

# Level 12A: Greznok

The goblin city this chapter details is unusual for The Dungeon of Graves in that it is not necessarily a dangerous place for the PCs to explore. In fact, depending upon how the PCs decide to deal with the locals, it could serve as a place to rest, prepare spells, and even trade in some hard-won treasures. Should the PCs grow hostile, however, Greznok, like all of Rappan Athuk, quickly becomes inhospitable and deadly. This is a roleplaying level. If the PCs take the time to get to know the natives, they may learn of a curse that has befallen the city. A pyrohydra, sent by the goddess Hecate, has taken up residence in the northernmost cavern. Slaying this beast endears the PCs to the goblin clerics and the citizenry of Greznok. A map of this level is depicted in **Map RA-12A**.

## Common Goblins

This cave contains hundreds of common goblins, most carrying short swords or javelins. Their stats are as follows:

**Goblin:** HD 1d6 hp; AC 6 [13]; Atk 1 short sword (1d6) or javelin (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

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**Equivalent Dungeon Level:** 9

**Entrances/Exits:** Stairs from **Level 9A**; entrances to Under Realms in **Areas 12A-1** and **12A-32**; winding tunnel to **Level 12 (Area 12A-22A)**. A tunnel leads to **Levels 10B** and **13A** from **Area 12A-12**. A Locked Mithral door leads to **Level 11A**.

**Wandering Monsters:** In the southern part of the city (**Areas 12A-1** to **12A-20**), goblins are so ubiquitous as to not even be counted as wandering monsters (see side box). Assume that, unless a keyed area states otherwise, there are always at least 6 normal goblins within earshot of the PCs. The wandering monsters for the southern city, then, are unique NPC goblins, higher-level goblins, or creatures present in addition to the low-level goblins. Roll once every 30 minutes on 1d20 in the southern half of the city.

- 1** **10 ogres**, trading bowls, cups, and silverware they plundered from a human town, perhaps one of the PCs' hometowns. This encounter occurs only once; otherwise treat as no encounter.
- 2** **fire giant** with **4 human slaves**. This encounter occurs only once; otherwise treat as no encounter.
- 3** **Knoob Chimneybuckles** (see **Area 12A-10**) out walking his dire wolves. If dead, treat as no encounter.
- 4** **A hobgoblin trader**, with a cargo of fresh fruit (a rarity this far below ground) to sell. This encounter occurs only once; otherwise treat as no encounter.

- 5** **2d8 goblin thugs** looking for a fight (see "Running Greznok").
- 6-7** **A goblin patrol** looking for suspicious characters (see "Running Greznok").
- 8** **2 underpriests** (see **Area 12A-37**) looking for infidels.
- 9-20** No encounter.

There are fewer wandering monsters in the northern part of the city (**Areas 12A-21** to **12A-46**). Check once every 30 minutes on the following chart:

- 1-2** **1d4+1 hobgoblin fighter** (see **Area 12A-24**, below).
- 3** **goblin underpriest** (see **Area 12A-22**, below).
- 4-5** **ogre guard** (see **Area 12A-36**, below).
- 6-20** No encounter.

There are no wandering monsters in **Areas 12A-37** through **12A-45**.

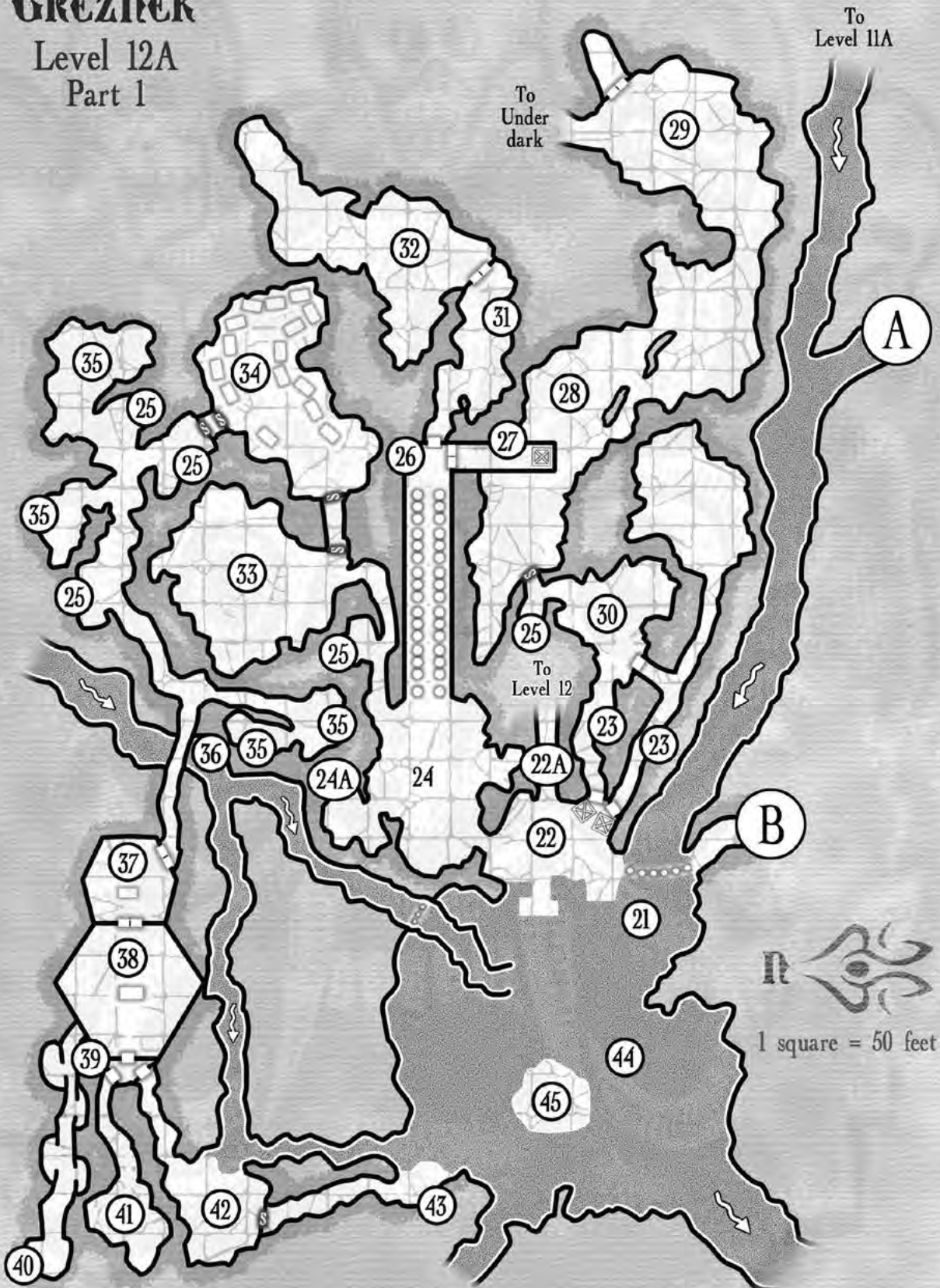
**Detection:** Evil in temple (**Areas 12A-37** to **12A-39**), **Area 12A-7**, **Area 12A-43**, and on the Unholy Island (**Area 12A-45**).

**Standard Features:** Unless otherwise noted, all doors on this level are assumed to be made of wood. For the most part, secret doors are made of stone and rotate on a central axis. Except where specified, no area is lit.

**Water:** In general, the river is between 8 and 12 ft. deep, cold, and swiftly flowing. Where the river does not pass through caves, assume there is between 6 in. and 2 ft. separating the water's surface and the top of the channel.

