

# Level 8B: The Steam Jungles

This is the middle level of the most volcanic area in the dungeons, the levels from the Prison of Time down to the Lava Pit. The lava river that originates in the Prison of Time runs through this level, which is an area where subterranean water sources interact with molten rock to create a huge quantity of steam and condensation in a hot area, which in turn gives rise to some very unusual underground life forms. In many respects, this area is a small subterranean jungle. The area is seldom traveled by the other denizens of the dungeon, since it has been sealed at the top by the priests of Orcus, and can only be accessed at the bottom by risking the lava and salamanders in **Level 10**. The area is shown on **Map RA-8B**.

## Level 8B

**Equivalent Dungeon Level:** 4

**Entrances and Exits:** Lava river down from **Level 5B**: the Prison of Time; river continues downward to **Level 10**: The Lava Pit

**Wandering Monsters:** Roll on the table below once per 30 minutes on a d20

1-6	2d6 carnivorous apes
7	3d6 giant centipedes
8	Ochre Jelly
9-20	No Encounter

**Standard Features:** Areas shown with trees have a visibility range of 10 ft.

**Carnivorous Ape:** HD 5; AC 4 [15]; Atk 2 claws (1d6) and bite (1d8); Move 12; Save 12; AL N; CL/XP 5/240; Special: Hug and rend. (If a carnivorous ape hits with both arms, it will crush and rend the victim for an additional 1d6 points of damage.)

**Giant Centipede:** HD 2; AC 5 [14]; Atk 1 bite (1d8 + poison); Move 15; Save 16; AL N; CL/XP 4/120; Special: poison bite (+6 save or die).

**Ochre Jelly:** HD 6; AC 8 [11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; Special: Lightning divides creature.

## 8B-1. The Lava River

The lava river enters this level from the upper regions of **5A-19** in **Level 5A**: the Prison of Time. At this point, the tunnel widens into a large cavern, dimly lit by the reddish glow of the lava river. Immediately upon entering the cavern, the characters are almost choked by the unbelievable steam and humidity: this level is located directly below an underground cistern-lake, and water seeps down through the rock to drip from the cavern ceiling. Enough water falls into the lava river, boiling into steam, or condenses on the ceiling from the general heat, to turn this entire level of the dungeon into a wet, tropical, steam-bath.

## 8B-2. Jungle Idol

This is a huge growth of mango trees, laden with ripe fruit. The roots of the trees have broken up the stone beneath them, tunneling deep to obtain needed minerals. Moving through the “forest” restricts visibility to 10 ft. inside the forest at location “A” there is a large stone idol. Roots and vines have twined around it so that for a moment it appears to be covered in snakes. The statue is that of a peaceful-looking woman, very fat, with a mysterious smile. The inside of the statue is hollowed out, and the space within is the lair of three small, green mice. Other than the strange coloration, they are normal rodents.

## 8B-3. Welcome to the Jungle

The eastern half of this cavern is filled with fleshy, tropical-looking trees. They resemble short, squat palm trees about ten to fifteen feet in height, with spongy pink bark and feathery fronds. Hair-like strands of bluish moss hang down from the fronds, making it impossible to see very far into this bizarre subterranean jungle. Condensed water drips constantly from the ceiling, and wisps of steam constantly form and then disappear in the air. Lurking in the jungle about 20 ft. from the edge are **3 giant leeches**.

**Giant Leech:** HD 5; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 12; AL N; CL/XP 6/400; Special: Sucks blood (5hp/round).

## 8B-4. Jungle Cavern

This cavern is entirely filled with the strange subterranean trees found in this level, but other than the trees the cave is empty.

