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KEY TO THE LOWER LEVEL

The lower level of the complex is rough and unfinished. The walls are irregular and coarse, not at all like the more finished walls of the level above (except for the two rooms on this level which are more like those in the upper portion and in a state of relative completion). The corridors are roughly 10' wide, and they are irregular and rough, making mapping difficult. The floors are uneven, and in some cases rock chips and debris cover the pathways between rooms and chambers. The doors are as in the upper level, but the secret doors are either rock or disguised by rock so as to appear unnoticeable.

WANDERING MONSTERS

Check every second turn; 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Troglydites (1–4): AC 5, HD 2*, hp 9,8,5,4, MV 120' (40'), Att 2 claws/1 bite, D 1d4/1d4/1d4, Save F2, ML 9, AL C, XP 25
2. Giant Crab Spider: AC 7, HD 2*, hp 12, MV 120' (40'), Att 1 bite, D 1d8 + poison, Save F1, ML 7, AL N, XP 25
3. Kobolds (2–7): AC 7, HD ½, hp 4,4,3,3,2,2,1, MV 60' (20'), Att 1 weapon, D 1d4 or by weapon–1, Save NM, ML 6, AL C, XP 5
4. Orcs (1–8): AC 6, HD 1, hp 6,5,5,4,4,3,3,2, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 8, AL C, XP 10
5. Zombies (1–2): AC 8, HD 2, hp 8,7, MV 120' (40'), Att 1 weapon, D 1d8 or by weapon, Save F1, ML 12, AL C, XP 20
6. Goblins (2–7): AC 6, HD 1–1, hp 5,5,4,4,3,2,1, MV 60' (20'), Att 1 weapon, D 1d6 or by weapon, Save NM, ML 7, AL C, XP 5

ENCOUNTER AREAS

38. ACCESS ROOM

This room is filled with piles of rock and rubble, as well as mining equipment: rock carts, mining jacks, timbers, pickaxes, etc. It is apparent that there has been no mining activity for quite some time.

Monster:

Treasure & Location:

39. MUSEUM

This room is an unfinished museum, a special monument to the achievements of the stronghold's most illustrious inhabitants.

The west wall is a sectioned fresco showing various events and deeds from the life of Rogahn, and the several views pictured are: a young boy raising a sword, a young man slaying a wild boar, a warrior carrying off a dead barbarian, and a hero in the midst of a large battle hacking barbarian foes to pieces.

The east wall is a similar sectioned fresco showing cameos from the life of Zelligar: a boy gazing upward at a starry

night sky, a young man diligently studying a great tome, an earnest magician changing water to wine before a delighted audience, and a powerful wizard casting a type of death fog over an enemy army from a hilltop.

The north wall section is unfinished, but several sections of frescoes show the two great men together: shaking hands for the first time in younger days, winning a great battle against barbarians in a hill pass, gazing upward together from the wilderness to a craggy rock outcropping (recognizable to the adventurers as the place where the stronghold was built), with a fourth space blank. Next to the frescoes are other mementoes from the past: a parchment letter of thanks for help in the war against the barbarians from a prominent landowner, a barbarian curved sword, and a skeleton of the barbarian chief (so identified by a wall plaque in the common language). There is more blank space on the wall, apparently for further additions to the room's collection of items.

The frescoes are painted and they cannot be removed. None of the mementoes is of any particular worth or value.

Monster:

Treasure & Location:

40–56. CAVERNS OF QUASQUETON

The bulk of the lower level of the complex is a series of unfinished caves and caverns, which are mostly devoid of special detail—all being characterized by irregular walls of rough rock. Uneven floors strewn with bits of rock and rubble, and joined by winding corridors. The majority of the rooms are empty of furnishings.

40. SECRET CAVERN

Monster:

Treasure & Location:

41. CAVERN

Monster:

Treasure & Location:

42. WEBBED CAVE

The entrance to this room is covered with silky but sticky webs, which must be cut or burned through to gain access to it. See web spell for details in D&D Basic booklet.