# GREZNEK

Level 12A  
Part 1

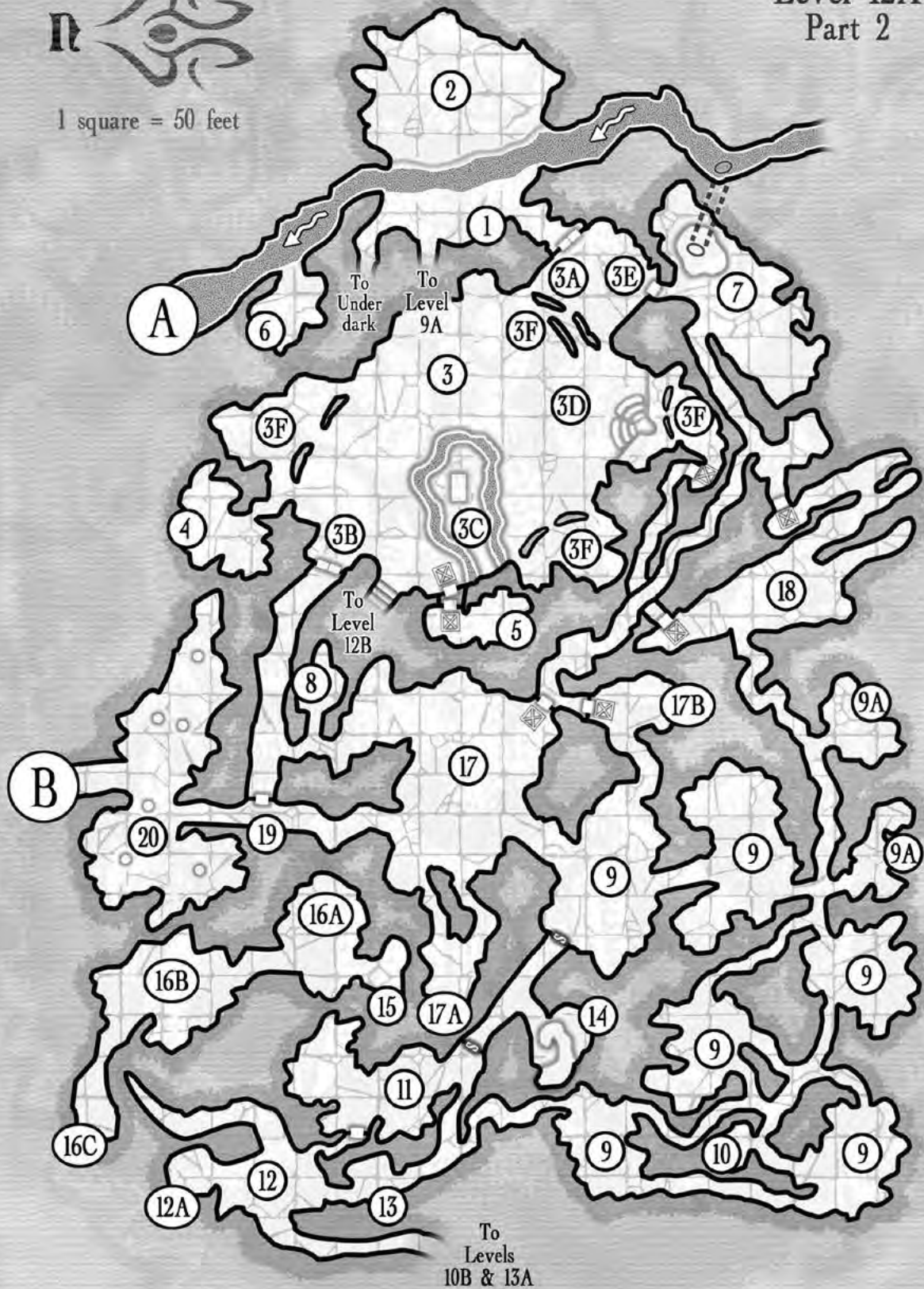


# GREZNEK

## Level 12A Part 2



1 square = 50 feet





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**Ogres (10):** HD 4+1; AC 5 [14]; Atk 1 axe (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

**Fire Giant:** HD 11+3 (58 hp); AC 3 [16]; Atk 1 sword (5d6); Move 12; Save 4; AL C; CL/XP 12/2000; Special: Hurl boulders, immune to fire. Has four human slaves (three 1st level fighters and a 1st level thief, all with only 2 hp currently).

**Hobgoblin:** HD 1+1; AC 5 [14]; Atk 1 scimitar (1d6); Move 9; Save 17; CL/XP 1/15; Special: None.

## Running Greznek

The main consideration when running this level — at least the southern half — is that it is a city, and that its residents assume that if PCs are in the city then they were meant to be there. While the PCs probably receive some sideways glances or overhear muttered insults, the locals should merely be considered unfriendly.

The above assumes, however, that the PCs are human or halfling. Elves, half-elves, or dwarves are automatically considered a threat to the citizens of Greznek. Only a human or halfling can convince a patrol or guard that the aforementioned PCs can be trusted. Clerics of any lawful religion who display their holy symbols are likewise considered a threat—and no amount of diplomacy or bluffing can convince a patrol that a lawful cleric can be trusted.

Of course, should the PCs successfully make their way into Greznek, there is no guarantee that some brave or hot-headed gang of goblins might not decide to pick a fight, nor that a goblin patrol might not decide to single the PCs out and give them a hard time. By and large, most of the locals, even a patrol of guards, do not pose much of a threat to the PCs. Yet should the PCs kill a large number of goblins — even in self-defense — they are in risk of turning the city hostile (see “**If Things Go Wrong**” for details). The following groups could pose problems for the PCs:

### Goblin Thugs (8)

These **ruffians** may decide to challenge the PCs, even if the city is generally friendly toward the characters, since challenging “foreigners” is a sign of strength.

**Goblin:** HD 1d6 hp; AC 6 [13]; Atk 1 morning star (1d6) or javelin (1d6) or light crossbow (1d4+1); Move 9; Save 18; AL C; CL/XP 8/10; Special: -1 to hit in sunlight. Gear: Leather armor, shield, morning star, 2 javelins or light crossbow with 20 bolts, 3d4 sp, 4d4 cp.

### Goblin Patrols

Goblin patrols consist of **6 guards** and a **leader**, and are often accompanied by **2d4 worgs**.

**Goblin Fighters (6):** HD 3; AC 5 [14]; Atk 1 morning star (1d6) or javelin (1d4); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Ring armor, shield, morning star, light crossbow, 20 bolts, 20 gp.

**Goblin Leader:** HD 6; AC 4 [15]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 11; AL C; CL/XP 6/400; Special: -1 to hit in sunlight. Gear: Chainmail, shield, short sword, light crossbow, 20 bolts, 25 gp.

**Worg:** HD 4; AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

## If Things Go Wrong

When the PCs enter Greznek — assuming they are in human or demi-human form — the city’s residents and patrols are considered unfriendly. A number of factors, however, can change this attitude for better or for worse. PCs score points for different actions, and these accumulated points determine the locals’ general attitude toward them. See “**Influencing the Goblins**,” in the side box. The PCs have 10 points when they enter the city. If the goblins’ attitude improves to indifferent, then the PCs are treated as if they were goblins themselves — which is nothing to be sought after, but better still than where they started. Should the goblins’ attitude improve to friendly, the PCs are bought rounds in drinking establishments, given advice, perhaps offered a daughter as a wife. Finally, if the goblins are helpful, then the PCs are treated like heroes and all but handed a key to the city. If, on the other hand, the goblins become hostile, then the PCs are marked targets. In general, the low-level goblins do not attempt to harass the PCs — in fact, they avoid them. Word travels fast through the city, however, and unless the PCs are in hiding, two patrols seek out the PCs with the intention of killing them or bringing them to the slave pits (via **Area 12A–22A**). If these goblins fail, three patrols search the PCs out. If these fail, the clerics are sent for. Depending on the severity of the PCs’ actions and the perceived threat they pose, the clerics either round up the hobgoblins from **Area 12A–24** or summon the glabrezu and awaken the Titan Cyclops (see below for details).

### Influencing the Goblins

Goblin reactions are based on “points” accumulated by the PCs. When they enter the city, they have 10 points, and goblins are “unfriendly.” The chart below details what actions modify the party’s points and what reaction level the goblins have to the PCs.

**Referee Note:** Regardless of points, elves, dwarves, and clerics displaying symbols of lawful deities always earn a “hostile” reaction.

| Points      | NPC Attitude |
|-------------|--------------|
| Less than 5 | Hostile      |
| 5 to 14     | Unfriendly   |
| 15 to 24    | Indifferent  |
| 25 to 39    | Friendly     |
| 40+         | Helpful      |

Adjust the PCs’ score according to the following actions or situations:

| Action/situation                                       | Adjustment                                |
|--|---|
| Each lawful cleric in party                            | -10 points                                |
| Each elf or dwarf in party                             | -5 points                                 |
| PCs overheard speaking disparagingly about goblins     | -1 per 5 goblins who overheard remarks    |
| PCs are known to have killed a goblin                  | -2 per goblin killed                      |
| PCs attack a goblin patrol                             | -20                                       |
| PCs kill a high-level goblin                           | -25                                       |
| PCs insist on speaking Common                          | -2 points                                 |
| Each PC who speaks Goblin                              | +2 points                                 |
| PCs change an individual goblin’s attitude to friendly | +2 per goblin                             |
| PCs change an individual goblin’s attitude to helpful  | +4 per goblin                             |
| PCs defeat the hydra in <b>Area 12A–32</b>             | +15                                       |
| PCs are disguised to look like goblins                 | +10 (though no bonus for speaking Goblin) |

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### 12A-1. Entrance Cavern

A wide set of stone stairs from **Level 9A** descends to a large cave bordered by a stream; the roof arches 18 ft. above the cave floor. Across the water, a 12 ft. high cliff face rises into the darkness. Debris is scattered everywhere: shield straps, bones, offal, sword pommels, broken cups, twisted wire, and cracked helmets. With every step the PCs take, something old and forgotten crunches under foot.

