

Level 4A: The Upper Caverns

This level is full of wandering monsters. Most intelligent denizens of the dungeon avoid this level whenever possible because of the basilisks. The evil denizens have a loose alliance with each other, but no such agreement can be reached with these dangerous reptiles. There are a total number of 11 basilisks and 6 rust monsters on this level. Any killed as wandering monsters should be subtracted from these totals. The map of this level is shown in **Map RA-4A**.

Level 4A

Equivalent Dungeon Level: 8

Entrances: Stairs from **3A**.

Exits: Rat tunnel to **6A**; River to **9A**; Rat Tunnel to **7A**.

Wandering Monsters: Check once per 30 minutes on 1d20:

1	1d2 basilisks
2	1d3 cave creepers
3	1d3 rust monsters
4	2d6 stirges
5	1d6 small piercers
6	4d6 giant rats
7	The undead ooze
8	1 beetflor (80%) or Shekahn the vampire (20%, see 4A-4)
9-20	No encounter

Detections: The rear crypt of **Area 4A-4** does not detect as evil due to shielding.

Shielding: The **Area 4A-4** complex is shielded and lead lined by a wish spell and covered with the moonlight and stars illusion.

Standard Features: There are no doors or secret doors on this level.

Basilisk: HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

Cave Creeper: HD 3; AC 7 [12]; Atk 8 tentacles (1 + paralysis); Move 12 (C12); Save 14; AL N; CL/XP 4/120; Special: Paralysis, swallow paralyzed creatures whole, surprise on 1-3 on 1d6.

Rust Monster: HD 5; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; AL N; CL/XP 5/240; Special: Cause rust.

These bizarre creatures are about man-size, and look vaguely like an armadillo; they have armored hide, two antennae, and a long tail with a flanged growth at the end. Rust monsters do not attack people – they turn metal into rust and eat the rust – but they just can't resist trying to eat delicious foods like swords and plate mail, even if they are being attacked. A hit from a rust monster's antennae causes metal to rust into pieces,

and the same is true for metal objects striking the rust monster's body. Magical metal has a 10% cumulative chance to avoid rusting per +1 bonus of the armor or weapon.

Stirge: HD 1+1 (5 hp each); AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

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.

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.

Undead Ooze: HD 6; AC 9 [10]; Atk 1 strike (2d4 plus 1d6 cold); Move 9 (C9); Save 11; AL C; CL/XP 8/800; Special: Engulf, skeletons.

Beetflor: HD 8+1; AC 1 [18]; Atk 2 claw (3d4) and 1 bite (1d10); Move 6 (Burrow 3); Save 8; AL N; CL/XP 9/1100; Special: Confusion.

4A-I. Entrance Cavern

This large cavern has a relatively low (20 ft.) ceiling. The floor is covered with rocks and debris, and the going is tough. Water can be heard off to the left, and a monolithic column rises to merge with the ceiling a few dozen feet ahead. This large cavern is filled with rubble and all movement is at half normal, except for monsters which are accustomed to the condition. Full movement or running requires a saving throw or the character falls and takes 1d3 points of damage. Any wandering monster checks in this room are made at -2. The stream is quite shallow in this area, and can be waded.

Large rat tunnels dot the walls of this cavern. They are large enough for halflings to travel normally and for man-sized creatures to travel hunched over. Man-sized creatures suffer a -2 to all rolls under these circumstances and cannot use their dexterity to aid their AC. It is clear that two of the rat tunnels (those leading to **Areas 4A-2** and **4A-3**) are slightly enlarged and are traveled by creatures other than rats.

The far northwest spur of the cavern lairs masses of **3 cave creepers**.

Cave Creepers (3): HD 3 (12 hp); AC 7 [12]; Atk 8 tentacles (1 + paralysis); Move 12 (C12); Save 14; AL N; CL/XP 4/120; Special: Paralysis, swallow paralyzed creatures whole, surprise on 1-3 on 1d6.

