered by Lachesis during their infancy. Born blind, the two were left to perish by their tribe in the wild, where they were discovered by Lachesis. She reared them to be her guardians. Although blind, a lifetime of coping with that disability has taught them to compensate with their other senses. They receive only a -1 penalty to all melee attacks and are not deceived by *invisibility* or illusions that affect sight. Due to their nursing by Lachesis, they gain a +4 bonus to any save vs. poison.

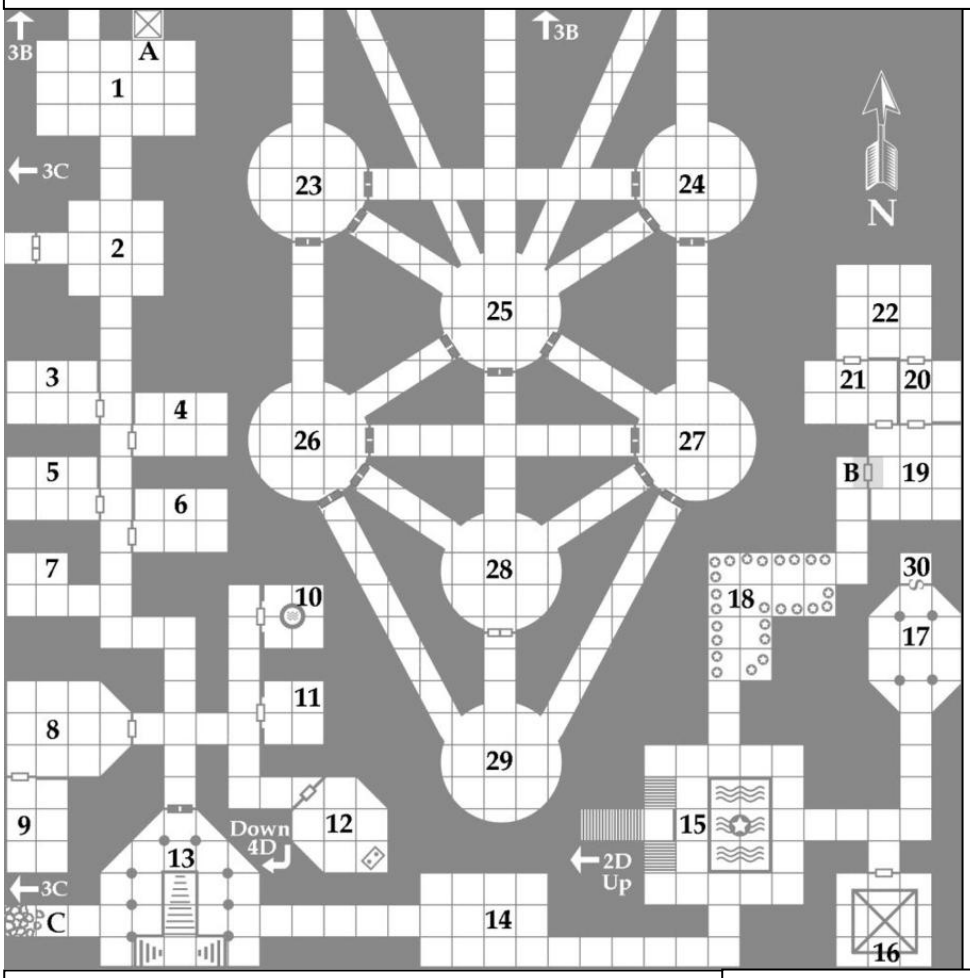
Skelmis [**AL** N, **MV** 120′ (40′), **AC** 8 (due to DEX), **HD** 5, **Hp** 13, **#AT** 1, **DG** 1d2 (fist) or by spell, **SV** MU5, **ML** 8]

Skelmis is a 5th level magic-user that was once a member of an adventuring party who sought their fortune in Stonehell. His companions were either slain or turned to stone by Lachesis, but he fell under the power of her ring. Skelmis now serves as her chief spy and intelligence gatherer. Skelmis is a short, balding man with dark hair and an olive complexion. He wears the same blue robes he wore when first *charmed*, now dirty and worn from his time in the dungeon. His memorized spells are *magic missile*, *shield*, *ESP*, *invisibility*, and either *fireball* or *clairvoyance* depending on whether he expects combat or spying. He owns a *circlet of sight* (10 charges remaining – see **New Magical Items** p. 80) and a *wand of fear* (6 charges). Lachesis finds Skelmis useful, but keeps a close eye on him, waiting for the day he escapes her control. She will sacrifice Skelmis over Rufus & Tusk to ensure her survival.

Kesiah (in physical form) [**AL** C, **MV** 120′ (40′), **AC** 10, **HD** 3, **Hp** 8, **#AT** 1, **DG** 1d2 (fist), **SV** MU3, **ML** 7]

Kesiah is a 3rd level magic-user who once served as the Plated Mage's assistant. He is a tall, lanky youth in his early twenties. His shoulder-length brown hair hangs down over his face, obscuring his green eyes and gaunt features. Kesiah was imprisoned in the Spell Chambers to power them over 50 years ago. Time has driven him mad, but he hides this affliction well. He seeks to gain control over the Hexperiment, seeing it as his rightful reward. If freed by destroying the gem he's trapped in, he reforms in the flesh: naked and without spells. He will bide his time, hoping to join his rescuers and re-equip himself with spells and knowledge before attempting to reclaim what he believes is his due. He knows of all the traps & secrets in the Hexperiment, but claims his long imprisonment has affected his memories.

Level 3D: The Hexperiment – South



Wandering Monsters (Check every 2 turns – 1 in 6 chance in The Hexperiment; 2 in 6 chance in the Outer Hallways)

The Hexperiment (Rooms 1-12)
1. Bugbears (2d4)
2. Bugbears (2d4)
3. Bugbears (2d4)
4. Small Men (2d4) – see p. 55
5. Bone Monkeys (1d6) – see p. 69
6. Plated Monkeys (1d6) – see p. 69

No Wandering Monsters are encountered in areas 23-29

The Outer Hallways (Rooms 13-22)
1. Ape, Albino (1d6)
2. Carcass Scavenger (1d3)
3. Carnivorous Beetle (1d6)
4. Gelatinous Cube (1)
5. Kobolds (5d4)
6. Lachesis & Ogre Bodyguards (2) – see p. 79
7. Ochre Jelly (1)
8. Ogres (Rufus & Tusk alone) – see p. 79
9. Shadow (1d8)
10. Tarantula (1d3)

Features Key

A: A permanent *illusion* makes this alcove appear to extend 30′ to the north before turning to the east. In truth, a 20′ deep covered pit (3 in 6 chance of springing; 2d6 damage) is set in the floor of the alcove.

B: The exterior face of this door is covered with outwardly pointing spikes set 4″ apart. Unsurprisingly, this door is trapped and will fire 1d6 of the spikes (1d4 damage each) into the 10′ x 10′ area in front of the door if it is opened. This trap can be armed and disarmed from inside area **#19.**

C: The hallway has collapsed here and is choked with rubble. It requires 48 man-hours of work to clear the rubble, but, once done, the hallway leads to the southeast corner of **Level 3C**.

New Magical Items: Circlet of Sight

This magical device is a silver-gilt circlet with a stylized eye at its front. When worn, a *circlet of sight* can create an *arcane eye* (as the 4th level MU spell) at the cost of 1 charge. When first found, *circlets of sight* have 10+1d10 charges. These items may only be used by magic-users and elves.

Room Key

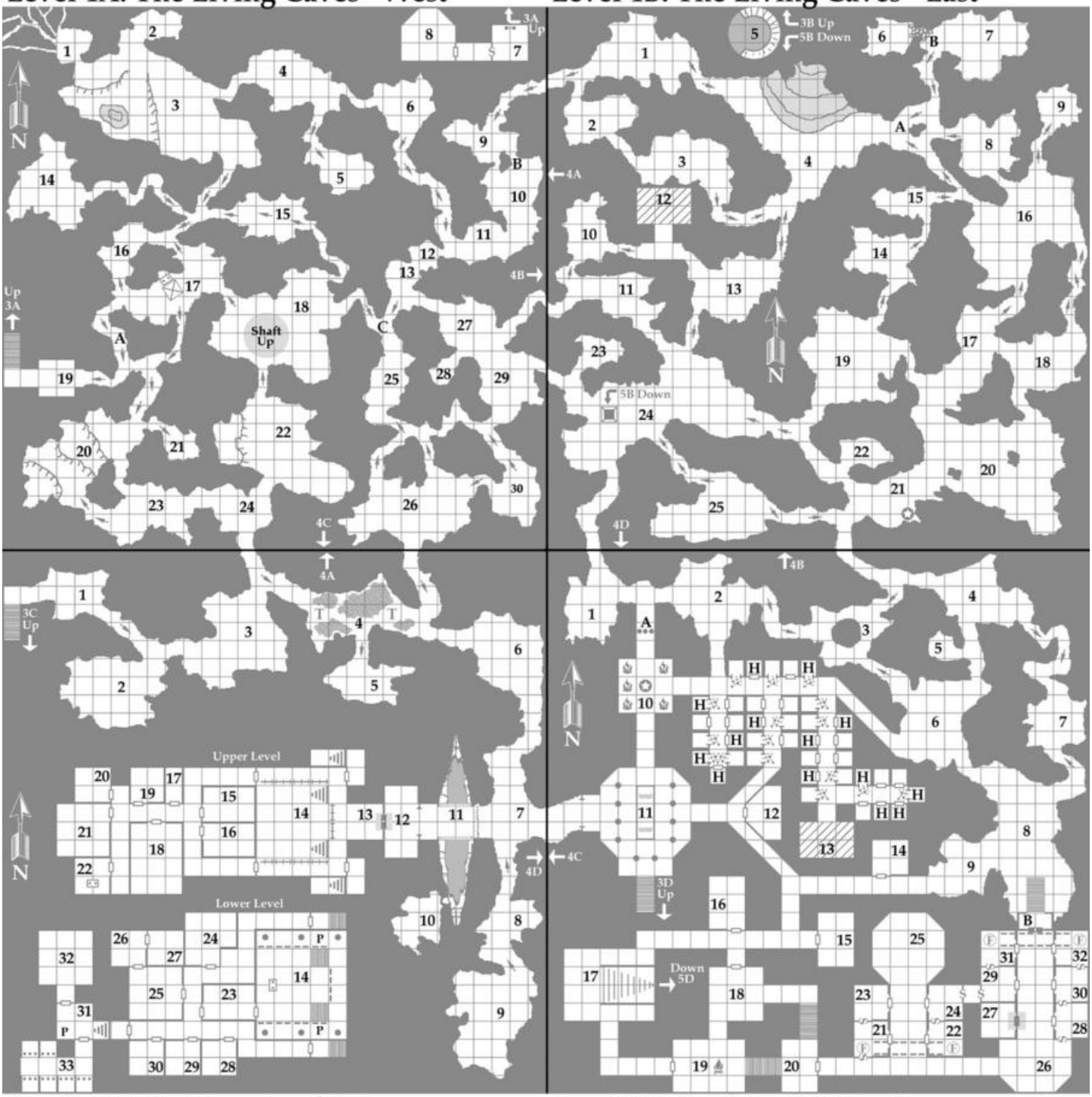
1. **Ley Line Map:** Empty bookcases; lectern; mosaic floor depicting a map of the continent with ley lines indicated. About 80% of the tiles are missing. A *ring of invisibility* hanging from a silver chain (70 gp) lies under the lectern.
2. **Common Area:** Rickety furnishings; signs of old campsite; bones & ration wrappings. Empty.
3. **Apprentice's Quarters:** Smashed furnishings; old clothes; puddles of dirty water. Empty.
4. **Apprentice's Quarters:** Smashed furnishings; old clothes. A wooden statuette of a mouse marked "Elephant's Terror"(see **Level 3A – Special Dungeon Notes** p. 64) is amongst the room's debris.
5. **Apprentice's Quarters:** Smashed furnishings; old clothes; signs of old fire damage. Empty
6. **Apprentice's Quarters:** Smashed furnishings; old clothes. Bugbears (5) are here shirking their duties. Each has 4d6 cp, 2d8+1 sp, 1d10+1 ep & 1d8 gp.
7. **Apprentices' Study:** Four stone desks; ink stains; chemical burns. Small Men (6) are drawing geometric shapes & patterns on the walls of this room in phosphorescent chalk.

8. **Dining Hall:** Split trestle tables; broken benches; slashed oil paintings on wall. Bugbears (5) looking for loot and food. Each of them carries 4d6 cp, 2d8+1 sp, 1d10+1 ep & 1d8 gp.
9. **Kitchen:** Ransacked kitchen; scattered rusty implements; torn sacks and broken crates. Plated Monkeys (5) lair here.
10. **Cistern:** Damp floor; pool of potable water (5′ deep). A Gray Ooze (1) lurks here.
11. **Storeroom:** Bare shelves and broken crates. This storeroom was looted long ago. Empty.
12. **Chapel:** Dusty pews; altar seemingly made of solid, glowing light. Gargoyles (3) lurk in niches above door.
13. **Grand Foyer:** North double doors are *arcane locked* (10th level magic-user). Two northern-most columns have concealed compartments. Left column compartment is empty; right column holds 1,200 sp & 3 pieces of jewelry (400, 1,000, & 1,300 gp value).
14. **Vaulted Chamber:** High (35′) vaulted ceiling; thick spider webs above; rubble & debris on floor. Empty.
15. **Reflecting Pool:** T-shaped stair landing; 20′×30′ pool (1′ deep) of dirty water; an iron sculpture of a featureless cube (10′ square) stands on end in the center of the pool. The statue will rotate if pushed, but has no other properties.
16. **Cantilevered Floor:** Room appears empty. See **Special Dungeon Notes** p. 78 for details.
17. **Wind Obelisk:** Glyph-inscribed, 12′ tall obelisk; smell of fresh air. See **Special Dungeon Notes** p. 78 for details.
18. **Statue Gallery:** Rows of stone statues. Statues are all humanoid figures of various types. Some are crude; others are finely detailed. Close inspection reveals that eight appear terrified. Those "statues" are Lachesis' victims.
19. **Audience Chamber:** Opulent rug, table & chairs; painted silk dressing screen obscures right, northern doorway; lit lamps with colored glass shades. Lachesis conducts business from behind the screen and can flood the room with poison gas (save vs. poison or die) if necessary. The gas is distilled from Lachesis' venom and she is immune it. There is a 2 in 6 chance Skelmis (see **Important NPCs** p. 79) will be in this room when the party first arrives at the door.
20. **Storage:** Foodstuffs; crates, clothing; water barrels; cage of Giant Rats (4); There is a 50% chance of finding a useful piece of equipment per turn spent searching this room's containers.
21. **Servants' Quarters:** Three bunks (two are oversized); table & chairs; three trunks (two are oversized). Rufus & Tusk are found here, as is Skelmis if he's not in area **#19.** Chests hold 1,000 gp, a *potion of speed &* a scroll of *ward against lycanthropes.*
22. **Lachesis' Bedchamber:** Opulent furnishings; dressing table with missing mirror. Chest holds out-of-date woman's gowns. Lachesis' pet, a Giant Rattler (1), dwells here. The snake is blind and attacks at a -2 to hit. There is a 75% chance Lachesis is here as well. Locked in a chest (trapped with poison needle; save vs. poison or die) are 9,000 gp and a *crystal ball.* Lachesis needs Skelmis to use the *crystal ball* and, if he escapes her control, he will steal it before fleeing.
23. **Chamber of Passion:** Glyph-inscribed conjuring ring; glowing runes on walls. *Read Magic* reveals the glyphs & runes pertain to the Plane of Fire. A fire elemental must be conjured within the ring to activate this chamber and unlock the doors leading out.
24. **Chamber of Strength:** Glyph-inscribed conjuring ring; glowing runes on walls. *Read Magic* reveals the glyphs & runes pertain to the Plane of Earth. An earth elemental must be conjured within the ring to activate this chamber and unlock the doors leading out.
25. **Chamber of the Crystal:** Glowing runes on wall; 10′ tall quartz crystal on low pedestal; faint humming from the crystal. *Read Magic* reveals the runes read: "From One Must Be Made Many."A *mirror image* spell must be cast on this crystal to activate this chamber and unlock the doors leading out.
26. **Chamber of Illumination:** Glowing runes on walls; 3′ dia. stone sphere on 2′ tall pedestal. *Read Magic* reveals the runes read: "As Sun Above, Eternal Light Must Shine." A *continual light* spell must be cast on the sphere to activate this chamber and unlock the doors leading out.
27. **Chamber of Offered Power:** Glowing runes on walls; matrix of crystal rods set atop obsidian plinth. *Read Magic* reveals the runes read: "Give Unto This Art of Your Greatest Power." Any 5th level or greater spell cast upon the matrix activates this chamber and unlocks the doors leading out.
28. **Chamber of the Soul:** Glowing runes on walls; stone skull with a sapphire placed in its mouth is resting atop a glass pedestal; doors to the south are open. *Read Magic* reveals the runes read: "A Soul is the Font of All Great Art." The sapphire (3,000 gp value) holds the *trapped soul* (as the 8th level spell) of Kesiah, a former student of the Plated Mage (see **Important NPCs** p. 79). If the sapphire is removed or destroyed, the south doors close and lock, rendering the room inactive.
29. **Chamber of Crafting:** Glowing runes on walls; metal crucible (in the form of a closed, rune-covered box 8′ long × 4′ wide × 3′ deep) floating 3½ feet above the floor. *Read Magic* reveals the runes read: "The Crucible Awaits the Work. Fire and Lightning Shall Spark the Forge." Once all the chambers are activated and the doors all opened, the item to be enchanted is placed within the crucible and *fireball* & *lightning bolt* spells are cast upon the box. These spells are absorbed by the crucible (causing no effect to others in the room) and the enchantment process begins. See **Special Dungeon Notes** p. 78 for more information.
30. **Secret Teleporter:** Bare walls with an alien symbol on the wall opposite door. Pressing the symbol teleports anyone in this room to area **#25** on **Level 5D** (see p. 117).

Level Four Master Map

Level 4A: The Living Caves - West

Level 4B: The Living Caves - East



Level 4C: The Temple of Pain

Level 4D: Residential Tombs

Level Four

After successful exploration of the uppermost levels of Stonehell, the PCs enter the middle levels of the dungeon. Here they discover that worked stone chambers and halls begin to give way to natural caverns which existed long before the prisoners arrived. This cave system serves as a source of natural resources for the dungeon's residents and the long-term survival of many of Stonehell's species would be impossible without it. Not only are food and water harvested here, but natural resources like coal, iron, and petroleum are found here as well. However, not all of this level is comprised of caves. A sealed temple and old tombs honeycomb the southern extent of this dungeon level.

The fourth level of Stonehell Dungeon is comprised of **The Living Caves - West**, **The Living Caves - East**, **The Temple of Pain**, and **Residential Tombs**. The Living Caves are home to ogres and some of the depraved descendents of the prison's original inmates. The Temple of Pain is all that remains of one of the dungeon's many religious sects, and the Residential Tombs serves as home to both transient monsters and a cultured group of gentlemen who'd like to have the PCs for dinner.

Level Four Monster List

Agony* [AL C, MV 90′ (30′) Fly 180′ (60′), AC 3, HD 4, #AT 1, DG 1d6 + special, SV F4, ML 12]
Amber Golem [AL N, MV 180′ (60′), AC 6, HD 10, #AT 3, DG 2d6/2d6/2d10, SV F5, ML 12]
Ant, Giant [AL N, MV 180′ (60′), AC 3, HD 4, #AT 1, DG 2d6, SV F2, ML 7]
Ape, Albino [AL N, MV 120′ (40′), AC 6, HD 4, #AT 2, DG 1d4/1d4, SV F2, ML 7]
Bat, Normal [AL N, MV 9′ (3′) Fly 120′ (40′), AC 6, HD 1 hp, #AT confuse, DG None, SV 0 lvl Human, ML 6]
Bearer Beetle* [AL N, MV 120′ (40′), AC 4, HD 2, #AT 1, DG 1d6, SV F1, ML 7]
Berserker [AL N, MV 120′ (40′), AC 7, HD 1+1, #AT 1, DG 1d6 or weapon, SV F1, ML NA]
Catfish, Giant Cave* [AL N, MV Swim 90′ (30′), AC 4, HD 4+1, #AT 3, DG 1d8/1d3/1d3, SV F2, ML 7]
Cave Bear [AL N, MV 120′ (40′), AC 5, HD 7, #AT 3, DG 1d3/1d3/1d6, SV F3, ML 9]
Centipedes, Giant Red* [AL N, MV 60′ (20′), AC 8, HD 1-1, #AT 1, DG 1d2 + poison, SV F1, ML 7]
Depraved Berserker* [AL C, MV 120′ (40′), AC 5, HD 4, #AT 1, DG 1d6 or weapon, SV F4, ML NA]
Doppelganger [AL C, MV 90′ (30′), AC 5, HD 4, #AT 1, DG 1d12 or weapon, SV F10, ML 10]
Gargoyle [AL C, MV 90′ (30′) Fly 150′ (50′), AC 5, HD 4, #AT 4, DG 1d3/1d3/1d6/1d4, SV F8, ML 11]
Gaunt Hounds* [AL N, MV 150′ (50′), AC 6, HD 3+1, #AT 1, DG 2d4, SV F2, ML 8]
Gelatinous Cube [AL N, MV 60′ (20′), AC 8, HD 4, #AT 1, DG 2d4 + paralysis, SV F2, ML 12]
Gentleman Ghoul* [AL C, MV 120′ (40′), AC 4, HD 4 or better, #AT 1 or more, DG 1d8 or better, SV C4 or better, ML 8]
Gray Ooze [AL N, MV 10′ (3′), AC 8, HD 3, #AT 1 DG 2d8, SV F2, ML 12]
Hell Hound [AL C, MV 120′ (40′), AC 4, HD 4, #AT 1, DG 1d6 or 4d6, SV F4, ML 9]
Hoomthroom* [AL N, MV 60′ (20′), AC 4, HD 4, #AT 1, DG 1d6 + ½ victim's AC, SV F4, ML 9]
Kobold [AL C, MV 60′ (20′), AC 7, HD 1d4 hp, #AT 1, DG 1d4 or weapon -1, SV 0 lvl Human, ML 6]
Locust, Subterranean [AL N, MV 60′ (20′) Fly 180′ (60′), AC 4, HD 2, #AT 1, DG 1d2/1d4/special, SV F2, ML 5]
Mummy [AL C, MV 60′ (20′), AC 3, HD 5+1, #AT 1, DG 1d12 + disease, SV F5, ML 12]
Ochre Jelly [AL N, MV 30′ (10′), AC 8, HD 5, #AT 1, DG 2d6, SV F3, ML 12]
Ogre [AL C, MV 90′ (30′), AC 5, HD 4+1, #AT 1, DG 1d10, SV F4, ML 10]
Pain's Handmaiden* [AL N, MV 90′ (30′) AC 4, HD 5, #AT 1, DG 1d8 or 1d6 + pain, SV F5, ML 11]
Rat, Giant [AL N, MV 120 (40′), AC 7, HD 1d4 hp, #AT 1, DG 1d3 + disease, SV F1, ML 8]
Rattler, Giant [AL N, MV 120′ (40′), AC 5, HD 4, #AT 2, DG 1d4 + poison, SV F2, ML 8]
Rhagodessa, Giant [AL N, MV 150′ (50′), AC 5, HD 4+2, #AT 1, DG 0 or 2d8, SV F2, ML 9]
Rock Renders* [AL N, MV 120′ (40′), AC 2, HD 4, #AT 1, DG 2d8, SV F2, ML 8]
Rust Monster [AL N, MV 120′ (40′), AC 2, HD 5, #AT 1, DG Special, SV F3, ML 7]
Scorpion, Giant [AL N, MV 150′ (50′), AC 2, HD 4, #AT 3, DG 1d10/1d10/1d4 + poison, SV F2, ML 11]
Shadow [AL C, MV 90′ (30′), AC 7, HD 2+2, #AT 1, DG 1d4 + special, SV F2, ML 12]
Tarantula [AL N, MV 120′ (40′), AC 5, HD 4, #AT 1, DG 1d8 + poison, SV F2, ML 8]
Tick, Giant* [AL N, MV 30′ (10′), AC 4, HD 3, #AT 1, DG 1d4 + disease, SV F1, ML 11]
Weasel, Giant [AL N, MV 150′ (50′), AC 7, HD 4+4, #AT 1, DG 2d4, SV F3, ML 8]
Wraith [AL C, MV 120′ (40′) Fly 240′ (80′), AC 3, HD 4, #AT 1, DG 1d6 + drain life, SV F4, ML 12]

* New Monster

Level 4A: The Living Caves – West

Overview

The Living Caves are a network of natural limestone caverns and tunnels. The caves vary between 20′ and 40′ in height with 25′ being the average. The connecting tunnels range from narrow passageways of 5′ width to broad, natural corridors spanning 20′ wall-to-wall. Stalactites, stalagmites, flowstone, and fallen debris are all commonly found within the cave system, as are a plethora of harmless cavern flora and fauna, with bats, spiders, beetles, lichens, mosses, and mushrooms making up the bulk of it. Water drips from the walls and ceilings, forming numerous muddy pools and tiny rivulets that flow from cavern to cavern. The air is laden with the sounds of dripping water, the chittering of bats, and the occasional sound of shifting or falling rocks.

Population

These caves are primarily inhabited by unintelligent predators and scavengers. Oversized insects such as giant ants, subterranean locusts, rock renders, and giant rhagodessa are the predominant members of the food chain. These creatures are hunted by larger predators like the giant rattlers who lair in the west, bands of roving albino apes, and the occasional giant weasel who ventures into the caves to feast. A selection of slimes and oozes (gelatinous cubes, gray oozes, and ochre jellies) dine on the scraps left by other residents and will actively hunt living prey when that food source runs scarce. A pack of rust monsters also prowls the caverns, dining on raw iron ore found in the cavern walls and on the discarded metal items left by the caves′ sentient population and wandering adventurers.

The sentient population of the Living Caves – West is comprised of the greatly-feared depraved berserkers who make these caves their home. Like the berserkers encountered on the levels above, the depraved berserkers are the degenerate descendents of Stonehell′s former prison population. These foul men and women have turned to cannibalism and a fearless love for battle in order to survive the dungeon′s dangerous environment. Their enclave is composed of rudimentary shelters, many of which are formed from the tanned skins of former meals, and they practice a simple religion based upon the tenets of the Hunt. The depraved berserkers′ primitive society rewards ferocity in battle and hunting skill, and these wicked men and women allow their relatively meeker cousins from the upper levels join their numbers once they have proven themselves. If the actions of these prospective members fail to live up to the depraved berserkers fierce standards, the only reward these hopefuls receive is a trip to the communal cooking pot.

The depraved berserkers as a whole confine themselves largely to this section of the dungeon. Their hunting bands and war parties do make forays into the levels both above and below the caves to capture prey and revel in combat, and the occasional combats with the ogre tribe to the east are inevitable. If left unmolested, adventuring parties need only concern themselves with chance encounters with the depraved berserker hunting bands. However, should the party have the misfortune of exploring this dungeon level during one of the Great Hunts (see **Note #1** p. 86), they′ll quickly discover that this degenerative tribe ranges far and in great numbers on certain occasions.

Special Dungeon Notes

The Living Caves are a rich ecosphere, more so than the constructed halls above and below them. In addition to the normal wandering monsters encountered by the adventurers, their explorations may chance upon encounters of a more mundane variety. When a result of **Natural Cave Occurrence** is rolled on the Wandering Monster table, roll a d6 and consult the chart below to determine what has transpired:

Natural Cave Occurrence

d6 Roll	Encounter
1	The party has disturbed a roost of common cave bats. The bats flutter about wildly, obscuring vision and interfering with spell casting for 1d3 rounds. This sudden disturbance may (2 in 6 chance) also alert nearby monsters of the party′s presence.
2	A loose rock or a stone formation such as a stalactite breaks free and falls upon the party. A randomly determined party member must save vs. petrify or take (1-3)d6 points of damage.
3	A loud rumbling resounds throughout the caverns, shaking loose small stones and causing standing water to ripple. This is caused by the Elevator Room (**Level 4B**) rising or descending, and the volume of the noise will vary depending on the party′s distance from that area.
4	Noises echo down the tunnels. These sounds could be the laughter of the ogres in **Level 4B**, the hooting of albino apes, the screams of prey taken by a hunter, or another noise of the Labyrinth Lord′s deciding.

5	A party member walks into a spider's web. Although this web is the natural product of a harmless cave spider, this encounter might give the party the impression that spiders of a much larger variety are lurking nearby.
6	A randomly-determined party member steps in a patch of slippery mud or on slick stone and looses their balance. A failed DEX check or save vs. wands (Labyrinth Lord's decision) indicates the character has fallen and taken 0-1 points of damage. Such a tumble may also trigger a Wandering Monster check or alert nearby creatures if the fallen adventurer was heavily encumbered or clad in metal armor.