## 8B-5. Monkey-Carvings

This cavern is empty, but pictures and lines have been scratched all over the rock floor. The only recognizable symbols are a crescent shape with some sort of stem at one end, and various crude images of the palm-type trees that the characters have seen on this level of the dungeon. The rest of the scratching is made up of long curving lines, spirals, and a few circles. This was a sacred cavern for the semi-intelligent monkeys that once swarmed in this jungle, but these became extinct over a century ago when the palm trees were affected by a disease that kept them from producing bananas (the pictures of crescents with a stem). The only monkeys to survive were those that ate the others, and eventually grew into an entirely different ape-like species—the carnivorous apes in **Areas 8B-10** and **8B-11**.

## 8B-6. Mounds of Moss

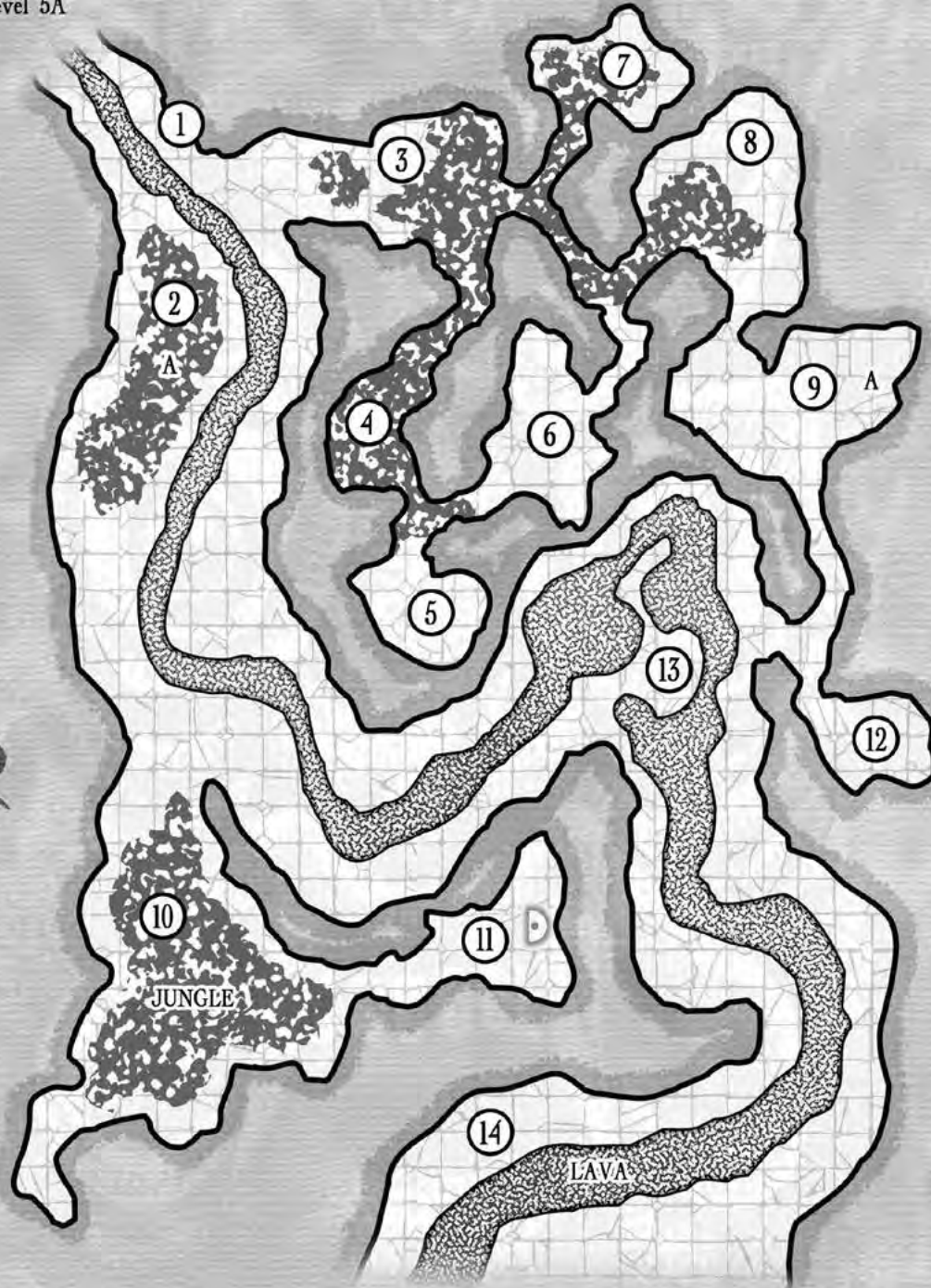
The floor of this cavern is covered in deep moss, mostly either a bright blue or a sickly, pale green. The bright blue moss is a predator that forms itself into a **shambling mound** of vegetation; there is enough moss in