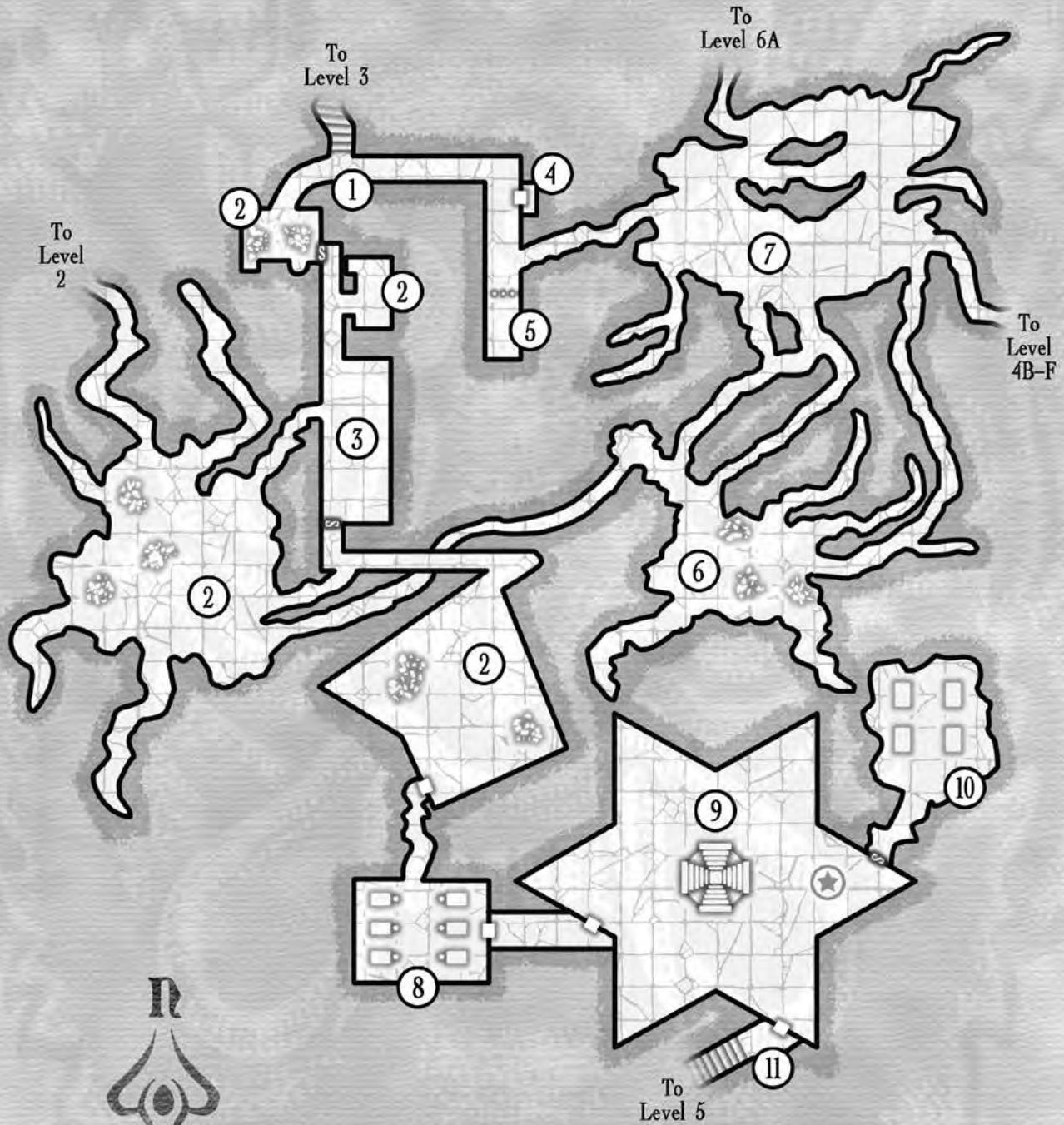
Treasure: In the cave creeper's lair are the corpses of three half-eaten goblins. All of them are wearing ring armor and all of their equipment is gone, except for one +2 *dagger* in a sheath near one of the goblins' necks.

The River: The river leads to **Level 9A** after one mile of relatively easy swimming. The river is deep but not particularly fast moving and there is a ceiling with an air space the entire length of the river.

THE UPPER TEMPLE OF ORCUS

Level 4

1 square = 10 feet



4A—2. Basilisk Caverns

All of these caverns (A through D) have low ceilings (less than 20 ft.) and are filled with rubble causing all movement to be at half normal movement rate, except for monsters which are accustomed to the condition. Full movement or running requires a saving throw or the character falls and takes 1d3 points of damage. In all of these rooms, if a wandering monster is indicated, it has an immediate 50% chance of being **1d3 basilisks**. Otherwise use the result rolled.