Monster:

Treasure & Location:

43. CAVERN

Monster:

Treasure & Location:

44. CAVERN

Monster:

Treasure & Location:

45. CAVERN OF THE MYSTICAL STONE

This ante-chamber is the resting place for a large, glowing chunk of rock which appears to be mica. The stone radiates magic strongly.

The stone rests permanently in its place and is not removable. Although chips can easily be broken off the rock by hand, only one chip at a time may be broken away; until anything is done with it, the rest of the rock will remain impervious to breaking.

Once a chip is removed, its glow will begin to fade, and after three rounds (thirty seconds) it will be a normal piece of mica with no magical properties (as will be the case if it is removed from this room). The chip's magical properties are manifested only if it is consumed (or placed in the mouth) by any character before three rounds have passed after breaking off from the chunk. The magical effects are highly variable and each individual can only be once affected— even if a future return to the rock is made at a later time. If any character places a chip within his or her mouth, a 20-sided die is rolled to determine the effect according to the following table:

1. Immediately teleports the character and his gear to the webbed cave (room 42)
2. Immediately blinds the character for 1–6 hours of game time (no combat, must be led by other adventurers)
3. Raises strength rating permanently by 1 point
4. Raises charisma rating permanently by 1 point
5. Raises wisdom rating permanently by 1 point
6. Raises intelligence rating permanently by 1 point
7. Raises dexterity rating permanently by 1 point
8. Lowers strength rating permanently by 1 point
9. Lowers charisma rating permanently by point
10. Lowers intelligence rating permanently by 1 point
11. Cures all damage on one character
12. Causes invisibility for 1–6 hours of game time (subject to normal restrictions)
13. Poison (saving throw at +1)
14. Makes a 500 g.p. gem (pearl) appear in character's hand
15. Gives a permanent +1 to any single weapon carried by character (if more than one now carried, roll randomly to determine which)
16. Heals all lost hit points of character (if any)
17. Causes idiocy for 1–4 hours (unable to function intelligently or fight, must be led by other adventurers)
18. Gives a special one-time bonus of 1–6 hit points to the character (these are the first ones lost the next time damage or injury is taken)
19. Gives a curse: the character will sleep for 72 hours straight each month, beginning one day before and ending one day after each new moon (can only be removed by a remove curse spell)
20. Has no effect

Monster:

Treasure & Location:

46. SUNKEN CAVERN

This small cavern lies at the bottom of a short, sloping corridor. The walls are wet with moisture, and glisten in any reflected light.

Monster:

Treasure & Location:

47. CAVERN

Monster:

Treasure & Location:

48. ARENA CAVERN

This cavern, designed as a small theatre or arena, is unfinished. The center portion of the room is sunken about 15' below the floor level, and the sides slope downward from the surrounding walls to form a small amphitheatre.

Monster:

Treasure & Location:

49. PHOSPHORESCENT CAVE

This medium-sized cavern and its irregularly-shaped eastern arm present an eerie sight to explorers. A soft phosphorescent glow bathes the entire area independent of any other illumination, and the strange light is caused by the widespread growth (on walls, ceiling, and even parts of the floor) of a light purplish mold. The mold itself is harmless.

Monster:

Treasure & Location:

50. WATER PIT

This room contains the 8' deep pool of water into which any unwary adventurers are precipitated from the trap on the upper level (see the special description of the trap under the description of room 36). As described there, the water is extremely cold. Anyone entering the water (whether voluntarily or not) must spend a full hour recovering from its chilly effects. The pool is about 20' across and is filled by a cold spring.

Monster:

Treasure & Location:

51. SIDE CAVERN

This cavern is unusual only in that its eastern rock wall is striated with irregular diagonal streaks of a bluish ore (of no unusual use or value to the adventurers).

Monster:

Treasure & Location:

52. RAISED CAVERN

This room, off the southeast corner of the grand cavern, is accessible by climbing four upward steps. Its eastern wall also shows diagonal streaks of the same bluish ore noticeable in room 51. The room has a low ceiling (only 5'), so some humans may find it difficult to stand fully erect.