# THE STEAM JUNGLE

Level 8B

1 square = 10 feet

To  
Level 5A



To Level 10

## 8B–8. Cavern of Niches



the cavern to form three of these human-shaped plant creatures. Although these creatures are made of moss rather than swamp vegetation, they are effectively identical to the sort of shambling mound that would be found in a swamp.

**Shambling Mound:** HD 10; AC 1 [18]; Atk 2 fists (2d8); Move 6; Save 5; AL N; CL/XP 13/2300; Special: Damage immunities, enfold and suffocate victims.

**Treasure:** Beneath the mossy carpet that covers the cavern floor, there is a considerable amount of treasure left behind by adventurers or hapless monsters that have wandered into the cavern and been killed by the blue moss. This includes 2,000 gp, 5,000 sp, 5 pearls (150 gp each), 1 emerald (250 gp), a jewel-studded dagger (750 gp), 4 rusted daggers (worthless), 2 coin-sized disks made of wood (worthless), a nicely-worked bronze goblet (only 5 gp), a small ivory statue of a dragon (25 gp), a torn paper fan (worthless but still radiates a small amount of some now-expended magic), a fragile china drinking cup (500 gp), a *scroll of cure disease*, and a *potion of healing*.

## 8B–7. Arbor of Hallucinations

Some of the trees in this cavern give off a subtle (undetected) smell that is hallucinatory after prolonged exposure. Anyone who remains in this cavern longer than one turn may fall subject to the hallucination of being covered with biting bugs. No saving throw is permitted, and the hallucinatory bugs actually cause 1 hp of damage per round (in the same manner as a *phantasm force* spell, although they cannot simply be disbelieved). Leaving the room will immediately and entirely *dispels* the hallucinations.

When the characters emerge from the trees that fill the passageway into this room, they find a clear area in the cavern chamber. The walls of the cavern are of natural stone, but several small, shallow niches have been hacked into the walls. These appear to have been used as shelves or storage, for small items of various different kinds have been placed into many of the niches. These are remnants from the time when the (now extinct) semi-intelligent monkeys inhabited this level. For the most part, the carnivorous apes have ignored the collection of trinkets, considering them to be of little interest.

Other than the possibility of wandering monsters, there is no hazard in this room, and the characters can search through the contents of the niches.

There are a vast number of these niches, and it takes a long time to search all of them. Each character searching for a full 10 minutes can assemble an array of items, most of which are worthless. Roll once on the following table per character per minute spent. After two hours of searching, the niches are empty.