There are two doors leading out of the cave. The eastern door opens into the cave and leads to a tunnel that slopes down at a sharp angle. This natural passage winds downward for approximately half a mile before joining up with Under Realms. The Referee is free to design the portion of the Under Realms to which it is connected, or, if he prefers, simply to omit the door entirely.

The second door is made of iron and locked. There is, however, a large, brass knocker placed squarely in the center of the door. Engraved in Goblin above the knocker are the words, strike thrice to enter. Three evenly spaced knocks signals the goblin guards in **Area 12A-3A** to unlock and open the doors. Should the PCs make any effort to open the door without knocking, a small slot below the knocker slides open and one of the guards peeks out and calls (in Goblin), “Oy! What ya’ doin’? Can’t ya’ read? Ya want a mouth full o’ me axe?” and so on. If the PCs attack or continue to attempt to open the door, a patrol is summoned (–10 points on the “**Influencing the Goblins**” chart, above).

### 12A-2. The Low-Roofed Cave

The cave’s ceiling is a mere 6 feet high, forcing most PCs to crouch as they explore. Small weapons (like daggers and short swords) can be used without penalty here, but the use of larger weapons incurs a –2 penalty on attack and damage rolls, and weapons like two-handed swords and polearms are useless.

The southern portion of the cave is home to **3 huge scorpions**, all of which attack if the PCs approach within 20 ft.

**Huge Scorpions (3):** HD 12; AC 1 [18]; Atk 2 pincers (2d6), sting (1d6 + poison); Move 12; Save 3; CL/XP 14/2600; Special: Lethal poison sting.

### 12A-3. The Great Cavern

This huge cavern serves as both Market Square and gathering place for the citizenry of Greznek. Denizens of the Under Realms and Rappan Athuk itself travel here to buy, sell, and trade their wares. Because it is forever midnight in the Under Realms, the market stays open continuously, with one goblin merchant closing down his stall only to be quickly replaced by another. When needed, the great cavern is cleared of merchants’ stalls and “foreigners,” and all the residents of Greznek gather here to solve problems or, more likely, receive instructions from Tribitz.

Typically, there are approximately **125 goblins** circulating within this cave, 30 to 40 of whom are merchants. In addition, there are 25 to 50 “foreigners,” made up primarily of orcs, goblinoids, giants, and ogres. There is a 25% chance that 1d3 drow are present, a 15% chance for the same number of derro or duergar, and a 5% chance for a band of humans, typically (80%) magic-users or clerics of Orcus.

Barter here is done in the goblin tongue, though some (10%) of the merchants speak common (though see above). Most goods from the rulebook’s equipment list are for sale here, though at a 20–50% markup (even more for “foreigners,” meaning non-goblins). PCs are free to sell their wares as well, although, they typically receive only 40% of the listed value instead of the customary 50%. Fresh fruit and vegetables, good wine, livestock, and items made entirely of wood are either not for sale at all (90%) or available at exorbitant prices (+200–300%). Should the PCs possess any of the above items, they could receive upwards of 150% of the item’s listed value. Also for sale are such goblin treats as

dried human head, dog’s liver, cat eyes, xorn tongue, rat teeth necklaces, mouse stew, bat wing berets, and so on. The Referee is free to invent whatever prices he or she wishes for these items, should the PCs express an interest.

The area is guarded by **2 goblin patrols** (see “**Running Greznek**,” above) at all times. At the first sign of significant trouble, the guards in **Areas 12A-3A, 12A-3B, and 12A-3E** also bolt their doors and come running.

A number of points of interest are within the cave, all of which are described below.

#### 3A. Guard Post

Standing watch at one of the two main entrances are **2 well-armored elite goblin guards**. Anyone wishing to leave Greznek may do so without question (assuming the city is not hostile toward them), but a price of 1 gp per non-goblin must be paid to enter. The guards keep a locked iron strongbox by their side, into which they deposit the entrance fees through a small slot. Needless to say, attempting to steal the strongbox (which contains between 50–100 gp) incurs the wrath of the goblin patrols and a –10 penalty on the **Influencing the Goblins** chart, above.

**Elite Goblin Guards (2):** HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of giant strength*, 25 gp.

#### 3B. Guard Post

Similar in all ways to **Area 12A-3A** except that there are **3 elite goblin guards** and the strongbox contains 100–200 gp.

**Elite Goblin Guards (3):** HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: –1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of strength*, 25 gp.

#### 3C. The Raised Sepulcher

Atop this 15 ft. tall mound stands a 6 ft. long, 3 ft. high stone block carved with various images of Orcus in all his bestial glory. Within the top of the block is a curved depression in which rests a gold offering bowl. Goblins, or anyone else who so chooses, may climb the mound and place their offering to Orcus in the bowl. A **hobgoblin guard** stands guard over the offering bowl at all times. Every 12 hours another hobgoblin arrives to relieve the first, who takes that shift’s haul to the clerics in **Area 12A-37**. Making an offering of more than 25 gp to Orcus gains the PCs a +2 bonus on the **Influencing the Goblins** chart, above. Lawful clerics or paladins who make such an offering, however, must succeed at a saving throw or lose 5,000 XP.

**Hobgoblin Offering Guard:** HD 3; AC 3 [16]; Atk +1 battleaxe (1d8+1); Move 9; Save 14; AL C; CL/XP 4/230; Special: Cast spells as 3rd level cleric. Gear: Platemail, +1 battleaxe, unholy symbol of Orcus.

The guard only leaves his post if a significant disturbance occurs in the cave below. Needless to say, stealing or attempting to steal from the offering bowl is an unpardonable, capital offense.

#### 3D. The Amphitheater

In this corner of the cave, a raised stone dais looks out over three rows of stone benches. Whenever Tribitz wishes to address the goblins of Greznek, he does so from this vantage point. During “business hours,” this area remains more or less ignored, although some goblin children can be found scampering between the benches. The dais, however, remains

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conspicuously unoccupied. Anyone seen mounting the dais is asked to leave it immediately by the patrol. Failure to obey this command results in the use of force by the patrol and an immediate loss of 10 points on the Influencing the Goblins chart, above.

### 3E. Locked Door

This door is ironbound and well-locked. Only the clerics of Orcus possess keys to this door. Anyone else seen attempting to gain entrance here is arrested by the patrol and made to fight Droog in **Area 12A-17**.

### 3F. Fissures

Throughout the cave, a number of long, narrow fissures issue forth hot, dimly glowing steam. These crevasses are between 2 and 3 ft. wide and 10 to 15 ft. deep. The source of the steam is a heated underground lake that roils and steams beneath the cave. Anyone unfortunate enough to fall or be cast into a fissure suffers 2d6 points of falling damage, and 1d6 points of fire damage each round spent in the super-heated waters. Climbing out is possible but difficult due to the wetness of the stone. Anyone climbing the wall takes 1d3 points of damage per round spent in the crevasse.

### 12A-4. Weapons Cache

The goblins store hundreds of rudimentary weapons here in case the city is attacked. In all, there are 75 light maces, 35 short swords, 150

javelins, 80 shields, 30 light crossbows, 20 shortbows, 200 bolts, and 150 arrows piled about the cave. The patrols attempt to apprehend anyone seen trying to enter this area.

### 12A-5. Magic Weapons Cache

The goblins keep a small number of magic weapons stored here. These include 3 +1 *light maces*, 2 +1 *short swords*, 4 +1 *javelins*, and 3 +1 *shields*. As always, attempting to enter this room draws the immediate attention of the patrols.

### 12A-6. The Cave of the Hermit

A narrow cave opening abuts the river, before which the current swirls and eddies, allowing a vessel time to moor or a swimmer to climb ashore.

**Lothum**, a half-goblin rogue and outcast of Greznek, occupies the cave. His meager belongings are strewn about: a lidless chest containing scraps of rags, ratty pants, tattered shirts, broken jewelry, four pairs of boots, fish bones. If Lothum hears anyone in or near the cave mouth, he immediately hides and tries to determine the strength and identity of the intruders. The half-goblin is a persona non grata in Greznek, and he lives in fear that certain higher powered goblins might find and kill him. He believes his predicament is entirely the work of one goblin, Knoob Chimneybuckles, and Lothum dreams of the day he can exact his revenge.



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This pathetic creature is absolutely uninterested in combat, though if only one intruder finds his way into the cave, Lothum attempts, briefly, to scare him off with wild, and ultimately empty, threats. He quickly abandons this ploy, however, if it appears to have no effect or if it elicits a threatening response. If he cannot scare off a lone intruder, or if he is beset by more than one, Lothum pleads for his life and asks to be left alone. If the PCs leave him be, he makes them an offer. He tells them he possesses a powerful magic item that he gladly hands over as payment for the head of Knoob Chimneybuckles. On his right thumb he wears a *ring of water walking*, which has come in very handy while at his current residence, but which he would gladly trade for the death of his nemesis. Lothum is unwilling to show the PCs the ring before they have completed their mission, though if pressed he does describe its properties. If the PCs question Lothum about what Knoob has done to warrant assassination, the half-goblin is vague. "Lied and cheated," he responds. "Smearred my good name!" He is no more exact than this.