Basilisk (varies): HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

A. Fungus Cave

Large quantities of fungus of all sorts grows out in this cave. Giant mushrooms fully eight feet high tower above. Bright colors — red, yellow and purple — shine in torchlight. Water drips from the ceiling, and the humidity in the air seems to drown the torches as they burn. It seems to be very warm in here, maybe too warm. This cavern is a large fungus filled place with various non-harmful (20% edible) fungi covering the walls and floor.

B. Statuary

This cavern is as wet and fungus filled as the last. About 60 ft. ahead, is a creature about 4 feet tall, standing immobile between two large mushrooms, his axe poised to throw!

This cavern is also fungus-filled. It is in all respects the same as A above. The only difference is that there is a **statue of a dwarf**, axe poised to throw, facing the entrance from A.

Giblet, male dwarf Ftr5: HP 28; AC 4 [15]; Atk 1 battleaxe (1d8+1); Move 6; Save 10; AL L; CL/XP 5/240; Str 16; Dex 12; Con 19; Int 11; Wis 11; Cha 8. Special: Multiple attacks, +1 to hit. Gear: Battleaxe, chainmail, shield, *ring of resistance* (+2 to saving throws), 3 throwing axes.

Treasure: The dwarf's equipment is still intact, though made of stone: chainmail, *ring of resistance* (+2 to saving throws), 3 throwing axes, a purse with 6 gp and 23 cp, and 2 days of iron rations in his backpack. If revived, he is a 5th level fighter who gladly joins the party as a henchman if they are not chaotic. Note that if his ring is pried off while still stone, it breaks.

C. Statues and a Hole in the Ground

This room contains less fungus than the other rooms. Amidst the mold are a series of beautifully sculpted stone statues. They all appear incredibly lifelike, as if carved by one of the great dwarven artists of the last age. The detail is incredible!

This room lacks much of the fungus of **Rooms A and B**, but it does contain a large sinkhole that goes down 40 feet and contains a tunnel at the bottom that leads to **Level 7A**. Sixteen stone statues stand in various positions around the room. There are 9 humans, 6 dwarves, and a scantily-clad elven female. **1d3 basilisks** are always here.

Basilisk (varies): HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

Treasure: If revived, all of these adventurers offer to serve their liberators. Each of the nine humans is 3rd level (all fighters) except number 3 who is a cleric of Thyr. Fighter number 6 has a large sack with 2,000 gp in it; number 9 has 6 small gems (25 gp each) in his purse. They all have standard dungeon equipment.

All of the dwarves except number 3 are the same as the humans. The third dwarf is a 4th level fighter and wears +1 *platemail*. The elf is a 4th level fighter/magic-user. She has a *scroll of pyrotechnics* hidden in her staff.

D. The Lair of the Basilisks

This room is nearly devoid of fungus. There are **1d4+2 basilisks** here, up to a maximum of 11 basilisks on this level. If a number of wandering basilisks have been killed, the number encountered here may need to be reduced so that no more than 11 are encountered on this level. A large numbers of stone animals (bats, rats, etc.) fill the room, but no humans ever made it this far.

Basilisk (varies): HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

Treasure: In the southwest spur of the cavern is a small vein of gold. A dwarf or a miner could extract this given 4 weeks of mining and obtain 20,000 gp. It would take several treks to carry all of the gold out of this cavern.

4A—3. Caverns

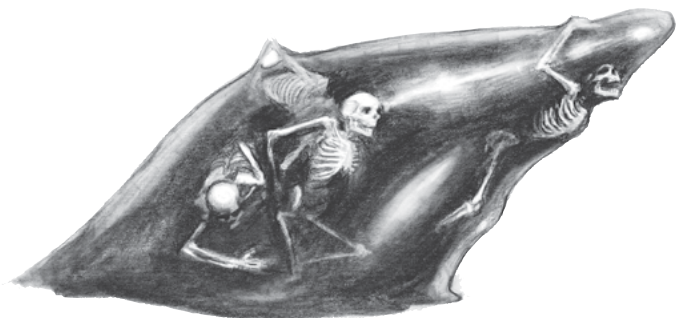
These caverns are uphill from the **Area 2** caverns, somewhat drier and less full of fungus. The floors (except in **D**) are less cluttered with rubble, and movement is increased to three quarters normal. Full movement or running requires a saving throw or the character falls and takes 1d3 points of damage.

