

Dhowin's Rest

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1. The Environs

Dhowin's Rest lies to the south of the Yhaunn Marsh a huge expanse of marsh. In winter the area is crusted with ice and there are no trees on the flat featureless plain to stop the biting northerly winds. Well to the south The Wall rises up from the plains and the snow capped peaks around Sulby and Jurby can be seen on clear days.

Dhowin's Rest itself is a low mound that anywhere else could be missed by casual travellers. On the bleak Plains of Yhaunn the mound draws the eye like a magnet. It is about 10 paces wide by some 15 paces long and egg shaped. Grass grows thickly on its smooth surface. Near the southern end there is a small depression where a few stones protrude like bones picked clean by the ravens that circle constantly looking for stray sheep or goats.

2. The Mound

2.1. The Entrance

Digging down into soft earth of the depression the PCs will unearth a tall stone slab that acts as a door. The door is engraved with numerous runes.

Thieves have the usual chance of reading ancient tongues and Around the edge they read 'The last port of Dhowin the Lame. He will sail no further in this world. The seas beyond the furthest horizon are now his home. Do not disturb him lest you wish to join his travels.'

In the centre of the door is a much larger and deeper carved rune as shown below.



This is the Hagla or Cruel Nature rune. If the door is broken or the rune touched then a violent storm is created some 20' in diameter centred on the person doing the breaking. The storm will last for 1d4 rounds. To do any action the PCs must make a strength or dexterity check. Each round roll % dice. 01-10 lightning storm that does 2d6 damage to 1 randomly chosen PC (1d6 damage if not wearing metal armour). 11-20 hail storm that does 1d4 damage to all PCs (2d4 if not wearing metal armour). Cleric's have a 5% chance per level recognising what the rune is and a there is a chance of dispelling it (Use dispel magic against C12).

2.2. Entrance Passage

A short, 20', corridor no more than 4' high and 5' wide. You are forced onto your hands and knees if you wish to proceed. The walls and ceiling are composed of roughly split slabs of stone. Roots of plants have grown through from above. The passage ends in another stone slab. This slab has runes carved around its perimeter. "Your final warning. Be prepared, for Dhowin is not alone, his final crew no longer flesh just bone.

The door is AC4 16hp and immune to edged weapons.

2.3. The Ship Grave

Beyond the broken slab you see the ribs of a large long boat. No mast just a stump in the centre. Down each side are 20 rowing benches each with an oar. Standing abreast in the centre of the boat 4 abreast are 20 skeletons. They wear bronze helms that almost totally cover their faces, a ruby red glow from their eyes the only sign of life. As you approach they bang their bronze long-swords on their bucklers.

Num.	Monster Name	AC	Thac0	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Save	Mrl.	EXP.
1	Skeletal Hero	5	18	9		Walk 90	Sword 1d8	F2	12	25
2	Skeletal Hero	5	18	9		Walk 90	Sword 1d8	F2	12	25
3	Skeletal Hero	5	18	3		Walk 90	Sword 1d8	F2	12	25
4	Skeletal Hero	5	18	7		Walk 90	Sword 1d8	F2	12	25
5	Skeletal Hero	5	18	10		Walk 90	Sword 1d8	F2	12	25
6	Skeletal Hero	5	18	14		Walk 90	Sword 1d8	F2	12	25
7	Skeletal Hero	5	18	16		Walk 90	Sword 1d8	F2	12	25
8	Skeletal Hero	5	18	6		Walk 90	Sword 1d8	F2	12	25
9	Skeletal Hero	5	18	7		Walk 90	Sword 1d8	F2	12	25
10	Skeletal Hero	5	18	9		Walk 90	Sword 1d8	F2	12	25
11	Skeletal Hero	5	18	9		Walk 90	Sword 1d8	F2	12	25
12	Skeletal Hero	5	18	14		Walk 90	Sword 1d8	F2	12	25
13	Skeletal Hero	5	18	3		Walk 90	Sword 1d8	F2	12	25
14	Skeletal Hero	5	18	2		Walk 90	Sword 1d8	F2	12	25
15	Skeletal Hero	5	18	9		Walk 90	Sword 1d8	F2	12	25
16	Skeletal Hero	5	18	16		Walk 90	Sword 1d8	F2	12	25
17	Skeletal Hero	5	18	7		Walk 90	Sword 1d8	F2	12	25
18	Skeletal Hero	5	18	11		Walk 90	Sword 1d8	F2	12	25
19	Skeletal Hero	5	18	12		Walk 90	Sword 1d8	F2	12	25
20	Skeletal Hero	5	18	3		Walk 90	Sword 1d8	F2	12	25

