

# Level 12C: Beetle-Juice?

These caverns are the home of a large number of vermin. There are numerous connections with other caves and caverns within the dungeon, and this level serves as a nexus point. One major encounter area (12C-10 and 12C-11) is significantly more dangerous than the rest of the level. The level is shown on **Map RA-12C**.

## Level 12C

**Equivalent Dungeon Level:** 7

**Entrances:** Tunnel from **Level 0A-6**

**Exits:** Tunnel to river course (no path) on **Level 12A**, **Area 12A-36** from room **Area 12C-7**; rift in the ceiling to **Level 6A**, **Area 6A-1**, south side, in **Area 0A-9**, chasm to **Level 13C** in **Area 12C-5**.

**Wandering Monsters:** Check once per hour on 1d20:

1	1-2 giant stag beetles
2	3d6 fire beetles
3	3d6 giant rats
4	1d2 cave leeches
5	1 slithering tracker
6	1 patch of purple moss
7	1 tunnel worm (90% chance) or greater medusa (10% chance)
8	1d6 carrion claws
9	1d3 small piercers
10-20	No encounter

**Detections:** Faint evil radiates from the bottom of **Area 12C-5** (the *Zombie Stone* from **Level 13C**).

**Shielding:** None.

**Standard Features:** The floors and ceilings are covered with stalagmites and stalactites. Walls, columns and other features on this level are wet and slippery. Spider webs are all over **Area 12C-9**. Climbing all features requires a climbing check at unless otherwise noted. Light sources used by PCs result in automatic surprise for most monsters. This area is fungus-filled. 20% of the fungus is edible while 10% is a lethal poison.

**Giant Stag Beetle:** HD 7; AC 0 [19]; Atk 1 bite (4d6); Move 9; Save 9; AL N; CL/XP 8/800; Special: Trample for 2d8 damage.

**Fire Beetle:** HD 1+3; AC 4 [15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: None.

**Giant Rat:** HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

**Cave Leech:** HD 5; AC 9 [10]; Atk 8 tentacles (1d4 blood drain) or bite (1d6); Move 3; Save 12; AL N; CL/XP 6/400; Special: Blood drain.

**Slithering Tracker:** HD 5; AC 4 [15]; Atk 1 strike (1d4 + paralysis); Move 6 (Climb 6); Save 12; AL N; CL/XP 8/800; Special: Engulf, paralysis, plasma drain, sealed mind, transparent, surprise (3 in 6).

**Purple Moss:** Sleep spell effect to 10-ft. radius. Sleeping victims are covered (1 round for halflings, 2 rounds for humans) and suffocates in 1d4 rounds. Slain victims are digested in 1d2 hours.

**Tunnel Worm:** HD 9; AC 3 [16]; Atk 1 bite (2d6); Move 9 (Burrow 9); Save 7; AL N; CL/XP 10/1400; Special: Rend armor.

**Greater Medusa:** HD 8 (42 hp); AC 3 [16]; Atk 1 shortbow (1d6) or dagger (1d4) and snakes (1d4 + poison); Move 12; Save 8; AL C; CL/XP 10/1400; Special: Petrifying gaze, poisonous blood.

**Carrion Claw:** HD 6; AC 6 [13]; Atk 6 spears (1d6) and bite (1d2 + paralysis poison); Move 12; Save 11; AL N; CL/XP 8/800; Special: Camouflage, paralysis.

**Small Piercer:** HD 1; AC 3 [16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; AL N; CL/XP 1/15; Special: None.

## 12C-1. Tunnel Entrance

This tunnel leads 500 ft. from **Area 0A-6** and terminates in a 40 ft. diameter cavern. As the cavern is approached from the tunnel, strange, moving red lights can be seen in the distance, dozens of them. This is the result of a swarm of **20 fire beetles** that inhabit these chambers. They are all over the walls, floor and ceiling. The beetles attack any who enter the chamber at a rate of 1d6 per round joining in (they are unintelligent and do not attack until they notice "food" is nearby). They have no tactics, they attack the nearest opponent. Beetles are easily distracted by food thrown near them, and allow characters to pass if they are busy eating (2 days of food per beetle distracts it for 2d6 rounds).