New Monsters

Depraved Berserkers
No. Enc: 1d6 (3d10)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 5
Hit Dice: 4
Attacks: 1
Damage: 1d6 or weapon type
Save: F4
Morale: NA
Hoard Class: I (XXI)

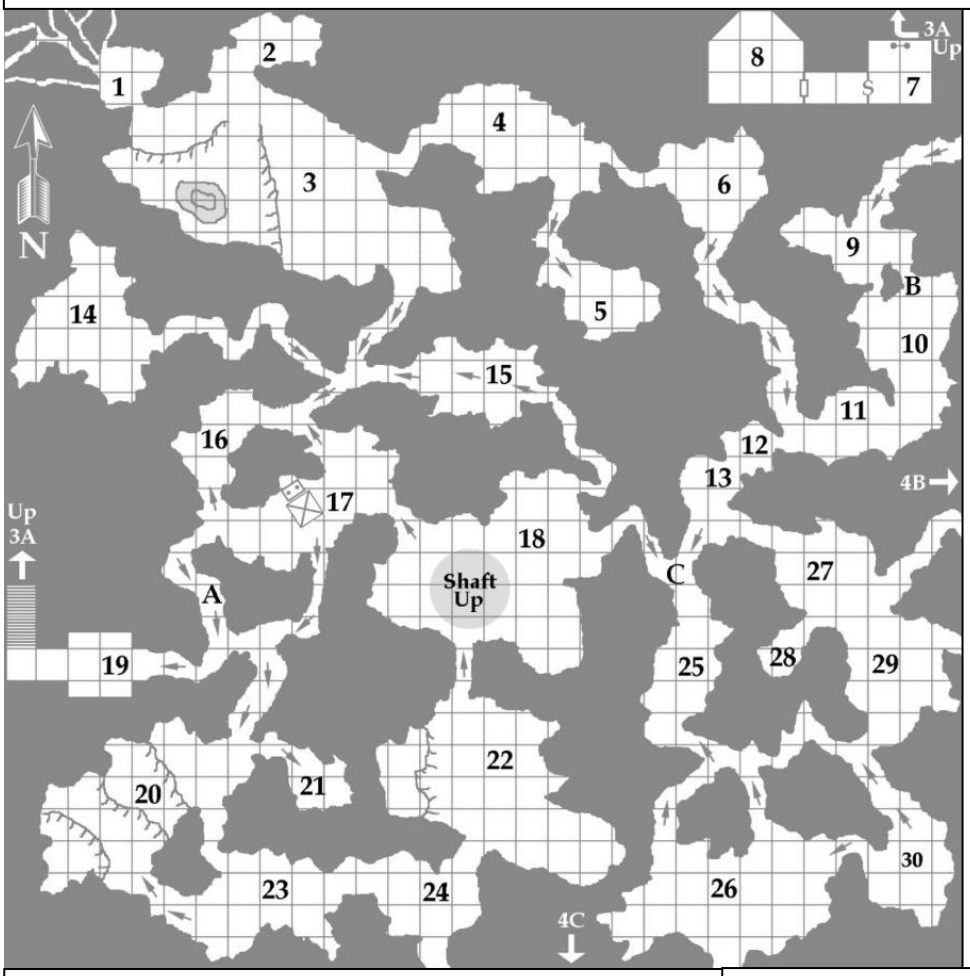
Depraved berserkers are the particularly wicked and vile descendents of Stonehell's prisoner population. Eking out a brutal existence on the lower levels of the dungeon, the depraved berserkers are tougher, more vicious, and even deadlier than the berserkers found above them. They revel in cannibalism, self-mutilation, and the thrill of the hunt. When the sounds of their hunting drums begin to echo through the halls of Stonehell, even the dimmest of creatures knows it's time to seek shelter.

Depraved berserkers share the same +2 bonus to attack rolls and lack of fear possessed by normal berserkers (*Labyrinth Lord Revised* p. 87). For every five depraved berserkers encountered, an elite 6 HD huntsman is present, and each band of depraved berserkers has a 7 HD leader. The depraved berserkers of Stonehell typically equip themselves with scavenged armor and weapons that they have modified with serrated edges, wicked spikes, barbed chains, or other painful additions.

Rock Renders
No. Enc: 1d6 (2d4)
Alignment: Neutral
Movement: 120′ (40′)
Armor Class: 2
Hit Dice: 4
Attacks: 1 (bite)
Damage: 2d8
Save: F2
Morale: 8
Hoard Class: None

These fierce subterranean beetles have developed a unique form of natural camouflage: their carapaces develop hard chitonous growths that resemble natural rock formations such as stalagmites, flowstone, and piles of fallen stone. They are ambush predators, lying in wait until a meal wanders close enough to take by surprise with their serrated mandibles. Due to their natural camouflage, rock renders surprise on a 4 in 6 chance when encountered in caves or rocky terrain.

Level 4A: The Living Caves – West



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Depraved Berserkers (1d6) – see p. 85
2. Depraved Berserkers (1d6)
3. Depraved Berserkers (1d6)
4. Ogre (1d6)
5. Ogre (1d6)
6. Ogre (1d6)
7. Ant, Giant (2d4)
8. Ape, Albino (1d6)
9. Gelatinous Cube (1)
10. Gray Ooze (1)
11. Kobolds (6d4
12. Locust, Subterranean (2d10)
13. NPC Party
14. Ochre Jelly (1)
15. Rattler, Giant (1d2)
16. Rhagodessa, Giant (1d4)
17. Rock Renders (1d6) – see p. 85
18. Rust Monsters (1d4)
19. Weasel, Giant (1)
20. Natural Cave Occurrence – see p. 84

Legend - Special

– Natural Stone Ledge

– Sloping Tunnel (Down)

Features Key

A: A dim green glow emanates from the wall of this tunnel. Numerous phosphorescent snails crawl across the wall and ceiling, leaving glowing slime trails in their wake. The snails are harmless and may even be eaten without consequence.

B: Chipped into the wall here is a message written in Common: "The Band of Eleven claims these caves." A date, some two hundred years past, completes the message.

C: The sound of hooting apes is loud here, almost as if they were in the next cave. This is a trick of echoes, caused by a natural "whisper gallery" effect. The apes heard are actually in area **#30.**

Note #1: Call to the Hunt

For each hour the party spends in the Living Caves – West, a check is made to determine if the depraved berserkers are about to embark on one of their great hunts. On a 1 in 6, the berserkers decide the time for hunting is upon them and gather in area **#24.** The party hears the beating of the drums that announce this event as they echo throughout the caves. After an hour of whipping themselves into a state of mania, bands of depraved berserkers fan out to bring down prey. For the next 1d3 hours, any successful Wandering Monster check indicates that the party has encountered a depraved berserker hunting party (consisting of 2d6 members). The party will not encounter any other type of wandering monster during this period, as even the most unintelligent creatures have learned to go into hiding when the drums sound. Only one hunt will ever occur during each of the party's explorations of this level.

Room Key

1. **Anty chamber:** Narrow tunnel mouths (2' wide) in west and northwest walls; busy ants crisscross the cavern. Giant Ants (2d4) are always encountered here travelling from their tunnels to area **#2**. Those tunnels lead to a larger nest (not detailed here) and can only be traversed by a Halfling or magically reduced character.
2. **Garden Cave:** Mushrooms (4' tall); thick moss; pool (6' deep). There is a 50% chance of Giant Ants (2d4) here.
3. **Serpents' Den:** Thick stench of reptiles; long shed snake skins; bones of eaten prey. Giant Rattlers (3) den here.
4. **Ancient Settlement:** Old fire pits; crude, broken tools; elaborate cave painting of humanoids. Once home to degenerate prisoners, Giant Rhagodessa (4) now ambush prey headed to area **#2**.

5. **Stagnant Cave:** Decayed corpse of a female human fighter; glint of gold nearby. Natural poisonous gas has accumulated in this cave. Anyone approaching the body must save vs. poison. Those who fail take 4d6 points of damage (successful saves take half). The corpses backpack has split, spilling two silver bars (500 sp value each) and a gold necklace (900 gp value).
6. **Rusty Trap:** Fallen rocks; faintly phosphorescent lichen; cracked iron cauldron. An old, barely working, deadfall trap made from a spike-studded log suspended over the south entrance is here (1 in 6 chance of triggering). Victim must save vs. petrify or take 4d8 damage. Those struck by the deadfall must also save vs. poison or contract blood poisoning from the spikes, which results in death in 1d6+1 days unless a *neutralize poison* or *cure disease* is applied.
7. **Dwarven Basement:** Ladder up to area **#11** of **Level 3A**; bas-relief carving of dwarven gods; rotted vestments.
8. **Sanctum Sanctorum:** Dusty stone furnishings & carved religious icons. Wraith (1) of a dwarf priest guards this room. Icons are adorned with 7 gems (3×10gp, 3×50 gp, 500 gp values). A hidden compartment lies underneath a magically-sealed flagstone (only a Dwarf can open it) and it contains 3,000 cp, 2,000 ep, 3,000 gp, a *war hammer +1*, and a scroll of *know alignment.*
9. **Kobolds Miners:** Exposed seam of coal in northwest corner; sounds of digging. Kobolds (16) mining & collecting coal in sacks. Six are on watch. Each has 4d6 cp and assorted mining implements.
10. **Dripping Cave:** Forming stalactites on ceiling; sound of slowly dripping water. Empty.
11. **Dangerous "Stones":** Loose rocks; broken stalactites and stalagmites. Rock Renders (4 – see p. 85) wait in ambush.
12. **Old Trash Heap:** Dried bones, rusty iron scraps & other trash; mud & small pools on floor.
13. **Gypsum Flowers:** Tiny, beautiful, gypsum flowers on walls & ceiling. Empty.
14. **Ancient Ambush:** Rotted leather, empty beetle carapaces; kobold bones. A kobold trading caravan was ambushed here long ago. A locked strongbox holding 7,000 sp and 800 gp was lost during the fight, having fallen into a crevasse in the southwest corner of the cave. It is wedged in tight, upside down, and will require a cunning plan to extract.
15. **Slick Cave:** Wet walls & ceilings; inclined floor; sound of dripping water. Gray Ooze (1). Adventurers crossing the cave must make DEX check to avoid slipping on the wet stone. A roll of a "20" on the check indicates they've slammed into sharp rocks (1d6 damage). Additional checks may be required if a battle with the Ooze occurs.
16. **Muddy Cave:** Tiny rivulets of water, dripping ceiling; pool of mud (10′ wide × 5′ deep) in southwest alcove.
17. **Altar Trap:** Crude altar made from a sawed-off stalagmite topped with a pyramid of stones, a freshly killed giant bat, and 8 sp. A shallow punji pit covered by a camouflaged tarp is set in the floor before the altar. Anyone approaching the altar has a 4 in 6 chance of falling into the pit. Victim takes 3d6 points of damage and must save vs. poison or contract disease as if bitten by a giant rat.
18. **Cathedral Cave:** High (40′) ceiling; open shaft in roof leading up to area **#31** on **Level 3A**; collapsed lift on floor beneath shaft; signs of old mining. Loud noises made here have a 3 in 6 chance of attracting 1-3 Gargoyles who roost in niches along the shaft between here and **Level 3A**.
19. **Stair Landing:** Bare walls & dirty floor; signs of regular traffic through here. Hunting band of Depraved Berserkers (4) headed up to **Level 3**. Each has 4d6 sp and a pouch of people jerky.
20. **Stepped Cavern:** Uneven floor descends in stepped ledges; ancient arena in southwest portion of the cave; old bones & broken weapons on sandy arena floor. Empty.
21. **Arena Slave Pen:** Rusty bars & broken gate at entrance; scraps of wood & straw on floor. Empty.
22. **Depraved Berserkers Cavern:** Smoky air; smell of cooking meat; large campsite ringed by loose stone walls of 5′ height. Depraved Berserkers (10), 6 HD huntsmen (3) and a 7 HD leader live here. These berserkers own 6,000 cp worth of beaten copper jewelry, 2,000 gp in loose coin, and the warlord has two gems worth 10 gp and 500 gp.
23. **Lesser Berserker Encampment:** Depraved Berserkers (3) & normal Berserkers (4) live here in crude shelters until they are accepted by the greater camp. Each has 4d6 sp.
24. **Call to the Hunt:** Wicker man (10′ tall; crafted from flexible fungus); mushroom drums; ash-filled fire pit. The berserkers gather here before a big hunt (See **Note #1** above). There is a 2 in 6 chance of encountering 1d3 Depraved Berserkers in this room as they move between areas **#22** and **#23**.
25. **Pop Goes the Weasel:** Uneven floor thick with stalagmites & flowstone; forest of stalactites overhead. A Giant Weasel lies in ambush in a crevasse near the eastern wall. It surprises on a 1-3.
26. **Old Monster Lair:** Rubble in southwest section of cave; phosphorescent lichen grows on southeast wall. Amongst the rubble is an old lair. Mixed among bones & broken equipment are 5,000 sp and 600 gp.
27. **The Birthing Jelly:** A pulsating Ochre Jelly is dividing in this cave. In three rounds, the birthing will be complete and two Ochre Jellies (2 HD each) will go their separate ways, feeling very ravenous…
28. **Seeping Stalactite:** Pure white stalactite drips above a shallow milky pool. Due to groundwater passing through a deposit of vaedium (see p. 7), the liquid in this pool acts as a weak *potion of growth.* Anyone drinking 1 pint of this water will permanently double in size (Strength is unchanged). A *remove curse* will return the drinker to normal size.
29. **Old Battleground:** Spilled blood on stones; broken arrows; western wall cracked by lightning. Empty.
30. **Ape Cave:** Bed nests of dried fungus; old bones; hooting of apes. Albino Apes (5)

Level 4B: The Living Caves – East

Overview

The Living Caves are a network of natural limestone caverns and tunnels. The caves vary between 20′ and 40′ in height with 25′ being the average. The connecting tunnels range from narrow passageways of 5′ width to broad, natural corridors spanning 20′ wall-to-wall. Stalactites, stalagmites, flowstone, and fallen debris are all commonly found within the cave system, as are a plethora of harmless cavern flora and fauna, with bats, spiders, beetles, lichens, mosses, and mushrooms making up the bulk of it. Water drips from the walls and ceilings, forming numerous muddy pools and tiny rivulets that flow from cavern to cavern. The air is laden with the sounds of dripping water, the chittering of bats, and the occasional sound of shifting or falling rocks.

Population

These caves are primarily inhabited by unintelligent predators and scavengers. Oversized insects such as giant ants, subterranean locusts, rock renders, and giant rhagodessa are the predominant members of the food chain. These creatures are hunted by larger predators like the giant rattlers who lair in the west, bands of roving albino apes, and the occasional giant weasel who ventures into the caves to feast. A selection of slimes and oozes (gelatinous cubes, gray oozes, and ochre jellies) dine on the scraps left by other residents and will actively hunt living prey when that food source runs scarce. A pack of rust monsters also prowls the caverns, dining on raw iron ore found in the cavern walls and on the discarded metal items left by the caves' sentient population and wandering adventurers.

The Eastern Living Caves is also the home of the Marrow-Suckers ogre tribe. Led by their chieftain, Clanker (so named because of his unique suit of armor – see below), the Marrow-Suckers live a happy life of violence and debauchery. They spend most of their days engaged in an ongoing feud with the depraved berserkers who dwell to the west, but sometimes hire themselves out as mercenary troops and bodyguards to the other humanoid tribes of Stonehell when they feel the desire for new experiences. Their primary forms of recreation are great drinking bouts and wrestling with albino apes they capture or encounter within the caverns. Their miniscule spiritual life is overseen by the priestess, Furragk, who attributes the Marrow-Suckers' good fortune to their devotion to the ogreish goddess, Ulla-Yvek, the Mother of Battle and Plenty.

Important NPCS

There are two NPCs of note in this part of the Living Caves. They are **Clanker**, the chieftain of the Marrow-Suckers Tribe, and **Furragk**, the tribe's priestess and devotee of Ulla-Yvek.

Clanker [**AL** C, **MV** 90′ (30′), **AC** 3, **HD** 5, **Hp** 31, **#AT** 1, **DG** 1d10+2 (maul), **SV** F5, **ML** 10]

The ogre called Clanker is exceptionally large, even for his race. He stands 10′ tall and wears a suit of piecemeal chain and plate armor, which he once had a captive dwarf assemble for him before he ate the smith. It is from this suit of armor and the noise that it makes, that Clanker gained his nickname. Unknown to anyone except the deceased dwarf, parts of Clanker's unique protection are composed of a suit of dwarven-sized *chain mail* +2. That chain mail's enchantment grants additional protection to Clanker's armor, making it equal to *splint mail +1*. A Dwarf conducting a close inspection of the armor has a 50% chance of recognizing components of the suit as being magical. A *detect magic* spell will reveal those sections as well. A Blacksmith could strip the armor and restore the *chain mail* +2 to a useable state. This task would require one week of work to complete. In addition to his armor, Clanker carries a sack of 200 gp and owns a broad leather belt with a buckle made from a gold-plated goblin's skull (worth 700 gp).

Furragk [**AL** C, **MV** 90′ (30′), **AC** 5, **HD** 4+1, **Hp** 13, **#AT** 1, **DG** 1d10, **SV** F4, **ML** 10]

Furragk is an obese ogress who wears little more than a mangy bearskin loin cloth, a headdress made from an owlbear's skull and feathers, and a coat of putrescent green paint. Her corpulent figure is a sign of her deity's favor and is regarded as a mark of high status amongst ogre tribes. She has the abilities of a 3rd level cleric and the spells *darkness*, *cause fear,* and *hold person* memorized. She also carries a wineskin filled with a vile brew that inspires ogres in battle. Any ogre drinking from this skin gains the effects of a *bless* spell. The brew will affect non-ogres, but, because of the nasty taste of this liquid, any non-ogre must make a successful save vs. poison or become violently ill (-1 to all attacks, damage, and saving throws) for 1d2 hours.

New Monsters

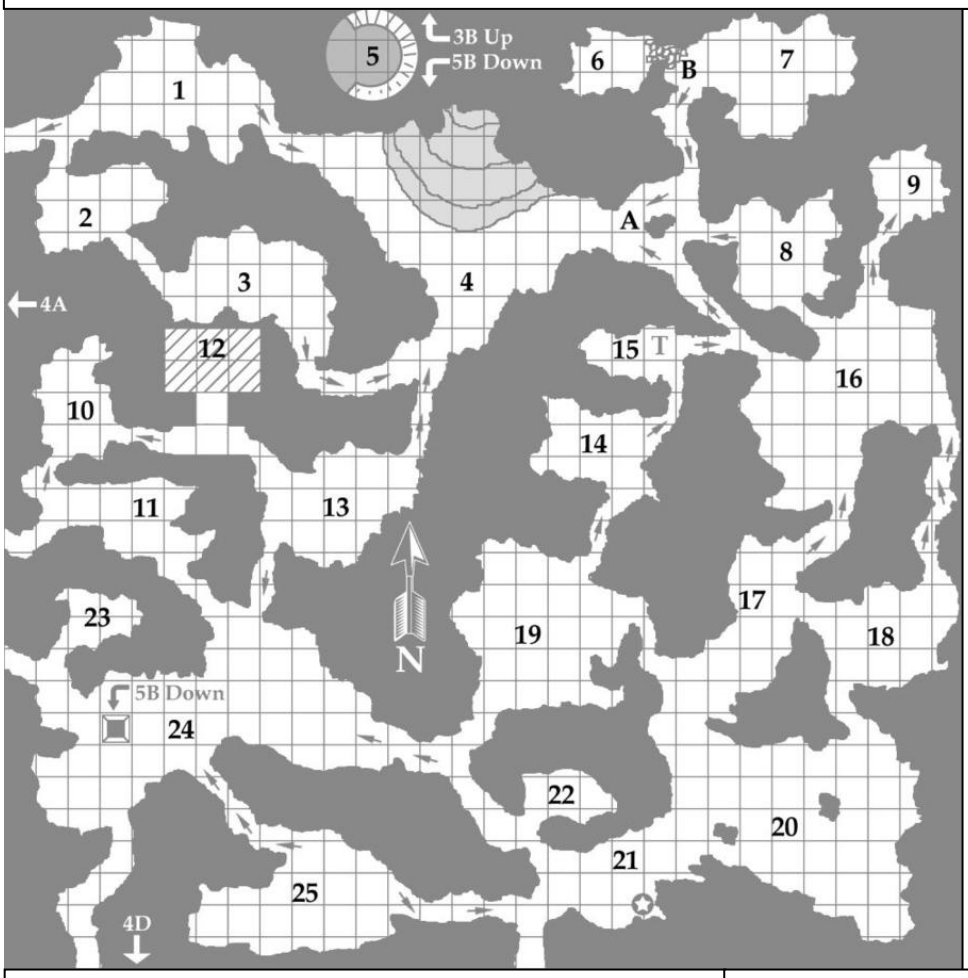
Catfish, Giant Cave
No. Enc: 1d2 (0)
Alignment: Neutral
Movement: Swim 90′ (30′)
Armor Class: 4
Hit Dice: 4+1
Attacks: 3 (bite, 2 feelers)
Damage: 1d8/1d3 (each feeler)
Save: F2
Morale: 7
Hoard Class: None

Cave catfish are a rare variety of their surface cousins, specially adapted to subterranean bodies of water. They are usually of a gray or brown coloration that helps camouflage them in underground pools, but some albino fish are known to exist. They are both scavengers and predators, ambushing prey from their lairs underneath rocky shelves and in narrow crevices. Cave catfish are rumored to grow highly intelligent with age, and stories of ancient specimens who have become too wily to be snared by nets, hooks, and spears are common amongst underground races. Cave catfish range from 8 to 10′ long in size.

Hoomthrooms
No. Enc: 1d4 (1d10)
Alignment: Neutral
Movement: 60′ (20′)
Armor Class: 4
Hit Dice: 2 to 5
Attacks: 1
Damage: 1d6 + half victim's AC (rounded down)
Save: F1 to F2
Morale: 9
Hoard Class: XI (half value)

Hoomthrooms are a bizarre form of elemental rock life, appearing as round boulders ranging for 3 to 10 feet in diameter. These enigmatic creatures seem to take no sustenance and spend their thousand-year lifespan doing nothing more than humming in deep, melodic bass tones. Normally passive creatures, they are known to attack those who create loud noises or other disturbances in their presence, thus disrupting their humming choruses. Hoomthrooms attack by rolling over their opponents with their stony bodies – a method of attack which inflicts more damage on lightly armored individuals. Each successful attack does 1d6 + half the victim's Armor Class (rounded down) in damage. A fighter in plate mail would suffer 1d6+1 points of damage, while an unarmored Magic-user would take 1d6+4. Dexterity bonuses are included when determining a victim's AC for damage purposes. Creatures who pass by hoomthrooms silently or who hum in harmony with their songs are never attacked. Some hoomthrooms contain unfinished gemstones within their stony bodies, but these stones are only worth half normal value due to their raw form.

Level 4B: The Living Caves - East



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Depraved Berserkers (1d6) – see p. 85
2. Depraved Berserkers (1d6)
3. Depraved Berserkers (1d6)
4. Ogres (1d6)
5. Ogres (1d6)
6. Ogres (1d6)
7. Ants, Giant (2d4)
8. Apes, Albino (1d6)
9. Gelatinous Cube (1)
10. Gray Ooze (1)
11. Kobolds (6d4)
12. Locusts, Subterranean (2d10)
13. NPC Party
14. Ochre Jelly (1)
15. Rattler, Giant (1d2)
16. Rhagodessa, Giant (1d4)
17. Rock Renders (1d6) – see p. 85
18. Rust Monsters (1d4)
19. Wraith (1)
20. Natural Cave Occurrence – see p. 84

Legend – Special

– Sloping Tunnel (Down)

Features Key:

A: A natural column decorated with carvings of ogre faces. Written in Kobold is "Marrow-Suckers Dat Way" with an arrow pointing to the southeast carved underneath.

B: This pile of fallen stone ceiling seems to be a natural occurrence. A Dwarf has a 2 in 6 chance of noticing that the pile conceals a tunnel running to the west. Six man-hours are required to clear the obstruction.

Note #3: The Common Ground

Used as neutral ground for trade, treaties, and other face-to-face meetings, this cavern is one of the few areas where humanoid tribes can meet without fear of open combat – although this does sometimes occur. There is a 2 in 6 chance that a meeting between two groups is occurring here when the party first approaches. If so, roll 2d6 and consult the table below to determine who's present:

First d6

1. Kobolds (5d4)
2. Depraved Berserkers (1d4+2)
3. Lachesis & Ogre bodyguards
4. Gentlemen Ghouls (1d4+3)
5. Doppelgangers (1d2+1)
6. Vrilya (2d4)

Second d6

1. Ogres (1d6)
2. Mountain Trolls (1d4)
3. Wererats (2d4)
4. Kobolds (5d4)
5. The Plated Mage
6. Song of Night Screams (in elven guise)

Note #1: Petroleum Pool

This pool is created by naturally occurring petroleum deposits that seep out of the stone. This natural petroleum is of tarlike consistency and many of the humanoid tribes of Stonehell use it to treat wood against rot. The petroleum is very flammable and can be used to make torches. Any creature doused with petroleum and set ablaze suffers damage as if from lit oil (1d8 damage), but for four rounds instead of the usual two due its sticky quality and long burning time. All attempts to extinguish burning petroleum with water have only a 50% chance of success.

Note #2: Fairy Anglers

Fairy anglers are 3′ long, phosphorescent worms. Anglers attract prey with their bioluminescence before trapping them with thin threads that secrete an acidic, sticky, soporific substance. These threads are strong despite their thinness and can reach lengths of 30′. Anyone in close proximity to a colony (10+d10 in number) of anglers has a 50% chance of coming into contact with these threads. Touching them requires a save vs. petrify to avoid being paralyzed for 3d6 turns. The anglers reel in paralyzed prey, cocooning them as the thread's secretions slowly dissolves flesh. Victims take 1d6 points of damage every ten minutes. Victims who make their save can break free as if trapped by a *web* spell. Anglers are always struck in melee combat and missile attacks are +4 to hit (AC 8) due to their immobility. They have 1d4 hit points for combat purposes.

Room Key

1. **Humming Cavern:** Loose gravel & boulders; low humming of indistinct origin; good acoustics. Hoomthrooms (10 – see p. 89) of the 4 HD variety hum away here. Party members making discordant noise will be attacked.
2. **Odd Formations:** Flowstone & draperies form weird mineral deposits; protruding jagged boulders. Rock Renders (4 – see p. 85) lie in ambush.
3. **Precarious Cave:** Scattered rubble & fallen stalactites; occasional sound of falling stones. Ceiling near south exit is collapsing. Unless precautions to move quietly are made, ceiling collapses on 2 in 6 (all within 10′ of exit must save vs. petrify or take 2d6 points of damage). This collapse requires a wandering monster check to be made as well.
4. **The Big Water:** Dripping mineral deposits; pool of blue-hued water (35′ dia. × 30′ deep) in center of cave; schools of albino cave fish swim in pool. "Old Ghost," a Giant Cave Catfish (see p. 89) lurks under a rock shelf in the pool. Wandering monster checks occur on a 3 in 6 here due to high traffic. The mud on the pool's bottom conceals a rotted leather sack holding 200 gp and a silver and gold statuette of a leopard worth 500 gp.
5. **Stairwell Shaft:** The circular stairway running along the perimeter of this shaft connects **Level 3** to **Level 5**. There is no entrance to the shaft from this level.
6. **Secluded Sarcophagus:** Pile of rubble hides cave entrance; plain stone sarcophagus covered with mineral deposits lies within. Sarcophagus is filled with an ashen loam. This is a spare coffin and hiding place for Carstahz Faite, Vampire Lord of Stonehell (who is detailed in the **Stonehell Dungeon Book Two**).
7. **Bat Cave:** Guano & small beetles on floor; colony of Normal Bats (75) flitter overhead. Empty.
8. **Angler Cave:** Southwest section of the roof pulses with a phosphorescent lavender light. A colony of Faerie Anglers roosts here. See **Note #2** above for the potential hazard of these creatures.
9. **Impaled Magic-User:** Skeleton impaled on 3′ tall stalagmite. The skeleton's tattered robes and a mildewed spellbook lying nearby attests that this was once a magic-user. The spellbook is decayed beyond readability. The cave holds nothing else of interest.
10. **The Black Pool:** Oily smell; small pool (5′ dia.) of thick black liquid at north end of cave. The pool is filled with natural petroleum. Five gallons may be harvested from the pool, which refills in a week's time. See **Note #1** above**.**
11. **Going Ape:** Sound of tearing flesh; smell of fresh blood; a dead adolescent ogre lies in pieces on the floor. Albino Apes (2) are gorging on this fresh kill.
12. **Elevator Room:** A 4′ tall brass lever is in the center of this room. It has three positions. There is only a 2 in 6 chance that this room is here when first encountered. If not, it is currently on either **Level 3** or **4**, resulting in a blank stone wall at the end of this hallway. This room makes a huge racket when in use and it services **Levels 2-4.**
13. **Disturbed Cairn:** Toppled pile of rocks; broken sword; scattered bones. This cairn once covered a corpse, but it has been pilfered and the body removed. Empty.
14. **Petrified Arm:** A secret doors check reveals a petrified arm protruding from a large rock. An ornate bracer adorns the wrist. A *stone to flesh* spell will allow explorers to loot the bracer, but it doesn't restore (or reveal the fate of) the arm's owner. The bracer is worth 1,000 gp and functions as a *ring of protection +1*.
15. **Stalactite Trap:** Thick clusters of stalactites; pale moss grows on wall. A 10′ x 10′ section of the ceiling is comprised of weighted spears camouflaged as stalactites (all in 10′ section save vs. petrify or suffer 2d6 damage). A bell rings when this trap is triggered, resulting in a 50% chance of 1d4 Ogres coming to investigate.
16. **Locust Cave:** Sound of fluttering; foul odor; rampant moss & lichen growth. Subterranean Locusts (11) are kept here by the Marrow-Suckers. Locusts are leashed on 50′ long chains affixed to an iron ring in center of the cave. There is a 4 in 6 chance an Ogre will be found here, acting as a shepherd over the Locust swarm.
17. **Ogre Larder:** Rancid meat hanging from ceiling; stone butcher's block; blood stains. Ogres (3) at work.
18. **Ogre Entertainment Hall:** Sounds of gruff laughter; hooting of apes; broached casks of sour beer; large drinking horns. Ogres (4) drinking beer and wrestling with Albino Apes (3) that are chained to a stone pillar.
19. **Glittering Cave:** Walls & ceiling glitter with veins of gold. The "gold" is pyrite; a Dwarf recognizes this on a 2 in 6.
20. **Marrow-Suckers Camp:** Crude lean-tos; campfires; assorted goods and possessions. Ogres (6) and Clanker (see **Important NPCs** p. 88) lounge here. The camp contains 4,000 sp, 2,000 gp, and a gem worth 50 gp.
21. **Ogre Battle Hall:** Battered weapon & armor trophies; stone idol of obese ogre female (19′ tall). Ogres (2) and Furragk (see **Important NPCs** p. 88). A hollow space behind the idol contains 2,000 sp, 1,000 gp, and a jeweled cup (700 gp).
22. **Pictogram Cave:** Crude paintings of ogres at war, work, and play on walls. Empty.
23. **Muddy Pool:** Pool of thick mud (6′ dia. × 4′ deep) in northwest corner of cave. Mud is cold, but harmless. Empty.
24. **Common Ground:** Piles of arranged boulders; remains of fires; tattered cloth banners. This area is neutral ground for Stonehell Dungeon's humanoid tribes. There is a 2 in 6 chance that a meeting is underway here when the party approaches. See **Note #3** above**.**
25. **Jagged Teeth Cave:** Broken stalactites & stalagmites give this cave the look of a mouth full of jagged teeth. Empty.