01–05	1d4 cp, ten feathers, two pieces of mummified monkey dung*, and a stone eyeball (worthless).
06–10	1d10 gp, a bat skeleton, a scrap of cloth, and 1 piece of mummified monkey dung*
11–15	1d10 sp, a feather, an iron nail, a shiny piece of glass, and a sticky glob of something
16–20	2d6 gp, a mummified banana, a piece of chalk, and the finger of a leather glove
21–25	2d10 sp, a rusted and unidentifiable piece of iron, three feathers tied together with a piece of string, and a piece of mummified monkey dung*.
26–30	1d10 cp, a dried piece of palm-leaf wrapping a piece of semi-precious stone (worth 1d20 gp)
31–35	A fish skeleton and 1d3 pieces of mummified monkey dung*
36–40	A bone needle, a chipped flint knife, and a piece of palm-leaf wrapped around a shiny (but worthless) rock
41–45	2d6 gp, 1d20 sp, 1d100 cp, a chipped piece of flint, and 1d10 mummified pieces of monkey dung*
46–50	1d4 gp, 1d6 sp, a nest of (normal) spiders, and 1 piece of mummified monkey dung*
51–55	1d4 scraps of tree bark
56–60	1d4 coconuts (rotted and dried out), a fish skeleton, a string of wooden beads, and a bone scraper
61–65	1 gem worth 2d6 x5 gp, 1d10 sp, and a piece of tree bark with indecipherable symbols scratched on it ( <i>comprehend languages</i> would indicate that it says, “Banana, banana, flint knife, climbing is happiness, Thongo has lice.”)
66–70	1d8 gp, 2d10 sp, 1d6 semi-precious stones worth 1d6 gp each, 1 piece of mummified monkey dung*, 1d6 desiccated beetles
71–75	1d6 cp, a tuft of fur, and 1 turtle shell
76–80	1d4 gp, a monkey skull, and a leather rattle
81–85	1d20 sp, 1d4 monkey teeth, and 1d3 pieces of dried monkey dung*
86–90	1d6 semi-precious stones worth 1 gp each, some blue dust wrapped in a dried banana peel, and 1 piece of dried monkey dung*
91–95	1d10 gp and 1d20 worthless (but pretty) rocks
96–00	1d20 cp, a dried scarab beetle, and a <i>banana of holding</i> (found only once).

\*There is a reason why the (now extinct) semi-intelligent monkeys who lived on this level stored their dung in these niches. Over time, the sulfur and mineral content in the dung becomes mildly explosive. The dung-pieces can be thrown (or used as sling bullets) to inflict 1d6 points of explosive damage, along with a puff of foul-smelling smoke and a momentary glow of light. If the characters remove the pieces of monkey-dung from the niches while collecting materials rather than simply leaving them, there is a good chance that at some point one of the pieces willis dropped to the floor and explodes harmlessly.

## Banana of Holding

This dried and leathery banana peel is stitched up the sides, with an opening at the top about the diameter of a coin. Only something small enough to fit through the opening can be placed into the *banana of holding*, because if the side-stitching is torn the item's magic will be lost. The *banana* holds a maximum of 40 pounds of such small items, and always weighs the same as a banana peel. It is also quite slippery, as most banana peels are.

## 8B-9. Face of the Fire Monkey God

At the location marked "A" in this chamber there is a huge monkey-face carved into the wall, about ten ft. in height. The carving's mouth is a deep hole into the wall rather than one of the shallow indentations defining the rest of the face. If anyone approaches within thirty feet of the face, it breathes fire on them for 2d6 points of damage, and continues doing so once per round unless they leave the thirty foot radius. There is no treasure here.

## 8B-10. Trees of the Carnivorous Apes

This jungle-filled cavern is the abode of a large tribe of **50 carnivorous apes** (their numbers reduced by any that have previously been killed in wandering monster encounters). First contact with the apes is likely with only 2d6 of them, but another 1d6 emerge from the trees in each subsequent round of combat until the entire tribe is engaged in the battle.

**Carnivorous Ape:** HD 5; AC 4 [15]; Atk 2 claws (1d6) and bite (1d8); Move 12; Save 12; AL N; CL/XP 5/240; Special: Hug and rend. (If a carnivorous ape hits with both arms, it will crush and rend the victim for an additional 1d6 points of damage.)

**Treasure:** There is no treasure in this area, for it is kept in the Chief-Ape's cavern (Area 8B-11)

## 8B-11. Cavern of the Ape Chieftain

There is a large throne hacked from the natural stone of the cavern in the eastern end of this cave chamber. An **enormous fanged ape** sits upon the throne, which is surrounded by broken human skulls. The cavern also contains a very large iron cauldron sitting upon a fire-pit.