Should the PCs agree to the quest, he tells them that Knoob lives alone in a small cave in the southern corner of Greznek and that he is, much to Lothum's chagrin, very well-liked among the residents.

If the PCs are successful, Lothum happily gives them the *ring*. He is also willing to tell them what he knows about the layout of the Greznek, which is as follows:

- There is a temple near the Great Lake where the clerics all live. The clerics are very powerful and rule the city.
- A hydra has recently moved into the northernmost caves.
- There is a chamber near the barracks where the clerics all go with gold and gems.

**Lothum:** HD 2 (7 hp); AC 7 [12]; Atk 1 dagger (1d4); Move 9; Save 16; AL C; CL/XP 2/30; Special: Backstab for x2 damage. Gear: Leather armor, dagger, thieves' tools, *ring of water walking*, 14 gp.

### 12A-7. Unholy Bath

Whenever a cleric of Orcus is plagued by good or pure thoughts, he comes to this chamber to cleanse himself and return to a state of utter evilness and impurity. The pool is fed by an underground stream and is 12 ft. deep. Any paladin or lawful cleric who enters the water must succeed at a saving throw or lose one level. The cave is guarded by **2 clay golems**, which attack any non-cleric who enters.

**Clay Golems (2):** HD 12 (50 hp); AC 7 [12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP; 14/2600; Special: Immune to slashing and piercing weapons, Immune to most spells.

Swimming the narrow channel from the river to the pool is possible, yet should the chamber be entered via the pool, as before, all paladins and lawful clerics must succeed at a saving throw or lose one level.

### 12A-8. Empty Caves

These caves contain nothing of interest. As always, the ubiquitous goblin garbage litters the floor, but no amount of searching turns up anything of value. There is a 10% chance that **1d3 common goblins** are here rummaging about looking for odds and ends.

### 12A-9. Communal Living Areas

Goblins know nothing of privacy. They live like rats or worms, sprawling beside one another amid their trash and fetid smell. Occasionally, the odd goblin employs a blanket or bedroll of some kind, but more often they simply lie down on the cave floor wherever there is a free spot.

Each cave houses **70 to 80 common goblins** (except the areas marked "9A," which house only 25 to 40), half of whom are present in the living

areas at any given time. It is unusual to see non-goblins in these caves, so the PCs are likely to garner a number of curious looks and perhaps a comment or two — but nothing more.

The goblins have learned it is wisest to keep their valuables with them at all times. Thus, they sleep with their coins in their pockets, and their weapons on their belts.

## 12A-10. Knoob Chimneybuckles' Cave

This well-respected **sorcerer** lives alone with his **2 dire wolf pets**. There is a 50% chance that Knoob is in his living quarters; otherwise, he can be found in **Area 12A-3** selling potions. The cave contains a small cot, a locked chest with his belongings (see treasure, below), and a small table with his potion-making supplies. There is nothing else of value here.

If the PCs seek to act as diplomats rather than murderers, they might attempt to talk to Knoob about Lothum. Sadly, Knoob has no recollection of the half-goblin. "Who?" he croaks. "Luthum? Lobum? Oh, Lothum. Never heard of him. What does he want, a potion? Well, tell him he has to pay like everyone else." If the PCs explain that Lothum feels Knoob is responsible for his exile, the sorcerer merely shakes his head.

Although Knoob lives alone, the passageways adjacent to his cave are well traveled. Sounds of combat here attract the attention of nearby goblins who immediately alert the patrol. Knoob, of course, protects himself as best he can if the PCs attempt to carry out Lothum's paranoid scheme.

Knoob makes a decent living selling potions. If the PCs visit him, he assumes they are prospective buyers and immediately begins quoting them prices: *charm person*, 50 gp; *giant strength*, 150 gp. At the moment Knoob only has three *potions of giant strength*. If the PCs would like either more *giant strength* potions or *charm person* potions, the goblin requires a 50% down payment and time to prepare them.

**Knoob Chimneybuckles, Goblin Magic-User 6:** HP 16; AC 9 [10]; Atk 1 silver dagger (1d4); Move 9; Save 10; AL C; CL/XP 4/120; Special: Magic-user spells (1st—*charm person*, *detect magic*, *magic missile*, *read magic*; 2nd—*web*, *strength*; 3rd—*lightning bolt* x2). Gear: Silver dagger, *scroll of dispel magic*.

**Dire Wolf:** HD 4; AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL N; CL/XP 4/120; Special: None.

**Treasure:** 750 gp, 3 *potions of giant strength*, 2 emeralds worth 150 gp each, all in a locked wooden chest.

## 12A-11. Kennel

**Two dozen worgs** are kept and fed here. They growl menacingly at any non-goblin who enters and then attack as a pack if the intruders remain for more than two rounds. Any combat here draws the attention of the guards in **Area 12A-12**.

**Worgs (24):** HD 4; AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL N; CL/XP 4/120; Special: None.

## 12A-12. Barracks

The **goblin guards** and **patrol leaders** are stationed here. There are 40 cots along the north and east walls for the guards and another dozen cots along the south wall for the patrol leaders. At any time, half the guards (20) and patrol leaders (6) are on duty patrolling the city, while the other half remain here, sharpening their weapons and fixing their armor. **Trillok**, the captain of the guard, is also stationed here. His quarters, **Area 12A-12A**,

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contain a cot, a locked chest (see below), a small table, and a stool.

Only members of the guard or clerics are allowed in the barracks. Anyone else is considered an intruder and given 2 rounds to vacate. The passage to the north leads to **Level 10B, Area 10B–14**, with a side tunnel leading to **Level 13A** after 400 yards.

**Goblin Fighters (20):** HD 3; AC 5 [14]; Atk 1 morning star (1d6) or light crossbow (1d4+1); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Ring armor, shield, morning star, light crossbow, 20 bolts, 20 gp.

**Goblin Patrol Leaders (6):** HD 6; AC 4 [15]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 11; AL C; CL/XP 6/400; Special: -1 to hit in sunlight. Gear: Chainmail, shield, short sword, light crossbow, 20 bolts, 25 gp.

**Trillok, Captain of the Guard:** HD 8 (36 hp); AC 5 [14]; Atk 1 longsword (1d8+1, wielded with 2 hands); Move 9; Save 11; AL C; CL/XP 8/800; Special: -1 to hit in sunlight. Gear: Chainmail, longsword, *potion of extra healing*.

**Treasure (in chest):** 2,500 gp; 3 *potions of giant strength*, 3 *potions of extra healing*.

### 12A–13. Guard Post

Two elite guards are stationed here at all times. No one other than a member of the guard or a cleric is allowed east of this area. Any combat here attracts the attention of the occupants of **Area 12A–12**, who arrive in 3 rounds.

**Elite Goblin Guards (2):** HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of giant strength*, 25 gp.

### 12A–14. Teleportation Waters

The door to this chamber is made of iron and securely locked. An elite guard stands outside at all times. Only clerics possessing a key to the door are allowed to enter this area.

**Elite Goblin Guards (2):** HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of giant strength*, 25 gp.

The chamber contains two pools of water, one larger, one smaller, and a small table, upon which is laid a **single gold amulet**. Donning the amulet (see **Area 12A–38**, below) and fully immersing oneself in the larger pool *teleports* the wearer to **Area 12A–15**. Entering the smaller pool wearing the amulet or entering the larger pool without the amulet does nothing. Only one person may be *teleported* at a time; holding hands with or climbing on the back of the person wearing the does not work.

### 12A–15 Arrival Point

An individual *teleported* from **Area 12A–14** arrives here.

### 12A–16. Treasure Vault

The clerics hide their most valuable plundered works of art and jewelry in **Area 12A–16B**. **Area 12A–16A**, however, contains a **bebiliith**, on loan from Orcus himself, which attacks any non-cleric who enters.

**Bebiliith:** HD 12 (60 hp); AC -2 [21]; Atk 2 claws (2d4), bite (2d8 + poison) or web; Move 15 (Climb 9); Save 3; AL C; CL/XP 14/2600; Special: Immune to electricity and poison, *plane shift* at will, web 4/day, communicate telepathically.

Piled around **Area 12A–16B** are hundreds of works of art and pieces of jewelry: framed paintings, gold vases, onyx statues, gem encrusted daggers, silver bowls, and so forth. Nothing is magical. In all, there are 350 works of art and 470 pieces of jewelry. The Referee should roll for the value of any given item, ignoring, however, results over 100 gp.

A PC wishing to leave the treasure vault must possess the amulet from **Area 12A–38**. If the wearer of the amulet proceeds down the narrow passage to **Area 12A–16C**, and there, at its terminus, intones the name of the Orcus, he is instantly *teleported* to the small pool of water in **Area 12A–14**. Aside from a *teleport*, *wish*, or similar magic, there is no way to leave the Treasure Vault without the amulet.