Level 4C: The Temple of Pain

Overview

This section of Stonehell is comprised of two distinct areas – the caverns and the Temple of Pain. The caverns are an extension of **Level 4A** and the Labyrinth Lord looking for additional details on these caves should consult pp. 84 or 88 for more information. The Temple of Pain is examined in detail below.

Under the harsh conditions faced by the prisoners of Stonehell, a religion dedicated to the veneration of the Lady of Whips emerged. Teaching a philosophy that pain should be embraced since it purifies the soul, the Lady's priests gained many converts to their beliefs and, assisted by a willing congregation of adherents, constructed a large temple to the Lady within the depths of Stonehell. In the years after the liberation of the prison, the fortunes of the Temple waned until, being unable to resist the deprivations of the dungeon's remaining population, the reduced congregation of the Temple sealed its doors and sought the Lady's final embrace.

The interior walls of the Temple are composed of a jagged, reddish-black stone. Careless explorers can easily inflict small cuts and abrasions on themselves by coming into contact with the stone. Forceful contact (being slammed into a wall, for example) inflicts 1d2 points of damage. A pale maroon light pervades the entire temple, originating from no discernable source and providing dim illumination throughout. Bloodstains are common on the floors, walls, and even ceilings of the temple. As a result of the Lady of Whip's lingering presence here, all curative magics (spells, potions, staffs, etc.) are reduced in effectiveness and restore only half their usual number of hit points.

Special Dungeon Notes

Abandoned Roost (#10) – Though initially empty, this area has a 50% chance of attracting a small band of gargoyles who take up residence here during the party's forays into the Temple. Roll d% each time the PCs return to the Temple after their initial exploration of the area. A successful check indicates that 3 Gargoyles now lair here and will challenge the party as they attempt to cross the bridge over the Wound. The gargoyles are primarily interested in dining on the party, but they will delight in knocking adventurers into the Wound if the opportunity occurs. The gargoyles have a small cache of treasure consisting of 2,000 cp, 1,000 ep, and two gems worth 10 gp and 100 gp.

The Wound (#11) – This bizarre phenomenon is another symptom of the nixthisis' growing influence over Stonehell. Although the chasm predates the arrival of that entity, it is only recently that the strange mists which fill the crevasse have materialized. The chasm, known as the Wound, has become a rift in the fabric of the cosmos. Appearing as a deep crevasse whose depths are obscured by a roiling cloud of pinkish-purple mist, the Wound is truly a bottomless pit. Anything falling into the mists (which begin 20′ below the lip of the crevasse) of the Wound passes into the void that waits between dimensions, endlessly plummeting through a world comprised of nothing. For all intensive purposes, that which the Wound swallows is lost forever.

There is a slight chance that any creature that falls into the Wound will eventually slip through a crack between worlds and escape their unending plunge. The odds of this occurring are equal to 3% times the character's level of experience. Thus, a 5th level character has a 15% chance of escaping the void. A successful d100 roll indicates that the character has reappeared in the campaign (or other) world at some later place and time as determined by the Labyrinth Lord.

Such a reentry is not without it perils. First, the character must survive the impact of their suddenly arrested descent as they return to the physical world. The character suffers 10d6 points of damage, with a save vs. petrify indicating they landed somewhere reasonable soft (snow bank, marsh, ocean, etc.) and reducing damage by half. Secondly, the Labyrinth Lord is not required to have the PC return to his own world and/or time. The void the Wound extends across the cosmos and it is probable that the character escapes only to find himself in another dimension, an alternate timeline, or in the domain of the gods. The character's adventures in this other world and his attempts to find a route home could make an excellent series of solo adventures for the Labyrinth Lord and the player if both are willing.

Prison of Nightmares (#33) – The sufferings inflicted on the captives held in these cells have left an indelible psychic stain upon the area. Any character spending more than two turns in this area begins to feel uneasy and tense, as if waiting for some painful blow to land upon them. The PC must make a save vs. spells or become plagued by horrific dreams of anguish, red-hot irons, and grim masked tormentors each time they sleep for the next 1d3 nights. Characters suffering from these nightmares awake each morning having lost 1d2 hit

points. Additionally, they regain no lost hit points from natural healing and cannot memorize new spells. These nightmares can be cured by *dispel evil*.

New Monsters

Agony
No. Enc: 1 (1d2)
Alignment: Chaotic
Movement: 90′ (30′) Fly 180′ (60′)
Armor Class: 3
Hit Dice: 4
Attacks: 1 (touch)
Damage: 1d6 + CHA drain
Save: F4
Morale: 12
Hoard Class: None

Agonies are the undead spirits of those who were judged unworthy of receiving the Lady of Whips' final reward. They appear as translucent versions of their living selves with faces wracked in pain. They attack with a chilling touch that robs their victims of both their vitality and personality. An agony's touch inflicts 1d6 points of damage and requires the victim to save vs. death or permanently lose 1 point of Charisma. Any creature reduced to zero Charisma is slain and will rise as an Agony in 1d3 days. They can only be struck by silver or magical weapons and are immune to the effects of *sleep*, *hold*, and *charm* spells. Lost points of Charisma may be restored by either a *restoration* spell or by the consumption of a *potion of longevity*. If a potion is used, all lost Charisma is recovered, but the drinker gains none of the usual benefits imparted by such a potion.

Pain's Handmaidens (The Iron Ladies)
No. Enc: 1 (1d2)
Alignment: Neutral
Movement: 90′ (30′)
Armor Class: 4
Hit Dice: 5
Attacks: 1 (fist slam or whip)
Damage: 1d8 or 1d6 + pain
Save: F5
Morale: 11
Hoard Class: None

Pain's Handmaidens (also known as Iron Ladies) are magical constructions similar to golems and animated statues. A Handmaiden is an animate suit of plate mail armor which bears faintly feminine features. The surface of this armor is adorned with barbed spikes, wicked hooks, and serrated protrusions. A 10′ long whip with numerous lashes is clenched in one of the Iron Lady's mailed hands. The sound of faint moans and wails seems to echo from within the Handmaiden's armor.

Pain's Handmaidens attack with either their spiked gauntlets or with their whips. These whips do 1d6 points of damage and causes the victim of its attack to save vs. paralyze or be wracked with agonizing pain, rendering them incapable of performing any action other than moving at half-speed for 1d6 rounds. Pain's Handmaidens draw life from the agony and suffering of others. Each time an Iron Lady causes damage to a living creature, the Handmaiden regenerates 1d4 hit points. This total can never exceed its maximum number of hit points. Additionally, due to its enchanted nature, a Handmaiden is unaffected by normal weapons.

New Magical Items

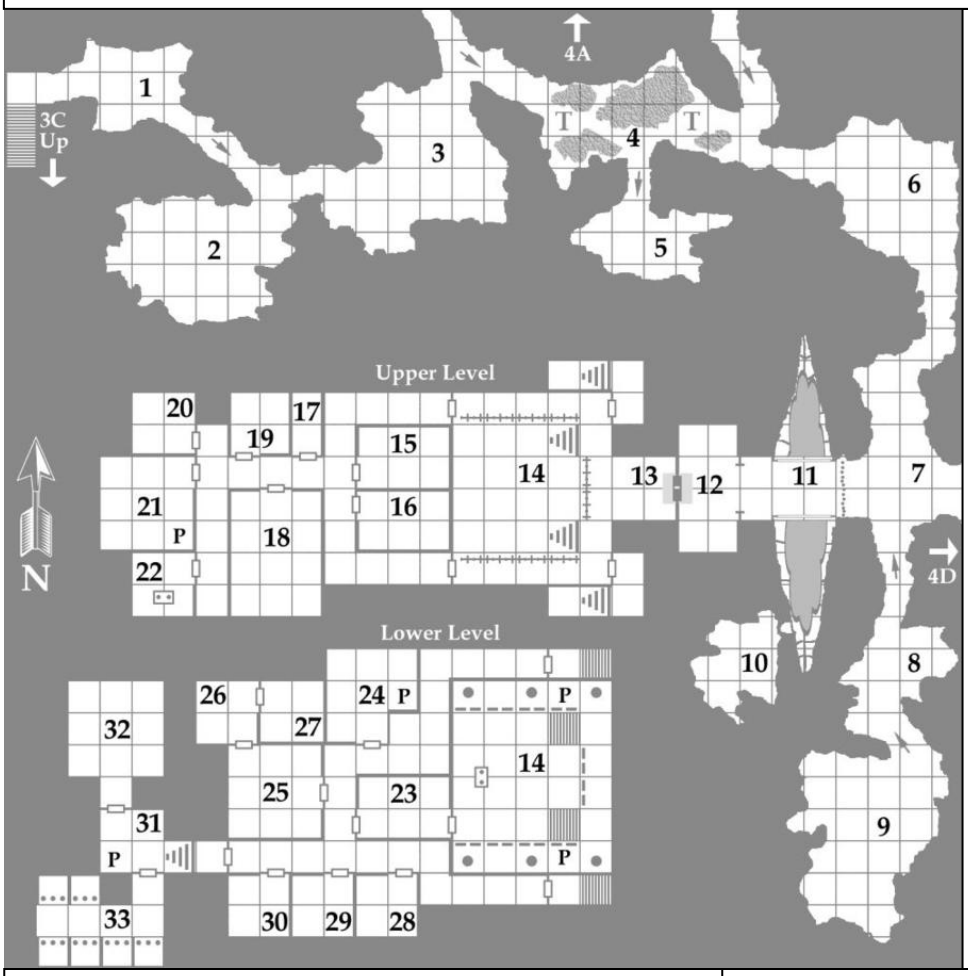
Rod of Vampiric Healing – This 3′ long ebony rod may be used by any class. Any injured creature touched by the rod is healed for 1d6+1 hit points, but the wielder of the rod suffers an equal amount of damage. Each use of the rod expends one charge. Each rod has 2d6 charges. This device is immune to the Temple of Pain's reduction of healing magic.

New Clerical Spells

Painful Kiss
Level: 1
Duration: 2 rounds + 1 round per level
Range: 0

This spell allows the cleric to bestow an agonizing touch upon his opponent, rendering him unable to defend himself in combat. The cleric must first strike his opponent in combat (requiring a normal attack roll). If successful, the victim of this spell is wracked with pain and must save vs. spell or make a CON check (Labyrinth Lord's choice) each round he wishes to perform an action for the duration of the spell. Failing this roll means the victim is too overwhelmed by the agony to act that round and may not perform any action. The victim may attempt to act the following round but another saving throw or ability check is required. Once this spell is cast, the cleric's magical touch last until he either successfully strikes his opponent or 1 turn elapses; should the cleric miss on his attack roll, he retains the ability to bestow the Kiss and may attempt to deliver it each round until he is successful or 10 minutes have passed.

Level 4C: The Temple of Pain



Wandering Monsters – Check every 2 turns (1 in 6 chance)

The Caverns (Areas 1-11)

1. Depraved Berserkers (1d6) – see p. 85
2. Depraved Berserkers (1d6)
3. Depraved Berserkers (1d6)
4. Kobolds (4d4)
5. Ogres (1d6)
6. Rust Monsters (1d4)

The Temple of Pain (Areas 12-33) – **Check every 3 turns (1 in 6 chance)**

1. Agonies (1d2) – see p. 93
2. Agonies (1d2)
3. Agonies (1d2)
4. Pain's Handmaiden (1) – see p. 93
5. Pain's Handmaiden (1)
6. Shadows (1d8)
7. Shadows (1d8)
8. Wraith (1)

Legend - Special

– Balcony above
– Balcony railing
– Dense Stalagmites
– Misty clouds
– Rock line
– Sloping Tunnel (Down)

Features Key:
P: A Pain's Handmaiden lies in wait at each of these locations.

Note #1: The Painful Portal
These 15′ high × 10′ wide double doors are embossed with the symbol of the Lady of Whips (a scourge ending in serrated blades). The doors are locked and barred from within, requiring either a *knock* spell or a Thief's Open Locks ability coupled with an Open Doors check at a -1 penalty to breach. The symbol upon the door is a magical sigil placed there to deter thieves. Anyone physically touching the doors must save vs. spells or be wracked with pain (-2 to all attacks, damage, and saving throws; -10% to Open Locks ability; 20% chance of miscasting spells if magic-user or elf) for 1d4 turns. A *remove curse* spell will end this affliction. The sigil continues to function until the doors are either opened or a *dispel magic* is cast upon the symbol.

Room Key

1. **Kobold Trade Caravan:** Sound of clacking beetles; barking of kobolds. Kobolds (16 – six with crossbows) and Bearer Beetles (3 – see p. 41) en route to **Level 4A**. Beetles laden with random cargo (see **Appendix A** p. 127).
2. **Wind Obelisk:** Glyph-inscribed, 12′ tall obelisk; smell of fresh air. See **Special Dungeon Notes** pp. 54 or 78 for details.
3. **Stinky Cave:** Wisps of yellow gas rising from cracks in the floor; smell of sulfur. The gas is fetid, but harmless.
4. **Trapped Path:** Thick growths of stalactites & stalagmites; cleared trail winding between these obstructions. The Depraved Berserkers have trapped this path at two locations (see map). There is a 2 in 6 chance of triggering spring-loaded, spiked timbers (save vs. petrify or suffer 3d6 damage) when moving through those areas.
5. **Forgotten Storage Cache:** Stacked crates & barrels; fallen piles of debris. Once used as a supply cache, the contents of this cave has been forgotten. See **Appendix A** p. 127 to determine what the cache contains

6. **Berserker Lookout:** Smell of cooking meat; tripod of spears; stone bowl filled with hot coals. Depraved Berserkers (5) are on watch here. Goblin steaks are cooking over the coals.
7. **The Crossroads:** Signpost (human skull skewered on spear) at cave's center; a straight line of 1′ dia. stones lies across the mouth of western passageway. Crude letters painted on the stones read "No Go! Bad Juju!"in Common.
8. **Rust Monster Pack:** Smell of rust; faint snuffling sound; veins of reddish-brown ore running along walls. A pack of Rust Monsters (4) is feasting on veins of iron ore that run across the cavern walls.
9. **Exposed Iron Veins:** Walls streaked with reddish-brown veins of iron ore; small piles of rust.
10. **Abandoned Roost:** Piles of old bones; rotted & ruined adventuring gear; splattered excrement & feathers. The Harpies from **Level 3A** dwelled here before moving to better hunting grounds above. See **Special Dungeon Notes** p. 92 for information on how this area might change on subsequent trips to the Temple.
11. **The Wound:** Bridge of worked stone; elliptical-shaped crevasse filled with roiling mist 20′ below; cave mouth 35′ away in southwest wall (30′ above the mist and 10′ above bridge level). See **Special Dungeon Notes** p. 92 for details.
12. **Temple Foyer:** Open archway leading to area **#11**; frescos of various races suffering mixed forms of torture; 15′ tall double doors leading to area **#13**. See **Note #1** for information on the double doors leading into the temple.
13. **Vestibule:** High (30′) ceiling; jagged stone walls; bloodstains & skeletal remains litter the floor.
14. **Main Temple:** Room extends through both upper & lower level; 50′ high ceiling (from floor on lower level); iron railing around upper level; altar of black-blue stone; skeletal remains scattered on the floor. Pain's Handmaidens (2 – see p. 93) stand at the areas marked **P** on the map. They will wait for intruders to reach the temple floor before attacking, blocking the stairs in doing so. There are 15 sets of skeletal remains. Examination of the remains reveals that they were flogged to death.
15. **Temple Barracks:** Empty bunks; spears, short swords & chain mail armor for 10 human-sized wearers.
16. **Temple Barracks:** Empty bunks; spears, short swords & chain mail armor for 12 human-sized wearers.
17. **General Storage:** Dusty shelves holding candles, cleaning supplies, tools, and other common items of little value.
18. **Training Room:** Straw-strewn floor; fighting dummies; wrestling mats. Racks hold 5 staves, 10 spears, 2 crossbows & 40 bolts in two cases.
19. **Captain's Quarters:** Dusty furnishings; human skeleton in splint mail impaled on short sword. Chest under the bed is locked & trapped (scything blades from front & sides; save vs. petrify or 1d8+2 damage). Chest holds 4,000 sp & 600 gp. The key to chest is hidden under the bed's mattress.
20. **Bare Storage:** Bare, dusty shelves; straw-covered floor. Empty.
21. **Common Room:** Hard tables & chairs; uncomfortable divan. Pain's Handmaiden (1) on eternal watch.
22. **Inner Sanctum:** Blackened iron altar; dusty torture tools; two robed skeletal bodies. Wraiths (2) guard this sanctum. Altar is hollow and holds 500 gp, 4 jeweled icons (400 gp, 800 gp, 900 gp, & 1,400 gp values), a *rod of vampiric healing* (see **New Magical Items** p. 93), a *mace +1, +3 versus magical monsters*, and a scroll of *remove curse* and *heal*.
23. **Robing Room:** Shelves holding religious accoutrements; wardrobe containing black-blue robes.
24. **Priestess' Quarters:** Spartan furnishings in blue-black motif; bed of nails. Pain's Handmaiden (1). A reliquary decorated with onyx and sapphires (500 gp value) lies at the bottom of the room's wardrobe. It contains a human femur, 2,000 sp, 2 *potions of extra-healing*, and a scroll containing the clerical spells *painful kiss* (see **New Clerical Spells** p. 93), *cause light wounds* (×2), and *fear*.
25. **Dining Hall:** Trestle tables with benches; tapestry of masked woman holding scourge (50 gp value); dust & cobwebs. Agonies (2 – see p. 93) confront trespassers in this room.
26. **Kitchen:** Dusty cooking implements; rancid cooking odors. Mixed in with the more mundane seasonings are six jars of rare medicinal herbs totaling 300 gp in value.
27. **Pantry:** Thick smell of rot; mold-covered shelves, boxes & kegs filled with decayed foodstuffs.
28. **Novice's Cell:** Bed of nails; bloodied scourge; hanging robe. Agony (1) haunts this cell.
29. **Novice's Cell:** Bed of nails; skeleton dressed in ragged robes; velvet-lined box holding a pair ivory-handled scalpels (100 gp value). Giant Red Centipedes (5 – see p. 55) nest in the skeleton's robes.
30. **Novice's Cell:** Bed of nails; hanging robe; upright wooden sarcophagus lined with spikes. Anyone touching the sarcophagus must save vs. spells or be overcome with the desire to close themselves inside it. Succumbing to this urge inflicts 2d6 points of damage on the victim, plus an additional 1d3 points on each subsequent round spent inside.
31. **Guard Room:** Table & chairs; key ring holding keys to cells in area **#32**. Pain's Handmaiden (1) on eternal watch.
32. **Torture Chamber:** Various machines of agony; floor stained with spilled blood and oil; empty torch sconces and a cold brazier. The ceiling of this chamber is laden with cobwebs and numerous harmless spiders.
33. **Prison of Nightmares:** Bloodstained cells; rusted bars; implements of punishment. A sense of unease fills this room. See **Special Dungeon Notes** p. 92 for additional details.

Level 4D: Residential Tombs

Overview

As Stonehell grew deeper and additional waves of inmates arrived, it became necessary for smaller residential areas to be excavated. These rooms would house the weakest of the prisoners who served a slave labor for the power blocs that had established themselves within these stone halls. These residences were little more than 10′ x 10′ rooms arranged along a central corridor, forming wings into which new prisoners could be herded.

As the years progressed and the inmate death toll rose, these former residences were utilized as places to seal up the recently deceased. With little more than a careless heave and a few muttered prayers if one was lucky, bodies were entombed forever behind the quickly mortared doors of their former quarters. After the prison's liberation, the pendulum swung yet again and many of these haphazard tombs were broken open to serve as living space for the subsequent waves of monsters and villains who made Stonehell their home.

This section of the dungeon is composed of two distinct areas. To the north and northeast, lies an extension of the Living Caves. These caverns are identical to those depicted in **Level 4A** and **4B**. Labyrinth Lords looking for details on these natural tunnels should consult those sections for more information. The remainder of this section is composed of constructed hallways and chambers which served as both living quarters and tombs.

Population

The Residential Tombs is home to monstrous residents that range from the unintelligent to the cunning. Adventurers exploring here might encounter giant-sized animal life such as giant scorpions, giant rattlers, and giant rhagodessa. Higher up on the food chain is a cave bear that has recently arrived in the Living Caves, and the small band of doppelgangers that waylays and assumes the identities of adventurers and other dungeon residents in order to feast unsuspected. The most unique residents here, however, are the Gentlemen Ghouls.

The Gentlemen Ghouls were once members of a cult who practiced *sin eating*, a form of symbolic cannibalism performed to cleanse the souls of the deceased of any transgressions they committed in life. Confined to Stonehell by the Sterling Potentate for these practices (which offended the ruler's beliefs), the cult found that many of the inmates welcomed any respite from their sins, no matter how bizarre those methods might be. Over time, as the inmates grew more debase from life in the violent world of Stonehell Dungeon, the rites of the sin eating cult changed from a symbolic consumption of human flesh to actual cannibalism. When this anthrophagy was conducted along with the rites of the cult, two startling side effects occurred. For one, the cult noticed that their life spans were greatly increased, although the bodies of the practitioners assumed a gaunt and ghoulish cast. Secondly, the cultists realized that they were temporarily adopting the abilities and racial benefits of their meals. Thus, the Gentlemen Ghouls were born.

The Gentlemen Ghouls maintain a haven for the arts, fine conversation, and excellent (although gruesome) dining within the halls of Stonehell. They regularly invite adventurers to join them for meals at their crypts. Whether this invitation is meant for the party to join them as dinner guests or the Gentlemen's main course is largely determined by the manners and behavior of their visitors.

Special Dungeon Notes

The Hive (Feature H) – Named for its series of

individual cells, the Hive consists of a handful of corridors lined by identical 10′ square rooms. Once used as both living space and tombs, these rooms now host some of Stonehell's transient monster population. As such, the residents of the Hive are constantly changing. As the party explores each marked room in the Hive, the Labyrinth Lord should roll to determine if the room is occupied. Each room has a 50% chance of serving as a residence for some creature and a d6 roll on the table below determines what waits within. Rooms with intact doors (indicated on the map) add +6 to the die roll to determine their inhabitants.

Hive Room Residents Table

d6 Roll	Creature Inside
1	2d4 Giant Rats
2	1 Giant Rattler
3	1d2 Giant Rhagodessa
4	1d2 Giant Spiders - Tarantula
5	1d3 Giant Ticks (see p. 65)
6	1 Ochre Jelly
7	1d2 Depraved Berserkers outcasts
8	1d2 Doppelgangers
9	2d4 Kobold slackers
10	1 Mummy
11	1d2 Wights
12	1 Wraith

New Monsters

Gaunt Hounds
No. Enc: 1d4 (2d4)
Alignment: Neutral
Movement: 150′ (50′)
Armor Class: 6
Hit Dice: 3+1
Attacks: 1 (bite)
Damage: 2d4
Save: F2
Morale: 8
Hoard Class: None

These sleek, hairless hounds are the result of generations of selected inbreeding. Despite their pallid color and gaunt frames, these hounds are formidable opponents in combat. Astonishingly quick, gaunt hounds are trained to tear at the throats of their prey, leaping and dodging under defenses to do so. An attack roll of 19 or 20 indicates the hound has successfully throated its target and inflicts double normal damage. Although regularly fed dinner scraps by the Gentlemen Ghouls, gaunt hounds never gain additional powers from their meals.

Gentlemen Ghouls
No. Enc: 1d6 (2d4)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 4
Hit Dice: 4 (or better – see below)
Attacks: 1 (or more – see below)
Damage: 1d8 (or better – see below)
Save: C4 (or better – see below)
Morale: 8
Hoard Class: X

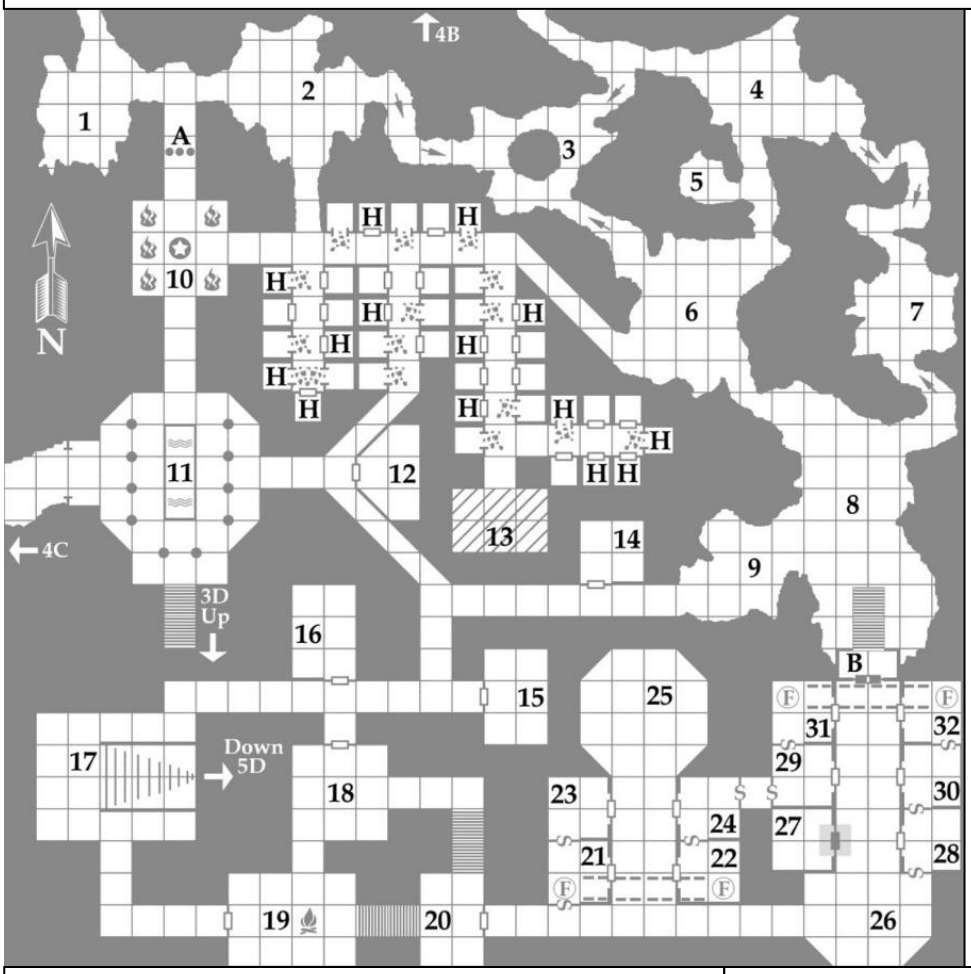
Despite their cadaverous appearance, the Gentlemen Ghouls are not undead – merely longer-lived than nature intended. Gentlemen Ghouls temporarily gain some of the powers possessed by their meals while alive. These powers include spell casting ability, saving throws, attack prowess, regeneration, immunity to normal attacks, increased strength, and infravision. Superlative abilities of a physiological nature like gaze attacks, breath weapons, and flight are not gained through ritual consumption of the deceased. These gained abilities are retained for 1d3 days after the meal. Examples of Gentlemen Ghouls with powers gained from their meals are:

Minotaur-fed (Mf): Attacks as a 6 HD creature and saves as a F6. Weapon attacks gain a +2 bonus to damage.
Ogre-fed (Of): Gains 18 STR (+3 to hit and damage rolls)
Pyske-fed (Pf): Gains *invisibility* ability of a Pixie.
Throghrin-fed (Tf): Two claw attacks per round (1d3 damage) plus paralyzation ability. Regenerates 1 hp of damage per round.
Warlock-fed (Wf): Can cast 1 1st-level, 1 2nd-level, and 1 3rd-level spell before ability is lost. Suggested spells are *charm person*, *magic missile*, *shield*, *sleep*, *invisibility*, *mirror image*, *web*, *hold person*, and *lightning bolt*. Save as MU6.

The Labyrinth Lord is encouraged to create his own variety of post-meal Gentlemen to challenge his players. A Gentlemen Ghoul's particular type is noted in the encounter key for **Level 4D** by the alphabetical code listed above.

Although Chaotic, the Gentlemen Ghouls are urbane and erudite, possessing a great appreciation for the finer things in life. They enjoy gourmet cuisine (of a hideous kind), genteel conversation, and the arts. The Gentlemen dress in antiquated finery, although greatly distressed by age and their lack of a decent tailor. In combat, they wield sabers, rapiers, and epees – weapons befitting a gentleman. Despite their gentlemanly code of honor, they will not hesitate to use the network of secret doors and hidden passage that honeycombs their residence in order to gain tactical advantage over an enemy.