**Fire Beetles (20):** HD 1+3; AC 4 [15]; Atk 1 bite (1d4+2); Move 12; Save 18; CL/XP 1/15; Special: None.

## 12C-2. Empty Caverns

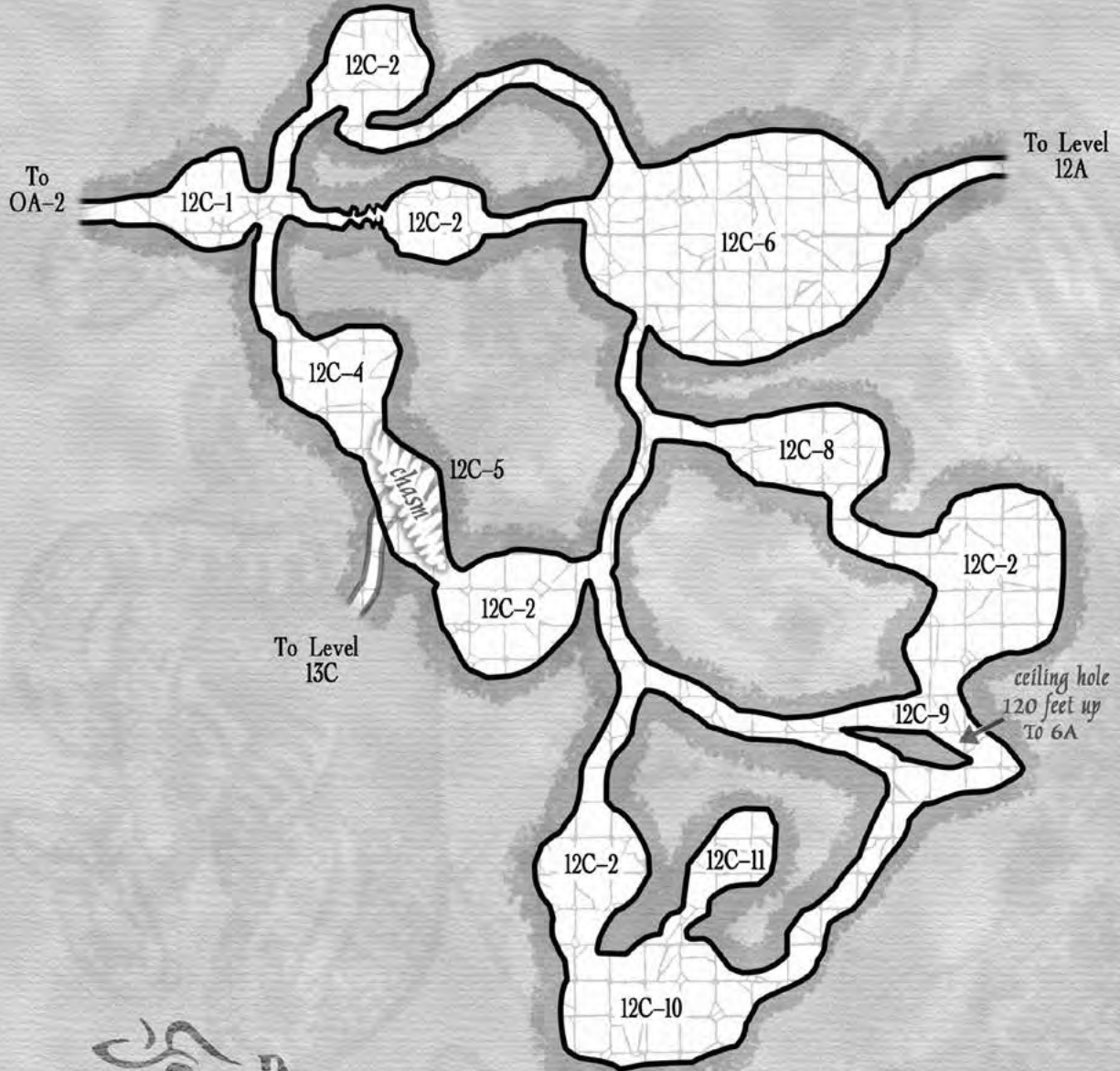
Self-explanatory, although this is a good time to roll for wandering monsters. The Referee should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps noting the abundance of stalactites (setup for a later roper or piercer encounter) an inside-out rat corpse, or the presence of evil-looking green pools of water (all harmless of course).

## 12C-3. Parkour?

This vertical zigzag section of corridor consists of a series of 5 walls and crawls that must be bypassed to pass through to the cave beyond.