## 12A–17. The Fight Circles

Distributed throughout this large cave are four “Fight Circles,” actually just a series of stakes hammered into the cave floor in the form of a circle. A favorite past time for the goblins of Greznek — in fact, the only past time for the goblins of Greznek — is the blood sport called “Circle Fighting.” Two contestants are placed — usually by choice — within the circle of stakes, each is handed a club, and the combatants then proceed, cheered on by spectators who wager the fights’ outcome, to slug it out until only one is left standing. The winner is given a purse of 5 gp, dispersed by a hobgoblin who serves as a kind of ringmaster, and the loser is dragged from the ring and piled in **Area 12A–17A** where he is left to live or die, depending on his luck and constitution.

Usually, only two or three Circles are in use at one time, though occasionally all four see action simultaneously. A typical fight has 12 to 25 spectators, normally 100% goblins. No goblin willingly steps into the ring with a non-goblin. Only Droog, the ogre in **Area 12A–17B** challenges non-goblin humanoid. Certain offenses, such as insulting goblins as a race or petty theft, might result in the perpetrator having to face Droog in a blood match. Droog — or conceivably his opponent, though Droog has never lost — receives a purse of 15 gp.

**Referee Note:** Droog is permitted to use his large club, while his opponent is given a standard club.

**Ringmaster (Hobgoblin):** HD 5; AC 5 [14]; Atk 1 flail (1d8); Move 9; Save 12; AL C; CL/XP 5/240; Special: None. Gear: Chainmail, flail, dagger, 125 gp.

### 12A–17A. “Recovery” Room

The bodies of two to five losers can be found here at any one time, one to three of which are dead; the rest are seriously wounded.

### 12A–17B. Droog’s Cave

This ogre makes a living demolishing the odd opponent in a fight circle. The cave contains a pile of furs and skins in one corner (his bed), and bones and refuse everywhere else.

**Droog:** HD 9+1 (50 hp); AC 4 [15]; Atk 1 giant club (1d10+1) or javelin (1d6+1); Move 9; Save 7; CL/XP 9/1100; Special: None. Gear: Giant club, javelins (4), leather armor, 175 gp.

## 12A–18. Cave of the Dire Tigers

These large, jagged caves are home to **Grimb**, a goblin ranger, and his 3 **giant tiger pets**. There is a 25% chance that Grimb and one of his tigers are out hunting, that is, scouring the Under Realms for food — derro, orcs, driders, hell hounds, and so on — for the tigers. Grimb and his pets are



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given high status in Greznek, though the reclusive goblin rarely makes use of it; in fact, he shuns all contact with other goblins, greatly preferring the company of his tigers. Should the city come under attack, however, Grimb and the dire tigers join the defense, presenting an awesome foursome. The clerics have been trying to convince Grimb to take his tigers and assault the hydra in **Area 12A–32**, but thus far they have been unsuccessful.

Strangers, aside from clerics, are absolutely not permitted here. Grimb gives intruders a brief warning, and then sics the tigers on them. If Grimb is out of the cave, the tigers attack without hesitation.

**Grimb:** HD 8 (31 hp); AC 5 [14]; Atk 1 short sword (1d6) or +1 shortbow (1d6); Move 9; Save 8; AL C; CL/XP 8/800; Special: -1 to hit in sunlight, track (85%). Gear: Chainmail, short sword, +1 short bow, 20 arrows, silver dagger, *potion of healing*.

**Giant Tigers (3):** HD 7; AC 6 [13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 9; AL N; CL/XP 7/600; Special: Rear claws (as smilidon).

**Treasure:** Hidden beneath a stone in the area marked **18A** is a sack containing 180 pp and 5 diamonds worth 250 gp each.

### 12A–19. Guard Post

here at all times. Non-goblins wishing to proceed beyond this point, either through the door or into **Area 12A–17**, must first answer a brief series of questions: “Who are you? Where are you from? Why are you coming here?” and, “How long will you stay?” Basically, the goblins expect to hear that the PCs have come to trade with the goblins and then leave. Of course, if the PCs have other answers, the Referee is free to roleplay this encounter however he wishes.

Absolutely no non-goblins are permitted into **Area 12A–20**. A skirmish here draws the attention of that area’s occupants.

**Elite Goblin Guards (2):** HD 5; AC 5 [14]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Ring armor, shield, short sword, light crossbow, 10 bolts, *potion of giant strength*, 25 gp.

### 12A–20. The Flames of Orcus

This cavern contains six 3 ft. wide circular openings in the cave floor. Each opening belches forth a jet of flames every 4 to 5 minutes; thus, because the holes are on different schedules, one of the six holes is “flaming” about every 45 seconds. The holes lead to 3 ft. diameter chutes that drop 30 ft. to molten lava. Anyone falling into the lava suffers 100 points of fire damage per round unless protected from the fiery rock by some magical means.

Posted here at all times are **2 goblin clerics** and **4 elite hobgoblin guards**. This cave is a holy place to goblins, and the clerics chant a sacred prayer to Orcus every hour on the hour. Intruders are told to leave; failure to do so immediately results in a swift attack from the goblins and hobgoblins. The only exception to his rule would be if the PCs have been hired to kill the hydra in **Area 12A–32**, in which case one of the hobgoblins brings them to **Area 12A–22**, where they are then escorted to the hydra.

**Goblin Priests (2), Cleric 8:** HP 25 each; AC 3 [16]; Atk 1 +1 *morningstar* (1d6+1); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2; 2nd—*hold person* x2; 3rd—*prayer, speak with dead*; 4th—*cause serious wounds, protection from good 10-ft radius*; 5th—*dispel good, finger of death*). Gear: +1 *morning star*, +1 *chainmail*, shield, unholy symbol, pouch with gems worth 1,000 gp.

**Elite Hobgoblin Guards (4):** HD 8; AC 3 [16]; Atk 1 longsword (1d8) or javelin (1d6); Move 9; Save 8; AL C; CL/XP 8/800; Special: -1 to hit in sunlight. Gear: Banded armor, shield, longsword, javelins (4), 50 gp.

**Tactics:** The hobgoblins rush to engage the PCs while the clerics cast their spells. When engaged, the clerics look first to use their *cause wounds* spells, starting with the most powerful and then working down.

### 12A–21. The Stepping Stones

Water from the river flows between a row of stepping stones into the Unholy Lake. Crossing the stones requires a successful saving throw to avoid falling into the swiftly flowing water and, unless a second saving throw is made, being carried out into the lake. If a rope can be strung across the rocks and secured in **Area 12A–22**, then no saving throws are required.

Unless the PCs are accompanied by a hobgoblin from **Area 12A–20**, the goblins in **Area 12A–22** fire on the PCs as they attempt to cross the rocks. If the PCs are accompanied by a hobgoblin, one of the fighters from **Area 12A–22** paddles across with a boat to ferry the PCs to shore.

### 12A–22. The Docks

This cave is guarded at all times by **1 goblin cleric** and **8 goblin fighters**. The western edge of the chamber is open and faces out to the lake. Two rowboats are tied to a stone dock that juts off this side of the cave. A 10 ft. high natural rock platform stands in the southwestern portion of the cave. Two rope ladders are hung on the north and east faces of the platform, allowing for easy access to its top.

As stated above, unless the PCs are accompanied by a hobgoblin guard from **Area 12A–20**, attempts to cross the stepping stones or gain access to this chamber in any way results in an immediate attack from its occupants. Should the PCs have been sent this way to slay the hydra in **Area 12A–32**, then one of the guards directs them to **Area 12A–31**.

Melee in this chamber gains the attention of the hobgoblins in **Area 12A–24**, who join the combat in 1–3 rounds.

**Goblin Cleric, Cleric 8:** HP 25; AC 3 [16]; Atk 1 +1 *morningstar* (1d6+1); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2; 2nd—*hold person* x2; 3rd—*prayer, speak with dead*; 4th—*cause serious wounds, protection from good 10-ft radius*; 5th—*dispel good, finger of death*). Gear: +1 *morning star*, +1 *chainmail*, shield, unholy symbol, pouch with 800 gp.

**Goblin Guards (8):** HD 4; AC 4 [15]; Atk 1 short sword (1d6) or javelin (1d6 + 1d6 poison); Move 9; Save 13; AL C; CL/XP 4/120; Special: -1 to hit in sunlight. Gear: Chainmail, shield, short sword, javelins (3) coated in venom (1d6 damage), *potion of healing*, 4 flasks of oil.

**Tactics:** Four goblins are stationed at all times atop the platform. If intruders are spotted crossing **Area 12A–21**, the goblins on the platform sound the alarm while they begin firing. The remaining four guards take up positions at the entrance to the cave, at the northern end of the stepping stones, and begin firing as well. The cleric casts his spells, then moves forward to join the goblins on ground level. If the combat is joined in **Area 12A–22**, the hobgoblins from **Area 12A–24** arrive in 1-3 rounds.