Level 4D: Residential Tombs



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Ogres (1d6)
2. Ogres (1d6)
3. Ogres (1d6)
4. Ogres (1d6)
5. Depraved Berserkers (1d6) – see p. 85
6. Depraved Berserkers (1d6)
7. Depraved Berserkers (1d6)
8. Gentlemen Ghouls (1d6) – see p. 97
9. Gentlemen Ghouls (1d6)
10. Kobolds (5d4)
11. Cave Bear (1)
12. Doppelgangers (1d4)
13. Doom Lures (1d2)
14. Gaunt Hounds (1d4) – see p. 97
15. Gaunt Hounds (1d4)
16. Hell Hounds (2d4)
17. Minotaurs (1d6)
18. Mountain Trolls (1d6) – see p. 110
19. Ochre Jelly (1)
20. Scorpion, Giant (1d3)

Legend - Specials

– Bonfire
– Fire Trap – see **Note #2** below
– Trapdoor (Floor)
– Tunnel beneath the floor

Features Key:
A: Closed portcullis (Open Doors check at a -2 penalty to lift).
B: These double doors are locked. A sign hanging on the right-hand door reads "Dinner Invitees Only. Proper Dress Required. No Boors Please. Knock for Admission"
H: Possibly occupied Hive room. See **Special Dungeon Notes** p. 96 for details.

Note #1: The Whistling Stalagmites
Several holes of varying sizes have been drilled through these stalagmites. The movement of air through the cave causes these mineral deposits to emit a whistling tune similar to a set of Pan's pipes. This music has a strange effect on demi-humans. Any Elf, Dwarf or Halfling approaching the stalagmites must save vs. spells or be overcome by a deep melancholy. This state of ennui lasts for 2d6 turns, during which time the character has a 25% chance of failing to work up the interest and energy to perform any given task. This includes, but is not limited to, combat, spell casting, travel, and searching. A *dispel magic* or *remove curse* will cure the victim of this deep sadness.

Note #2: The Demonic "Statue"
This squat statue has two faces which look upon the north and south entrances to this chamber. The mouths are opened and their lips are fire-blackened – seemingly an obvious trap. The statue is in fact harmless. Its purpose is to mislead unwary adventurers onto the fire traps that circle the edges of the room (see map). Any creature stepping onto one of the trapped floor sections has a 2 in 6 chance of being hit by a blast of flame (3d6 damage; save vs. spell for half damage).

Note #3: The Refuse Pile
Each turn spent searching the refuse has a 1 in 6 chance of uncovering one of the following items:

1. Rot Grubs (5d4)
2. Gem (50 gp value)
3. Tarnished Silver Commode (200 gp)
4. *Ring of weakness*
5. 1d4 *arrows* +2
6. *Potion of delusion*
7. Giant Centipedes (1d8)
8. Yellow Mold (1 colony)

Room Key

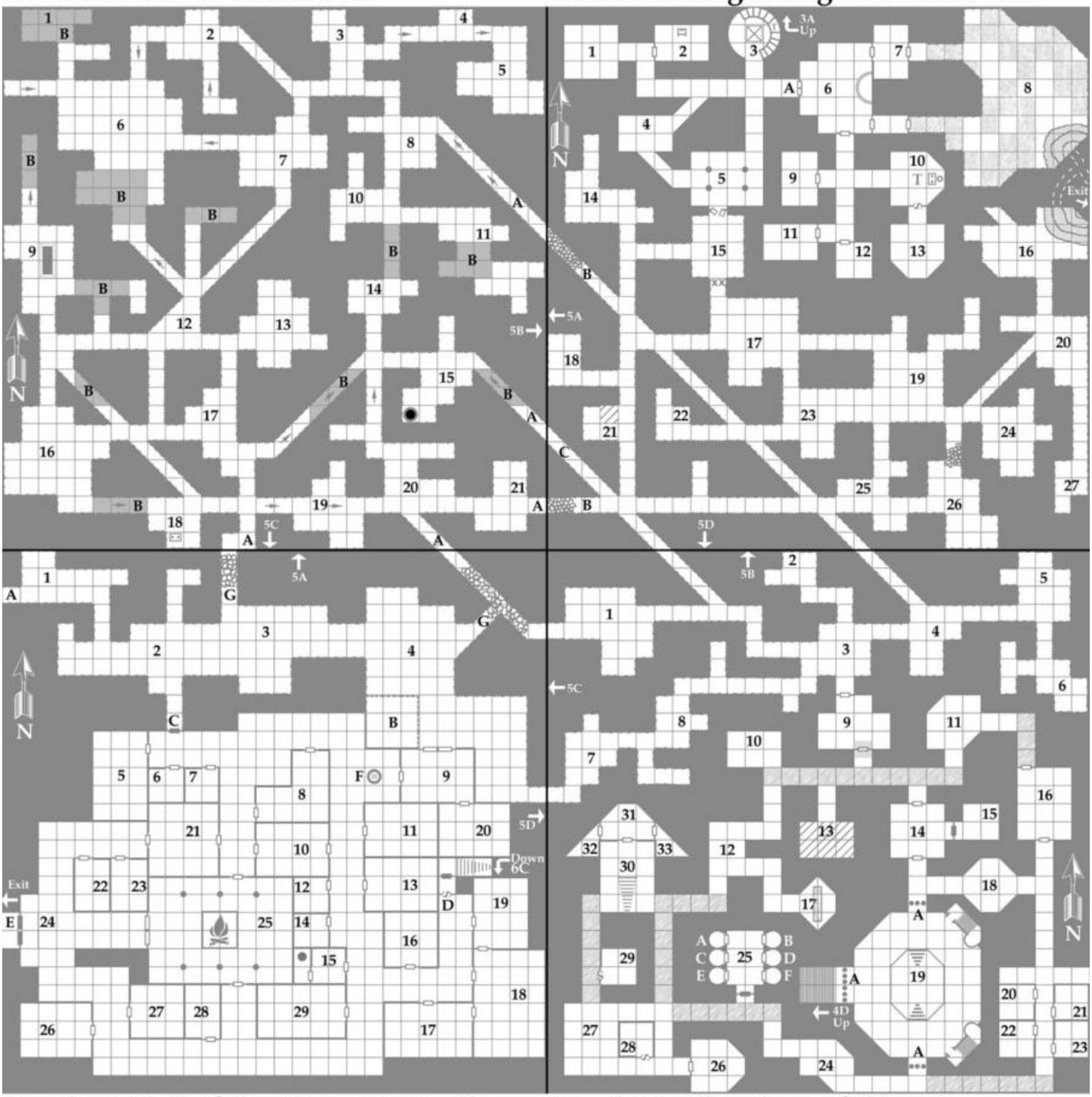
1. **Crystalline Cave:** Clusters of quartz crystals; a thin mist obscures the floor. Empty.
2. **Bear Cave:** Thick, ursine smell; stalagmites scarred with claw marks. A Cave Bear (1) lairs here. The ogres in **Level 4B** would pay to acquire this beast as a pet.
3. **Tally-marked Column:** Wide (15' dia.) natural column in cave's center. Multiple sets of tally marks cover the sides of the column. Someone or something was either counting or marking time here. There are 13,458 marks total.

4. **Ogre Patrol:** Ruined furniture & other trash strewn in piles; heavy tromp of feet & loud laughter. A group of Ogres (4) is returning to **Level 4B.** Each ogre has 100 gp. This cave is an old refuse dump that's been used by generations of Stonehell's residents. See **Note #3** above if the party chooses to search the refuse.
5. **Glowing Cave:** An iron spike, glowing with a bright light, lies on the cave floor. A Giant Rhagodessa (1) clings to the ceiling above, waiting in ambush. The spike has a *continual light* cast upon it and was lost by a former adventurer.
6. **Whistling Stalagmites:** Stalagmite clusters drilled with holes and whistling softly (see **Note #1** above). One stalagmite is hollow and can be removed from its socket in the floor. Inside is a cavity holding 2,000 sp & 400 gp.
7. **Bone Cave:** Bone mosaics cover the walls and floor of this cave, forming elaborate patterns. The Small Men created these mosaics from the bones of the Gentlemen Ghouls' meals. The bones are held in place with a strong adhesive.
8. **Stairway to the Tombs:** High (50') ceiling; painted carvings of funeral processions on the walls; two lit braziers at the bottom of the stairs leading to the double doors above (see **Feature B** for details on the doors).
9. **Dinner Invitation:** Human skeleton lashed to stalactite, slate tablet in its hands. Written on the slate, in chalk and with stylish calligraphy, is the message: "The Gentlemen invite you to dinner. Today's special: Minotaur, Warlock, and Throghrin with lentils."
10. **Misdirected Caution:** Squat, demonic statute (4' tall) on dais in the center of the room. See **Note #2** above.
11. **Grand Hall:** Dry (2' deep) reflecting pool filled with sand; pillars carved in the form of tree trunks. Giant Scorpions (3) occupy this room, much to the ire of Stonehell's kobold caretakers. Under the sand inside the dry pool are 92 sp.
12. **False Friends:** Ransacked room; broken furnishings; trash & debris scattered on floor. Doppelgangers (2) in the form of a Fighter and an Elf are found here. They claim to be survivors of an adventuring party and will seek to join the PCs so as to murder them later. They have possessions applicable to their perceived classes.
13. **Elevator Room:** A 4' tall brass lever is in the center of this room. It has three positions. There is only a 2 in 6 chance that this room is here when first encountered. If not, it is currently on either **Level 5** or **6**, resulting in a blank stone wall at the end of this hallway. This room makes a huge racket when in use and it services **Levels 4-6.**
14. **Machinery Room:** Gears, pulleys, chains & counterweights; smell of oil. Allows room **#13** to rise and descend.
15. **Teen Idol:** Granite idol (5' tall) of youthful boy marred by axe blows. Scent of jasmine in the air. Touching the idol requires that person to save vs. spells or become 1d12 years younger. Idol works once per person per their lifetime.
16. **Free Advice:** Locked door; warnings in several languages: "DO NOT OPEN!" Inside is an Amber Golem crafted in the form of a sabre-tooth tiger. If the door is opened, the golem is let loose upon the dungeon and will rampage throughout the upper levels for weeks. Its first victims will be those foolish enough to open the door.
17. **The Great Stairs:** Lit torches in sconces; 20' wide stairs leading below. Stairs to area **#19** on **Level 5D B** (p. 117).
18. **Cash Overhead:** Bas-reliefs of dwarven funeral procession on walls; mosaic floor depicting the World Tree; bare stone biers (dwarf-sized); 12' tall step-ladder lying on its side against one wall. A secret niche in the center of the ceiling holds a chest of 4,000 sp & 7,000 gp. Activity in this room will alert the Hell Hounds in area **#19**.
19. **Hot Dogs:** Eternally burning bonfire in fire pit; smell of soot; charred walls; beds of ashes. Hell Hounds (4) live here and serve as watch dogs for the Gentlemen Ghouls. Ash beds hold 5 gems (10 gp, 2×50 gp & 2×100 gp values).
20. **Back Door:** Frescoes of funeral processions; recently swept floor; empty earthenware amphorae. Empty.
21. **Residence Tomb:** Opulent but antiquated furnishings; four biers. Empty.
22. **Residence Tomb:** Opulent but antiquated furnishings; four biers. Gentlemen Ghouls (4 – 2×Mf, 2×Of) engaged in discussion. One wears an earring worth 25 gp.
23. **Pantry:** 1d10+5 humanoid corpses; bottles of wine; jars of spices & seasoning.
24. **Converted Kitchen:** Former tomb turned kitchen. Cast iron oven; brick hearth; old but well-maintained kitchen tools. Gentlemen Ghouls (2 – Tf & Mf) preparing berserker with velouté sauce.
25. **Dining Room:** Two trestle tables with velvet upholstered chairs; pewter & silver dishware; ragged tapestries on walls. Gentleman Ghoul (1 - Pf) clearing the table. Silverware is worth 200 gp in total.
26. **Salon:** Thick rugs; filled bookcases; paintings hanging on walls; padded chairs; harpsichord. Gentlemen Ghouls (5 - 2×Tf, Pf, Of, and Wf) and Gaunt Hounds (2) relaxing and discoursing. One has a copper ring (10 gp).
27. **Vault:** Door is *arcane locked*(9th level magic-user) and trapped (stone barrier descends from ceiling and seals room 3 rounds after the trap is triggered). Shelves holding *objects d'art* and small chests. Room holds 2,000 gp, 1,800 pp, 3 gems (500 gp and 2×1000 gp values), and 3 pieces of artwork (100 gp, 300 gp & 500 gp values).
28. **Residence Tomb:** Opulent, antique furnishings; four biers; oil paintings hang on walls. Gentlemen Ghouls (2 – Tf & Pf) engaged in painting. One of the paintings here is worth 400 gp.
29. **Residence Tomb:** Opulent, antique furnishings; four biers. Empty.
30. **Residence Tomb:** Opulent, antique furnishings; four biers. Gentleman Ghoul (1 - Wf) and Gaunt Hound (1). Three gems (2×10 gp and 100gp values) are found in this tomb.
31. **Residence Tomb:** Opulent, antique furnishings; four biers. Empty.
32. **Residence Tomb:** Opulent, antique furnishings; four biers; shelves of moldering literature. Gentlemen Ghouls (3 – 2×Mf and Tf) holding a poetry reading. One hollowed-out book contains a scroll of *cloudkill.*

Level Five Master Map

Level 5A: Out-of-Time Mine

Level 5B: Song of Night Screams' Lair



Level 5C: Hall of the Mountain Trolls

Level 5D: Chambers of Many Faces

Level Five

After much peril and triumph, the party has reached the middle of the megadungeon and are about to meet some of Stonehell's hidden masters. The PCs have faced and overcome half of the dungeon's dangers and residents, but can they win against the toughest advisories the dungeon's upper half has to offer?

The fifth and final level of Stonehell Dungeon covered in this book is comprised of the **Out-of-Time Mine**, **Song of Night Screams' Lair**, the **Hall of the Mountain Trolls**, and the **Chambers of Many Faces**. The Out-of-Time Mine is a former gold mine now occupied by an evil spirit and locked outside of normal time and space. Song of Night Screams is a young black dragon who lairs in the old temple of the dungeon's snake cult. The Hall of the Mountain Trolls is filled with a once-proud family of mountain trolls and their decaying grandeur, and the Chambers of Many Faces introduces the adventurers to the Vrilya – an ancient race who rules the underworld with forgotten magics.

Level Five Monster List

Basilisk [AL N, MV 60′ (20′), AC 4, HD 6+1, #AT 2, DG 1d10/petrify, SV F6, ML 9]
Cockatrice [AL N, MV 90′ (30′) Fly 180′ (60′), AC 6, HD 5, #AT 2, DG 1d6 + petrify, SV F5, ML 7]
Gelatinous Cube [AL N, MV 60′ (20′), AC 8, HD 4, #AT 1, DG 2d4 + paralysis, SV F2, ML 12]
Gnome Slave [AL L or N, MV 60′ (20′), AC 9, HD 1, #AT 1, DG 1d2 or weapon, SV D1, ML 7]
Gray Ooze [AL N, MV 10′ (3′), AC 8, HD 3, #AT 1 DG 2d8, SV F2, ML 12]
Gray Worm [AL N, MV 60′ (20′), AC 6, HD 6, #AT 1, DG 1d8, SV F3, ML 9]
Human Slave [AL L or N, MV 120′ (40′), AC 9, HD 1d4 hp, #AT 1, DG 1d2 or weapon, SV 0 lvl Human, ML 6]
Hydra [AL N, MV 120′ (40′), AC 5, HD 5, #AT 5, DG 1d10 per head, SV F5, ML 9]
Minotaur [AL C, MV 120′ (40′), AC 6, HD 6, #AT 2 or 1, DG 1d6/1d6 or weapon + 2, SV F6, ML 12]
Mountain Troll* [AL C, MV 120′ (40′), AC 3, HD 6, #AT 1, DG 1d8 or weapon, SV F6, ML 10]
Mountain Troll – Three-Headed* [AL C, MV 120′ (40′), AC 3, HD 7, #AT 2, DG 1d8 or weapon, SV F7, ML 10]
Ochre Jelly [AL N, MV 30′ (10′), AC 8, HD 5, #AT 1, DG 2d6, SV F3, ML 12]
Ore Bones* [AL C, MV 60′ (20′), AC 5, HD 3, #AT 1, DG 1d8, SV F3, ML 12]
Owl Bear [AL N, MV 120′ (40′), AC 5, HD 5, #AT 3, DG 1d8/1d8/1d8, SV F3, ML 9]
Phantasm* [AL N, MV nil, AC NA, HD NA, #AT NA, DG 1 point, SV Special, ML NA]
Pitmen* [AL C, MV 90′ (30′), AC 4, HD 4, #AT 1, DG 1d8 + slow, SV F4, ML 12]
Pit Viper [AL N, MV 90′ (30′), AC 6, HD 2, #AT 1, DG 1d4 + poison, SV F1, ML 7]
Python, Giant [AL N, MV 90′ (30′), AC 6, HD 5, #AT 2, DG 1d4/2d8, SV F3, ML 8]
Shrieker [AL N, MV 9′ (3′), AC 7, HD 3, #AT Special, DG Special, SV F1, ML 12]
Skeleton [AL C, MV 60′ (20′), AC 7, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 12]
Spectre [AL C, MV 150′ (50′) Fly 300′ (100′), AC 2, HD 6, #AT 1, DG 1d8 + drain life, SV F6, ML 11]
Troll Cat* [AL N, MV 210′ (70′), AC 4, HD 4, #AT 3, DG 1d4/1d4/1d8, SV F2, ML 8]
Troll Hag* [AL C, MV 120′ (40′), AC 4, HD 5, #AT 1, DG 1d8 or weapon or spell, SV F5, ML 10]
Tuatara Lizard, Giant [AL N, MV 90′ (30′), AC 4, HD 6, #AT 3, DG 1d4/1d4/2d6, SV F4, ML 6]
Vrilya* [AL C, MV 120′ (40′), AC 3, HD 4, #AT 1, DG 1d6 or weapon, SV E4, ML 8]
Vrilya Adept* [AL C, MV 120′ (40′), AC 6, HD 5 or 6, #AT 1, DG 1d6 or weapon or spell, SV E4 or E5, ML 8]
Weretiger [AL N, MV 150′ (50′), AC 3 (9), HD 5, #AT 3, DG 1d6/1d6/2d6, SV F5, ML 9]
Werewolf [AL C, MV 180′ (60′), AC 5 (9), HD 4, #AT 1, DG 2d4, SV F4, ML 8]
Wight [AL C, MV 90′ (30′), AC 5, HD 3, #AT 1, DG Drain life, SV F3, ML 12]
Wraith [AL C, MV 120′ (40′) Fly 240′ (80′), AC 3, HD 4, #AT 1, DG 1d6 + drain life, SV F4, ML 12]
Yellow Mold [AL N, MV 0, AC NA, HD 2, #AT Spores, DG 1d6 + special, SV F2, ML NA]
Zombie [AL C, MV 120′ (40′), AC 8, HD 2, #AT 1, DG 1d8 or weapon, SV F1, ML 12]

* New Monster

Level 5A: Out-of-Time Mine

Overview

Long before the prisoners of Stonehell arrived, the Mountain Trolls (see **Level 5C** p. 110) and their gnome slaves mined these mountains for their rich deposits of gold. As the trolls' hunger for gold is sometimes outstripped by their hunger for fresh meat, many of their gnomish slaves ended up in a stewpot and thus reduced the number of miners working the tunnels. Imagine the trolls' delight when the first of Stonehell's prisoners broke through into their mines from the caves above. These prisoners were quickly captured and put to work as the gnomes' replacements.

For many decades, these prisoner-slaves worked away at the gold veins under the mountains. It came to pass that, as the miners dug away at a seam of gold, they uncovered a curious stele entombed in the earth. With the discovery of this ancient stone monolith, the miners unleashed a malevolent spirit back into the world, and, in an orgy of violence and blood, the miners turned on one another. Those who died in the mines rose again in new and awful undead forms.

Freeing this ancient spirit, known as K'Taulut, also tore the very fabric of time and space. The portion of the mine in which K'Taulut was freed became caged in a temporal distortion that separated it from the local time-space continuum. The trolls, unable to combat this event, sealed the affected mine and hoped for the best. K'Taulut's power is slowly waxing within the distortion and this temporal bubble will continue to grow and devour more of the surrounding dungeon unless K'Taulut is defeated.

The tunnels of this section of the dungeon are rough-hewn passageways whose walls, floors, and ceilings bear ragged tool marks. Timber shorings keep the tunnels from collapsing, but these supports are failing rapidly. The sound of creaking wood and falling stones echo down the tunnels, making an already frightening locale even more terrifying for fear of being buried in a sudden cave-in. Almost every part of the mines bears the marks of ancient violence. Rotting bones, decayed clothing, rusting tools, and faint bloodstains are found everywhere. Most of the tunnels are 10′ wide x 10′ tall and many dip and rise where they once followed the veins of gold. The ceilings of the open work areas range from 10′ high to a soaring 35′ height in the smeltery.

This section is a difficult challenge for the PCs. They will find themselves imprisoned in a pocket temporal "bubble" with scant resources and no way to escape without defeating a powerful adversary. An incautious or unlucky party could easily die here. A kind Labyrinth Lord might wish to drop several hints about this section of Stonehell (perhaps overheard in the tavern in **Kobold Korners** or gleaned from captured enemies) before the PCs arrive here and are trapped. If the adventurers fail to heed these warning, their ultimate fate will rest squarely on themselves.

Special Dungeon Notes

Temporal Distortion (entire quadrant) – K'Taulut's presence has caused time and space to warp within the mines. Once the PCs pass **Feature A,** they find themselves trapped in this distortion, unable to escape back to their proper time and place unless they defeat this evil spirit.

As soon as the party passes **Feature A**, they grow dizzy and their world goes black. An uncertain length of time later, they find themselves standing in area **#15** with their worldly possession gone and wearing only the rags of slave miners. In lieu of their weapons, they hold picks, shovels, and other mining tools. Their food and equipment (including spell books and magical items) are gone – all they have is one full lantern for each three party members and a single meal of stale bread and rank water each. The characters retain any spells memorized and injuries or conditions that were affecting them when they passed **Feature A**. While trapped in this distortion, spells that allow the caster to travel (*dimension door*, *teleport*, etc) will not function, and any attempts to leave the mine physically will result in the party reawakening back in area **#15** after reaching **Feature A**.

The only way to escape the mine is to defeat K'Taulut by breaking its stele and then slaying the spirit's physical form. Maas Rapert (see **Note #1** p. 104) will assist the PCs with information and the location of certain useful items, but his deceased nature makes it impossible for him to do more. Once K'Taulut is defeated, the temporal disruption ends and the party find themselves in the mine with all their possessions returned (as well as anything they may have acquired during their quest). Any remaining undead vanish along with the distortion. The party is now free to leave the mine.

Important NPCS

K'Taulut [**AL** C, **MV** 90′ (30′), **AC** 3, **HD** 5, **Hp** 31, **#AT** 5 (4 claws, bite), **DG** 1d6+1/1d10, **SV** F5, **ML** 10]

K'Taulut is a primordial spirit whose hatred and evil grew too great to be allowed to continue its deprivations in the world. It was imprisoned within a stele and buried deep in the earth. When the miners uncovered the stele, this creature was free to again wreck havoc upon the world. It turned the miners on one another and its presence trapped this part of the mine in a distortion of time and space. K'Taulut's evil influence continues to permeate these stone passages and it is only a matter of time before the temporal distortion begins to spread.

K'Taulut appears as a bipedal, four-armed, reptilian creature with a horn upon its snout. Observant PCs may notice a resemblance to the statue in area **#30** of **Level 1A**. Standing 15′ tall, K'Taulut's eyes burn with a purple-pink glow and its form shimmers in and out of existence, as it doesn't dwell completely in this dimension. K'Taulut's essence remains trapped within the stele and it is impossible to completely destroy so long as the stele remains intact. Until the stele is broken, K'Taulut is immune to all spells of 3rd level or lesser power, may only be struck by magic attacks (which it takes only ½ damage from), and regenerates 5 hit points each round. If K'Taulut is reduced to zero hit points while the stele remains intact, it is only dissipated and will reform with full hit points in 1d6 turns after its "death." Once the stele is broken, K'Taulut loses its immunity to spells, its regeneration, and, while still requiring magical weapons to injure, it takes full damage from these attacks.

K'Taulut attacks with its four claws as well as with a vicious bite. Every three rounds, it can summon a blast of balefire (see **Note #2** p. 104) from the smeltery in addition to its normal attacks for that round. K'Taulut has the ability to cast *animate dead* (1/week), *charm monster* (3/day), and *cause fear* (3/day). It can summon 3d10 Skeletons, 4d6 Zombies, 1d3 Wights, 1d6 Pitmen or 2d6 Ore Bones, but it can only summon one type per day. These creatures arrive at K'Taulut's location in 1d6 rounds.

New Monsters

Pitmen
No. Enc: 1d6 (2d4)
Alignment: Chaotic
Movement: 90′ (30′)
Armor Class: 4
Hit Dice: 4
Attacks: 1 (weapon)
Damage: 1d8 + *slow*
Save: F4
Morale: 12
Hoard Class: None

These undead appear as desiccated miners with leathery skin and eyes that glow with a pallid greenish-yellow light. They are dressed in the ragged remains of the clothing they wore in life and carry the shovels, picks, and hammers they earned their livings with. Anyone struck by the pitmens' tools suffers 1d8 points of damage and must save vs. death or become *slowed* for 1d3 turns as a bone-numbing cold pervades their bodies. A *resist cold* spell cast upon the victim of this deathly chill will remove the *slow* effect.

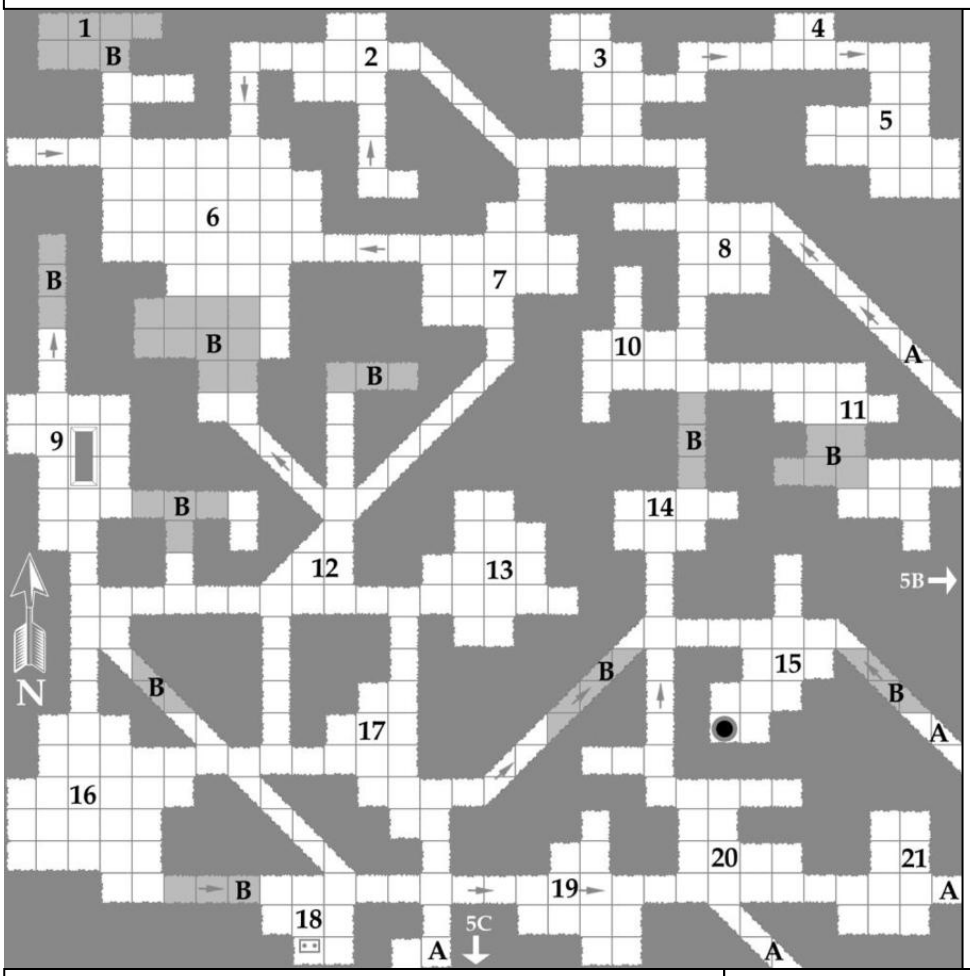
Ore Bones
No. Enc: 2d6 (4d6)
Alignment: Chaotic
Movement: 60′ (20′)
Armor Class: 5
Hit Dice: 3
Attacks: 1 (weapon)
Damage: 1d8
Save: F3
Morale: 12
Hoard Class: See below

Ore bones are indistinguishable from normal undead skeletons until observed up close. Only then are the mineral deposits that cake their exposed bones discernable. These mineral deposits, similar to those that form stalagmites and other cave formations, have seeped into the marrow of the ore bones' skeleton and encrust the exposed bones, making it tougher and more resistant to damage. Like their less-formidable counterparts, ore bones attack with either weapons or their talon-like claws. There is a 10% chance that the mineral deposits of any single ore bones carry a trace amount of precious metal, making the bones worth 1d6x10 gp.

New Magical Items

Hammer of Lughrin – This silver war hammer acts as a *war hammer +1/+3 vs. magical creatures* in combat. Additionally, it may be used as a holy symbol if the Labyrinth Lord requires one for clerics to cast spells or Turn Undead. Its most important power is that ability to destroy K'Taulut's stele. A Lawful or *blessed* character who wields the Hammer against the stele must first make a "to hit" roll against AC 4. If successful, the stele must make a saving throw of 13 or better. A failed save indicates the stele has begun to crack. Three failed saving throws means the stele has shattered and K'Taulut's essence is now shunted back into its physical form.

Level 5A: Out-of-Time Mine



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

1. Maas' Tapping (see **Note #1** below)
2. Maas' Tapping
3. Maas' Tapping
4. Maas' Tapping
5. Ore Bones (2d6) – see p. 103
6. Ore Bones (2d6)
7. Ore Bones (2d6)
8. Pitmen (1d6) – p. 103
9. Pitmen (1d6)
10. Skeletons (4d4)
11. Wraiths (1d2)
12. Zombies (3d4)

Note: After Maas is encountered in area **#8**, results of "Maas' Tapping" above indicate no wandering monster is encountered for this check.