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1 square = 10 feet

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The first wall is 8 ft. high (open at the top), followed by a 5 ft. flat area, with a hole to the next section of tunnel at its base (its top connects to the ceiling, open at the bottom). Past this crawlspace, there is a 3 ft. flat section, followed by another wall, 12 ft. high (open at the top), that must be climbed to move to the 4th area, also flat with the floor for 7 ft. Then there is another 9 ft. wall with an opening 7 ft. up, only 2 ft. wide that must be crawled through (it connects both floor and ceiling) that after 8 ft. turns sharply down, creating a 20 ft. 60 degree angle, slide into **Area 12C-2** beyond. Climbing back through this requires a climb walls check. While this area is not difficult to pass through, Joe Platemail III likely has to get naked to make it, and the chance of a wandering monster happening by is a real possibility. Anyone attempting to crawl through in heavy armor has a 40% chance of becoming partially stuck (can be freed by friends after 2 rounds) and a 10% chance of becoming horribly stuck (like cut your armor off and take 1d6 damage while your friends drag you out, crushing you stuck) at each passage. The Referee should properly warn players that Joe just “ain’t likely to make it through the hole.”

### 12C-4. Bigger Bugs!

This room contains what looks to be several large boulders. These “boulders” are in reality **6 giant stag beetles** and **1 goliath beetle**. They are simply resting when the players arrive, and 1-2 start attacking each round until all are engaged in combat. They are big, dumb and hungry, and simply attack the nearest opponent until slain. Beetles are easily distracted by food thrown near them, and allow characters to pass if they are busy eating (7 days of food per beetle distracts it for 2d6 rounds).

**Giant Stag Beetles (6):** HD 7; AC 0 [19]; Atk 1 bite (4d6); Move 9; Save 9; CL/XP 8/800; Special: Trample for 2d8 damage.

**Goliath Beetle:** HD 11; AC 0 [19]; Atk 1 bite (4d6); Move 9; Save 4; CL/XP 13/2300; Special: Trample (2d8 damage); knock people prone on attack roll of 18-20)

### 12C-5. The Chasm to Zombieland

A 5 ft. path runs 80 ft. along the side of the tunnel. Below is a deep chasm sinkhole. The sinkhole drops down 70 ft. to another cave below. If *detect evil* is cast, the cavern below (and all of **Level 13C**) radiates strong evil (from the *zombiestone of Akarno*). The walls and sides of the tunnel are full of large holes and handholds, making passage across the pathway easy. The only problem with the crossing is the **3 cave leeches** that rest in these holes. The leeches surprise on a 1-5 of 6, and attack when the first creature reaches the mid-point of the narrow section. Combat while on the path requires a save at +5 each round. Failure indicates that either the player has slipped and fallen (50% chance, 8d6 damage) or dropped their weapon (50% chance) down the sinkhole. Anything that dies from the fall, or is dead and cast down the sinkhole, is subject to zombification as noted in **Level 13C**.

**Cave Leeches (3):** HD 5; AC 9 [10]; Atk 8 tentacles (1d4 blood drain) or bite (1d6); Move 3; Save 12; AL N; CL/XP 6/400; Special: Blood drain.

**Tactics:** The cave leeches attack using their tentacles, keeping their bodies inside the cracks and caves in which they live. Each focuses all its attacks on one individual, trying to kill and pull into their cave a victim each. They effectively have a bonus to cover of -3[+3] due to these tunnels, and have learned over time that hunting in this way can be very easy and successful.

**Treasure:** One thing about successful hunter monsters is that they accumulate things. The holes in the ceiling are too small to enter by any except an unarmored halfling. Entering them requires a *fly* or *levitate* spell (or a climb check at -50%). The tunnels are barely 2 ft. in diameter, and any creature man sized or larger would be crushed on entry. The tunnels

(3 of them) lead back to a 20 ft. diameter cave and the cave leeches nest. Inside the cave leech lair are the remains of an entire adventuring party that was killed 3 months before. Six bodies can be found. All are intact except that they have been completely drained of blood and a little squished and broken from the journey in.

- **A human magic-user** (level 7 if raised). Wears robes, has a *wand of magic missile* (5 charges, 6th level) on his belt. A backpack containing a tinderbox, 8 flasks of lamp oil (he dropped the lamp), a scroll (*levitate*, *magic mouth*, *wizard lock*), 50 ft. of hemp rope, 2 weeks of hard rations, 6 iron spikes and a mallet, and his spellbook (all 1st and 2nd level spells, 5 3rd level spells and 3 4th level spells).