Note: Except for **Room A**, add 1 to any wandering monster check. The basilisks do not venture far into the other caves, which are populated primarily by rust monsters that seem for some reason to be immune to the basilisk's gaze. All caverns, except for **C**, are fungi-filled and also contain many stalactites and stalagmites.

A. Sinkhole Room

The rubble in this cavern is less intensive than before. The cave seems somewhat drier, though little trickles of water run through low spots in the floor and down into an abysmal sinkhole in the center of the cave. This room contains a large sinkhole that drops down 50 ft. It is the normal home of an **undead ooze**. It has no treasure.

Undead Ooze: HD 6 (20 hp); AC 9 [10]; Atk 1 strike (2d4 plus 1d6 cold); Move 9 (C9); Save 11; AL C; CL/XP 8/800; Special: Engulf, skeletons.



Note: For more information on the Undead Ooze, see the *Tome of Horrors Complete* by Frog God Games.

B. Wraith Lair

Wind seems to be blowing down this long, narrow cave — lots of it. One can barely hear the voices of his comrades with the noise. The stream can be crossed easily at its shallowest point which is three feet deep. Getting within 20 ft. of the river disrupts any spells that require material spell components if they could be blown out of the caster's hand. The river is 20 ft. wide at the point where it must be crossed to reach the lair of the wraith.

In the northern end of the room across the river is the lair of the wraith.

LEVEL 4A



THE BASILISK CAVERNS

Level 4A
1 square = 20 feet

LEVEL 4A

His gravesite is marked with an "X." His coffin lies buried under 4 ft. of sand. The **wraith** emerges from his casket through the sand in incorporeal form 3 rounds after the party sets foot on the northern shore.

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

Treasure: The wraith's coffin lies buried in the sand and in it (under the bones) lies a suit of solid bronze plate mail studded with 12 sapphires (100 gp each).

Swimming Downstream: Anyone swimming down river must roll a saving throw (subtract armor bonus from this roll) or begin to drown. Survivors and bodies are washed out into **Level 9A** in approximately 20 minutes.

C. Hide the fighters!

The walls of this cavern appear to be corroded as if by acid. The walls themselves appear to be made of alternating bands of red and silver stone. The silver portions have an outer coating of red flakes that look like rust.

This room is situated within the eaten-out portion of a large vein of iron, and was formed by the **rust monsters** nibbling away at it. 1d3 rust monsters are always here. There are a total of six of these creatures in the caves.

Rust Monster (varies): HD 5; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; CL/XP 5/240; Special: Cause rust.

D. Death from Above!

Piles of rubble indicate that the ceiling has recently caved in. Large stalactites cover the intact ceiling areas, and weird lichens seem to make the room glow with an unearthly light. This room contains a great deal of rubble, and movement is down to one quarter normal. Over the horseshoe-shaped pile there are **3 large piercers** that drop on unsuspecting PCs.

Piercers (3): see **Swords & Wizardry Complete** rulebook.

Treasure: At the end of the northeast rat tunnel is the corpse of a giant rat with a human finger in its maw. On this finger is a golden signet ring (worth 80 gp) bearing the arms of an important noble family.

Exits from this cavern: The northwest tunnel comes out in the bottom of a 50 ft. sinkhole. If ascended there is a tunnel leading to **Level 6A**.

E. Deadly Fungus

As the PCs descend into the tunnel, they notice that the downhill slope and that the water flow leads down the hill. The temperature seems to raise a few degrees, and fungus covers the floors and walls. At the entrance to the grand cavern, gypsum flowers and calcite crystals grow everywhere.

Traps: Several traps have been placed in this room. The first is a large patch of **yellow mold** that has been placed directly in front of the tunnel. It can only be noticed by the lead character (1 in 8 chance). If the mold is not detected, read the following:

Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire.

Also present in the room is a 20 foot by 20 foot pit that is 20 feet deep filled with spiked sticks.

Spiked Pit Trap (20-Ft. Deep): Save or suffer 2d6 points of damage from the fall; pit spikes attack as 10 HD monster, 1d4 spikes per target for 1d4+2 points of damage each.

There is a trip wire also across the tunnel leading to 3F which dumps the front character on his face and makes a clang.

Trip Wire Trap: Trips victims, stunning them for 1d3 rounds if they fail a saving throw and fall.

If the party is extremely noisy, numerous, or uses light, the goblins at **F** are alerted and ready.