**Ape-Chief:** HD 6 (32 hp); AC 2 [17]; Atk 2 claws (1d6) and bite (1d8); Move 12 (Climb 12); Save 12 (10 vs. spells); AL C; CL/XP 5/240; Special: Hug and rend, speaks Common. (If the Ape-Chief hits with both arms, it will crush and rend the victim for an additional 1d6 points of damage.)

**Treasure:** Generations of carnivorous apes have accumulated lots of shiny treasure from now-eaten adventurers, and the ape chieftain keeps almost all of it in his cavern chamber. It is kept in a pile, for all the apes to look at and play with, and comprises: 115,427 cp; 7,510 sp; 1,671 gp, 14 gems (4 x 5 gp, 3 x 25 gp, 3 x 50 gp, 2 x 100 gp, 2 x 500 gp); a golden tiara with sapphires (1,000 gp); a +1 mace; 2 *potions of healing*; 1 *potion of fire resistance*; and 1 *scroll of ice storm*.

## 8B-12. Slipping and Sliding with Stirges

This room is one of the places where a fairly large quantity of water drips into this level. The natural stone floor slopes sharply down from the cavern entrance southeast toward the back of the cave. It is so filled with drifting mist that visibility is restricted to 5 ft., and the floor is very slippery. Anyone entering the room must make a saving throw or slip and fall, moving at a rate of 20 ft. per round to the southeast. A new check is permitted each round to recover. If anyone reaches the southeastern part of the cavern, standing or sliding, this alarms and angers the **20 stirges** that live in mud nests on the ceiling. These fan through the chamber looking for intruders. They are effectively invisible in the steam until they land on someone to attack. Attacks against airborne stirges miss automatically unless the attack is made in the correct general direction, and even then the attack is made at -4 to hit. Anyone who has fallen and cannot get up (has not made a saving throw against slipping) is still able to fight with hand weapons, but also at a -4 to hit.

**Stirges (20):** HD 1+1; 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.

**Treasure:** The remains of various victims lie directly below the stirge nests against the cavern's southeastern wall. There are six skeletal remains, carrying the following: 6 rusted lanterns, 2 rotted scrolls, 3 rusted swords, one pointy hat (red plaid), a set of thief's tools (rusted), a pair of boots with a mouse skeleton inside, 5,111 cp, 208 sp, 417 gp, and a *wand of fireballs* (4 charges remaining). The mouse skeleton is magical; if worn as an amulet it grants a +1 to all saves. It is very fragile, which is why its original owner kept it in a boot. Its presence will cause the boot to emanate faint magic, and if someone shoves a foot into the boot, this will crush the magic skeleton.

## 8B-13. The Promontory Cavern

This large cavern is mainly a sea of molten lava, but there is a narrow stone lip around the edges and a stone peninsula jutting out into and above the flowing river of fire. A pentacle has been carved into the stone floor of the promontory, and at each of the five points of the pentacle there is a large, blue gem.

The promontory was once solidly grounded, but the flow of lava around it has slowly been melting away the supporting rock, and it is now extremely unstable. Any person walking to the pentacle has a 1% chance per minute to cause the entire promontory to collapse into the river of fire below. This chance is cumulative for each additional person on the promontory (i.e., two people have a 2% chance per minute for the promontory to collapse). The chance does not increase per round.

Prying the gems out from the points of the pentacle takes time: five minutes per gem if using a dagger or other ill-suited tool, three minutes if using a pickaxe or crowbar. Each gem is worth 100 gp. Note that (fairly obviously) a person who is *flying* or *levitating* over the promontory does not add to the risk of a collapse.

## 8B-14. Exit to Level 10: The Lava Pit

At this point, the wide tunnel begins to descend in stages, a series of short "waterfalls" of lava, usually no more than 5 ft. in height. The river winds its way down to **Level 10: The Lava Pit**, where it eventually emerges from the ceiling of **Area 10-7** in its last drop.