Fig 1

At the stern of the ship is a wooden throne. The end of each arm is carved into an eagle's head. This appears much older and of a different design to the ship. In front of the throne is a ragged hole about 5' in diameter that appears to have been chewed through the ships hull and the soft soil beneath.

If a thief examines the throne carefully deduces that a rectangular casket some 3'x2'x3' used to be stored under the throne.

2.4. The Shaft

The shaft is practically vertical. The damp soft soil gives of a rich loamy smell as you climb down. After about 30' or 40' it is difficult to tell exactly you emerge into a domed round chamber. Below you the remains of a stone ceiling slab lies shattered on the floor.

3. The Trial Of Shep

3.1. The Domed Chamber

The shaft emerges into a circular room some 30' in diameter. The ceiling is domed starting 10' at the walls and going up to 20' in the centre. The floor is a stunning mosaic of a golden sun on a pale blue ground and is of a very high quality. A few tiles in the centre have been crushed by the falling ceiling. There are four exits from the room. N, NE, NW and S.

The southern exit is an ornate double door. There is some writing carved on the lintel. *'Only the chosen worthy may enter. They must prove themselves strong in mind, body and spirit. The chosen may then claim their reward.'* The door has three small locks. One decorated with red enamel, one with green and one with blue enamel.

Knock spells and the like will not work neither will trying to break down the door

The other doors are far more simple in design with no locks and just a simple handle.

Only one door may be open at any one time. Once a corridor is entered the door, unless staked will shut and will not reopen for 1d4 hours. All doors emit a magical aura. No sounds can be heard from behind them

3.2. The NW Door

This door leads into a corridor that runs NW for 30' then descends N for 10'. Beside the door is a rusty nail.

This door leads to the test of the body. The key is around Dhowin's neck.

3.3. The N Door

This door leads into a corridor that runs N for 30'.

This as you reach about 20' down the corridor you are transported to Challenge Of The Champions - play it with the competitive imagery and everything. Note that Herk, Zimheaho and Lillian do not take part.

You reappear. To Zim, Lillian & Herk it appears you were not away. The corridor ends just ahead of you. No time has passed. Ahead of you a gold key on a blue thread hangs from a nail hammered into the wall.

Creatures for this module can be found in fig 6 on page 11.

3.4. The NE Door

This door leads into a corridor that runs NE for 30' then ascends N for 10'. As you move down the corridor you suddenly realise that you are on your own. Then

The order is Zimheaho, Framous, Herk, Yarrin then Tartella.

Go to the tests below - Note that Raistlin and Lillian have no test. Leave them to mull over why

..... You are back in the tunnel. To Raistlin & Lillian it appears that you never left. No time has past. You are at a dead end in the passage. There is a small silver key on a length of red thread hanging from a nail crudely hammered into the wall.

4. Spirit - Yarrin's Test

4.1. A Shadowy Room

You are in a 15' square room. The only light comes from the light gem in your hand. Flickering shadows fill the corners of the room. Two low openings lead out of the room one East the other South. The stones of the archways are pitted and scorched.

If Yarrin listens he has a chance to here the sound of something slithering and slurping. When Yarrin passes through either archway a Flare Eater will fall from the ceiling dropping onto Yarrin's light gem. (Roll for surprise at -3, -1 if heard slithering). If Yarrin drops the light gem the Flare Eater will consume it.