F. Lost Goblins

There are **6 goblins** trapped here who came up from **Level 12A** via **Level 7A** and are afraid to go back due to their fear of the basilisks. They fight only if the party refuses to negotiate. If the party tries to parley, the goblins can be persuaded to leave in peace if they are assured that the basilisks are gone.

Tactics: These goblins are wise and cunning, and are only trapped here as a result of a bad encounter with the basilisks. Gurran has one scroll with which to save a comrade, but is currently in search of a safer way out. The goblins are very prepared for the PCs if any of the *alarm* traps were triggered. The goblins have already cast the underlined spells in their spell lists, and unless the party negotiates immediately, they attack with *summoned* monsters as well as a magical barrage. Gurran is the leader, and attempts to negotiate safe passage if the party makes the first move. He is far more concerned with escape than with fighting a well-armed group.

Their basic battle tactics include artillery spells and backstabs. Org acts as a bodyguard for Gurran, and none of the goblins seek melee; Ostler sneaks in and uses his lions to attack from behind, saving his *potion of invisibility* for an escape. Zim is very dangerous, and seeks to eliminate PC spellcasters first.

Gurran, Male Goblin Witchdoctor: HD 5 (23 hp); AC 9 [10]; Atk 1 dagger (1d4); Move 9; Save 12; AL C; CL/XP 7/600; Special: -1 to hit in sunlight, cast spells as 9th level magic-user. Gear: Robes, spellbook, dagger, sack with 11 gp. Spells: 1st - *charm person*, *magic missile* (x2), *shield*; 2nd - *detect invisibility*, *invisibility*, *mirror image*; 3rd - *haste*, *monster summoning I*, *suggestion*; 4th - *charm monster*, *wall of fire*; 5th - *cloudkill*.

Zagros, Female Goblin Shaman (Orcus): HD 7 (29 hp); AC 2 [17]; Atk 1 light mace (1d6); Move 6; Save 9; AL C; XL/XP 9/1100; Special: -1 to hit in sunlight, turn undead, cast spells as 7th level cleric. Gear: Light mace, platemail, shield, boots of speed. Spells: 1st - *cause light wounds* (x2); 2nd - *hold person*, *silence 15-ft radius*; 3rd - *prayer*, *remove curse*; 4th - *cause serious wounds*; 5th - *insect plague*.

Ostler, Male Goblin Killer: HD 7 (24 hp); AC 7 [12]; Atk 1 short sword (1d6); Move 9; Save 9; AL C; CL/XP 8/800; Special: -1 to hit in sunlight, skills of 7th level thief, including back stab for triple damage. Gear: Short sword, leather armor, small sack with 2 gp, *potion of invisibility*.

Zim, Male Goblin Scout: HD 4 (hp 18); AC 9 [10]; Atk 1 short sword (1d6); Move 9; Save 13; AL C; CL/XP 5/240; Special: -1 to hit in sunlight, skills of 3rd level thief, including back stab for double damage. Gear: Short sword, gold and ruby necklace (worth 400 gp).

Org, Male Goblin Thug: HD 5 (27 hp); AC 2 [17]; Atk 1 hand axe (1d6); Move 6; Save 12; AL C; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Hand axe, platemail, shield, 22 gp, key to large box.

Treasure: In the northeast corner of the room is a large box containing: 4 weeks of iron rations, a magical waterskin which refills itself once per week, and a locked strong box with 400 gp (the key is on Org).

4A-4 The Vampire Lair

This mini-level revolves around a pair of horrible monster lovers: a vampire and a succubus, who have established a safe haven in a small cave complex. This is not to say that they do not venture out in search of prey (humans), but they are much happier staying together in their unholy matrimonial chamber. The PCs had better hope they have plenty of *restoration* spells available!

A. The Secret Arcane Locked Door

The **secret door** leading to the cave of the lovers is a small lead-lined metal door no more than 2-feet-wide, set high up on the cave wall and disguised with an illusion to appear a part of the surrounding cave wall.

This door is held by a *wizard lock* as cast by an 11th level magic-user, and can be bypassed by normal means. It provides access to the lair of the evil lovers. The door opens by pulling out. Note that the lead lining of the room is apparent to any who look closely at the walls or door itself. In addition, the door has been enchanted to open at the mental command of either of the lovers.