**Referee Note:** The secret door on the northern wall has been *wizard locked* by Teran from **Area 12A–30**. The goblins are not yet aware of this.

### 12–22A. Tunnel to Level 12

This winding passage descends for about a quarter mile until terminating at **Level 12, Area 12–24**.

## 12A–23. Sloping Passage

These narrow winding passages slope down at a dramatic angle of nearly 30 degrees away from **Area 12A–22**. As well, these passages are damp and littered with loose stones. Characters attempting to run down these tunnels must succeed at a saving throw to avoid falling. Movement up these tunnels is reduced by one third.

## 12A–24. Hobgoblin Cave

A **small band of hobgoblins**—devout worshipers of Orcus all—has taken up residence here. These warrior pilgrims traveled to Grezneck when their leader, **Purbok**, received a message in a dream from his dark master to serve the goblin clerics. This the hobgoblins now do without question.

Purbok and his **two captains** camp in **Area 12A–24A**, while the rest of the hobgoblins are stationed in the main cave.

**Hobgoblin Foot Soldiers (15):** HD 1+1; AC 5 [14]; Atk 1 longsword (1d8) or javelin (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: None. Gear: Ring armor, shield, longsword, javelins (4), pouch with 10 gp.

**Hobgoblin Elite Foot Soldiers (10):** HD 2+2; AC 4 [15]; Atk 1 longsword (1d8) or javelin (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: None. Gear: Chainmail, shield, longsword, javelins (4), pouch with 15 gp.

**Hobgoblin Lieutenants (5):** HD 4+4; AC 4 [15]; Atk 1 longsword (1d8) or javelin (1d6); Move 9; Save 13; AL C; CL/XP 4/120; Special: None. Gear: Chainmail, shield, longsword, javelins (4), pouch with 20 gp.

**Hobgoblin Captains (2):** HD 6+6; AC 4 [15]; Atk 1 +1 longsword (1d8+1) or javelin (1d6); Move 9; Save 11; AL C; CL/XP 6/400; Special: None. Gear: Chainmail, shield, +1 longsword, javelins (4), pouch with 50 gp.

**Purbok, Hobgoblin Priest, Cleric 6:** HP 36 hp; AC 1 [18]; Atk 1 +2 mace (1d6+2); Move 9; Save 10; AL C; CL/XP 7/600; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2; 2nd—*hold person* x2; 3rd—*prayer*; 4th—*cause serious wounds*). Gear: Chainmail, shield, +2 mace, pouch with 50 gp. Gear: +2 mace, +1 platemail, shield, *potion of extra healing*, a pouch of gems worth 3,000 gp.

**Development:** If asked by the high priest, Purbok would willingly lead his troops against the hydra. He fears, rightfully, that doing so would result in the loss of most, if not all, of his foot soldiers. The PCs might be able to convince Purbok and his captains to join in their attack on the hydra. Were Purbok to agree, however, he would insist on being the leader of the assault and that, once slain, the hydra's treasure be given to the temple of Orcus.

## 12A–25. Empty Caves

These caves are empty except for a few bones and the odd copper piece scattered here and there.

## 12A–26. Hall of Pillars

This long hall is lined with thick stone pillars carved with images of Orcus. At the end of the passage are a set of locked double doors and an ironbound, bolted door.

## 12A–27. Trapped Hall

This hallway appears to be empty and to terminate in a dead end. A **deadly trap**, however, is set 10 ft. from the double doors. If even 20 pounds of pressure is placed on the floor, dozens of poisoned spears spring from both walls, impaling the victim from head to toe (save or 6d6 damage + lethal poison)..

At the far end of the passage is a hidden trap door. It has no hinges, however, and lifting the heavy stone out of the floor from its resting place requires a successful open doors check.

Note: up to two PCs may aid the PC trying to lift the door. Once open, the trapdoor appears to give way to an abyss. In fact, it is a 65 ft. drop from the trap door to the cave floor in **Area 12A–25**, but, without proper lighting, there is no way to determine this.

## 12A–28. Cave of the Xorns

A mated pair of **elder xorns** has taken up residence in this large cavern. They burrow to and fro beneath the cave floor, feasting on the rock and, in general, enjoying their time on the Material Plane. If the PCs possess more than 2,000 coins of any kind between them, the xorns smell the potential food and surprise the PCs from below.

**Xorn (2):** HD 7 (35, 28 hp); AC –2 [21]; Atk 3 claws (1d3), 1 bite (4d6); Move 9; Save 9; CL/XP 8/800; Special: Immune to fire and cold, half damage from electricity, travel through stone.

**Note:** The **secret door** in the southern wall has been sealed with a *wizard lock* spell by Teran of **Area 12A–30**.

## 12A–29. Hall of the Titan Cyclops

At the northern end of the large-roofed cavern (25 ft.) stands an 18 ft. tall **statue of a cyclops**. Strong transmutation magic emanates from the statue if detected. On the eastern side of the cave is a 15 ft. tall cliff leading to a natural rock shelf dotted with stalagmites.

The statue remains inanimate unless awakened by the high priests (see **Area 12A–45**) or attacked in any way. Once it comes to life, it wrenches stalagmites from the cave shelf (a move-equivalent action) and hurls them like huge spears.

**Titan Cyclops Statue:** HD 21 (100 hp); AC –3 [22]; Atk 2 slams (4d6) or throw stalagmite (2d6); Move 9; Save 3; AL N; CL/XP 25/5900; Special: Half damage from non-magical weapons, *slow gaze* (The titan cyclops' gaze acts as a *slow* spell, as the magic-user spell, affecting 1 PC per round).

## 12A–30. Strangers in a Strange Land

Several days ago, a failed experiment in *teleportation* landed 4 **unfortunate drow** in this cavern. Preliminary scouting by **Vertek** revealed that they were pinned between the xorns (with a pocketful of coins, he narrowly avoided being devoured), and the goblins in **Area 12A–22**. Further investigation by **Teran**, using her *wizard eye*, confirmed what she had already suspected, that they were trapped in Grezneck, the infamous goblin city. Because **Zerna** worships the demon queen of spiders, a sworn enemy of Orcus, the drow believe there is little hope of parlaying with the goblins. Thus, Teran sealed the three secret doors leading to this cavern with *wizard lock* spells, and the drow remain where they are, camped in this large cave, deciding whether they should fight their way back to the Under Realms.

**Zerna, Drow Cleric 8:** HP 25; AC 2 [17]; Atk +1 mace (1d6+1)

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or hammer (1d4+1); Move 12; Save 8; AL C; CL/XP 10/1400; Special: -2 to hit in sunlight, magic resistance 15%, drow spells (at will—*darkness*, *levitate*, 1/day—*dispel magic*, *suggestion*), cleric spells (1st—*cause light wounds* x2; 2nd—*hold person* x2; 3rd—*prayer*, *speak with dead*; 4th—*cause serious wounds*, *protection from good* 10-ft radius; 5th—*dispel good*, *finger of death*). Gear: Elven mail, +1 shield, +1 mace, throwing hammer, *ring of protection* +1, *scroll of cure serious wounds*, pouch with 100 gp and eight rubies worth 300 gp each.

**Filtau, Drow Fighter 9:** HP 30; AC 3 [16]; Atk +1 short sword (1d6+1) or light crossbow (1d4+1); Move 9; Save 6; AL C; CL/XP 9/1100; Special: -2 to hit in sunlight, magic resistance 15%, cast *darkness* 1/day. Gear: Elven chainmail, +1 shield, +1 short sword, hand crossbow, 10 darts.

**Vertek, Drow Thief 9:** HP 18; AC 6 [13]; Atk 1 rapier (1d6) or +1 light crossbow (1d4+1) or dart (1d3+sleep); Move 12; Save 7; AL C; CL/XP 9/1100; Special: -2 to hit in sunlight, magic resistance 15%, cast *darkness* 1/day, backstab for x2 damage, climb walls 93%, delicate tasks 60%, hear sounds 5 in 6, hide in shadows 65%, move silently 70%, open locks 65%. Gear: Rapier, hand crossbow +1, 10 darts coated in sleep poison, +1 leather armor, thieves' tools, sack with 500 sp, 1,950 gp.

**Teran, Drow Magic-User 9:** HP 19; AC 7 [12]; Atk +2 dagger (1d4+2); Move 12; Save 7; AL C; CL/XP 10/1400; Special: -2 to hit in sunlight, magic resistance 15%, cast *darkness* 1/day, magic-user spells (1st—*charm person* x2, *magic missile*, *shield*; 2nd—*invisibility*, *levitate*, *mirror image*; 3rd—*dispel magic*, *fireball*, *fly*; 4th—*wall of fire*, *wizard eye*; 5th—*transmute rock to mud*). Gear: *Ring of protection* +2, *wand of lightning bolt* (2 charges), *scroll of slow*.