Legend – Special

– Sloping Tunnel (Down)

– Unstable Ceiling (see **Feature B** below)

Features Key:

A: These locations mark the edge of the temporal distortion. PCs passing these areas suddenly grow dizzy and black out, reawakening in area **#15**. See **Special Dungeon Notes** p. 102.

B: The timber shorings in these areas are close to failing and groan under the weight of the stone above. Any loud noises or destructive spells occurring in these areas have a 1 in 6 chance of causing a cave-in (3d6 damage; save vs. petrify for ½ damage).

Note #2: Balefire

Balefire is a cold, blackish-purple flame of supernatural origin. It only affects living creatures. Magical protections against cold provide some defense (+2 to saving throw) from this magical fire, but fire/heat protections have no effect. A single vial of holy water can create a protective circle that prevents balefire from crossing into that area, but is only large enough for a single individual. Unlike the balefire encountered on **Level 1B**, the form in the smelter inflicts a set 2d8 points of damage in a 10' radius (save vs. breath attacks for half damage)

Note #3: Unrefined Ore

Unrefined gold ore is found in several areas of this section. In order to yield the value the ore contains, it must first be refined (either here in the smeltery or outside of the dungeon). For every 100 lbs. of ore refined, a total a 50 gp worth of gold is produced. A Dwarf or other character with mining experience (Labyrinth Lord's discretion) can supervise this procedure. Otherwise, outside assistance must be sought and paid for.

Note #1: Maas Rapert

Maas was one of the Stonehell inmates captured by the Trolls and put to work in the mines. When K'Taulut was unearthed and bathed the mine in blood, Maas died in a cave-in caused by the violence and temporal distortion that rocked this area. Unable to move on to his eternal reward until K'Taulut is defeated and the distortion removed, Maas has spent years learning K'Taulut's weakness and has determined that the destruction of the stele which houses the spirit's essence will render the creature vulnerable to physical destruction. He's determined that a divine implement (the Hammer of Lughrin – see area **#18** and **New Magical Item**) wielded by a righteous soul (Lawful alignment or under the effect of a *bless* spell) will shatter the stele.

Maas makes his presence known by rapping on the walls and timbers of the mine. A Dwarf will recognize these taps as form of miner's "Morse code" and can decipher them. Maas will guide the PCs to area **#8** where he can manifest in a ghostly form and communicate with them freely. He can tell the PCs about K'Taulut, the temporal distortion, the location of the Hammer, and the cache of arms in area **#4.**

Room Key

1. **Played Out Lode:** Discarded tools; fallen stone; weakened shorings. The ore vein here has been exhausted. Empty.
2. **Perilous Pitmen:** Sounds of digging & falling stone; debris; fallen timbers; eerie green glowing eyes. A crew of Pitman (6 – see p. 103) continues to work the mine here.
3. **Skeleton Crew:** Bones litter the floor; ruined ore wagons; decayed wooden bins. Ore Bones (11 – see p. 103).
4. **Guard Room:** Collapsed wooden benches; rusty lanterns; wooden table with draughts board; armed & armored skeletal remains. Six long-dead mine guardsmen lie here. They possess 2 suits of plate mail, 3 suits of chain mail, 1 suit of leather armor, 4 shields, 5 daggers, 2 crossbows, 24 quarrels, a long sword, an *axe* +2, a *sword* +1, and a *sword* +2.
5. **Phantasmal Slaves:** Dead silence; bone-wrenching chill in the air; a dozen translucent humanoid figures engaged in pantomime mining. A crew of Phantasms (10 – see p. 23) endlessly carries out their tasks in this area. They are overseen by Wraiths (2) who may be indistinguishable from the Phantasms until they attack.
6. **Smeltery:** Massive furnaces burning with black-purple flames; giant bellows; high (35′) ceiling; stacked piles of gold ingots and unprocessed ore. K'Taulut (see **Important NPCs** p. 102) dwells here. Every three rounds, it can cause a blast of balefire (see **Note #2**) to erupt from the furnaces, striking out at targets up to 40′ away. There are 25 gold ingots (each of 500 gp value & weighing 50 lbs.) as well as 2,000 lbs. of unrefined ore (see **Note #3** above). Any of the gold left behind once K'Taulut is defeated will quickly be discovered after the party leaves this section and will disappear into the possession of Stonehell's residents.
7. **Massacre Site:** Broken tools; skeletal remains showing signs of violent deaths. An inspection of the remains reveals that these miners killed each other in an orgy of violence. Empty.
8. **Maas' Demise:** Broken timbers; fallen rubble; smashed tools; signs of long-ago cave in. The spirit of Maas Rapert (see **Note #1** above) is tied to this area. Should the party come upon this area by chance or by Maas' knockings, he can manifest himself here and communicate with the adventurers.
9. **The Stele:** 15′ deep excavated pit; 10′ of exposed stone stele jutting out of the pit's bottom at a 45° angle. The stele is 5′ in dia. and is adorned with alien carvings. The stele seems to pulse and is hot if touched. Breaking the stele (see **New Magical Items** p. 103) will render K'Taulut vulnerable to destruction as detailed on p. 103. Note that if the undead in area **#16** still exist, attempting to destroy the stele will attract them to this area as K'Taulut becomes aware of the PCs' actions. If those undead have been destroyed, K'Taulut will use its summon undead ability to send reinforcements to defend the stele.
10. **Played Out Lode:** Discarded tools; rubble; fallen timber beams. Empty.
11. **Ore Leavings:** Laden ore wagons; ore stacked in piles (10′ dia. and reaching to the ceiling); fallen dust & debris. Undead miners have been dumping ore here since the temporal distortion took effect. A total of 32,000 lbs. of unprocessed ore lies here. See **Note #3** above for details on unprocessed ore.
12. **Shift Change:** Sounds of marching feet; flickering shadows; a green glow. Pitmen (3) on their way to area **#2**.
13. **Animated Tools:** Creaking shorings; bones; picks & shovels lay discarded on the floor. The tools in this area animate to attack inquisitive party members, pursing them as far as areas **#12** & **#17** if the party flees. The Animated Tools (8) are **AC** 7, **HD** 1, **Hp** 5 **MV** 90′ (30′), **# AT** 1, **DG** 1d6, **SV** F1, **ML** 12.
14. **Explosive Gas:** Debris & bones litter the floor; open flames (torches, lanterns, candles, etc.) take on an eerie blue hue moments before the room erupts in flames. A pocket of explosive gas has accumulated in this area. Open flame has a 2 in 6 chance of detonating this gas each round, causing 1d8 points of damage and a cave-in to the north.
15. **Well Room:** Brick-lined well in the southwest corner of room; sounds of mining. A crew of Ore Bones (6) is working in this area. The PCs arrive here after passing **Feature A** and immediately have a fight to face. The well is 30′ deep and holds 10′ of nasty water.
16. **Worked to Death:** Sounds of digging; horde of undead miners chipping away at the rock and loading ore wagons. The large work gang here is composed of Pitmen (4), Ore Bones (5), Skeletons (6), Zombies (2), and a Wight (1).
17. **Miners' Quarters:** Rough-hewn wooden bunks; tools & clothing hanging on hooks; simple furnishings. Empty.
18. **Chapel:** Stone altar decorated with carvings of miners; carved trinkets in niches; silver-headed hammer hangs behind the altar. The hammer is the symbol of Lughrin, god of miners and masons (see **New Magical Items** p. 103). A cavity in the altar holds 12 vials of holy water, 3 *potions of extra-healing*, and a scroll of *bless, resist cold* ×3, *continual light*, and *striking* ×2.
19. **Ore Bone Carts:** Three ore carts laden with worthless stone leavings. Ore Bones (6) hauling excess stone from area **#16**. If the party is down slope of the Ore Bones, they will release the ore carts in an attempt to trample the party (see ***Trample*** attack - *Labyrinth Lord Revised* p. 62). The carts hit as 6 HD creatures and do 2d8 points of damage.
20. **Unworked Seam:** Glittering threads of gold are visible in the walls of this area. A Dwarf has a 4 in 6 chance of determining that a sizable amount of gold can be mined from this area. With the proper tools and time, a total of 6,000 lbs. of ore can be mined from this are before the seam plays out. See **Note #3** above for details on mined ore.
21. **Disused Kitchen:** Crude brick oven & wooden tables; decayed foodstuffs & supplies. Meals for the miners were once prepared here. Empty.

Level 5B: Song of Night Screams' Lair

Overview

Although the Children of Yg (see **Level 2B** p. 50) conducted most of their ceremonies on the second level of Stonehell, they maintained a secret temple much deeper within the dungeon. It was here that they indoctrinated noviates into the service of Yg and kept an immense serpent which they worshipped as an avatar of Father Snake. When the Children of Yg were uncovered and driven from Stonehell, this lower temple and the great snake that it housed were forgotten.

Following the eviction of the snake cult, their former temple has come to serve the needs of a new master: the black dragon, Song of Night Screams. This wyrm discovered a submerged tunnel that leads from the bottom of the nearby fen to the grand temple chamber that housed the great serpent. After besting and devouring the chamber's former occupant, the black dragon relocated his lair to this hidden refuge. By use of a rare magical item, the wyrm moves easily from his underground lair to the swamp above. Song even utilizes the powers of the item to move unnoticed within the subterranean world of Stonehell. In his disguised form, Song keeps tabs on developments within the dungeon and takes advantage of opportunities to enrich his hoard.

This dungeon section is divided into two distinct areas: the Children of Yg's former temple that now serves as Song's lair and the old Troll mines to the south. The temple area is similar to the Reptile House (**Level 2B** p. 50). The walls of this area's rooms and corridors bear decorations of a serpentine motif, and scale patterns, ouroboroses, and reliefs of coiled serpents are predominant. The smell of reptiles is prevalent throughout the area, but a much stronger smell – that of dragon – overwhelms this odor the closer one gets to Song's lair (area **#8**). This area is also markedly different from the rest of the former temple. Song has turned the temple's grand chamber into a beautiful wonderland of crystal (see below).

The old troll mines are rough-hewn tunnels carved from the surrounding rock. The detritus of past excavations litter this area: broken tools, sagging supports, and piles of broken rock and gravel are commonplace. Trails of strange, chicken-shaped tracks regularly disturb the dusty tunnel floors. These tunnels are 10′ tall and 10′ wide, with the ceilings of the open work areas rising to an average of 15′ feet.

Population

The chambers around Song's lair still contain of few reptilian creatures which are descended from the original pets of the Children of Yg. Song is content to leave these unintelligent animals alone, occasionally snacking on them when he doesn't wish to leave his lair to hunt. Unsurprisingly, these creatures give the dragon a wide berth.

The old troll mines maintain a population of the usual jelly-based life encountered in Stonehell, plus more lethal feathered challenges such as the cockatrices and owlbears. A fearsome spectre haunts one dead-end corridor, preying on those who dare disturb his mortal remains. Visitors from the surrounding quadrants (mountain trolls, Vrilya, and minotaurs) also make occaisonal forays into this area.

Special Dungeon Notes

Song's Lair (#8) **–** Although once a grand fane built of dressed limestone blocks, the chamber where Song makes his lair no longer resembles such. When sulfuric acid dissolves limestone, it produces minerals such as gypsum and aragonite, which create fantastical crystalline formations (see Lechuguilla Cave, New Mexico for an example of this phenomenon). Song, both to remove the traces of the Children of Yg and to produce a more fitting lair for his overinflated ego, has spent years using his acidic breath weapon to slowly eat away at the surrounding rock of his lair.

Because of low grade deposits of **vaedium** (see p. 7) in the limestone and the unique properties of his draconic breath, Song's lair has become a fairyland of multi-colored crystalline growths unlike anything found in nature. Blue, yellow, green, and purple crystals, some standing more than 7′ tall, grow in clusters on the walls, floor and ceiling of his lair. These crystals refract any light entering into the lair, casting vibrant rainbows about the chamber. The effect is breathtaking.

Although these crystal deposits are primarily ornamental, they have a secondary defensive purpose. Song has cultivated a thicket of crystal growths along both of the hallways to his lair. Gaps between individual crystals allow him to bypass these barriers in his raven form. Intruders lacking a similar method or unable to use magic to get past these thickets must physically break through the mineral growths. Smashing a path through the barriers takes two turns and creates enough noise to alert Song if he's sleeping or otherwise unaware

of the intruders. He will take this time to either prepare an ambush or flee to safety if the party seems unbeatable.

The crystals growths have another defensive purpose. If fighting in his lair, Song can use his tail and wings to shatter clusters of these crystals, dropping them on opponents or creating blasts of razor-sharp shrapnel. Any time Song and his opponents are in combat within the area indicated on the map (see p. 108); the dragon may give up a bite attack to smash a nearby crystal cluster. In this event, a 10′ diameter area up to 15′ away from Song is subjected to flying shards of crystal. He will use this tactic against adventurers trying to flank him or to attack from the rear. Any PC in the affected area must save vs. petrify or take 1d10 points of damage. Song may use this unique offensive up to 1d4+2 times in battle before he exhausts the crystals available for this purpose.

Important NPCS

The most prominent resident of this part of Stonehell, and one of the more important dwellers in the dungeon overall, is the black dragon, Song of Night Screams.

Song of Night Screams [**AL** C, **MV** 90′ (30′) Fly 240′ (80′), **AC** 2, **HD** 6, **Hp** 35, **#AT** 3 (2 claws, bite) or 1 (breath), **DG** 1d4+1/1d4+1/2d10 or 50% of hit points, **SV** F6, **ML** 8, **Spells –** due to his young age, Song only has four spells: *charm person*, *magic missile x2*, *sleep*]

Song of Night Screams is a young dragon, being mere decades away from adulthood. His ebony scales glisten as if wet, a common sign of youth in dragons. Song's late adolescence colors his thinking, making him an atypical dragon. Still young enough to lack the wisdom that older dragons possesses, he is nevertheless well-aware of how susceptible he is to the threat of both older dragons and reckless adventurers. He overcompensates for these threats with extreme paranoia.

This paranoia makes him unlikely to fall victim to flattery or the fawning attitudes of lesser creatures. Song always expects a double-cross. It is this paranoia that led him to establish a lair hidden in the depths of the dungeon and it is what drives him to spy on the other dungeon residents in his elven guise. He's a regular patron of Lachesis (see **Level 3D** p. 79), parting with his gold grudgingly to learn of developments in the dungeon that might threaten him. Unless the party has been extremely secretive in their explorations, he is most likely aware of their past excursions and will consider them a threat to his continued existence. In this case, Song has no qualms about hiring additional help to defend his lair (using the ogres, mountain trolls or the Vrilya as mercenary guards) or paying the wererats or doppelgangers to ambush and assassinate the party before they get too close to his lair.

In addition to his sizeable hoard, Song of Night Screams wears a large brass bracelet on his left forearm. This is a *bracelet of threefold form* (see **New Magical Items** below).

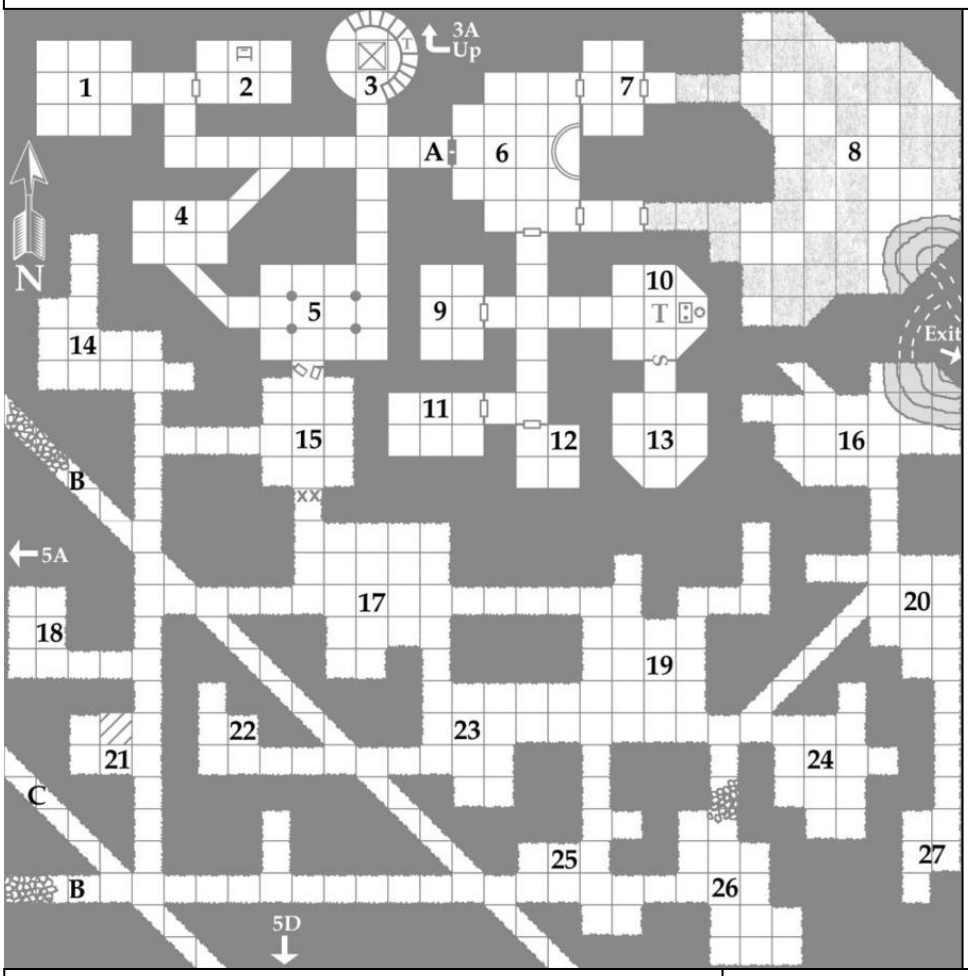
New Magical Items

Bracelet of Threefold Form – This magical piece of jewelry allows its wearer to change his physical shape as if using a *polymorph self* spell. Unlike the spell, however, the wearer is limited to three specific forms consisting of one bird shape, one reptilian shape, and one mammalian shape. These three forms vary from bracelet to bracelet but are always those of a natural, non-magical creature.

The wearer of a *bracelet of threefold form* may assume the shape of any one of the three creatures each day, but the magic of the ornament can only be invoked to change shape four times per day (including returning to one's natural form). Thus, it costs two uses of the ring to change to one animal form and back. The bracelet's owner need not return to his natural form in order to take a new animal shape, so it's possible to turn into a bird, then to a reptile, and then back to normal form (costing three uses of the ring's daily power). This could lead to the bracelet's owner being stuck in animal form until the following day if multiple shapes are taken throughout the day. For example, if the owner takes mammal shape, then returns to normal, this expends two of the day's uses. Should he later change to bird form and then to reptile form (another two uses), he remain stuck in reptilian shape until the next day when the bracelet's magics are renewed. There is no time limit to how long the bracelet's owner can remain in any of its animal forms. Otherwise the bracelet functions as and shares the restrictions of a *polymorph self* spell.

Like most magical jewelry, a *bracelet of threefold form* will alter its size to fit its owner. The three animal shapes available to Song of Night Scream's bracelet are that of a large raven, a crocodile, and a male elf. Song utilizes the crocodile form to come and go from his lair and the surface swamp, and the elven form to spy on his neighbors in the dungeon. He will use the raven form to escape from combat if a battle turns against him.

Level 5B: Song of Night Screams' Lair



Wandering Monsters (Check every 2 turns – 1 in 6 chance)*

1. Cockatrices (1d4)
2. Gelatinous Cube (1)
3. Mountain Trolls (1d6) – see p. 110
4. Minotaur (1d6)
5. Owl Bears (1d2)
6. Ochre Jelly (1)
7. Python, Giant (1)
8. Spectre (1)
9. Tuatara Lizard, Giant (1)
10. Vrilya (1d6) – see p. 118 & 129

*No Wandering Monsters will be encountered in areas **#6-13**. The Dragon sees to that.

Legend - Specials

- Crystals
- Lift
- Trap Trigger
- Wooden Barricade

Features Key

A: These massive doors (10′ wide x 25′ high) bear the carving of a snakelike humanoid. These doors are always locked and, if the dragon is in his lair, barred from within (-2 penalty to Open Doors check)

B: The tunnel here has been purposely collapsed. Clearing a path requires 20 man-hours of work.

C: Warnings written in assorted languages cover the walls and floor here: "Go Back! None Return From Beyond This Point! You've Been Warned!!!"

New Magical Items: The Cobra Codex

This large book is bound in snakeskin and adorned with semi-precious stones (500 gp value), but its true riches lie within. The following clerical spells are contained within its pages and may be cast as if they were on spell scrolls: *hold person, snake charm, speak with animals (snakes only), animal growth (snakes only), striking, neutralize poison, sticks to snakes,* and *conjure animals (snakes only)*. The *Codex* also provides its owner with a +2 bonus to all saves vs. poison.

Note #1: Chutes & Pits.

Stepping on the indicated section of the stairs has a 2 in 6 chance of causing these steps to fold down and tilt 45° toward the center of the room. Anyone standing on the steps at this location must save vs. petrify (or DEX Check) to avoid being dumped 10′ onto the mosaic floor, which conceals a 20′ deep pit (3d6 damage). The covered pit will not trigger unless the stairs are first activated, making it safe to tread upon while exploring this area.

Note # 2: Snake Trap

When this trap is triggered, two events occur. First, the western corridor out of this room is blocked by a 5′ thick stone slab that drops from the ceiling, trapping anyone in area **#10**. Secondly, the mouth of the idol in this room begins vomiting forth Pit Vipers at the rate of 1d8 each round. These snakes are magically summoned and are of infinite supply. The snakes continue to manifest until this room is either empty of intruders or they are all slain. Other than by the use of magic, there is no easy way to bypass the stone slab once it has fallen.

Room Key

1. **Noviates' Dormitory:** Ransacked furniture; smell of reptiles. Giant Tuatara Lizard (1). There are 18 sp and 2 gems (10 gp & 50 gp values) to be found amongst the debris in this room.
2. **Scaly Meditations:** Scale-pattern tiled walls & floor; green soapstone throne in the shape of a hooded cobra. Throne raises WIS of Chaotic clerics by +1 and changes the alignment of Lawful & Neutral clerics one step toward Chaotic.
3. **Deep Stairs:** Open stairs rising 200′ to area **#3** on **Level 3B** (p. 70). Stairs are trapped (see **Note #1**).

4. **Pilfered Library:** Overturned bookcase & tables; tattered rug; loose, ruined papers. Empty.
5. "**Snake! Big Snake!":** Carved pillars in the shape of snakes; bones & excrement. Giant Python (1).
6. **Lower Temple:** Dias flanked by snake-legged tripod braziers; ragged snakeskin tapestries. Braziers radiate magic and have a special property if used with the incense cones found in area **#11** below.
7. **Robing Chamber:** Snakeskin robes & metal viper masks hanging from hooks; cracked chest holding decayed ritual accoutrements. One robe is covered with gold & silver scales and is worth 1,100 gp.
8. **The Dragon's Lair:** High (50′) ceiling; acid-scarred walls & ceiling; pool of scum-covered water; clusters of large, multi-hued, glittering crystals; heaped pile of treasure. There is a 9 in 10 chance Song of Night Screams (see **Important NPCs** p. 107) is here (normal chance of sleeping). Pool is 30′ deep and opens to a water-filled tunnel that extends for 3 miles before exiting at the bottom of a nearby swamp. Tunnel also connects to **Level 2B**. A side tunnel in the pool connects with the one in area **#16** below. The dragon's hoard consists of 45,000 sp, 40,000 ep, 20,000 gp, a *philter of love*, a *potion of giant strength*, an *axe +1*, a *sword +1/+3 vs. regenerating creatures*, and a scroll of *ward against elementals*.
9. **Dead Snakes:** Snake skeletons of various sizes; tattered snake skins; scraps of leather & wood. Empty.
10. **Serpent Sanctuary:** Gigantic snake skull altar; a 15′ tall stone viper idol with open mouth rises behind it. The skull is hinged and opens to reveal a snakeskin-covered tome. This book is the *Cobra Codex* (see **New Magical Items** above). Opening the altar triggers the idol's trap (see **Note #2**).
11. **Storage:** Barrels of wine turned to vinegar; rotted vestments; religious texts & writing supplies; box of incense cones. If these incense cones are burned in the braziers of area **#6** (and those braziers only), anyone breathing the fumes must save vs. death. Those who save gain the permanent ability to *speak with animals* (snakes only) once per day. Failed saves indicate no effect.
12. **Sub-priests Quarters:** Cracked furnishings; stench of mildew; ragged robes. Empty.
13. **Ouroboros Gate:** Snake motif frescos on walls; large stone Ouroboros near south wall; writing carved into wall. This gate is the mate of the one located on **Level 2B**. Those using that gate arrive at this location. The writing reads "Father Yg, I seek succor," and is the phrase needed to operate the gate without triggering its defenses (see p. 51).
14. **Clucking Death:** Abandoned mining equipment; smell of excrement & feathers. Cockatrices (4) nest amongst the old equipment. Their nests contain 4 gems (10 gp, 50 gp & 2×500 gp values), 3 pieces of jewelry (20 gp, 30 gp & 500 gp values), a *wand of device negation* (10 charges) & seven cockatrice eggs.
15. **Temple Antechamber:** Double doors hanging askew; timber barricade across south corridor; faint smell of reptiles coming from the north. Inspection of the doors reveals snake motif carvings & a warning in Kobold: "Da Dragon!!!"
16. **Watering Hole:** Pool of muddy water (30′ deep); signs of regular traffic. Wandering monsters are encountered on a 3 in 6 chance in this area. A 5′ dia. tunnel located in the north end of the pool (20′ down) connects to pool in area **#6**.
17. **Dining Hall:** Spongy wood tables & benches; standing pools of water; rotten crates & sacks; fungi of many hues. Shriekers (4) in main dining area, Yellow Mold (2) covering rotten containers in kitchen (the alcove off the south wall).
18. **Midden:** Foul stench; piles of broken equipment, rotten food & waste. A set of rotted saddlebags under the filth contains 4,000 sp, 900 gp & 3 gems (2×10 gp and 50 gp values). There is a 1 in 6 chance of a Cockatrice foraging here.
19. **Abandoned Workings:** Discarded tools & ore carts; piles of valueless stone; creaking timber shorings. Empty.
20. **Cairns:** Five piles of stones with weapons for markers. Three humans, a dwarf, and a halfling are buried under the piles. Other than clothing, the bodies have no possessions or wealth.
21. **Lift**: Metal platform resting in iron frame work; frame extends up through hole in ceiling; metal box with five switches & wires rests on floor next to platform. This box is the engine and winch that operates the lift, allowing it to rise to area #24 on **Level 4B** (p. 91). Improper positioning of the switches (requires an INT check to operate) electrifies the platform and frame doing 6d6 points of damage to anyone touching the lift system.
22. **Mysterious Cube:** Square 10′ stone cube in center of floor. Stone is completely smooth (a Dwarf can determine it was not carved by tools). This is in fact a Gelatinous Cube that tried to eat a Cockatrice. Let the characters wonder…
23. **Bellows:** Huge (15′ square) leather bellows powered by treadmill. Treadmill is nonfunctioning. Empty.
24. **Worm Attack!:** Collapsed bunks; spilled footlockers; racks of tools on walls. 1d3+1 rounds after the party enters this area, the floor rumbles and a Gray Worm bursts through the floor, attracted by their footfalls. Worm has eaten 6 gems (10 gp, 2×25gp, 50 gp, 100 gp, & 500 gp values). Two pieces of jewelry (100 & 500 gp values) are concealed in one of the footlockers.
25. **Clockwork Canary:** Shelving in northeast corner with a dozen wire cages containing dead canaries. One cage holds a clockwork canary that sings when brought within 20′ of poison gas. It fetches 1d4+1×100 gp if sold as a curio.
26. **Owl Bear Nest-Den:** Nest of bones & broken equipment; ursine smell in air; owl pellets (4″ dia.) on floor. A mated pair of Owl Bears (2) dwells here. Their nest holds 5,000 ep, a *potion of flying,* and a treasure map leading to a cache containing two randomly determined magic items.
27. **Dead Chill:** Freezing cold temperature; ice on walls & icicles hanging from supports; frost-covered human corpse in plate mail slumped against south wall. A Spectre haunts this area and will step out of the tunnel walls to block the party's retreat if they investigate the corpse. Beneath the corpse are bags containing 4,000 sp & 1,000 ep.

Level 5C: Hall of the Mountain Trolls

Overview

Long before the construction of Stonehell, the mountains were home to the mountain trolls. These trolls built their halls deep under the peaks and mined the lodes of gold and silver they found at the mountain roots. One such hall has existed here for centuries; when the inmates dug too deep and broke into the trolls' mines, some of the inmates were captured and forced to serve these new masters. When catastrophe stuck the mines (see **Level 5A** p. 102), the fortunes of the trolls waned greatly, leaving their once-grand hall a dim shadow of its former glory. The trolls of this hall remain under the mountains, hoping to one day return to a place of prestige amongst the other mountain troll families.

The interior of the Troll Hall is large and spacious. The corridors are 20′ wide and host ceilings that rise 20′ above the polished stone floor. The walls are decorated with carvings of famous troll heroes and myths, and many of these carvings still bear flecks of the gold-leaf that once adorned them. The rooms of the hall have 20′ ceilings, with the exception of the Great Hall, whose ceiling rises to 30′ in height, and the workshop and mud room, which possess 25′ tall ceilings. The corridors and rooms are lit by standing candelabras holding tallow candles, which, combined with the fire pit in the Great Hall and the large hearths in the kitchen, make the air in the Hall hazy with smoke.