- **A human fighter** (level 8 if raised). Wears *platemail +1*, has a silver dagger on his belt. His shield is broken. No main melee weapon (long since taken away by a zombie on **Level 13** after he dropped it) is present. His backpack was torn open and empty, however gems worth 200 gp are sewn into his tan leather belt.

- **A human cleric** (level 6 if raised). Wears platemail, and has a mace strapped to his side. His shield is also broken. In his pouch are a silver holy symbol, 6 garlic cloves, 4 blocks of incense, and 3 vials of holy water (and the shattered remains of 4 additional vials) and a *potions of healing*.

- **A dwarf fighter** (level 6 if raised). Wears platemail and has a longsword on his belt. His backpack contains a small sack of 200 gp, 6 torches, a tinderbox, 2 weeks of iron rations, a silver flask (worth 20 gp) of fine whiskey (1 pint).

- **An elf** (level 3 magic-user/level 3 fighter if raised). Wears robes, and has a quiver of arrows on his back. Inside the quiver are 11 arrows and one black *arrow of giant slaying*. His belt pouch contains a 16 gp and 6 ounces of catnip.

- **A human thief** (level 8 if raised). Wears leather armor, and has 5 daggers (and 6 dagger sheaths) strapped all over his body. His backpack contains 1 week iron rations, a wineskin, 2 pounds of soap, thieves tools, 50 feet of hemp rope, and 30 gp. His belt pouch contains a *potion of growth* and 20 sp. Hidden in a secret lead-lined compartment in his boot is a *figurine of wondrous power*; a *figurine of the golden lion*.

### 12C-6. Beetles, Beetles Everywhere

This large cavern literally crawls and moving lights can be seen everywhere (fire beetles). Hundreds of beetles of all shapes and sizes swarm over the area, feasting on the large colonies of fungus (and one another) that cover almost every square inch of wall, floor and ceiling. Thousands of bats (normal bats) nest in the 200 ft. high cavern ceiling. This room is considered to be lit (so many fire beetles), and all exits from the tunnels can be seen.

The beetles attack any who enter the chamber at a rate of 1d6 per round joining in (they are unintelligent and do not attack until they notice “food” is nearby). They have no tactics, they attack the nearest opponent. Beetles are easily distracted by food thrown near them, and allow characters to pass if they are busy eating (2 days of food per beetle distracts it for 2d6 rounds). The type of beetle attacking the players is randomly generated as follows (roll 1d8):

1-3	<b>Beetle Swarm</b> (up to 20 total)
4-5	<b>Fire Beetle</b> (up to 40 total)
6-7	<b>Stag Beetle</b> (up to 12 total)
8	<b>Goliath Beetle</b> (up to 4 total)

If the players are smart, they can toss a bunch of food to one side and quickly pass through as the beetles frenzy to grab it. Alternatively, paths can be cleared using fire or some other area-affecting magic to deter the beetles from attacking.



## 12C-7. Tunnel to the Great Cavern

The far eastern tunnel from **Area 12C-6** leads back 50 ft. and then drops off a cliff 20 ft. to another wide tunnel leading off 1,600 ft. This tunnel terminates along a river course that leads in from the north side of **Area 12A-36, Level 12A**. There is no path along the cold, swift-moving river, though it can be waded (less than 3 ft. deep) all the way to **Level 12A**. This will require players to have balls the size of coconuts to wade that far.

## 12C-8. New Bugs

This cave is covered with hundreds of dead beetle shells that appear to have been eaten by something. Examination of the shells reveals each has been cracked by what looks like a spear or several spears. Three rounds after the players enter the room, they are attacked from above by **4 carrion claws**. These creatures are hiding on the ceiling and can be spotted only if their natural stealth is overcome.

**Carrion Claw:** HD 6; AC 6 [13]; Atk 6 spears (1d6) and bite (1d2 + paralysis poison); Move 12; Save 11; AL N; CL/XP 8/800; Special: Camouflage, paralysis.

**Tactics:** Surprise attack, grapple and drag away. These beasts are looking for food, nothing else.

## 12C-9. Heaven and Hell

This cavern looks like some strange scene out of a diorama or perhaps

even a Chinese Emperor's tomb. Dozens of intricate stone statues of men, elves, a giant lizard, a giant spider, and even a troll, carved as if by a master craftsman, appear randomly spaced throughout the cave in various poses — some locked in combat, some kneeling, standing and even prone. These statues are the result of encounters with the Greater Medusa in **Area 12C-11**. Hundreds of small piles of rubble remain where the medusa has destroyed statues she is tired of or are “ugly” (hence no dwarves remain). Encounters here are always **giant black widow spiders** (1-3 on d6) or **Ophidia** (4-6 on d6). The medusa always comes here at least once a day to check on her garden.