**Development:** If it would gain their freedom, the drow might be talked into joining the PCs in their battle against the hydra, or, possibly, an attack on the city itself. They are suspicious of lawful characters, of course, so expert roleplaying, is required to convince the drow that the PCs can be trusted. Indeed, just gaining entrance to the cave without a fight is not easy. The drow are paranoid and on edge, and if the PCs just burst in, they are greeted by a volley of poisoned bolts and *lightning bolts*.

### 12A-31. Cave of Carnage

This cave contains the bloodied remains of the unfortunate goblins who came to investigate the strange sounds heard coming from **Area 12A-32**. The hydra devoured its victims once it slew them, but there are a few fingers, toes, eyeballs, teeth, and bits of armor scattered about. A character that searches discovers scorch marks on the walls. The doors to **Area 12A-32** are ajar.

### 12A-32. Hydra Lair

A **12-headed pyrohydra** has taken up residence here. It wandered up via the northern passage, which stretches north for several miles before it connects with a long, wide, east-west tunnel in the Under Realms. The hydra was sent by Hecate, the lawful evil goddess of magic, as a curse against the Orcus clerics for corrupting Phalen, one of her prized disciples (see **Area 12A-33**, below). The beast can just fit through the double doors in the south, so sustained noise in **Area 12A-31** draws its attention. In general, however, the hydra is content to let its victims come to it.

**Pyrohydra (12 headed):** HD 12 (56 hp); AC 5 [14]; Atk 12 heads (1d10); Move 9; Save 3; AL N; CL/XP 16/3200; Special: Breath fire (cone 15 ft. long and 5 ft. wide from each head,

3d6 damage, usable every 1d4 rounds).

**Treasure:** Piled about the cave are 3,500 gp, various gems and trinkets worth 6,400 gp, a +1 *pole axe* (counts as a polearm), a *manual of intelligence*, and a *wand of haste* (4 charges).

**Development:** Since the hydra has only taken up residence in the city's outskirts and does not threaten Grezneck directly, the clerics are, so far, unwilling to awaken the Titan Cyclops or summon the demons.

### 12A-33. Large Burial Chamber

Non-clerical goblins of some renown are buried in small, unmarked graves throughout this large cavern. The goblins bury nothing of value with their dead, so if the PCs are of a mind to rob graves, they are sorely disappointed. Hovering nearby, however, is **Phalen**, the ghost of an evil elven wizard. Once a devout worshiper of Hecate, Phalen was corrupted by the Orcus clerics and damned to guard their burial grounds for eternity. The ghost immediately attacks anyone other than a cleric of Orcus seen attempting to use to the secret door, or anyone other than a goblin or hobgoblin entering the burial chamber.

**Phalen the Ghost:** HD 10 (34 hp); AC 5 [14]; Atk 1 corrupting touch (drain 1d6 points of strength); Move Fly 12; Save 5; AL C; CL/XP 12/2000; Special: Draining touch, incorporeal, rejuvenate 1 week after being destroyed.

If the PCs flee back down the narrow passage to **Area 12A-24**, Phalen does not follow. If, on the other hand, the PCs attempt to flee through the secret door leading to **Area 12A-34**, Phalen pursues until destroyed.

### 12A-34. Sacred Burial Chamber

**Fifteen goblin-sized stone sarcophagi** fill this large cavern, the lids of which are carved with images of goblins adorned in religious vestments. The western secret door is particularly difficult to find (roll chance on d12).

Should the sarcophagi be disturbed in anyway, a **thin black mist** begins to form near the cave's ceiling. Unless a PC actually states he or she is looking up while the sarcophagi are being tampered with, the black mist goes undetected. Even a PC looking up only notices it on a roll of 1 on 1d10. The mist, which radiates evil and cannot be harmed in anyway, swirls overhead for 5 rounds and then descends. Any PC caught within the mist must succeed at a saving throw or become chaotic. PCs who become chaotic do not announce their alignment change; instead, these PCs wait until the proper moment to backstab their companions. Only a *remove curse* or *wish* spell can reverse the effects of this terrible curse.

**Treasure:** Fourteen of the sarcophagi are empty; one, however, contains a secret compartment that holds a *wand of neutralize poison* (2 charges).

### 12A-35. Barrows

These small burial caves each contain the graves of lower-level clerics. No treasure is buried with these ex-goblins, but a powerful **wraith** guards each cave against intruders.

**Wraith:** HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

### 12A-36. Bridge with Guards

A sturdy rope bridge spans the river here. Stationed on the east side of the bridge at all times are **2 ogre guards**. The guards attack anyone not

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accompanied by a cleric of Orcus. Should combat in a barrow cave last more than two rounds, one of the ogres goes to investigate. If he spots the PCs in any of the chambers, he returns immediately to the bridge. The two ogres then cross to the western side of the bridge and ready their spears while calling for help from the clerics in **Area 12A–37**. The clerics arrive in 2–6 rounds.

**Bridge Guards (2):** HD 8+1 (40 hp each); AC 3 [16]; Atk 1 two-handed sword (1d10+1) or spear (1d6+1); Move 9; Save 8; CL/XP 8/800; Special: None. Gear: Two-handed sword, 2 spears, chainmail, shield, pouch containing 400 gp.

### 12A–37. Outer Temple

In the center of this room is a small (3 ft. high) bronze shrine of Orcus, attended to by **4 goblin underpriests**. If the ogres in **Area 12A–36** summon the clerics, two join the combat and the remaining cleric fetches the goblin high priest in **Area 12A–38**. The occupants of **Area 12A–38** quickly join the underpriests if the outer temple is attacked.

**Goblin Underpriests (4), Cleric 8:** HP 25 each; AC 4 [15]; Atk 1 morningstar (1d6); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2; 2nd—*hold person* x2; 3rd—*prayer, speak with dead*; 4th—*cause serious wounds, protection from good 10-ft radius*; 5th—*dispel good, finger of death*). Gear: Morning star, chainmail, shield, unholy symbol, pouch with 500 gp.

### 12A–38. Inner Temple

**Tribitz**, the high priest, and **1 underpriest** perform sacred rituals around a massive replica of Orcus. This 12 ft. tall stone statue is carved with incredible detail, and its eyes seem to follow one about the room. The statue radiates evil, but, surprisingly, it is not animated. In fact, the only interesting aspect of the statue is a secret compartment in the neck containing the magic amulet that grants exit from **Area 12A–16**. The door to **Area 12A–39** is locked, and Tribitz carries the key with him.

**Tribitz, Cleric 12:** HP 35; AC 0 [19]; Atk 1 +2 morningstar (1d6+2); Move 9; Save 4; AL C; CL/XP 14/2600; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x3, *detect good*; 2nd—*bless, hold person* x2, *silence 15-ft radius*; 3rd—*cause disease, locate object, prayer, speak with dead*; 4th—*cause serious wounds* x2, *protection from good 10-ft radius, sticks to snakes*; 5th—*dispel good, finger of death* x2, *quest*; 6th—*blade barrier*). Gear: +2 morning star, +2 platemail, shield, unholy symbol, potion of extra healing, key to area 12A-39 on chain around neck.

**Goblin Underpriests (4), Cleric 8:** HP 25; AC 4 [15]; Atk 1 morningstar (1d6); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2; 2nd—*hold person* x2; 3rd—*prayer, speak with dead*; 4th—*cause serious wounds, protection from good 10-ft radius*; 5th—*dispel good, finger of death*). Gear: Morning star, chainmail, shield, unholy symbol, pouch with 500 gp.

**Tactics:** If possible, Tribitz casts the following spells before entering combat: *prayer, blade barrier*, and *protection from good 10' radius*. Once in combat, Tribitz uses *bless, cause light wounds, cause disease, silence* on any spell casters, *cause serious wounds*, and *finger of death* before attacking with his +2 morningstar.

**Development:** Tribitz is eager to be rid of the hydra in **Area 12A–32**.

Although it poses no real threat to the city, its presence erodes somewhat the goblins' confidence in their leader. If no other options present themselves, Tribitz eventually commands the hobgoblins, accompanied by two underpriests, to attack the hydra.

If word reaches Tribitz that the PCs are willing to attempt to slay the hydra, he sends for them. One underpriest searches them out and leads them to **Area 12A–12A**. Here, Tribitz, surrounded by 6 elite guards and 2 underpriests, conducts a serious interview. He has little trust of humans and their allies, and he wants to determine their motivation for slaying the hydra. Tribitz's primary concern is that in order to attack the hydra, the PCs must first pass through several "off-limits" areas, namely **Areas 12A–22** and **12A–26**. Access to these areas is not granted to just anyone. Therefore, when talking to the PCs, Tribitz is trying to determine if these adventurers have ulterior motives. If Tribitz decides he does not trust the PCs, he thanks them for their offer but explains that this is a goblin problem and should be solved by goblins.

Tribitz accepts the explanation that they are adventurers and would like the opportunity to plunder the hydra's treasure. If the PCs are able to convince the high priest that they are worshippers of Orcus and that it is their sacred duty to protect this holy city against an intruder, he requires them to tithe 50% of the treasure to the temple.

