

# Rumours

The referee may provide players with one or more of the following rumours about the dungeon, before they venture within.

False rumours are appended with (F) and the partially true with (P).

## d10 Rumour

- 1 A great wizard once dwelt in the caverns beneath the oak. Beware his deadly bronze golem! (P)
- 2 The gnomes who live down there worship an idol of solid emerald. (F)
- 3 An underground river flows through those caverns. Rotting corpses of the drowned stalk the banks in search of flesh.
- 4 A holy chalice with the power to reverse death is guarded by a silent evil. (P)
- 5 A great warrior of the White League was entombed in those caverns.
- 6 All the statues in the dungeon turn to solid gold once a day! (F)
- 7 A water dragon lairs in a great submerged cavern. (F)
- 8 A mutant ogre guards a complex of slave pens and wizard experiments. (P)
- 9 Giant lizards guard an ancient shrine with long-lost treasures.
- 10 The most delectable night-tomatoes grow down there.



# Treasure in the Dungeon

The following treasure is located in the dungeon. As much of it is hidden, only cunning and thorough parties will find it all!

Note that the random items which may be found under the hats of the gnomes in Areas 51–60 are not included.

## Area Treasure

8	Sleep tea. <i>Potion of invisibility</i> .
9	202cp. 192sp. 487gp. Ring (400gp). Grimoire ( <i>charm person, detect evil, phantasmal force</i> ).
12	<i>Scroll of diminution</i> .
13	Ancient silver coins (150gp). Hunting horn (50gp).
17	128cp. 1,017sp. 892gp. Bracelet (400gp).
19	324gp. Ruby (800gp). Black opals (1,000gp). Dagger +1.
21	25gp. Necklace (15gp).
25	724gp.
26	42sp. 20gp.
27	Healing fruits.
28	Silver box (50gp). Healing dust.
29	229gp. 5 arrows +1. 1,319cp. 810sp. 194gp. 18pp. Treasure map. Magic mirror. Chalice (2,000gp).
32	Necklace (2,500gp). <i>Azure serpent blade</i> (sword +1, water breathing).
34	Silver sword (750gp).
43	Brass statuette (50gp). <i>Scroll of invisibility</i> . Emerald (500gp). Brass stars (10gp).
44	92gp. Magic ring.
46	Golden bowl (800gp). Electrum discs (210gp).
47	17sp.
52	Monkey statuettes (120gp). 522sp.
55	Lizard repellent.
56	300cp. Citrine (50gp).
57	499gp. Sapphire (750gp).
58	<i>Chainmail +1</i> (gnome-sized). <i>Shield +1</i> .
60	Gold candle holders (3,000gp).

Total value of monetary treasure: 17,457gp.

# Area Descriptions

## Dungeon Entrance

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**Airy forest glade** (wide and clear). **Dream-like atmosphere** (time seems to dawdle). **Ancient, gnarled oak tree** (in the centre of the glade).

### Hole in the Oak

**Among the roots** (3' across).

- ▶ **Looking into the hole:** A shaft leads down 20' to a sandy floor. Roots form a natural ladder down the sides.
- ▶ **Climbing down unaided:** Characters without climbing skill have a 1-in-10 chance of falling (1-in-6 if wearing heavy armour). Characters with climbing skill have no chance of falling.

## 1 Bottom of the Shaft

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**Sandy floor** (jumbled hoof-prints and boot-prints). **Earth walls** (riddled with roots of all sizes).

- ▶ **Examining the roots:** One large root near the floor has writing carved into it: "NOLLY'S KINGDOM".

## 2 Junction

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**Sandy floor** (jumbled hoof-prints and bootprints). **Mossy root walls** (crawling with worms). **Low tunnel** (ceiling 6' high). **Old leather glove** (laid over a root; left hand).

- ▶ **North:** Distant rushing sound, like wind or water.
- ▶ **East:** Faint green glow, warmth.