B. The Courtyard of the Moon

Beyond the secret door lies a circular cavern about 60 ft. in diameter. The walls and ceiling of the cave glow with a strange light. As you look around, you notice that the entire ceiling is decorated like a moonlit night. The moon is full and the stars seem to twinkle and gleam as if you were really outside at night. In the center of the cavern is a gurgling fountain, with a statue of a beautiful woman holding two pitchers pouring forth water. Several small birds can be seen nesting in a solitary tree a few yards from the fountain. An inscription on the fountain reads as follows:

*“Princess of stone,
Freed with a kiss,
Curse can be broken,
If love does exist”*

This room has been enchanted with a permanent illusion to depict the outside during a full moon. The statue is, of course, **Corinaria**, the succubus. The tree and the birds are bats clinging to an illusion covered stone pillar. One of the bats is Shekahn, the vampire.

The inscription is intended to trick PCs into kissing the statue to free the “princess.” When this is done, Corinaria materializes (as if turning from *stone to flesh*). Obviously, the person kissing the statue is immediately (though unknowingly) subjected to Corinaria’s level drain power. This inscription may provide the opportunity to drain several levels from the PCs. Once the party figures out that something is wrong, the pair attacks. Only after the pair is slain or driven off can the walls be searched. On the wall opposite the secret entrance is a small diameter hole (2 in.). It can only be found by careful feeling. This hole leads back 3 ft. into another chamber (**Room C**). Since neither the vampire (gaseous form) nor the succubus (etherealness) needs a large entrance to get to their bedroom, the PCs will need to dig through 3 ft. of stone to gain access to the final room.

Corinaria the Succubus: HD 6 (25 hp); AC -1 [20]; Atk 2 claws (1d4); Move 15 (Fly 24); Save 11; AL C; CL/XP 10/1400; Special: Magic resistance (70%), only harmed by magic weapons, level drain, spells.

Shekahn the Vampire: HD 8 (40 hp); AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: See description.

Tactics: Corinaria pretends to be very enthusiastic about being released, kissing the person who freed her, again subjecting the person to her level drain ability. In fact, she attempts to show her “affection” to all of her male “saviors.” While she is doing so Shekahn flies behind the pillar (surprise on 1-4 on 1d6) and changes shape. Once the party realizes they are being attacked, Corinaria pleads to be saved from Shekahn, whom she claims has held her prisoner (she reinforces her pleadings with a *suggestion* spell). She cowers behind the PCs, acting as if she needs their protection. Instead she uses her *charm* and *suggestion* abilities every round, suggesting such things as “use silver to slay the vampire,” or “kiss me again, only love can defeat him.” She tells charmed persons to stay out of the fight or restrain their comrades (to prevent bloodshed, which princesses cannot bear to see). If attacked, she teleports away or becomes ethereal to avoid combat.

Shekahn first order is to call for rats. He then uses his charm ability to avoid combat until he is cornered. Unlike most vampires, Shekahn wants to make spawn rather than kill the PCs outright. Anyone taken prisoner is drained and turned into vampire. If Shekahn is slain, he turns to gas and flees to **Room C**. If this happens, Corinaria turns ethereal and follows him, unless she is still successfully fooling the party into believing she is one of the “good” guys, in which case she continues to charm PCs. If she takes over 30 points of damage, she too flees (ethereally) to **Room C**. The pair remains inside the bedroom until they are discovered. If allowed to fully recover, they hunt the party in the dungeon, attacking when the PCs are wounded, sleeping or low on spells, summoning servitor creatures to “soften up” the PCs before they attack. Their vengeance is frightening to behold.

Treasure: The pair keep their treasure in **Room C**.

C. The Bedroom of Evil

The small hole leads to another chamber. The room itself is 20 ft. square, and is adorned with lavish tapestries and fine rugs. In the center of the room is a large stone block.

This room serves as the tomb of Shekahn and the nuptial bed (crypt) of the lovers. The stone block, which is actually a coffin (requiring an open doors check to open) is made of 2 parts — a lid and a base. The pair hides inside the stone block.

Treasure: The rugs and tapestries are worth 3,000 gp if removed from the dungeon. They weigh 1,100 pounds, so this may prove difficult. Inside the crypt is the remaining treasure: 9,900 sp, 140 gp, a deck of gilded tarokka cards (worth 30 gp), a golden bracelet etched with asphodels (worth 150 gp), a *wand of levitation* (4 charges) carved from bone, a platinum nose ring (worth 20 gp), a golden statue celebrating the evil duo’s love (worth 400 gp if you can find someone into that kind of thing) and a suit of +2 *leather armor*. There is also a substantial quantity of vampire dirt from Shekahn’s homeland.