### 12A–39. Tribitz's Chambers

This small room contains a bed, a dresser, and a locked chest (see below). In a secret compartment in the dresser are four keys: one to the door leading to **Area 12A–41**, one to the door leading to **Area 12A–42**, one to **Area 12A–14**, and one to the chest.

**Treasure:** The chest contains 7,500 gp, and an onyx scepter that is actually a *wand of cure light wounds* (5 charges). The chest is trapped with a *glyph of warding* that deals 5d6 points of lightning damage.

### 12A–40. Underpriests' Chambers

Each of these small, hidden rooms contains 2 beds, 2 trunks, and a small stone statue of Orcus. The trunks contain the underpriests' personal effects. There is nothing of value here.

### 12A–41. The House Guests

Three days ago **3 ophidians** arrived in Grezneck and were immediately granted special status by Tribitz. The high priest is hoping these cunning creatures might be willing to take on the hydra if treated well enough. Thus he has supplied them with fine beds and three meals a day. The serpent folk have no intention of fighting the hydra, but they are tired and in need of a rest.

This evil threesome recently fled their home city deep in the Under Realms. They despise humans and their close kin, but are in need of help that the PCs might be willing to provide. The ophidians are hoping to find their way to the surface and then to an ophidian colony (somewhere in a large forest of the Referee's choice). These refugees are willing to swap knowledge about the Under Realms for information about Rappan Athuk and the world above.

**Quanall, Ophidian Magic-User 9:** HP 27; AC 8 [11]; Atk 1 scimitar (1d6) or bite (1d4); Move 12; Save 7; AL C; CL/XP 7/600; Special: Magic-user spells (1st—*charm person, detect magic, magic missile, read magic*; 2nd—*ESP, levitate, strength*; 3rd—*haste, lightning bolt, suggestion*; 4th—*fear, polymorph other*; 5th—*monster summoning III*), reproductive bite, magic resistance 20%, immune to mind-affecting effects, paralysis and poison, ophidian spells (1/day—*charm person, phantasmal force, mirror image, suggestion, teleport*). Gear: Scimitar, longbow, 20 arrows,



## LEVEL 12A

*ring of protection +2, wand of magic missile (3 charges), gold necklaces with 8 rubies (1,500 gp), pouch containing 100 pp.*

**Thorillith, Ophidian Fighter 9:** HD 9 (52 hp); AC 4 [15]; Atk1 +1 scimitar (1d6+1) and bite (1d4); Move 12; Save 7; AL C; CL/XP 11/1700; Special: Reproductive bite, magic resistance 20%, immune to mind-affecting effects, paralysis and poison, ophidian spells (1/day—*charm person, phantasmal force, mirror image, suggestion, teleport*). Gear: Ring armor, shield, +1 scimitar, longbow, 20 arrows, pouch with 200 pp.

**Pandoran, Ophidian Cleric 9:** HP 38; AC 2 [17]; Atk 1 steel-shod staff (1d6) or bite (1d4); Move 12; Save 7; AL C; CL/XP 7/600; Special: Cleric spells (1st—*cause light wounds x3; 2nd—bless, hold person x2; 3rd—cause disease, prayer, remove curse; 4th—cause serious wounds x2; 5th—dispel good, finger of death*), reproductive bite, magic resistance 20%, immune to mind-affecting effects, paralysis and poison, ophidian spells (1/day—*charm person, phantasmal force, mirror image, suggestion, teleport*). Gear: Steel-shod staff, +2 chainmail, ring of mammal control, pouch containing 250 pp.

### 12A-42. Cave of the Undead Army

Tribitz is gradually assembling a **large, unusually skilled undead army**. The skeletons and zombies are “stationed” here until needed. In all, there are **100 zombies** and **85 skeletons**, packed together in tight, even rows. Anyone entering the chamber that is not a cleric of Orcus or is not accompanied by such a cleric is attacked.

In the eastern corner of the cave is a 5 ft. high statue of Orcus. This idol permits Tribitz to cast a special and very powerful desecration that imposes a -2 penalty on clerical attempts to turn undead. Any skeleton or zombie created within the cave receives double its normal hit dice and a maximum number of hit points per Hit Die, a -2 [+2] bonus to AC, damage, and save (these bonuses are incorporated into the stats below). Without the idol, however, the undead return to their normal state. The small statue is made of solid gold and weighs 50 pounds (2,500 gp value if the desecration is *dispelled*). Anyone other than a cleric of Orcus who touches the idol must succeed at a saving throw or suffer 1d6 points of strength damage; *protection from evil* grants a +2 save bonus. Simply removing the statue from the cave, however, is not sufficient to de-power the undead, as the skeletons and zombies pursue the idol to the best of their ability. As long as they are within 50 yards of the statue, the undead retain their heightened power. A *dispel magic* cast by a lawful cleric of at least 12th level cancels the idol's power.

**Skeletons (85):** HD 2; AC 6 [13]; Atk 1 strike (1d6+2); Move 12; Save 14; AL N; CL/XP 2/30; Special: immune to sleep and charm.

**Zombies (100):** HD 4; AC 6 [13]; Atk 1 weapon or strike (1d8+2); Move 6; Save 11; AL N; CL/XP 4/120; Special: Immune to sleep and charm.

### 12A-43. The Falls of Hell

The narrow tunnel opens onto a damp precipice standing 30 ft. above the Unholy Lake. Steam flows swiftly over the precipice, forming a waterfall that plummets onto jagged rocks below. A devout worshiper of Orcus who immerses himself in the stream and is carried over the waterfall is *teleported* to the Unholy Island (**Area 12A-45**) before he strikes the rocks below. Anyone else attempting this feat suffers 6d6 points of falling damage when striking the rocks and must succeed at a saving throw or be knocked unconscious and drown.

### 12A-44. Unholy Lake

This large body of water is 40 ft. deep. It is fed from four sources, including the waterfall and an underground stream in the north. The water flows out through a wide channel in the southwest and anyone in the water with a strength of 13 or greater may avoid being carried off by the current. PCs unlucky enough to be swept away in the channel with no means of breathing water eventually drown, as the channel is 10 miles long and has several stretches of more than two miles where there is no headspace to permit breathing.

### 12A-45. Unholy Island

At the east end of this circular island are three red pedestals, one large and two smaller. Should Grezneck come under attack, Tribitz and two of his underpriests *teleport* themselves to this island, where they perform a special *summoning* ritual. While standing atop the pedestals, the clerics chant complex incantations for 10 rounds, after which **4 glabrezus** appear and defend the city to the death, and the Titan Cyclops awakens. These demons have been sent by Orcus himself, and obey the high priest without question.

To leave the island, the clerics leap into the pool of water in its center and are teleported to **Area 12A-43**; the glabrezu know to do this as well. Note: only demons and clerics of Orcus can *teleport* themselves from the island in this manner.

**Glabrezus (4):** HD 10 (45 hp); AC -3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite (1d4+1); Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

### 12A-46. Hobgoblins

This cave houses all the **elite hobgoblins** that perform the special services for the clerics throughout the city. In all, 30 hobgoblins call this cave home, though only half are ever present here at one time. There are 30 bedrolls, 30 trunks or small chests containing personal belongings, and, in the eastern corner of the cave, a small silver statue of Orcus (see treasure below).

**Hobgoblin Fighters (6):** HD 5+1; AC 4 [15]; Atk 1 longsword (1d8) or javelins (1d6); Move 9; Save 12; AL C; CL/XP 5/240; Special: None. Gear: Chainmail, shield, longsword, javelins (4), 20 gp.

**Elite Hobgoblin Guards (4):** HD 8+1; AC 3 [16]; Atk 1 longsword (1d8) or javelin (1d6); Move 9; Save 8; AL C; CL/XP 8/800; Special: none. Gear: Banded armor, shield, longsword, javelins (4), 50 gp.

**Hobgoblin Offering Guards (4):** HD 3+1; AC 3 [16]; Atk +1 battleaxe (1d8+1); Move 9; Save 14; AL C; CL/XP 4/230; Special: Cast spells as 3rd level cleric. Gear: Platemail, +1 battleaxe, unholy symbol of Orcus.

**Tactics:** The hobgoblins are alert. If intruders are spotted, the fighters quickly form a battle line at the narrow entrance to the cave, while the enforcers take up position behind to cast spells and cure the fighters.

**Treasure:** Searching all the trunks and trash in the cave nets 3,150 gp. The silver statue is worth 500 gp, but radiates powerful chaos; however, if *dispel evil* is cast upon it, the statue undergoes a transformation: It quickly takes the shape of Hecate and grants the owner one *wish*. Whoever cast *dispel evil* is contacted telepathically by the statue and told of this powerful boon. As well, if there are any lawful- or neutral-aligned (but not chaotic) clerics or magic-users in the party, these PCs gain a +20% bonus to *dispel magic* checks while in possession of the statue. Once transformed, the idol is worth 2,500 gp.