## 3 Grabbing Roots

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**Sandy floor** (jumbled hoof-prints and boot-prints). **Mossy root walls and roof** (crawling with worms). **Low tunnel** (ceiling 6' high).

- ▶ **East:** Faint green glow, warmth.

### Blocked with Roots

- ▶ **Slashing through:** The roots can easily be cut through, but doing so triggers an ominous rumbling, shaking the tunnel.

- ▶ **Pushing through:** Roots animate and grab at PCs. A DEX check is required, with failure indicating that a root has grabbed and stolen a random item from the PC. Stolen items are pulled deep into the earth of the walls.
- ▶ **Recovering stolen items:** PCs have one chance before the item disappears: make a melee attack against AC 7 [12]. This triggers an ominous rumbling, shaking the tunnel.



## 5 Cloak Nooks

**Muddy floor** (hoof-prints). **Root walls and roof** (riddled with centipedes). **Low tunnel** (ceiling 6' high). **Glowing green moss** (covering the roots).

- ▶ **Nook 1:** Cosy cloaks and coats hanging from roots. In the pocket of one is the key to the locked door in Area 28.
- ▶ **Nook 2:** A portrait of a gnome-like creature, hanging among the roots.
- ▶ **Nook 3:** A hat stand with 12 felt hats (red and purple).



## 6 Waiting Room

**Cobblestones** (round and smooth). **Root walls and roof** (clean; hand-worn patches). **Arched roof** (8' high).

### Wooden Table and Stool

**Nice quality** (clean and well maintained). **Dainty bell** (upon the table; polished tin). **Brass plaque** (upon the table; “Please Ring”).

- ▶ **Ringing the bell:** Summons Ramius from Area 8.

## 7 Nonsense Study

**Cobblestones** (round and smooth). **Root walls and roof** (clean; hand-worn patches). **Arched roof** (8' high).

- ▶ **South:** Smell of tea and crumpets. Warm light. Quiet bleating (words?).

### Bookshelves

**Formed of roots** (integrated into the walls). **Jumbled books** (of all shapes and sizes).

- ▶ **Reading the books:** All are full of childish nonsense rhymes, in Common.

## 2 Upholstered Chairs

- ▶ **Touching the chairs:** Causes them to animate and attack, plus a torrent of books to fly out from the shelves (all in the room must **save versus breath** or suffer 1d2 damage).

### UPHOLSTERED CHAIRS

**AC** 7 [12], **HD** 1 (hp 5, 6), **Att** 2 x clawed arms (1d3), **THACO** 19 [0], **MV** 90° (30°), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10

## 8 Fauns' Kitchen

**Cobblestones** (round and smooth). **Glazed brick walls** (iridescent black). **Earth roof** (8' high, dangling roots). **Lantern light** (hung from a root).

### 3 Sheep-Headed Fauns

**Human-sized** (5' tall). **Fluffy wool** (poking out from their clothing). **Twinkling eyes** (jet black). **Bleating speech** (Common tongue).

- ▶ **Ramius:** The master. Chunky spiralling horns. Dressed in well-mannered tweed jacket and short trousers. Refers to the females as his “flock”.
- ▶ **Ewely:** Docile female. Nub horns. Polka-dot dress. Bow on top of head.
- ▶ **Shorny:** Suspicious female. Nub horns. Black lace dress.
- ▶ **Reaction:** Act welcoming and twee, offering PCs a refreshing cup of tea and a crumpet. The tea is drugged.
- ▶ **Drugged tea: Save versus spells** or fall asleep for 2d6 turns.
- ▶ **Sleeping victims:** Will be stripped, bound up in Area 9, and devoured in 1d4 days.

## 9 Skeleton Closet

**Cobblestones** (round and smooth). **Cosy bed** (large enough for three). **Humanoid skulls and bones** (decorating the earth walls). **Earth roof** (8' high, dangling roots). **Wooden chest** (locked).