The Troll Hall is a dynamic setting and the location of its occupants varies depending on whether or not a feast is underway in the Great Hall (see **Note #1** p. 112). The Labyrinth Lord should determine if the party enters the Troll Hall while a feast is occurring and then pay close attention to how such a meal affects the distribution of the Hall's residents during the party's foray into its stony corridors.

Population

The main occupants of this section of Stonehell are the extended family of mountain trolls that dwell in the Hall and their assorted housecarls, servants, and slaves. These mountain trolls are ruled by the jarl, who dreams of returning his line to its former glory by either reopening the mines, discovering a new source of gold or silver, or building a large enough power base to conquer a more prestigious troll hall. As part of this scheme, the jarl has opened up negotiations with the Vrilya who live deeper within Stonehell, but these relations have yet to bear any fruit.

The day-to-day functions of the Hall are usually overseen by the jarl's wife, but the birth of a new son has required that she delegate most of these duties to her mother, Gammlemor Olga. The last member of the extended troll family is Onkel Harald, a mostly crazy mountain troll of the three-headed variety. The rest of the hall's household is composed of a cadre of housecarls who are loyal to the jarl and serve as his guards and soldiers; the troll maids who serve the jarl's wife and Gammlemor Olga in maintaining the household, and several gnome and human slaves. A handful of troll cats – large black felines with burning red eyes – prowl the halls and provide companionship. The troll cats have the same stats as panthers (*Labyrinth Lord Revised* p. 67).

New Monsters

Mountain Troll
No. Enc: 1d6 (3d10)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 3
Hit Dice: 6
Attacks: 1
Damage: 1d8 or by weapon +2
Save: F6
Morale: 10
Hoard Class: XIX

Mountain trolls are 9′ tall, lumbering brutes with bulbous noses and scraggly tufts of hair. They are easily discernable from ogres by their thick, gnarled hides; the clouds of flies and moths that circle their heads, and their tails, which resemble either the tails of cows, pigs, or bears. Mountain trolls claim to be the descendents of frost giants (who deny this allegation) who chose to live under the mountains of the world. They are dim-witted (INT 7) and subject to trickery and guile, but are gifted craftsman. They covet gold and silver in all forms and their halls are often located near veins of these metals, which they mine with slaves captured from the surface. They dislike their rubbery, green cousins (the common troll), but will tolerate them if they feel they can benefit from the relationship in some manner.

Mountain trolls lack the regenerative ability of the common troll, but their hard, knotted skin reduces all damage inflicted upon them by non-magical weapons by two points (a sword striking a mountain troll for five points of damage only inflicts three). Their great strength gives them a +2 bonus to weapon damage rolls.

One in ten mountain trolls also possess the ability to cast either *polymorph other* or *flesh to stone* once per day. A mountain troll exposed to sunlight must save vs. petrify or be turned to stone, which then crumbles into rubble. This save is required each round they remain in the sun. They also are extremely afflicted by the sound of ringing bells, which either drives them away in fear for 1d6 rounds or causes them to ferociously attack the bells and/or their ringer (50/50 chance of flight or fight) if they fail a save vs. spells.

Mountain trolls live in halls carved at the hearts and roots of mountain peaks. These lairs also serve as homes for troll maids (young adult females) and are ruled by a jarl – a giant (11′ tall) specimen of the race. Troll maids have 4 HD, AC 5, and save as F4; all other attributes are as above. Mountain troll jarls have 7+3 HD, AC 2, and save as F7, with all other attributes remaining the same.

Mountain Troll – Multiple Heads
No. Enc: 1d6 (1d6)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 3
Hit Dice: 7 to 10
Attacks: 2
Damage: 1d8 or by weapon +2
Save: F7 to F10
Morale: 10
Hoard Class: XIX

On rare occasions, a mountain troll is born with more than one head. These trolls always possess multiple heads in increments of threes, with three-headed trolls being the most common of this type and twelve-headed trolls as the most uncommon variety. For each three heads the troll possesses, its Hit Dice is increased by 1 and the troll stands 1′ taller than usual. Thus, a three-headed troll would stand 10′ tall and have 7 Hit Dice, while a twelve-headed specimen would have 10 Hit Dice and stand a towering 13′ tall. Multiple-headed trolls possess all the usual traits of their race but suffer a -1 penalty to their saves vs. spells against the ringing of bells for every three heads they have (*i.e.* twelve-headed trolls are -4 to their save when hearing the sound of ringing bells).

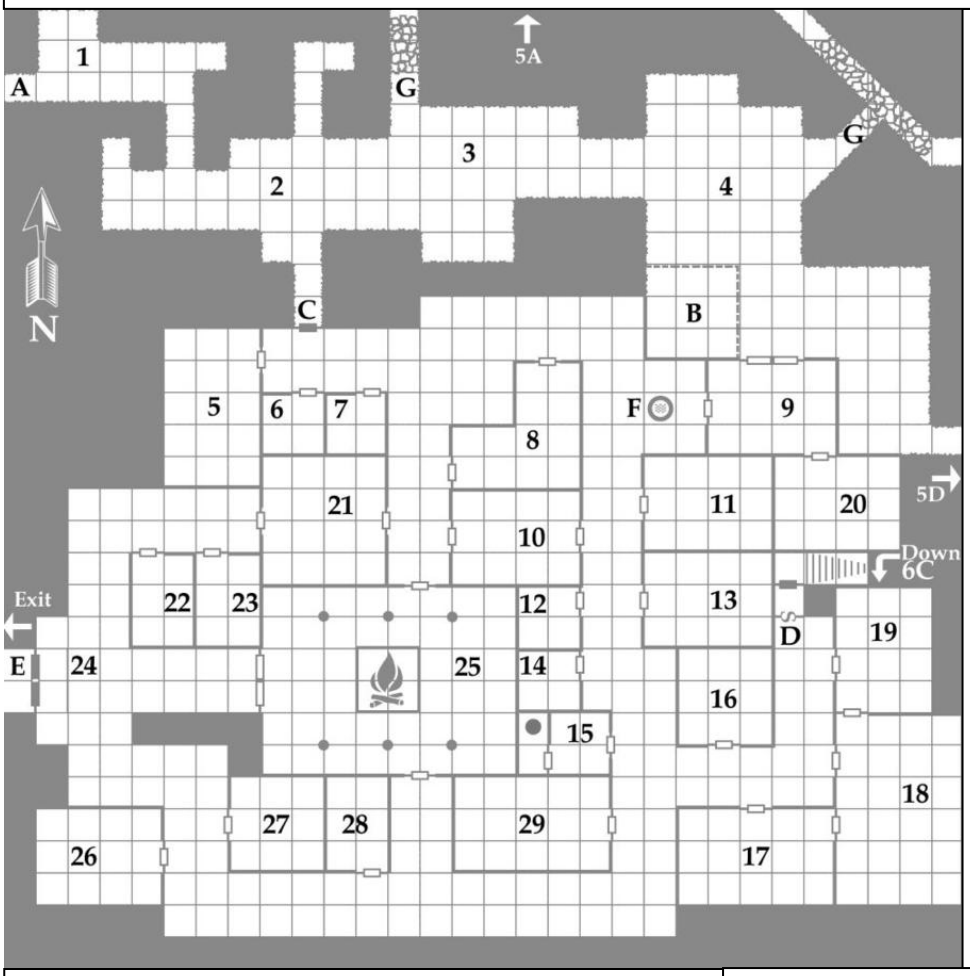
Troll Hags
No. Enc: 1d2 (1d6)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 4
Hit Dice: 5
Attacks: 1
Damage: 1d8 or by weapon +2
Save: F5
Morale: 10
Hoard Class: XIX

When a troll maid reaches full adulthood, she undergoes the transformation into a troll hag. Troll hags are slightly different from their male counterparts, both in appearance and in ability. Troll hags are discernable from males by their extremely long noses, some of which grow to such long lengths that the hag must keep it tucked into her belt to avoid stepping on it. Troll hags are smarter than male mountain trolls (INT 12) and, although still susceptible to trickery, are much less gullible. Troll hags are resistant to fire (treat as a under the effects of a constant *resist fire* spell) and often use their long noses to poke the embers of their fireplaces or to stir cauldrons. They suffer from the harmful effects of sunlight and bells as the rest of their race.

Elderly troll hags undergo another change once they reach the last hundred years of their lives. In order to help relieve the burdens of age, an elderly hag finds it convenient to remove her head from her shoulders and carry it about in her arms. This bizarre metamorphosis causes no harm to the hag and she remains able to maneuver her body as if her head still sat in its proper place. Elderly hags can even send their bodies out of view of their heads and still operate them, but with some clumsiness and flailing about (-4 penalty to all attack rolls and DEX checks). A hag's body will always know where its head is and will go to great lengths to recover it should the head ever be lost or stolen.

Elderly troll hags also achieve a moderate level of magical ability that allows them to cast spells as if they were a 5th level magic-user. Common spells employed by elderly hags are *charm person, sleep, hold portal, ventriloquism, detect invisible, ESP, invisibility, mirror image, phantasmal force, clairvoyance, dispel magic, fireball, fly,* and *hold person.*

Level 5C: Hall of the Mountain Trolls



Wandering Monsters (Check every 2 turns – 1 in 6 chance)*

1. Gnome slaves (1d4)
2. Human slaves (1d3)
3. Troll Cat (1) – as Panther (*Labyrinth Lord Revised* p. 67)
4. Mountain Trolls (1d6) – see p. 110
5. Mountain Trolls (1d6)
6. Mountain Trolls (1d6)
7. Jarl with Mountain Trolls (1d6)
8. Jarl's wife with Troll Maids (1d4)
9. Gammlemor Olga & Troll Cat
10. Onkel Harald

*If Feast is occurring (see **Note #1**), roll 1d4 to determine what monster is encountered. Otherwise roll d10.

Features Key:

A. This tunnel leads to an undefined section of Stonehell Dungeon. The Labyrinth Lord may add his own creation, await a future Stonehell release, or remove this tunnel.

B. A 4′ tall walled pen holding 1d10 sheep & 1d6 goats has been constructed here. The Mountain Trolls keep livestock stolen during surface raids here for meat & wool.

C. This side door is locked and barred from within.

D. This secret area is known only to the Jarl and his wife. The door leading to the staircase is locked & barred from the Hall's side. The Jarl will flee (with or without his family) to **Level 6C** if it means saving his own thick skin.

E. Two locked stone doors (each 8′ wide x 15′ tall) stand at the end of a smooth, downward sloping tunnel. The tunnel runs for a mile to the west before ending in a single door that exits onto the surface. The Trolls use this tunnel to carry out surface raids.

F. This well (5′ dia.) is 20′ deep and is filled with 10′ of clean water. A mop & bucket lay beside the well's 3′ tall stone rim.

G. These tunnels have been collapsed by the Trolls to seal off **Level 5A**. It would require 20 man-hours of labor to clear these passageways.

Note #1: Feasting

The Mountain Trolls love to hold large, extravagant feasts in their hall as a reminder of the Hall's former glory days. Whenever the party ventures into the Hall, the Labyrinth Lord should determine if a feast is underway. There is a 50% chance of the trolls being at feast each time the party enters the Hall. Such dinners last 1d4 hours unless interrupted. If a feast is currently being held, the Great Hall (area **25**) will contain the following occupants, who will not be encountered in their keyed locations for the duration of the meal:

Troll Jarl (**#17** or **#18**)	Jarl's Wife (**#16** or **#19**)
Gammlemor Olga (**#16** or **#27**)	Onkel Harald (**#28**)
The Jarl's baby son (**#16**)	10 Housecarls (**#13**)
5 Troll Maids (**#5**)	5 Human slaves (**#14**)
3 Vrilya (see pp. 118 & 129)	3 Gnome slaves (**#7**)

New Magic Item: Beard Bane

Beard Bane is a *battle axe +1/+3 vs. dwarves* that can function as a *wand of detecting metals* once per day. Due to its huge size, a STR of 17 is needed to wield it without penalty.

Room Key

1. **Played Out Lode:** Loose rubble; a broken pick. The gold here is long gone and this area now stands empty.
2. **Rusting Equipment:** Spools of rusty chain (100′ long); stacks of picks, shovels & hammers; broken ore carts.
3. **Disused Smeltery:** Giant iron furnace; tattered leather bellows; empty molds & ore bins. Empty.
4. **Unused Rock Crusher:** Massive rock crusher; piles of gravel & rubble; stone pen (see **B** above). Mountain Trolls (2).

5. **Troll Maids' Quarters:** Simple troll-sized furnishings; loom, raw wool & weaving supplies. If a feast is not underway, Mountain Troll maids (5) are here spinning and combing wool. They have jewelry totaling 750 gp.
6. **Slaves' Quarters:** Gnome-sized furnishings; laundry tubs; troll clothes on clothesline. Gnome female slaves (2).
7. **Slaves' Quarters:** Gnome-sized furnishings; brooms, mops & buckets. Gnome male slaves (4)
8. **Drinking Den:** Mangy fur rugs (50 gp value); trophy heads on walls; wooden chairs & tables; oversized mugs, horns & steins. Mountain Trolls housecarls (5) hoisting a few steins of ale.
9. **Mud Room:** Large cloaks on pegs; pairs of boots along walls; old mining tools; empty sacks & baskets; stone benches; enormous boot scraper. There is 2 in 6 chance of encountering 1d6 Mountain Trolls here.
10. **Small Dining Hall:** Stone table & benches (seating for 10); cloth-of-gold rug (300 gp value); fireplace. Troll Cat (stats as Panther) curled up before the fireplace.
11. **Elite Housecarls' Quarters:** Great stone beds; cloth-of-gold rug (300 gp value); storage chests; tun of mead & drinking horns. Mountain Trolls (4). Coin and jewelry totaling 2,500 gp can be found in the various storage chests.
12. **Slaves' Quarters:** Human-sized wood furnishings; Human women (4 – stats as 0 level Humans).
13. **Housecarls' Quarters:** Great stone beds; pedal wheel sharpening stone; storage chests; wall carvings of troll heroes. Unless a feast is in progress, Mountain Trolls (4+1d6) are found here. Chests hold 2,000 gp in coin & jewelry.
14. **Slaves' Quarters:** Simple wooden furnishings; reed-covered floor. When not serving at the feast or engaged in other chores, Human male slaves (5 – stats as 0 level Humans) are resting here.
15. **Armory:** Wooden racks holding arms & armor of large size. Armory contains 30 spears, 15 two-handed swords, 5 battle axes, 5 great clubs, 20 large wooden shields, 15 large helms & weapon maintenance supplies.
16. **Nursery:** Gold crib; bone rocking chair; mobile of stuffed bats; large toys. Crib is worth 2,000 gp, but is quite heavy. If a feast is not in progress, there is only a 2 in 6 chance the baby (AC 9 hp 4) is sleeping here with either the Jarl's Wife (see area **#19)**, Gammlemor Olga (see area **#27)** or a Mountain Troll maid keeping watch over the child (Labyrinth Lord's choice). Otherwise the baby is with the Jarl's Wife in area **#19** or with Gammlemor Olga in area **#27**.
17. **Jarl's War Room:** Massive timber table; paintings of troll ancestors; mangy fur rugs (4×50 gp value); rack holding goatskin maps. If not feasting, there is a 3 in 6 chance the Jarl & 1d6 Mountain Trolls are here planning to reclaim the Hall's former glory. Amongst the maps are a partial map of one dungeon level (Labyrinth Lord's choice) and a treasure map leading to a cache of 5d6×1,000 gp.
18. **Jarl's Bedroom:** Great stone bed & furnishings; large fireplace; antler chandelier; mammoth fur rug (1,000 gp value); double-bladed battle axe on wall. If not feasting or in area **#17**, the Jarl is found here. Axe is *Beard Bane* (see **New Magical Items** above). Locked strongbox under the bed holds 5,000 sp, 3,000 gp and three 500gp gems.
19. **Wife's Bedroom:** Stone bed with blanket of silver & gold (1,000 gp value); polar bear rug (500 gp value); trio of stone statues; wooden wardrobe & dresser, bone cradle & chair; basket of knitting. If not feasting or in area **#16**, the Jarl's Wife (Troll Hag) is found here. A beaten gold coffer lies at the bottom of the wardrobe (250 gp value) and holds 3,000 gp in jewelry. Hanging from a peg is an ermine-trimmed *cloak of protection +1.*
20. **Workshop:** Forge; anvil; workbenches; iron bars, sheets, and wire stored in open crates. Mountain Troll (2) smiths at work. A locked iron box holds raw gold (5,000 gp value). One smith has the box's key on a chain around his neck.
21. **Kitchen:** Two 15' wide hearths; cooking implements; sacks & tins; large iron cauldron. If a feast is underway, Mountain Trolls (3), Gnome slaves (2) & Human female slaves (4) are here busily attending to meals. Otherwise there is 50% chance of Mountain Trolls (2) and 1d3 slaves (either female gnome or human) cleaning or preparing meals.
22. **Storage:** General household goods; 1d10 crates stolen from caravans holding goods worth 1d6×100 gp each.
23. **Pantry:** Great quantities of meat, mead, ale, flour & other foodstuffs. Regular kobold trader caravans and surface raids keep this pantry well-stocked at all times.
24. **Foyer:** Tapestries on walls; oft-mended cave bear skin rug (100 gp value); two great stone chairs. Mountain Trolls (2) on guard duty, shooting dice.
25. **Great Hall:** Massive trestle tables & benches; trophy heads on walls; exposed stone beams & pillars; 20' square fire pit; gold & silver throne (3,500 gp value). If a feast is underway, this room will be crowded and boisterous (see **Note #1**). Otherwise there is a 1 in 6 chance of either a Mountain Troll maid or 1d3 slaves (either type) here, cleaning.
26. **Troll Maids' Quarters:** Simple troll-sized furnishings; Mountain Troll maids (6). They have jewelry totaling 500gp.
27. **Gammlemor Olga's Room:** Large wooden bed & rocking chair; table with glassware & arcane bric-a-brac; cat basket with blanket & catnip sachet. There is a 2 in 6 chance of Gammlemor Olga (Elderly Troll Hag) being here if a feast is not occurring. Her Troll Cat (1) is always encountered here. A *potion of polymorph*, a scroll of *fireball*, and a *cursed scroll* (Labyrinth Lord's choice of curse) are amongst the items on the table.
28. **Onkel Harald's Room:** Giant stone bed; unfinished meals; cloud of moths swarming about lit lantern; completely filthy room. Onkel Harald (Three-headed Troll) will be here if not present in the Great Hall. Onkel Harald is mostly (two of his three heads) insane. He (they?) keeps 1,500 gp at the bottom of his chamber pot.
29. **Washroom:** Four large stone tubs; scrub brushes, lye, and soap; wooden buckets; large towels. Door at the rear of the room leads to deep closet. A 5' dia. hole in the closet floor opens into a 30' deep shaft that ends in a filthy cesspool.

Level 5D: Chambers of Many Faces

Overview

When the mountain trolls began digging their mine, they discovered a series of ancient chambers to the southeast. Initial explorations of these primordial halls brought them into contact with the Vrilya, an old and evil subterranean race. The Vrilya were content to allow the trolls to mine the gold under the mountain in exchange for a regular tithe of the mine's yield and the occasional gift of gnomish slaves. When the prisoners of Stonehell dug too deep, they too became subject to the Vrilya's demands. Some particularly corrupt prisoners entered into their own dark pacts with this ancient race and were allowed to take up residence in the prehistoric levels that exist below this one.

The Vrilya continue to maintain a watch over these rooms and corridors, allowing select individuals to pass through them in exchange for money or magic. Chokepoints throughout this section (the hydra pit & the impassable stairs) and an arcane surveillance system allow the Vrilya to monitor and control any who step foot in their realm. Such trespassers are charged a heavy fee for their entrance – either in coin or with their lives.

The rooms and corridors of this section are incredibly ancient. A motif of 5′ high stone faces depicting the visages of many races (some long extinct) cover the walls of this area. Most are decorative; some are deadly. The ceilings here are 15′ high and flat, quite unlike the usual arched vaults found throughout Stonehell. The sole exception to this is the great chamber that houses the hydra pit, whose ceiling rises 30′ above. Unlike the more recent dungeon areas, the floors here seem to be constructed from a single slab of rock, appearing more like poured concrete than flagstone.

Population

The main denizens of this section of Stonehell are the Vrilya, an ancient and decadent race that is almost unknown by surface dwellers. A detailed look at the Vrilya can be found in **Appendix B** (p. 129). In addition to the Vrilya, a small band of minotaurs bars the entrance to the Chambers of Many Faces and a cabal of weretigers is in residence as the Vrilya's guests. The weretigers are from an exotic land and have entered into an alliance with the Vrilya to gain their assistance with a plot that is left to the Labyrinth Lord to detail. It is an uneasy alliance and this distrust may be used to a clever party's advantage.

Special Dungeon Notes

The Efah-Soom (#25) **–** The walls, floor, and ceiling of this chamber are of a glossy, unknown stone, and a series of metal iris doors line the east and west walls of the room. Set into the wall beside each door is a brass lever. Pulling the lever opens the iris, revealing a small chamber beyond with a single glyph set into the far wall. Pressing the glyph seals the door and *teleports* anyone in the room to its matched location. The teleportation is unnoticeable and instantaneous. Pressing the glyph again opens the door at the destination. Each teleportation chamber's destination is listed below.

Efah-Soom Chamber Destinations			
A	– Area **#26** on **Level 1B** (p. 35)	**D**	– Area **#15** on **Level 7C** (see **Stonehell Dungeon: Book Two**)
B	– Area **#30** on **Level 3D** (p. 81)	**E**	– Area **#5** on **Level 9A** (see **Stonehell Dungeon: Book Two**)
C	– A hidden room in a nearby palace or manor house	**F**	– A secret room in another dungeon of the Labyrinth Lord's choice

The fact that some of these chambers are linked to rooms constructed long after the Efah-Soom was built seems to indicate that someone or something modified this teleportation system in the recent past…

The Pool of Wisdom (#17) **–** A 10′ long, 5′ wide and 3′ deep pool is located in this chamber. The pool is filled with a viscous, faintly glowing, yellow-pink liquid. If the adventurers attempt to probe the pool's depth, a gurgling, bass voice sounds in their heads and the pool's surface ripples in time with these telepathic messages. The pool demands that the adventurers leave it alone and depart posthaste. It offers vague threats if they persist in their intrusions. Despite these threats, the pool has no way of harming the party.

This pool is the repository of the personality and memories of a long-dead scholar named Helfaraferath, who once lived eons ago in a forgotten empire. The magical and technological advancements of this ancient

civilization had progressed to the point where death could be deferred indefinitely. By merging one's consciousness with an inert proto-matter, existence could be extended long past the time when one's bones would have turned to dust. Helfaraferath was one such individual who chose to undergo this transformation. In the millennium that has passed since then, Helfaraferath has learned and forgotten more knowledge than even most elves acquire during their long lifetimes.

Helfaraferath is content with his choice, although loneliness is a constant companion. He stems off insanity with mental exercises and perfecting various ground-breaking mathematical theorems. His only regret is that he has yet to find anyone capable of comprehending his radical theories. Rather than continue to be disappointed by lesser minds, he shuns contact with others and meditates in his pool.

Helfaraferath is a valuable information source if the party manages to win him over. Such a task will not be easy and it is left to the Labyrinth Lord to determine what feats the party must accomplish in order to earn Helfaraferath's friendship. If they do manage to gain his confidence, Helfaraferath should be treated as if he was a very unique form of specialist that combines the skills of an Alchemist, an Engineer, and a Sage in one goopy pool of proto-matter. Obviously due to his liquid nature, some of these skills would have to be performed by proxy, but his knowledge in these matters is great enough to overcome such minor hindrances. Helfaraferath will reveal to the party that he did not always dwell in this particular pool, having been carried to his location many centuries ago in a container known as the *Brazen Vessel*. He postulates that this magical artifact might still exist somewhere within Stonehell and, if it was recovered, the party could carry him out of the dungeon and establish a new residence pool for him in a more convenient location. The Brazen Vessel will be covered in more detail in **Stonehell Dungeon Book Two**.

The Surveillance System (various locations) **–** Several stretches of this section's hallways are under regular surveillance by a modified version of the *arcane eye* spell. A handful of the obsequious stone faces scattered throughout the area act as magical cameras and project what they see back to area **#31**, where these images are displayed on a series of floating liquid orbs. A Vrilya adept, seated in a central control chair, can magnify these *arcane eyes'* vision to produce a detailed look at intruders. Anytime the party ventures into one of these observed sections of corridors (shown as shaded hallways on the map), there is a 4 in 6 chance the monitoring Vrilya adept will detect their presence. Initially, the adept will merely keep the party under surveillance while alerting the closest Vrilya guard post of their presence via the earring possessed by each post's leader. The party will be unmolested at first, although they will be charged the usual toll fee (whatever the Vrilya think they can get) if they wish to continue deeper into Stonehell. Should the party engage in violence with the Vrilya, the adept will alert the reserve guards in area **#16** who will be dispatched to deal with the party.

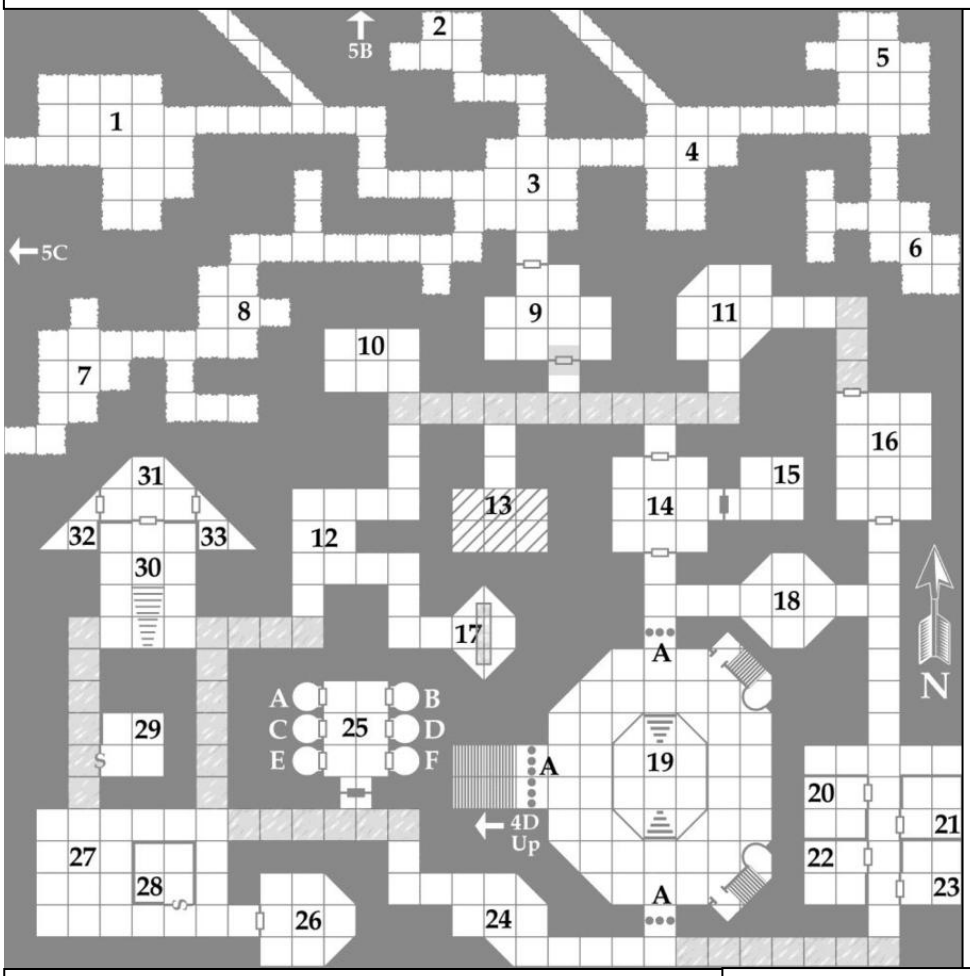
The central control chair may be used by anyone sitting upon it. It requires no knowledge of spell-casting to operate. In addition, anyone seated in the chair gains a thorough understanding of how the *arcane eye* surveillance system works and can adjust the magnification of the *eyes'* projected images to zoom in on the observed sections of corridors on this level. The control chair's operator can also close and retract the glass barrier that seals off the staircase down to **Level 6**, as well as communicate telepathically with any of the Vrilya on this level who possess one of the *unseen ears* (see **New Magical Items** below).

The Wandering Statue (#11) **–** This work of art is a mystery that has remained unsolved despite attempts at uncovering its secret. To all appearances, the Wandering Statue is a piece of art hewn from black granite. It depicts a 6' tall, bald, naked human male. While it is apparently the work of a competent, but not gifted, artist, there is nothing to differentiate this statue from any other piece of decorative art – provided one discounts its tendency to wander about, that is.

Each time the adventurers enter area **#11**, there is only a 50% chance that the Wandering Statue is atop its pedestal. Otherwise, it is currently away from the chamber and only a bare platform of stone sits in the center of the chamber. What the Statue truly is and where it goes when not on its pedestal is left up to the Labyrinth Lord to decide. It might be an animated statue with a bizarre agenda, a new type of golem, a mysterious wizard who regularly uses the *statue* spell to remain undetected, or any other explanation that tickles the Labyrinth Lord's fancy. The Wandering Statue may even be encountered in different rooms on other levels of the dungeon or glimpsed as a wandering monster. The choice is yours.

continued on p. 118

Level 5D: Chambers of Many Faces



Wandering Monsters (Check every 2 turns – 1 in 6 chance)

The Mines (areas #1-#8)

1. Minotaurs (1d3)
2. Minotaurs (1d3)
3. Minotaurs (1d3)
4. Mountain Trolls (1d3+1)
5. Ochre Jelly (1)
6. Gray Ooze (1)

Chambers of Many Faces (areas #9-#33)

1. Vrilya Patrol (1d3+2) – see p. 118
2. Vrilya Patrol (1d3+2)
3. Vrilya Patrol (1d3+2) with Adept (5 HD) – see p. 118.
4. Werewolf (1)
5. Weretigers (2)
6. Basilisk (1) with Vrilya handler (1)

Legend – Special

– *Arcane eye* watched corridors (see **Special Dungeon Notes** p. 115)

Features Key:

A: These portcullises are open, but they may be dropped by the Hydra-Master if he so desires. Due to their great size, Open Door checks to lift them are at a -4 penalty.