A large hole in the ceiling (120 ft. up, 60 ft. long and 40 ft. wide) leads up to **Area 6A-1**, south side of the cavern (to a huge sinkhole above on **Level 6A**). Egress requires flight of some sort, as there is no way to climb up. Occasionally spiders fall down, however.

All of the items present on the statues are currently made of stone and cannot be retrieved without a *stone to flesh* spell or its equivalent, except as noted. It is assumed that all potions etc. have spoiled, and that each character statue has 2d4 mundane items of equipment. Notable statues include the following:

- **A human fighter** (level 7) wearing antique plate armor and bearing a shield (+1 *shield* if restored). The man has been a statue for 450 years, and is particularly heroic looking (Charisma 18).
- **A troll** (30 hp) locked in combat with a human thief (level 9). The thief wears *leather armor +1* and is armed with a short sword. His pack contains 200 gp. Both creatures are released by a spell cast to restore them.
- **An elven magic-user** (level 5 magic-user, level 5 fighter) shooting a +2 *longbow*.
- **A giant spider** (6 ft. diameter; 19 hp)
- **A medusa** (30 hp). The former pet of the greater medusa. This statue may lead players to believe the threat has been stopped.
- **An elven fighter** wearing *chainmail +1* (level 5).
- **A human cleric** (level 6) with a +1 *mace*.
- **22 giant beetles** of various sizes (see **Area 12C-6** above).



## New Magic Items

### The Sword of Kings and Queens

(Author John Bentley Webb) This jewel encrusted +2 *longsword* is made of a purplish metal engraved with twin crowns. It contains the souls of both a demon and an angel. It is neutrally aligned. It can emit a blinding flash 1/day (save avoids blindness for 2d4 rounds to all within 30 ft., friend or foe), and it has the ability to cast *forget* on a sleeping creatures (stealing its dreams) 1/day. It can cast *locate object* 1/week (to locate the *Sword of Princes and Princesses* only until found). The sword has an Int of 13. The metal of the sword is unbreakable. The major drawback to this sword is that it carries a curse and a *geas*.

This curse can only be removed by a *wish* or by the prescribed method. The curse attracts monsters and to creates hostility towards Lawful and Chaotic (though not neutral) creatures; with triple normal chances of wandering monsters occurring while a being possesses the sword, and a -4 reaction roll modifier when determining actions of Lawful or Chaotic creatures towards the wielder.

Magic runes inscribed on the blade read “destroy me” if a *read magic* is cast. The sword can only be destroyed by melting it in lava. If destroyed, this action frees both the demon and angel from the sword. Both then disappear. This lifts the curse from the owner. Better yet, the sword then reappears in the owner’s possession (in an un-cursed state) the first time he is unarmed, disarmed, or in danger or combat and without a weapon. The owner will not know of this last effect until it actually happens. Further, the sword gains the ability to cast the *commune* spell 1/week.

The *geas* on this sword forces the owner to quest for what it considers its offspring, the *Sword of Princes and Princesses*, located on **Level 12B, Area 12B-9**. Its powers and description are listed here as well for reference.

### The Sword of Princes and Princesses

This +2 *shortsword* is only usable by a halfling or child. This sword has a blade of a bluish metal with nursery rhymes engraved on it. It otherwise functions as a -1 *cursed shortsword* for anyone else (though it retains its other abilities and its curse). This sword has the ability to cast *locate object* (for the *Sword of Kings and Queens* only) 1/hour. It can cast *light* 1/day, and can cast *control temperature 10’ radius and sanctuary*, each 1/week. The wielder of this sword has a continuous effect of *feather fall* and *water walk* while the sword is drawn. It has an ego of 24 (never trust anyone over 30) and an Int of 12.

Like its parent sword, this sword initially carries a curse. This curse can only be removed by a *wish* or by the prescribed method. The effect of the curse is two-fold. First, it causes *fear* on its wielder whenever he enters combat (save avoids). If the wielder saves, the sword will fall out of the characters hand every other round of combat, quivering on the ground (the sword itself trembles with fear). This curse can be lifted permanently by striking it with the blade of the un-cursed parent sword (spanking it).