- ▶ **Inside the chest:** Fresh human meat, neatly butchered. Ropes. Sack of 487gp, 192sp, 202cp. Silver and sapphire ring (400gp). A sheepskin-clad grimoire of arcane spells: *charm person*, *detect evil*, *phantasmal force*. Can be cast like a scroll.

### SHEEP-HEADED FAUNS

**AC** 6 [13], **HD** 2 (hp 8, 12, 13), **Att** 1 x butt (1d6), 1 x knife (1d4), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 20

- ▶ **If in trouble:** Ramius will call to the skulls in Area 9 to come to his defence. In desperate straits, he will go for the potion of invisibility (see **Wooden Cupboards**).
- ▶ **Items:** Ramius has the key to the chest in Area 9.

### Cast Iron Range

**Simmering kettle** (herbal tea). **Grilling crumpets** (butter at the ready). **Pots and pans** (stacked and hanging from hooks).

### Wooden Cupboards

**Quaint rustic design** (different sizes). **Hand-painted** (dainty flowers).

- ▶ **Inside the cupboards:** Herbs (including a jar of sleeping herbs—10 doses of sleep tea). Forest foods (mushrooms, berries). Animal horns.
- ▶ **Hidden compartment:** Requires searching. Contains books of man-flesh recipes and a *potion of invisibility*.

## 4 Enchanted Sheep Skulls

**Rune-carved** (magical script of binding). **Wicked horns** (stout spirals with barbs).

- ▶ **Reaction:** Sit inert, unless commanded by Ramius (Area 8).

### ENCHANTED SHEEP SKULLS

**AC** 8 [11], **HD** 1 (hp 2, 4, 4, 6), **Att** 1 x butt (1d6), **THACO** 19 [0], **MV** 120' (40') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 10

## 10 Triggered Illusion

**Sandy floor** (no obvious prints). **Sandy walls** (dangling roots). **Low tunnel** (ceiling 6' high).

- ▶ **North:** Distant rushing sound, like wind or water.
- ▶ **Walking down this tunnel:** The phantasmal form of a white-whiskered, purple-robed

wizard appears in the entrance to Area 11. He gestures benevolently and utters the following broken phrase: "Welcome to the realm of ... the Imperishable. Please await ... in the provided ... For your own safety, do not ...". The illusion then disappears.

## 11 Teleport Circle

**Cobblestones** (round and smooth). **Brick walls and roof** (crumbling; patches of roots pushing through). **Arched roof** (10' high).

- ▶ **North:** Distant rushing sound, like wind or water.

### Door to the West

**Tree motifs** (carved wood).

### Patterned Rug

**Deep crimson** (blood red?). **Fine wool** (though somewhat ragged). **Geometric patterns** (in gold and green).

- ▶ **Underneath the rug:** A magical circle of runes carved into the cobblestones.

- ▶ **Stepping on the rug (or into the circle):** Anyone who steps into the circle is teleported to Area 35.
- ▶ **By accident:** Unless players say they are avoiding walking across the rug, there is a 2-in-6 chance of a random character stepping into the circle.

## 12 Tiny People

**Stone blocks** (walls, ceiling 10', and floor). **Ornamental table** (wooden, 2' high). **Dozens of glass jars** (on the table). **Green bottle** (on the table; corked).

- ▶ **In the jars:** Inside each jar is a tiny dead person (1" tall).
- ▶ **In the bottle:** Half full of old wine (now potent vinegar). Two scrolls hidden, rolled up, inside the neck: 1. A scroll of *diminution* (shrinks the reader to 6" tall for 6 turns). 2. A page from a tale about a journey to a world of micro-people.