Note #1: The Over-Thinking It Trap:

Written on the door is the following doggerel: "This portal shall be sealed/Until it is revealed/Of the numbers here provided/Which by seven can be divided./Pause and think and catch your breath/For the wrong answer means your certain death!" Five buttons with the following numbers written on them are located below this verse: 56, 217, 348, 598, 1205. The correct answer is all of them: each can be divided by seven – whether there is a remainder is irrelevant. Pushing any button unlocks the door. This puzzle is intended to delay intruders long enough for their presence to be detected.

Room Key

1. **Miners' Quarters:** Ransacked bunks & boxes; broken tools & personal effects. A concealed stone plug (find as a secret door) in the southwest corner covers a cavity containing gold nuggets worth 1,000 gp. The plug requires a combined STR of 30 to open.
2. **Exhausted Vein:** Sagging timber shorings; creaking stone ceiling. There is a 2 in 6 chance of partial ceiling collapse (save vs. petrify or 3d6 damage) if the party tarries too long here or makes too much noise.
3. **Minotaur Lair:** Thick odor of cattle & sweat; 1d3 human corpses hanging on hooks; scavenged furnishings; large stone brazier. Minotaurs (5) employed by the Vrilya to bar entrance into the southern corridors. A strongbox containing 9,000 cp & 6,000 sp is concealed in a cavity underneath the brazier.
4. **Minotaur Latrine:** Stench of urine & feces; piles of filth & stained stone flooring in southern area of room. Minotaur (1) relieving himself. Anyone searching the piles of filth has a 3 in 6 chance of contracting disease (as per Giant Rat).
5. **Smithy:** Cold forge; rusted anvil; iron bars fused together by rust. Miners' tools were once repaired here. Empty.
6. **Exhausted Vein:** Sagging timber shorings; ore cart with a broken axle. Empty.
7. **Storage:** Broken crates & barrels; scraps of rotting cloth & useless goods. Empty.

8. **Shrine of St. Kanatius:** Religious parables carved into walls; 3′ stone idol chiseled into boulder lying in the eastern alcove. Idol depicts a burly man holding hammer & pick. A small slot is located where his mouth should be. Any human depositing a monetary offering into the idol's mouth gains *infravision* as the 3rd level magic-user spell. The boulder is partially hollow and contains 4,000 sp & 700 gp, but breaking open the rock destroys the idol's power.
9. **Room of Sorrows:** Morose faces of many races carved into walls; broken rack & wheel. A face in the north wall (opposite south doorway) fires 3 crossbow bolts (attacks as 5 HD monster at multiple targets) if that door is opened.
10. **Room of Pleasure:** Ecstatic faces of multiple races carved into walls; chairs & table with chessboard. Vrilya (4) and a Vrilya Adept (5 HD) on watch. Each has 1d8 gp & 1d6 pp; Adept has an *unseen ear* (see **New Magical Items** p. 118).
11. **The Wandering Statue:** Intaglio carvings of bald, naked men on walls; low (1′ high) pedestal in center of room; 50% chance of statute standing atop pedestal (see **Special Dungeon Notes** p. 115).
12. **Room of Agony:** Pained & screaming faces of many races carved into walls, one face appears to have been melted by a great heat. If the melted stone is somehow breached, there is a space behind where the face's mouth once was. This space holds a small iron box containing 6 gems (3×100 gp 2×250 gp & 500 gp values).
13. **Elevator Room:** A 4′ tall brass lever is in the center of this room. It has three positions. There is only a 2 in 6 chance that this room is here when first encountered. If not, it is currently on either **Level 4** or **6**, resulting in a blank stone wall at the end of this hallway. This room makes a huge racket when in use and it services **Levels 4-6.**
14. **Hairy Negotiations:** Table with maps atop it; comfortable chairs; thick rug. Vrilya (3), Vrilya Adepts (2 – 5 & 6 HD), and Weretigers (3) engaged in negotiations pertaining to their alliance. There is a 2 in 6 chance the Weretigers will assume they've been betrayed by the Vrilya upon the party's arrival and will either fight both sides or attempt to escape. The Vrilya have 1d8 gp & 1d6 pp each and one owns an *unseen ear* & a *sword* +2. Weretigers have no treasure.
15. **Emissaries Quarters:** Locked door; comfortable beds & furnishings. The Weretigers stay here during their trips to Stonehell. A strongbox (magical trap; save vs. spell or contract lycanthropy) holds 2,000 gp.
16. **Vrilya Barracks:** Simple furnishings. Vrilya (10). Forces summoned to deal with interlopers will come from here.
17. **Pool of Wisdom:** Tranquil faces carved into walls; pool of yellow-pink fluid. See **Special Dungeon Notes** p. 114.
18. **Wind Obelisk:** Glyph-inscribed, 12′ tall obelisk; smell of fresh air. See **Special Dungeon Notes** p. 78 for details.
19. **Hydra Pit:** Pit (20′ deep) littered with bones; 15′ high balconies in southeast & northeast corners overlooking the room. Hydras (2 – 5 HD) in pit & Vrilya Hydra-Master (stats as Vrilya *rhil*) on southern balcony. Hydra-Master charges a toll (thrown into pit) to transverse this chamber. He can drop the portcullises to seal foes in the room to be eaten by his pets. The Master has a *crossbow +1*, 8 gp, 3 pp, and a *ring of hydra control* (see **New Magical Items** p. 118).
20. **Guest Quarters:** Spartan furnishings; very clean. Empty. Unimportant guests of the Vrilya are housed here.
21. **Guest Quarters:** Spartan furnishings; very clean; wardrobe holds fine women's clothing. Gowns are worth 400 gp.
22. **Guest Quarters:** Furnishings in disarray. A Werewolf (1), a former servant of Carstahz Faite (see **Stonehell Dungeon Book Two**), who sought sanctuary with the Vrilya lairs here. He has sacks containing 500 ep, a gem (100 gp value) and a gold ring set with a bloodstone (700 gp value). The Labyrinth Lord should make note of what becomes of the bloodstone ring as it may play a role in future events involving Carstahz Faite…
23. **Guest Quarters:** Spartan furnishings; very clean. Empty.
24. **Vrilya Checkpoint:** Vrilya (4) and a Vrilya Adept (5 HD) Each owns 1d8 gp & 1d6 pp and the Adept possesses an *unseen ear* and a *lightning glove* (see **New Magical Items** p. 118).
25. **The Efah-Soom:** Door is locked (see **Note #1**). Bare room with six metal iris doors; levers beside each door. See **Special Dungeon Notes** p. 114 for more information on this room.
26. **The Gate:** Glossy, black 15′ tall monolith; adoring faces carved into walls. A Basilisk resides in this chamber when the Vrilya aren't expecting gate arrivals. It attacks any non-Vrilya who enters. The monolith is a magical portal that *teleports* anyone touching it (a save vs. spells is allowed) to an exotic tropical city, which is home to the Weretigers.
27. **Basilisk Handlers' Room:** Shocked faces carved into walls; simple lounge furnishings; long poles with wire nooses; padded armor. The Vrilya (3) charged with handling and caring for the Basilisk are found here.
28. **Basilisk's Den:** Reptile stench; piles of gravel; large water trough. The Basilisk from area **#26** is housed in this secret room when the Vrilya are expecting the gate in that area to be used. There is only a 1 in 6 chance it will be here.
29. **Secluded Treasure Chamber:** Maniacal faces carved into walls; very dusty; hexagonal stone box. One face fires heat rays (save vs. death or 5d6 damage) if the box's lid is removed. It holds 20 gold bars (500 gp value each), a treasure map leading to 1d4×1000 gp, and a *cursed* (Labyrinth Lord's choice of curse) scroll.
30. **The Impassible Stairs:** Faces of multiple emotions carved into walls; flickering torches in sconces; stairs leading below. The stairs are blocked by a horizontal glass slab that has been treated with a *glass like steel* spell. This barrier can be retracted into the south wall by a command given in area **#31**. Without this command, the stairs are impassable.
31. **Surveillance Post:** Liquid orbs floating in the air; glyph-inscribed stone chair. Vrilya Adept (6 HD) and Vrilya (2) are on duty here. See **Special Dungeon Notes** p. 115. Each has 1d8 gp & 1d6 pp.
32. **Armory:** Racks of weapons. Room holds 15 long swords, 10 maces, 5 crossbows, 120 bolts, 3 flails, and 40 darts.
33. **Storage:** Foodstuffs; general supplies of little value.

New Magical Items

Unseen Ear: This item resembles an oblong marble of green crystal. It fits snuggly in the external auditory canal of the ear and is almost unnoticeable once in place. The *unseen ear* allows telepathic communication between two or more individuals who each wear one of these items up to a distance of 120′. These items may also be linked to a larger telepathic transmitter (the surveillance system control chair in this case), which will allow communication up to 360′.

Lightning Glove: Resembling an elbow-length glove of widely-spaced mesh, a *lightning glove* is crafted from an unknown cloth that possess the qualities of both silk and steel. It allows the wearer to throw minor blasts of lightning (3d6 damage; save vs. spells for half damage) at a range of 50′. Each lightning blast expends one of the glove's charges. Each glove typically contains 2d6 charges when found.

Ring of Hydra Control: This ring allows the wearer to control up to 10 Hit Dice of hydras as if they were *charmed.* Hydras under the ring's control are allowed a saving throw vs. spells once per month to see if they resist the effects of the ring.

New Monsters

The only new monsters introduced in this section of Stonehell are the *Vrilya*, a subterranean race who will play a larger role in the lower dungeon levels. A detailed description this race is located in **Appendix B** on p. 129. An abbreviated version of the Vrilya is included here for reference during play.

Vrilya – *Sahnyam Ana* Caste
No. Enc: 1d10 (5d10)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 3
Hit Dice: 4
Attacks: 1
Damage: as weapon
Save: E4
Morale: 8
Hoard Class: IV, V (XVI)

Vrilya of the *Sahnyam Ana* caste serve as muscle and general foot soldiers. Although lacking the magical talents of the higher castes, the *Sahnyam Ana* are nevertheless staunch opponents and skilled warriors. *Sahnyam Ana* Vrilya are larger than the rest of their race, having been bred for battle from dedicated warrior bloodlines. They resemble brawny humans and most bear scars earned through their constant battles and training. They equip themselves for war in banded mail made from *lagh* and basilisk hide, wielding weapons also forged from that alien alloy. They prefer long swords, crossbows, and maces as weapons, many of which are of ancient or exotic construction.

Sahnyam Anna Vrilya possess the normal Vrilya racial abilities: infravision to 90′, immunity to gaze attacks and petrification, and the same uncanny stone awareness possesses by dwarves. For every five *Sahnyam Ana* encounter, there will be one Vrilya of the *Chyvak Uul* caste (see below) present to act as magical support. These *Chyvak Uul* will be of the 5-6 HD variety. For every 20 or more *Sahnyam Ana* encountered, there will be a leader (known as a *rhil*) with 6 HD, AC 2, saves as E6, and a +2 bonus to damage rolls. Each *rhil* also has a 10% chance of possessing one magical item, either determined at random or chosen from the list of unusual Vrilyan artifacts (see **Appendix B** p. 130).

Vrilya – *Chyvak Uul* Caste
No. Enc: 1d3 (1d6)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 6
Hit Dice: 5-10
Attacks: 1
Damage: as weapon or spell
Save: E5-E10
Morale: 8
Hoard Class: IV, V (XVI)

The lowest of the magic-using Vrilya castes, the *Chyvak Uul* are not magic-users in the traditional sense. Instead they possess the innate ability to detect and alter natural magical fields to produce spell-like effects. The number and level of spells available to a *Chyvak Uul* (also known as adepts) per day is based on his or her Hit Dice according to the table below.

Hit Dice	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level
5	2	1	-	-	-	-
6	2	2	1	-	-	-
7	3	3	1	-	-	-
8	3	3	2	1	-	-
9	3	3	2	2	1	-
10	3	3	3	2	2	1

Adepts are limited to the following spells: *charm person*, *hold portal*, *magic missile, read languages*, *read magic*, *ESP*, *invisibility*, *knock*, *mirror image*, *hold person*, *fly*, *lightning*

bolt, *invisibility 10′ rad.*, *charm monster*, *dimension door*, *polymorph self*, *polymorph other*, *wall of fire*, *passwall*, *transmute rock to mud*, *wall of stone*, *anti-magic shell*, *move earth*, and *stone to flesh*.

Chyvak Uul possess the normal Vrilya racial abilities: infravision to 90′, immunity to gaze attacks and petrification, and the same uncanny stone awareness possesses by dwarves. Additionally, the *Chyvak Uul's* innate ability to see magical auras and fields allows them to *detect magic* (as the spell) at will.

Chyvak Uul protect themselves in combat with an armored bodysuit constructed of small *lagh* plates. This bodysuit provides protection equal to scale mail armor (AC 6). Although they prefer to engage enemies with spells or magical devices, the Chyvak Uul are trained in the use of darts, crossbows, flails, and quarterstaffs. Each Chyvak Uul has a 5% chance of possessing a magical item. This item can either be randomly determined or chosen from the list of unusual Vrilyan artifacts (see **Appendix B** p. 130).

Note: To conserve space in the dungeon key on pp. 116-117, *Sahnyam Anna* caste Vrilya are noted as "Vrilya" and *Chyvak Uul* caste Vrilya are noted as "Adepts" with their HD following in parentheses.

Here Ends the Upper Levels of Stonehell Dungeon

Appendix A: Dungeon Dressing and Container Contents

Although even the barest of chambers in Stonehell is given a thumbnail sketch of its contents, Labyrinth Lords will wish to dress the rooms and hallways with additional details to help bring the dungeon to life. A list of 100 additional bits of dungeon dressing is provided below to help the harried Labyrinth Lord seeking to expand his descriptions of Stonehell Dungeon as the PCs explore its depths. He may choose an interesting entry or roll d% to randomly determine what a chamber or corridor contains. While not every empty room or hallway needs to have an interesting feature, neither should the game master scrimp on dungeon dressing. Stonehell Dungeon is the home of many different creatures and is regularly explored by adventurers, all of whom leave their marks.

Dungeon Dressing Table

d% Roll	Dungeon Feature
1	An open backpack lies on the ground, its contents strewn about as if hastily ransacked. A spare set of dirty clothes, two iron spikes, a wheel of hard, moldy cheese, and a lock of hair tied with a ribbon can be salvaged. Anything else of value has been stolen or destroyed.
2	The stone walls here are damp and encrusted with niter deposits. Numerous cracks thread throughout the stonework.
3	A pair of worn-out boots has been discarded in this area. A tiny toxic spider lives in the right boot. It bites anything that disturbs it. Anyone reaching into the boot with his hand must save vs. poison or lose use of the appendage for 24 hours or until the poison is neutralized.
4	A pentagram is drawn in chalk upon the floor here. Melted puddles of wax at its points indicate the former presence of burned candles. A *detect evil* spell reveals faint traces of malignant power in the area.
5	A steaming pile of feces has been deposited here. Based on size alone, whatever left it behind was quite large.
6	The desiccated corpse of a small humanoid (kobold, goblin, halfling, etc.) is found here. The body is wrapped in tattered strands of spider silk and a grimace of agony contorts its features. The body has no treasure.
7	An old rat's nest of rags, twigs, and other detritus lies in a corner. If searched, a plain brass ring (1 sp value) is found.
8	Two pairs of rusty manacles are affixed to the wall here. The cuffs bear bloodstains.
9	The flagstones in the area are loose and askew. Fast movement through the area requires a DEX check to avoid tripping and falling. If a character wearing plate armor falls, a wandering monster check is incurred due to the clattering and clanging. At the Labyrinth Lord's discretion, something might be concealed beneath the loose stones.
10	A wineskin pierced by an arrow is found. A single mouthful of potent, tasty liquor remains inside.
11	A trail of 1d100+25 silver pieces leads out of sight from this location (down a hall, around a corner, or through a doorway). These coins may be bait left by a monster lying in wait or have spilled from a passing adventurer's holed sack.
12	The odor of pipe smoke hangs heavily in the air here. A small pile of ashes lies on a flat surface, tapped from the pipe there by its owner. There is no sign of the mysterious smoker.
13	Thick cobwebs obscure the ceiling and corners of this area. A cleared trail in the center of the strands indicates a tall creature has passed through this area.
14	An iron spike with 4' of hemp rope attached to it has been driven into the floor. There is no discernable purpose for its presence.
15	A portion of the wall has been crudely patched and mortared. A careful examination reveals the tip of a finger protruding from one corner of the stonework. If the wall is broken open, a dead humanoid monster, its throat slit, is discovered concealed in a hastily excavated cavity behind the stones. Murder most foul!
16	Three piles of scrap wood, smashed furniture, and dead branches are stacked here. A piece of flint lies beside them.
17	Multiple mobiles constructed from bones, twine, bits of metal, and polished stones hang from the ceiling. They spin slowly in the dungeon's air currents. They are the work of the Small Men.
18	Scorch marks on the floor indicate a flask of oil was spilled and set aflame here. The soot is fresh and can be wiped away easily.
19	A crude deadfall trap is located here. The trap is sprung and the body of a small dead creature (rat, giant centipede, snake, etc.) protrudes from under the fallen stone.
20	A growth of pallid, bloated mushrooms covers the floor. The fungus patch vaguely resembles the outline of a humanoid body lying in repose.

	Whether this is coincidence or has a more sinister reason is left to the Labyrinth Lord.
21	A pewter holy symbol, twisted and bent as if crushed by a powerful hand, lies forgotten in a corner.
22	An unfinished mural covers part of the wall here. The paint is faded and flaking. What the mural depicts is left to the Labyrinth Lord.
23	A 6′ tall wooden statue of a barbarian holding a handful of cigars leans against the wall here. This advertising display was stolen from a passing merchants′ caravan and then discarded.
24	The remains of an old campfire are found here. Amongst the ashes are charred bones that have been split open to get at the marrow. Close examination by those knowledgeable reveal the bones to be human.
25	Several games of tic-tac-toe are drawn on a nearby wall in chalk. These were either done by bored guards or idle adventurers.
26	Patches of slimy, purple scum grow about the area. The scum is harmless and anyone brave enough to eat the substance discovers it tastes surprisingly like peppermint. This material might be useful to magic-users and alchemists.
27	The party's light sources attract a swarm of albino cave moths. These insects batter against lanterns, fly into open flames, and crawl across the adventurers′ bodies, but do no harm.
28	A wooden palette encrusted with dried mortar is found. A rusty trowel is embedded in the mortar.
29	Three empty wine bottles lie on their sides here. A small puddle of spilt wine next to them points to the recent consumption of their contents.
30	A sack stuffed with dried grass hangs from a hook on the wall. A target drawn in red paint decorates the sack's exterior and several arrows protrude from it.
31	Exact measurements of the room or corridor have been chiseled into the wall in Dwarvish. Snorri Broadshoulders (p. 29) would be interested in seeing these.
32	A crude table made from a stolen dungeon door resting on sawhorses stands here. The top of the table is littered with empty bottles and crude cups. An earthenware bowl containing a single copper coin stands beside a small wooden placard that reads, "Tips" in Kobold.
33	A 4′ tall holy water font stands forgotten in the corner. The font is filled with normal, but very filthy water.
34	A small sack of moldy potatoes leans against the wall here. Stuffed inside one of the spuds is a gemstone worth 10 gp.
35	A small stack of masonry stones and treated lumber is discovered here. Dust and cobwebs cover the pile of materials, indicating they've not been touched in some time. Harmless vermin scurry from hiding if the materials are disturbed.
36	The exposed stonework here is immaculately clean, almost gleaming in the party's torchlight. This could be from a passing gelatinous cube or the efforts of the kobold work crews.
37	A partial map detailing the way back to the closest entrance to this level has been sketched in ink on a flat surface in this area (tabletop, floor, wall, etc.). A skull & crossbones appears over one room or hallway.
38	A rough-hewn timber coffin leans against the wall. It is soiled and smelly, but empty.
39	Several lidded buckets stand here. A round hole has been cut into each lid. The buckets are filled with waste and a foul odor hangs in the air. The chances of encountering a wandering monster are doubled as long as the PCs remain in the area.
40	Arrows or other marks are chalked upon the wall, indicating the direction of travel taken by unknown parties. If the PCs leave these marks alone, they will have either been erased (75% chance) or altered (25% chance) the next time they pass through this area.
41	A swarm of nauseating but harmless vermin (roaches, worms, tiny centipedes, etc) crawls across the area. Something seems to have disturbed them…
42	A makeshift shrine stands here. Consisting of a plank stretched across two rocks and topped with a vaguely anthropomorphic idol chiseled from stone, the shrine is littered with small trinkets of devotion (feathers, pretty stones, twists of wire, etc.) left as offerings.
43	A 10′ wide, 1′ deep depression is excavated into the floor here. This was intended to be a pit trap, but was never completed.
44	The skeletal remains of a mule, with rotted leather saddle bags mixed amongst the bones, lies here in a heap.
45	A battered wheelbarrow filled with debris and simple tools (broom, mallet, bucket, etc.) stands in the center of this area. Spilled blood stains the floor by the wheelbarrow's handles. The wheelbarrow's owner appears to have succumbed to sudden violence.
46	An impromptu skittles game has been setup here. Nine wooden pins, some knocked over, and two wood balls occupy a short patch of floor space.

	There is no sign of the bowlers.
47	A low rumbling echoes throughout the area. Dust and loose dirt sift down from the ceiling above. After a few moments, the sound ceases. This is caused by one of the elevator rooms in operation.
48	More than 200 six-inch long iron nails have been driven into a wall at this location. There is no apparent pattern or purpose to them.
49	Three 3'x2' wooden trays filled with rich soil lie here. The trays are 2" deep and are used to cultivate mushrooms. They currently hold no fungus crop.
50	A pool of dried blood stains the floor. A blood trail leads from this area, but disappears after 1d100+50 feet.
51	An empty rations bag and crumbs of hardtack litter the floor at this location.
52	A severed hand gripping a broken short sword lies upon the floor, the shattered blade pointing in the direction the PCs are headed.
53	A faint breeze suddenly blows through the area, kicking up a small cloud of dust and ruffling the PCs' hair. This draught was caused by the closest Wind Obelisk activating. It quickly passes.
54	A large patch of emerald-green moss grows on the floor here. It is plush and luxuriant despite the lack of sunlight, and would make for comfortable bedding. Unfortunately, the moss produces a mild soporific and anyone resting on the moss must make a save vs. poison to awaken for any reason before eight hours have past. A *neutralize poison* spell will negate this effect.
55	The hallway/entry of this area is blocked by a barricade of crumbling furniture. Although it can be knocked down quite easily, the resulting noise of falling furnishings incurs a wandering monster check.
56	An empty, dry-rotted barrel stands in a corner, covered with cobwebs and dust. If searched or otherwise tampered with, it falls to pieces.
57	The molted carapace of a giant beetle (Labyrinth Lord's choice of type) is found here. In dim light, it may (2 in 6 chance) be mistaken for a living beetle.
58	The party's explorations disturb a small colony of bats (2d10 in number). The bats flitter about wildly, dive-bomb the characters, and then fly off.
59	A section of the floor here is smeared with rancid grease. Characters moving through the area quickly must make a DEX check or slip and fall, taking a point of damage. If any character who slips is wearing plate mail, the resulting clanging incurs a wandering monster check.
60	A greasy slick mars the floor here. This oily, unknown substance is in a roughly humanoid shape. This is the remains of a slain Doom Lure (see p. 37).
61	An empty, iron-bound wooden chest lies on its side in this location. The chest's lock and hasp bear the marks of being struck with an axe and the bottom of the chest has been splinted by force as well.
62	A successful Hear Noise roll in this location discerns the sound of drums far off in the distance. The drumming echoes faintly down the halls and through the rooms of the dungeon for 1d3 turns before silencing. This could be the Depraved Berserkers preparing for a hunt (see **Level 4A** p. 86) or just musically inclined monsters relaxing.
63	The PCs come upon the site of a recent kill. The dead carcass of an unintelligent monster (chosen from the wandering monster table for this location) is found here. The body bears grievous wounds and has been partially eaten or butchered. The chances of encountering a wandering monster are doubled as long as the PCs remain in the vicinity.
64	The area ahead is littered with caltrops dumped by a previous adventuring party. Unless the PCs are taking precautions and moving slowly, each character moving through the area has a 2 in 6 chance of stepping upon them. Stepping on caltrops inflicts 1d2 points of damage and reduces movement to 50% until the damage is healed.
65	The stonework here has been recently repaired, albeit crudely. The mortar is still drying, and the floor is littered with stone chips and a thin layer of powdered mortar mix. Kobold footprints in the powder lead away from the area.
66	The shadows cast by the party's light sources appear slightly askew in this area. The silhouettes cast upon the walls seem to inaccurately reflect the objects creating them, and they dance a little livelier than can be explained. This is a sign of the nixthisis' presence breaking down the physical order of Stonehell and, while disconcerting, it is harmless.
67	The stonework in this location is discolored. Patches of vibrant orange appear amongst the gray masonry. This color is caused by an interaction between the worked stone and a small deposit of vaedium (see p. 7) located in the rock beyond.
68	A thick green slime covers a portion of the area ahead, clinging to the walls and dripping from

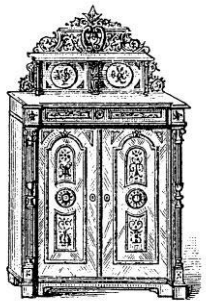
	the ceiling above. Attempts to burn the slime fail, as it is extremely watery. Experimentation reveals the substance to be a harmless mix of oatmeal, paint, water, and dirt: a concoction created by the kobolds and often used as a practical joke.
69	A battered shield, its surface pitted by acid, lies propped against a nearby wall. If picked up and used, it shatters the first time it sees combat.
70	A skull (Labyrinth Lord's choice of creature type) is found here. The skull is old and is decorated with whorls of ochre paint that hint at religious or arcane significance. At the Labyrinth Lord's discretion, the skull is a magical fetish created by one of Stonehell's monster races. In the hands of unbelievers (*i.e.* the PCs), the skull produces a reversed *bless* effect on all within 20′ of it (-1 to attack, damage, and morale rolls). Despite this, the skull is not *cursed* and may be discarded freely.
71	One of the PCs feels something crawl across the back of his neck as he moves through the area. This sensation is caused merely by a loose strand of cobweb or the character's own hair, amplified by the dungeon's spooky atmosphere.
72	A door has been painted onto one of the surfaces of this area. Depending on where the painted portal is placed, the door will either appear to be a normal dungeon door (wall), the underside of a trapdoor (ceiling), or the top of a trapdoor complete with iron pull ring (floor). Although skillfully rendered, it is just a painting and has no unusual properties.
73	A warped bookcase leans against the wall in this area. A series of tool marks mar the ceiling above it. It seems that the shelves were used as a crude ladder to assist investigation of this location's ceiling. If the Labyrinth Lord wishes, there could be something to discover in the location above the bookcase.
74	On the floor, a bare foot and part of a leg protrudes into this area (from around a corner or through an open entryway). Closer examination reveals it to be a piece of broken statuary. The leg is intact up to the thigh, where it ends there in jagged stone.
75	Several small piles of stones are placed about the area. Each pile contains exactly thirteen rocks and is placed equidistant from one another. This is the work of the Small Men.
76	Tiny writing is scribed upon the wall 5″ above the floor. This minute script requires a successful secret doors check to discover. It is difficult to read, but keen-eyed PCs or those possessing magical augmentation can make out the words, "It appears that this *potion of diminution* is permanent. I hear the rats coming for me. This is where I, Drathri Math's Son, make my final stand."
77	An ominous "click" is heard as the PCs cross the floor here, followed by the sound of grinding metal. Then, nothing happens. A successful search for traps reveals the trap's trigger mechanism, but that is all. There is no true trap here; the trigger was left in place after the trap was removed long ago.
78	One of the PCs feels their foot strike an unseen object as they move about this location. Groping about turns up an *invisible* small sack. Inside the sack, and thus also invisible, is a set of thieves' tools, 50′ of rope, linen bandages, and three cloves of garlic. This sack was obviously dropped by a passing adventurer.
79	The ceiling in this area is cracked and burned, with portions of it melted to a glass-like state. These are the aftereffects of a *lightning bolt* that once ripped through this location.
80	A puddle of stagnant water 3′ in diameter has collected here. Many damp footprints of small vermin (rats, centipedes, etc.) radiate away from this impromptu watering hole.
81	Myriad flecks of light glitter in the darkness ahead, looking like a field of subterranean stars. As the PCs move closer, their light sources reveal the walls and ceiling of this area are covered with more than a hundred tiny glow worms.
82	The boney remains of several skeletons lay strewn across this area. Most of the bones are chipped and smashed, while a few appear to have been melted. Three broken vials of holy water are mixed amongst the remains.
83	One hundred "gold" coins have been glued to this area's ceiling. The coins are actually copper, covered with a thin veneer of gold-colored paint. The adhesive that holds them is quite strong and they can only be pried free with a successful Open Doors check at a -2 penalty or by applying oil to the coins. It takes a half hour to remove all 100 coins.
84	A portion of the wall and ceiling in this area are covered by rough timber scaffolding and temporary support posts. There are many cracks in the stonework and an occaisonal drift of dirt and dust falls from the ceiling. Should the supports and scaffolding be removed or destroyed (which takes 3 turns), there is a 15% chance that the ceiling and wall collapses,

	partially filling the room with rubble and causing 6d6 points of damage to anyone caught in the cave-in who fails a save vs. petrify. Those who make their saves take half damage.
85	As the party enters this area, they hear the sound of a door banging shut. The sound seems to originate from some distance away, but they are unsure of which direction it originated from.
86	A trail of slimy, slightly iridescent mucus passes through this location. The trail runs along the floor, walls, and even ceiling, before winding out of sight. Following this trail results in it either drying up or ending in a large splatter, as if the creature that made it was abruptly pounced upon and devoured.
87	The party's light sources begin to sputter, their flames turning an unusual hue (green, blue, or purple). After a few moments, they flare back to life and return to normal. This was caused by the party moving into a small pocket of tainted air or natural gas.
88	Several leathery eggshells cover the floor here, their insides coated in a thin layer of yolk. These are either the remains of some creature's meal or the remnants of a reptilian egg clutch's recent hatching.
89	Sound in this area is muted. The jingle of the characters' armor, the rustling of their clothes, and the creak of leather straps is much softer than normal. Even attempts to make loud noises only produce sound at three-quarters normal volume. This effect could be magic residue from a previously cast *silence 15' rad*. spell or a byproduct of the nixthisis' presence in the dungeon.
90	A rusty crowbar is wedged into a crack in the wall here, located 5' above the floor. The tool is so firmly embedded that only magically-enhanced strength can pry it free.
91	The smell of rotting fish is detected just before the PCs enter this area. In the location before them, the bones of a 4' long fish, its head still attached, lies discarded. Where this fish came from is anyone's guess.
92	When the party enters this area, have them make a Hear Noise check. A successful check reveals the sound of someone following them. The sounds of pursuit stop when the party stops and continues once they do. A Dwarf might recognize this as an unusual, but natural, echo effect caused by the surrounding stonework.
93	The sound of a cricket chirping breaks the silence of the dungeon. This noise is loud and originates from ahead of the party. It falls silent as the PCs approach. A careful search reveals a crack in the wall that contains a 1' long juvenile subterranean locust. It is harmless at this stage of development, but still disconcerting to those disgusted by insects.
94	This location holds two 10' poles lashed together (total length of 17'). The end of one of the poles is charred and splintered as if subjected to a blast of great power.
95	A flash of white in the darkness catches a PC's eye. Upon closer inspection, he finds a whitewashed iron coin on the ground. The number "5" is painted in red on both sides of the coin. This is a chip issued by the Casino (which will be detailed in **Stonehell Dungeon Book Two**).
96	Light is seen in the area ahead. Edging closer, the party discovers a lit lantern resting on a flat surface in this location. The lantern is normal adventuring gear and is one-quarter filled with oil. There is no sign of its owner.
97	A 10' × 10' section of floor here is covered in a layer of white powder. A single set of booted footprints reveals someone has passed through this area recently. The powder is common flour, left behind by adventurers fearing they were pursued by an invisible foe.
98	The sawed-through remains of ten iron bars (3" long and 1"in diameter) protrude from the ceiling of this hallway/entry. The floor beneath them is chipped and scratched. A portcullis once stood here, but it has long been cut free and removed.
99	A flat surface in this area is marked by simple mathematical calculations done in chalk. The writer was attempting to divide 537 by four. His calculations are wrong.
100	Patches of blue-green mold appear here. The mold is harmless to living creatures, but quickly breaks down any non-living organic matter (wood, paper, leather, etc.) it comes in contact with. One turn after contact with the material, mold begins growing on the item's surface. If not scraped off within 2 turns, the item crumbles and becomes useless.