- A **giant lizard** (16 hp)
- A **human fighter** (level 9) wearing plate armor and carrying a shield.

The sword on his belt was NOT turned to stone, and can be removed by destroying the statue. The statue must be carefully examined to find this sword, as dust and age have covered its exposed hilt. It radiates strong magic. It is a questionably chaotic act to destroy the statue to take this sword—as this forever destroys the man. If un-stoned, the fighter gladly gives up the sword to his rescuers (he is free of the curse at this point). The sword is a minor artifact—*The Sword of Kings and Queens*.

## 12C—10. Spiders and Snakes

This cavern has a 70 ft. ceiling, and looks like a crowded forest of stone pillars. This area is covered with stalactites and columns, and contains a hundred of large and small rocks and rubble (cover 50% chance at any given location, maximum 3 creatures can engage in hand to hand combat due to rubble piles and stalactites), the remains of statues crushed to dust by **Ophidia**, the Greater Medusa. The things she has not destroyed are 3 dozen giant spider statues, remnants of her victims from **Level 6A**. The spider statues are piled high against the north wall, effectively blocking it off from view of her lair. There is a 50% chance that she is present here, otherwise she is in **Area 12C-11** (40%) or wandering about (10%).

**Greater Medusa:** HD 8 (42 hp); AC 3 [16]; Atk 1 shortbow (1d6 + poison) or dagger (1d4) or dragon hook (1d6 +1 +trip) and snakes (1d4 + poison); Move 12; Save 8; AI C; CL/XP 10/1400; Special: Petrifying gaze, poisonous blood.

**Tactics:** Ophidia is armed with a bow (poison arrows), and uses cover to the best of her ability to avoid hand to hand combat. She tries to move into position to petrify armored foes while using her poisoned arrows on lightly armored foes. She is also armed with the *Dragon Hook of Eathe*, a magical hook that she uses to trip foes or to climb up a column and out

### The Dragon Hook of Eathe

This magical +1 *grappling hook* has a 50 ft. golden rope attached. It can be used as a weapon, dealing 1d6+1 damage if swung on a rope as an attack. It also has a 20% chance of tripping an opponent if thrown. Should an opponent be tripped, the hooks close tight around the creature hit (like a claw). The hook itself is shaped like a dragon’s head with spines forming the hooks. If used for climbing, it aids climbing by pulling the climber up its 50 ft. of rope (like a *rope of climbing*). If used for descent, two quick pulls (perhaps an accident the first time), causes the Dragon Hook to release its grip and fall, allowing its owner to retrieve it.

of combat. Three such columns exist (30 ft. high with a flat top) that can be climbed and used as a missile platform. If Ophidia is warned of the characters’ approach, she begins the combat on top of the pillar closest to the entrance.

## 12C—11. The Slithering Lair

Hidden behind the pile of 36 giant spider statues is a small tunnel leading to the lair of Ophidia. Inside are the tattered remains of fine linens, tapestries and other fineries, long since torn and made filthy by the evil medusa. Hiding within the piles of cloth is a blind Amphisbaena, the pet of the medusa. It attacks (surprise 1-4/6) as soon as anyone touches the cloth or the medusa’s bed.

**Giant Amphisbaena:** HD 7 (38 hp); AC 4 [15]; Atk 2 bites (1d6 + poison); Move 9 (Climb/Swim 9); Save 9; CL/XP 8/800; Special: Resistance to cold (50%), spit, cannot be surprised.

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Strewn about the room are various treasures and mundane items. These include:

- A total of 3,400 gp, 11,000 sp, and 6,000 cp
- 9 gems (3 beryls, worth 80 gp each or 300 gp as a matched set, a huge chunk of turquoise worth 50 gp, an aquamarine (25 gp), a black pearl (1000 gp), a ruby (250 gp), an emerald (500 gp) and a star sapphire (1200 gp).
- A golden cup picturing a stag hunting scene, encrusted with semiprecious stones (1200 gp)
- A *magical tapestry* (does not wear out or get dirty) depicting a pastoral scene and a castle, worth 800 gp
- A *magical brazier* that gives off heat, but consumes no fuel (2' square in size, weighs 30 pounds)
- Over 20 non-magical weapons and 7 sets of random non-magical armor
- 6 books of various titles, worth 10d10 gp each