## 13 The Hunter

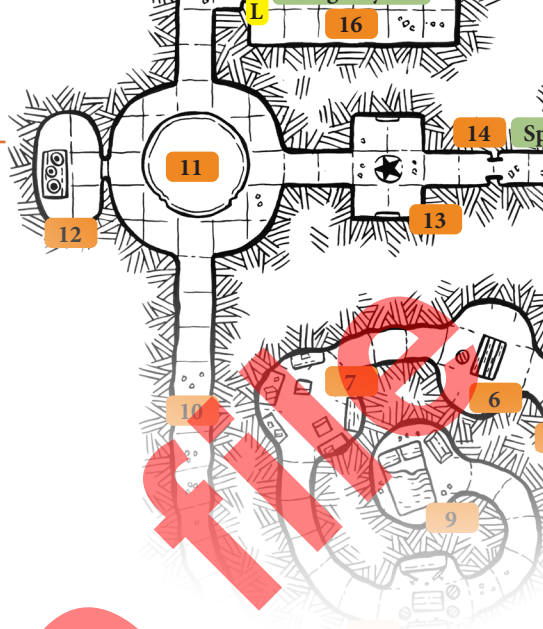
**Stone blocks** (walls, ceiling 10', and floor). **Statue of hunter and 2 hounds** (bow in hand, sword at belt). **Hung mirrors** (on north and south walls).

- ▶ **Looking into a mirror:** Instead of their own face, the PC sees the hunter's face with an insane look in his eyes. The sounds of barking and a hunting horn echo from somewhere distant. The hunter is awoken!
- ▶ **Once the hunter is awoken:** From now on, if the d6 roll for a random happening comes up 1 or 2 (see **Random Happenings** at the rear of the book), the party is attacked by the demented shade of the hunter and his hounds.

### SPECTRAL HUNTER

**AC** 6 [13], **HD** 2\* (hp 10), **Att** 1 x sword (1d8+1) or 1 x arrow (1d6), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Neutral, **XP** 25

- ▶ **Incorporeal undead:** Only harmed by magic or silver. Unaffected by charms and mind control.
- ▶ **Items:** A pouch of 300 ancient silver coins (worth up to 150gp to a collector). A hunting horn engraved with a stag's head with ivy woven into the antlers (50gp).



If sounded by a Lawful character, the horn summons a loyal hunting hound for one hour (usable once per week).

### 2 SPECTRAL HOUNDS

**AC** 7 [12], **HD** 1\* (hp 5, 7), **Att** 1 x bite (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 13

- ▶ **Incorporeal undead:** Only harmed by magic or silver. Unaffected by charms and mind control.

## 14 Serpent Arch

**Stone blocks** (walls, ceiling 10', and floor). **Archway** (6' high). **Serpent carvings** (arches formed of three intertwined serpents).

### Giant Crab Spider

**Lurking** (behind the top of the arch). **Red eyes** (glinting in the dark).

- ▶ **Reaction:** Hungry for living flesh.
- ▶ **Language:** The spider can speak (but not understand!) Common. In combat, it shrieks about sucking out innards.

### GIANT CRAB SPIDER

**AC** 7 [12], **HD** 2\* (hp 8), **Att** 1 x bite (1d8 + poison), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 25

- ▶ **Ambush:** Attacks by dropping on victims from above.
- ▶ **Surprise:** On a 1–4 (camouflage).
- ▶ **Cling:** Can walk on walls and ceilings.
- ▶ **Poison:** Causes death in 1d4 turns (save versus poison with a +2 bonus).



## 15 Treasure and Pit

Stone blocks (walls, ceiling 8', and floor).  
Gaping pit (10' wide and deep). Pile of gold and silver chalice (beyond the pit).

- ▶ **In the pit:** 2' deep water. A mouldy skeleton in rusted chainmail.

- ▶ **Touching the water:** Save versus paralysis or fall into a coma for 1d6 turns. (PCs in a coma will drown in the water if not rescued quickly.)
- ▶ **Touching the treasure:** It is illusory, concealing a 1' high wooden chess piece: a black king.