Container Contents

Adventurers get into everything. Present them with an old chest or crumbling wardrobe and they simply must know what's inside. Containers that hold treasure are noted in the dungeon key, but there are plenty of other chests, wardrobes, footlockers, armoires, and other containers to be found in the dungeon. Many of these

have been looted by either previous explorers or the residents of the dungeon, but a few still hold items of interest, if not value. As with the Dungeon Dressing table above, this section provides the Labyrinth Lord with two random charts to determine what is found when the party starts opening containers at random. He may choose an entry or roll to determine the contents randomly. As with dungeon dressing, not every container needs to hold something, but the occasional item(s) of interest keep the players entertained and encourages their characters to poke about – which can be both beneficial and detrimental to their long-term survival.



Chests and Wardrobes – The table below is used to determine what is found in chests, footlockers, wardrobes, armoires, closets, etc. – basically any container found in and around residential areas of the dungeon. To use the table, roll d% or choose an entry that looks like fun. Once an entry is found, it should be crossed off the chart. The Labyrinth Lord is free to add a replacement for that entry or treat it as a result of "Empty."This chart also serves as inspiration to create your own odd items to be found as the adventurers explore the dungeon.

d% Roll	Chests and Wardrobes Contents
1	Three pairs of leggings (cloth strips & leather laces), a felt hat, and a frayed rope belt.
2	A pair of low hard boots with a broken heel, a dirty set of hose, and a wooden holy symbol.
3	Four wool outer tunics, a pair of leather shoes (one missing its sole), and a straw hat.
4	Two moth-eaten wool blankets and a pair of breeches.
5	A dead mouse.
6	A dull knife missing its handle and a crumbling, unreadable letter.
7	An empty clay jug with cork stopper and a rusty pair of shears.
8	A cracked, ceramic religious mask, a ball of sinew (25′ length), three bone needles, and an awl.
9	Three wooden tankards and a gaming board with game pieces.
10	A bag of moldy coffee beans and a dented pewter tankard.
11	Four balled up, dirty tunics and a pair of wooden clogs.
12	A suit of rotten, moldy leather armor and a still-useable shield.
13	Six pairs of lederhosen.
14	A teapot with six chipped cups and two square yards of muslin fabric.
15	Three pairs of checkered wool breeches and a pair of fingerless leather gloves.
16	A cloud of mold spores. Save vs. poison or be afflicted with a hacking cough for 1d3 turns.
17	Ten dirty rags, an empty flask of oil, and a tinderbox.
18	A cracked leather satchel holding three wooden stakes, a hammer, moldy garlic & wolfsbane, and four empty vials.
19	A dented helmet (missing its chin strap), a sheepskin vest, and 25′ of twine.
20	A wooden box containing scissors, a small comb, and a shaving blade.
21	Container is *arcane locked*. It holds a *potion of extra-healing* and a pouch with 50 sp.
22	A studded leather jerkin with brass buckles and three under-tunics.
23	A clay pipe, a pouch of old tobacco, a kilt, and a pair of broken spectacles.
24	Clay bottle of rotgut liquor, three wool blankets, and an illegible religious tract.
25	The corpse of a trussed-up and gagged goblin. It appears to have died from thirst.
26	Three sets of robes and a cloak with a brass pin.
27	Five breechclouts and three pairs of sandals.
28	A studded leather codpiece, a pair of leather bracers, and a moldering whip.
29	Over-sized wool tunic and three colorful sashes.
30	First-aid kit (needles, thread, linen bandages, vial of vinegar). At the Labyrinth Lord's discretion, this kit adds a +1 bonus to the number of hit points regained through natural healing (see *Labyrinth Lord Revised* p. 54).
31	Twenty water-damaged chapbooks and a dried ink pot. Chapbooks are worth 1d6 gp each to a bookseller.
32	Fur-lined jerkin & a wolf's head cap.
33	Weatherproof cloak and two pairs of wool mittens.
34	Oilskin-wrapped parcel holding files, a whetstone, and a flask of mineral oil.
35	Three albs and a turban.
36	Four tunics, two pairs of breeches, and a leather baldric & scabbard.
37	Two cases of warped crossbow bolts (-2 to hit if used), cocking hook, and two spare strings.
38	Two pairs of padded leather work gloves and a leather apron.

39	Broad leather belt, three pairs of breeches, and two pairs of high hard boots.
40	Three togas and a linen dressing robe.
41	Three pairs of chalwars and two moth-eaten silk vests.
42	Stuffed rattlesnake poised to strike. Have the opener roll for surprise. If surprised, he believes the snake to be alive.
43	A pair of low soft boots, two pairs of soiled hose, and a leather coif.
44	Two cassocks, a pewter holy symbol, and a rusty censer.
45	A dirty, fur-trimmed tunic and three soiled handkerchiefs.
46	Three linen dresses and two under-tunics.
47	A wooden peg-leg, a broken crutch, and four mismatched leather shoes (all for the right foot).
48	A brocade cape, a panderer's hat with peacock plume, and an ebony walking cane (50 gp value).
49	Two padded coifs, two leather belts, and an empty knife sheath.
50	Two pony kegs of sour beer and four drinking horns.
51	A small anvil (20 lbs. weight) and a complete set of tinker's tools.
52	Three pairs of woolen stockings, two smocks, and a tin full of nails.
53	A punctured set of bagpipes, an empty sporran, and a bottle of liquor.
54	Five hats (an assortment in straw, felt, and leather), four clean handkerchiefs, and a small mirror.
55	A wooden box holding 12 vials of perfume and dried-up cosmetics.
56	A stained goose-down pillow, a mangy bearskin sleeping fur, and a pot of rancid grease.
57	A miniature painting of an unidentifiable woman, a jar of foul pickles, and four tunics.
58	A small oil lamp, a tin of rock candy, and two rusted throwing knives.
59	A nightgown, sleeping cap, a tin whistle, and seven tattered robes.
60	A lute missing all its strings, a hand drum, and a wool cape.
61	A small bag of peanuts, two blankets, and a crumbling piece of soap.
62	A voluminous houppelande, two quilted gambesons, and a pair of riding boots with spurs.
63	A box filled with rusted metal bits & pieces, a small flask of lubricating oil, and a wooden mallet.
64	A canvas bag filled with soiled clothing (five tunics, six breechclouts, three pairs of hose, and a wool cloak).
65	Five wooden bowls, five tin spoons, and a pewter carafe.
66	A bull's skull, two rattles, and a snakeskin loin cloth.
67	A cheap erotic statuette, a clay pipe, three empty glass bottles, and an empty tin.
68	Three blocks of wood, a rusted knife, and a half-finished carved peacock.
69	Two wool jerkins, a wool hood, a pair of high hard boots, and an empty map case.
70	Six ruined watercolor paintings and a box holding brushes and paints.
71	A voluminous blue robe covered with glyphs, sigils, and runes. If subject to *detect magic*, the robe glows. However, the robe only possesses a minor enchantment that keeps it clean and stain-free. It has no other properties.
72	Six kimonos and three pairs of *geta.*
73	Four linen smocks, two pairs of sandals, and a key-ring with six keys. Using the keys on a locked door in Stonehell has a 5% chance of opening it.
74	A pouch, two dice, a bone comb, and a back-scratcher.
75	Deerskin coat and moccasins, fur hat, and an iron pot.
76-100	Empty.

Crates and Barrels – Trade exists in Stonehell Dungeon, and many commodities move from level to level by means of the kobold caravans. These scaly humanoids utilized giant bearer beetles to move goods around the dungeon, loading them down with crates, barrels, and sacks filled with goods. Chances are the characters will want to know what is found within these containers at some point, and this chart allows the Labyrinth Lord to generate a quick answer to that question.

The dungeon also holds many storerooms and supply caches, both of recent origin and long-forgotten. This table can be employed to determine what lies within those rooms. In the case of ancient storage spaces, the condition of these goods will be indicative of their age. Ferrous metals will be rusted, foodstuffs spoiled, and organic materials rotted and dilapidated. The Labyrinth Lord will have to rule whether any of these items are still usable by the party.

2d20 Roll	Crate and Barrel Contents
2	Natural petroleum (see p. 90)
3	Unknown herbs (25 gp value)
4	3d20+20 torches
5	Rough, itchy blankets
6	Cured hides of poor quality
7	Resin-coated fungus (subterranean equivalent of lumber)
8	Strange wool-like fiber
9	Darkbrew wine
10	5 lb. iron ingots (40 ingots in total)
11	2d6 sacks of grain
12	2d10 poor quality animal or monster pelts
13	Pickled fungus
14	Salted meat of questionable origin
15	Dried fruit
16	Smoked albino cave fish
17	Used weaponry/armor
18	Sour beer
19	Coal
20	Earthenware utensils, plates, and cups
21	Cave grog
22	Rock salt
23	Dried bats
24	Salted giant toad legs
25	Wild rice
26	Rough, homespun fabric
27	Tallow or lard
28	Large eggs packed in straw
29	Beetle carapaces
30	Human-sized clothing
31	Bones & feces
32	Oil (lubricating or lamp)
33	Humanoid corpse
34	Scrap pieces of wood
35	Miscellaneous used adventuring gear
36	Scavenged rusty metal objects
37	Random type of unrefined ore
38	2d200+50 arrows (75% chance) or bolts (25% chance)
39	Chunks of raw natural crystal
40	Weird mechanical parts

Appendix B: Special Monsters of Stonehell

Many fell creatures make their homes in Stonehell Dungeon. Information on most of these monsters can be found in either the *Labyrinth Lord* rulebook or in the previous chapters of this book. However, there are three new creatures in Stonehell that require greater detail than the space provided in the previous chapters allows. Those three are covered here.

Of the three, only two might be encountered in the levels described in this book: the Plated Mage and the Vrilya. The nixthisis, the third and most important creature, lairs in the lower depths that are covered in **Stonehell Dungeon Book Two**, but a brief overview of that creature is provided here to give the Labyrinth Lord a glimpse of the dungeon's secret master. Full game stats and additional information will appear in the subsequent Stonehell publication.

The Nixthisis

This extraplanar creature is the dark heart of Stonehell Dungeon. Existing only partially on the physical plane, it appears as a patch of shimmering air speckled with flecks of shining black shards, like pieces of broken obsidian. Those able to see beyond the physical realm behold its true form: a 15′ tall, hideous amalgamation of flea, crab, and mantis. The nixthisis' carapace is bronze-black and smooth, and a pair of powerful jaws extends from underneath a long, tapered proboscis. Four arms ending in serrated pinchers protrude from its bloated upper body and eight secondary legs give it mobility.

The nixthisis is a pathosphage – an emotion eater – and possesses several abilities derived from its diet. A nixthisis can create simulacrum of living creatures formed from the emotions it has devoured. These creations are doom lures (see **New Monsters** p. 37). A nixthisis can create and maintain at any single time as many doom lures as it has Hit Dice and can cause existing doom lures to dissipate at will.

Through regular feeding, a nixthisis can siphon the will and emotions from a sentient creature, turning them into a hapless drone. These drones serve the nixthisis with slave-like devotion and are used as servants and spies when the mindless doom lures aren't sufficient. Although living, these drudges are impassive and detached in their dealings with others, and cannot remain away from their master for extended periods.

The nixthisis can also influence the emotional state of sentient creatures. Against nearby creatures, it can overwhelm them with surges of raw emotion that clouds their thinking or incapacitates them. More distant creatures can also be influenced emotionally, but less directly. The nixthisis can plant emotion-based suggestions in the mind of a single creature up to five miles away. Use of this power requires the target creature to be asleep, intoxicated, in a trance, or in some other susceptible state. These suggestions do not dominate the affected creature's will and cannot go against the target's nature or alignment.

Lastly, when a nixthisis grows to substantial size, it begins a transformation into a creature of pure chaos. After reaching 10 Hit Dice or more in size, physical reality and natural laws start breaking down in the creature's vicinity. Solid matter takes on unnatural forms and shapes, magic fails or malfunctions, and disorder reigns supreme. The larger the nixthisis' size, the greater the area affected by this cosmic breakdown becomes.

The Plated Mage

The magical-mechanical monstrosity known as the Plated Mage began life as Xyn Mahrek, an aging human magic-user who sought to prolong his life indefinitely. To achieve this goal, Xyn and his apprentices established an arcane laboratory within Stonehell Dungeon in the area now known as the Hexperiment (see **Levels 3B** & **3D**). Untrusting of longevity potions or undead existence, Xyn experimented with artificial life and mind-transference before discovering the possibility of organic-technological hybridization. Having achieved success with this method on his baboon test subjects, Xyn planned to use this magical technology, which he called "arcanitech," to achieve immortality.

Before he was able to begin this process, the increasing number of adventurers venturing into Stonehell forced Xyn and his apprentices to abandon their upper laboratory and move deeper into the dungeon. Below, they hoped to find a more secure location to conduct this transformation. For several years, nothing was heard from the mage and his students, and residents of the upper levels assumed he had met his death in the lower dungeon. These assumptions came to an abrupt end when Xyn, in his bizarre new form, emerged from his laboratory fortress.

Xyn has eschewed his mortal form for that of an arcanitech construction. Standing 12' tall and weighing 4,000 lbs., this new, metal-plated body is powered by magic and sustained by a nutrient-rich formula. Its sole organic component is Xyn's exposed brain, which floats in a liquid-filled, *glass like steel* cylinder that sits atop the body's shoulders in place of a head. Although no longer able to cast spells, Xyn, now known as the Plated Mage, has armed his new body with an array of magical powers. Despite this new body's formidability, Xyn hopes to one day find a better solution to his search for immortality. He continues his experiments in his lower laboratory, using his still-living students as proxies.

It is highly unlikely that adventurers exploring the upper levels of Stonehell Dungeon will encounter the Plated Mage. Only in the Common Ground (area **#24** of **Level 4B** – see p. 90) might they meet the Mage. Should this occur, the Plated Mage will ignore them unless attacked, and, in that event, he'll likely slay the PCs with ease. It is far more probable that the PCs will only encounter rumors of the Plated Mage spoken by the residents of Stonehell. The Plated Mage's game stats are provided below in case the party is unfortunate enough to run across him or if the Labyrinth Lord would like a glimpse of what is in store for the PCs in the subsequent Stonehell Dungeon book.

The Plated Mage
No. Enc: 1 (Unique)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 0, head: -2
Hit Dice: 12, head: 6
Attacks: 2 (fists)
Damage: 2d10/2d10
Save: MU12
Morale: 10

The Plated Mage is a hybrid of magic and technology, appearing as a 12' tall humanoid construction of steel plates, glowing crystals, and tubing filled with luminescent green fluid. A cylindrical, *glass like steel* container rests upon its shoulders in place of a head. This cylinder holds an exposed human brain suspended in a clear, viscous liquid. Wires and electrodes connect the brain to cylinder's base.

In combat, the Plated Mage can attack with its massive metal fists for 2d10 points of damage, but he prefers to engage opponents from a distance. Although no longer able to cast spells naturally, three crystals embedded in the Mage's torso function similar to *rings of spell storing*, and contain the following spells:

- Crystal #1: *charm person, mirror image, dispel magic, haste, arcane eye, death spell*
- Crystal #2: *magic missile, web, fly, wall of fire, wall of stone, disintegrate*
- Crystal #3: *detect magic, shield, detect invisible, charm monster, conjure elemental, teleport*

The Plate Mage also has four magic wands, each of which can be extended and retracted from compartments housed in the body's forearms. The Plated Mage can only use one wand per round, but can freely swap between them on subsequent combat rounds. These wands are a *wand of cold* (9 charges), a *wand of device negation* (9 charges), a *wand of fireballs* (2 charges), and a *wand of lightning bolts* (10 charges).

As a techno-magical construct, the Plated Mage is immune to normal attacks; *hold, sleep,* and *charm* spells; and all gases and poisons. A *lightning bolt* directed at the Mage acts as a *cure serious wounds* spell, healing him for 2d6+2 hit points of damage. He cannot regain hit points above his normal maximum. The Plated Mage can use his own *wand of lightning bolts* upon himself to heal damage he has sustained.

The Plated Mage can also erect an energy field about his body which acts as a *ring of spell turning (q.v.)*. He may use his wands and stored spells normally while this field is in effect. Once the field's protections are exhausted, it requires 48 hours to recharge before it can be invoked again.

Attacks against the Plate Mage may either be directed at the body or the brain cylinder. Attacks on the body are against AC 0, while blows aimed at the brain cylinder are against AC -2. Reducing either the body's or the brain cylinder's hit points to zero will slay the Plated Mage. Area of effect spells are always treated as if against the body and separate saving throws are not required for both of the Plated Mage's components. If the body is destroyed, the magical energies that power it overload. Three rounds after the body reaches zero hit points, the Plated Mage explodes in a conflagration of magical force that inflicts 8d8 points of damage to all within 30′ (save vs. spells for half damage). This blast destroys the Plated Mage's body, along with his wands and spell crystals. Reducing the head to zero hit points slays the Plated Mage without causing this blast and the wands and crystals may be recovered from the body.

The Vrilya

The Vrilya are an ancient, subterranean race, one regarded as a myth by all but the most learned surface dwellers. The Vrilya's origins are unknown, but one theory holds that they are the descendents of a primeval progenitor race. This theory is supported by the Vrilya's appearance, which hints at a common ancestry with both humans and elves. Vrilya are as tall and robust in build as Men, but have the delicate facial features of elves. Their hands and fingers are exceptionally slender and they possess an extra joint in each digit. Their skin tone ranges from chalky white to ashen gray and their hair is of similar hue. Most unnerving are their eyes, which are metallic in color (silver, gold, and brass being most common) and reflect light like those of a cat.

Because of their long subterranean existence, Vrilya see with infravision up to a 90′ range and possess the same familiarity with underground habitats as Dwarfs (2 in 6 chance to detect traps, false walls, hidden construction, or sloping passages). They also possess a natural immunity to petrification and are unaffected by turn to stone attacks like those of medusae, basilisks or cockatrices. Their strange eyes also negate gaze attacks such as the one possessed by vampires.

The Vrilya equip themselves with weapons and armor which seemingly date to antiquity, being exotic or alien in design. Many of these martial accoutrements are crafted from *lagh*, an iridescent metal that is virtually unknown to the surface races. *Lagh* is stronger than steel but extremely lightweight and it can be forged to be either rigid or flexible. The Vrilya commonly employ magical items unknown on the surface. Whether these objects are created through magics foreign to surface dwellers or are relics from the dim past is unknown. Due to their natural immunity to petrification, the Vrilya often raise basilisks and use them as both a material resource and guard beasts.

As a race, the Vrilya are long-lived, having life spans that stretch across two or more centuries. Like most long-enduring races, the Vrilya have extremely low birth rates and this factor, combined with the hostile underground home, has caused the Vrilya to become a race in decline. The constant threat of extinction has forced the Vrilya to become skilled fighters, adept wizards, and cunning masterminds. They are not prone to rash thinking or powerful emotions, and the Vrilya keep their thoughts and feelings tightly restrained. Despite their chaotic alignment, Vrilyan society is rigid and caste-based, with each Vrilya knowing his place in the community.

The prime motivation of the Vrilya is the survival of their race and it is this goal that guides all their schemes and strategies. They often sow seeds of dissent within other races, hoping to incite war and rebellion amongst outsiders in order to seize resources and prisoners from strife-ridden lands. They build powerbases slowly and carefully, knowing that their long lives and mythical status gives them decades, if not centuries, to achieve their plans. Cold, meticulous, and patient, the Vrilya are deft puppet masters and are the hidden source of numerous sufferings visited upon others.

Although there are a dozen different castes within Vrilyan society, only two are encountered in the upper reaches of Stonehell Dungeon: the *Sahnyam Ana* and the *Chyvak Uul*. Further details about other Vrilyan castes and their society will appear in the second Stonehell Dungeon book.

Vrilya – *Sahnyam Ana* Caste
No. Enc: 1d10 (5d10)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 3
Hit Dice: 4
Attacks: 1
Damage: as weapon
Save: E4
Morale: 8
Hoard Class: IV, V (XVI)

Vrilya of the *Sahnyam Ana* caste serve as muscle and general foot soldiers. Although lacking the magical talents of the higher castes, the *Sahnyam Ana* are nevertheless staunch opponents and skilled warriors. It is upon their broad backs that the Vrilya maintain dominance throughout the subterranean world. *Sahnyam Ana* Vrilya are larger than the rest of their race, having been bred for battle from dedicated warrior bloodlines. They resemble brawny humans and most bear scars earned through their constant battles and training. They equip themselves for war in banded mail made from *lagh* and basilisk hide, and wield weapons forged from that alien alloy. They prefer long swords, crossbows, and maces as weapons, many of which are of ancient or exotic construction.

Sahnyam Anna Vrilya possess the normal Vrilya racial abilities: infravision to 90′, immunity to gaze attacks and petrification, and the same uncanny stone awareness possesses by dwarves. For every five *Sahnyam Ana* encountered, there will be one Vrilya of the *Chyvak Uul* caste (see below) present to act as magical support. These *Chyvak Uul* will be of the 5-6 HD variety. For every 20 or more *Sahnyam Ana* encountered, there will be a leader (known as a *rhil*) with 6 HD, AC 2, save as E6, and a +2 bonus to damage rolls. Each *rhil* also has a 10% chance of possessing one magical item, either determined at random or chosen from the list of unusual Vrilyan artifacts (see below).

Vrilya – *Chyvak Uul* Caste
No. Enc: 1d3 (1d6)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 6
Hit Dice: 5-10
Attacks: 1
Damage: as weapon or spell
Save: E5-E10
Morale: 8
Hoard Class: IV, V (XVI)

The lowest of the magic-using Vrilya castes, the *Chyvak Uul* are not magic-users in the traditional sense. Instead they possess the innate ability to detect and alter natural magical fields to produce spell-like effects. Although this limits the types of spells they can produce, it does allow them to create powerful effects more often and with less training than proper magic-users. The number and level of spells available to a *Chyvak Uul* (also known as an Adept) per day is based on his or her Hit Dice according to the table below.

Hit Dice	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level
5	2	1	-	-	-	-
6	2	2	1	-	-	-
7	3	3	1	-	-	-
8	3	3	2	1	-	-
9	3	3	2	2	1	-
10	3	3	3	2	2	1

Adepts are limited to the following spells: *charm person*, *hold portal*, *magic missile, read languages*, *read magic*, *ESP*, *invisibility*, *knock*, *mirror image*, *hold person*, *fly*, *lightning bolt*, *invisibility 10′ rad.*, *charm monster*, *dimension door*, *polymorph self*, *polymorph other*, *wall of fire*, *passwall*, *transmute rock to mud*, *wall of stone*, *anti-magic shell*, *move earth*, and *stone to flesh*.

Chyvak Uul possess the normal Vrilya racial abilities: infravision to 90′, immunity to gaze attacks and petrification, and the same uncanny stone awareness possesses by dwarves. Additionally, the *Chyvak Uul's* innate ability to see magical auras allows them to *detect magic* (as the spell) at will.

Chyvak Uul protect themselves in combat with an armored bodysuit constructed of small *lagh* plates. This bodysuit provides protection equal to scale mail armor (AC 6). Although they prefer to engage enemies with spells or magical devices, the *Chyvak Uul* are trained in the use of darts, crossbows, flails, and quarterstaffs. Each *Chyvak Uul* has a 5% chance of possessing a magical item. This item can either be randomly determined or chosen from the list of unusual Vrilyan artifacts (see below).

Vrilyan Artifacts

The Vrilya possess a variety of magical devices unknown by the surface races. These strange artifacts may be products of long-forgotten mystical arts or relics from a bygone age, but the Vrilya keeps their origins a closely-guarded secret. Unfortunately for those who covet these bizarre devices, most have a finite number of

uses and only the Vrilya know if it is possible to renew the power of these objects.

If the Labyrinth Lord desires, Vrilyan artifacts might actually be ancient technological devices left behind by their primordial ancestors. These devices have been passed down along the eons and the Vrilya cannot manufacture new ones, but they've learned the secret to recharging these items' power sources. Obviously, the technique and materials required to repower these devices is the Vrilya's most prized secret and they will go to any extreme to keep outsiders from learning it.

Lightning Glove: Resembling an elbow-length glove of widely-spaced mesh, the *lightning glove* is crafted from an unknown cloth that possesses the qualities of both silk and steel. It allows the wearer to throw minor blasts of lightning (3d6 damage; save vs. spells for half damage) at a range of 50′. Each lightning blast expends one of the glove's charges. Each glove typically contains 2d6 charges when found.

Searing Wristlet: This device is a thin bracelet with a 4″ rod protruding from it. When worn, the rod extends across the back of the wearer's hand, pointing away from him. Pressing a small stud on the bracelet fires a heat ray from the end of the rod. This ray has 100′ range increments and inflicts 3d6 points of damage against its target. A normal attack roll modified for range is required to hit the target. Each fired ray costs one charge regardless of whether or not it strikes its target. A *searing wristlet* contains 2d10 charges when first found.

Shield Ring: This ring is made of *lagh* and bears a small stylized buckler as its ornamentation. The wearer of a *shield ring* can expend one of the ring's charges to create a *shield* (as the 1st level spell) which protects him for 2 turns. When first found, a *shield ring* has 2d20 charges.

Shock Rod: This 3′ long black rod ends in a small, smooth sphere. Any creature struck by a *shock rod* takes 2d6 points of damage as it discharges a blast of electricity. Each successful strike of a *shock rod* drains one charge. A *shock rod* has 2d10 charges when found.

Stun Lash: An 8′ long whip made of flexible *lagh*, the *stun lash* paralyzes those struck by it who fail a save vs. paralyze. This paralysis last for 1d4 turns. A successful strike drains one charge from the weapon, which contains 2d8 charges when found.

Unseen Ear: This item resembles a small oblong marble of green crystal. It fits snuggly in the external auditory canal of the ear and is almost completely unnoticeable once in place. The *unseen ear* allows telepathic communication between two or more individuals who each wear one of these items up to a distance of 120′. These items may also be linked to a larger telepathic transmitter, which will allow communication up to 300′.

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Beware All Who Enter
These Benighted Halls of Stone.
Within Lies No Solace
Nor Any Comforts of Home.
Toiling For Our Crimes
We Must Dig Where We Dwell,
With No Freedom or Mercy
In Our Vast Stony Hell.

- Inscription over the entrance of Stonehell Dungeon

Stonehell Dungeon is a classic-style megadungeon, filled with enough monsters, traps, weirdness, and treasure to keep you gaming for a long, long time. Explore over 700 rooms, encounter more than 40 new monsters, and discover 18 mysterious magical items – and that's just in the dungeon's upper half!

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The monsters of Stonehell Dungeon are waiting to meet you. Won't you come in?

3 HEADED MONSTER

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