Num.	Monster Name	AC	Thac 0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	SaVe	Mrl.	EXP.	Treasure
1	Flare Eater	0	15	23		Slime 150	Dissolve 3d4	F6	8	1400	Nil

Fig 2

4.2. Into The Darkness

The room is totally dark. Feeling round the walls indicates a 15' square room made from rough stone walls. The are no other exits.

Yarrin should make an wisdom check. If he fails then he thinks the rooms is closing in on him. This will cause an additional -2 on all attack rolls. Roll for surprise at -4 as there are crab spiders hiding in the shadows. Finding the treasure will be difficult. If Yarrin is willing to crawl around on the floor he has a detect traps chance of finding treasure each turn. On the other hand he also has a chance of putting his hand on a spiders poison gland if he fails to find something. (Roll a d10 0=Poison Gland, 1-3 = 24cp, 4-5 = 69sp, 6=Armband, 7=Brooch, 8=Cameo, 9=Collar)

Num.	Monster Name	AC	Thac 0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	SaVe	Mrl.	EXP	Treasure
1	Crab Spider	7	18	9		Walk 120	Bite 1d8 + Poison	F1	7	25	Nil
2	Crab Spider	7	18	10		Walk 120	Bite 1d8 + Poison	F1	7	25	69 sp, Armband (500gp) Brooch (100gp) Cameo (2500gp) Collar (7500gp)
3	Crab Spider	7	18	7		Walk 120	Bite 1d8 + Poison	F1	7	25	24cp

Fig 3

4.3. All Is Not What It Seems

Another totally dark room. Feeling around the walls indicates a 15' foot square room with exits North and West. The walls in parts feel very slimy and sticky.

It is just normal slime.... but Yarrin isn't to know that!

4.4. Exit

As you pass through the archway you return to the corridor. But you are alone....

5. Spirit - Tartella's Test

5.1. The Bed Chamber

You awake to find yourself in a large bed swathed in red and yellow velvet covers. The room is large some 30' square. You don't recognise it but you feel that you should. The walls are hung with fine tapestries one of which shows you leading a group of hideous creatures into battle. In the tapestry you are welding a massive sword with a huge ruby in its pommel.

When you get up you notice that you have lost your left leg at the knee. A special boot is beside the bed. It still surprises you that you got so careless.

If you examine the tapestry closely you see that the hideous creatures are wearing necklaces of elven ears.

Under a window in the south wall is a carved oak table with a porcelain bowl which is full of steaming hot water.

The bowl has a design of roses around the rim.

The window looks out southwards over a steep rocky cliff towards a wide river. It is late morning.

After a few moments there is a knock on the door and a page steps in wearing red and gold livery. "It is time milady" he says. "Your husband instructs you to attend the ceremony. It is to be the courtyard milady. He said that you were not to forget the sword milady." He bows and leaves. On the chest at the foot of the bed under a riding cloak, yellow with red roses around the hem and cuffs is the sword depicted in the tapestry in a strange scabbard seemingly made from bark. If Tartella picks up the sword she feels the sword's power.

5.2. The Tower Stairs

The door leads to a narrow stone stair that spirals down past 3 locked doors until it emerges into a long room.

5.3. The Long Room

The long room is lit by several tall windows glazed with coloured glass at the top. Paintings run along the opposite wall and a long dark wood table occupies the centre of the room. Through the glass you can see a group of figures between the waving leaves and blooms of the roses that climb up between the windows.

5.4. The Courtyard

The courtyard is cobbled and the smell of roses is almost obscured by the smell emanating from the hunched figure in rags kneeling at the feet of a group of dark robed priests. "It is time." one of the priests hisses. "He is the last." He pulls back the head revealing the features, bruised and swollen of Zimheaho. He looks at you with disgust and loathing. If looks could kill

"He is perfectly safe now. I thought I'd save him for you. Then his head can join his friends on the tower." says a familiar voice from behind you and the smell of roses becomes overpowering.....

If at any point Tartella attempts to use the sword she notices that her hands are tattooed in the manner of The Dark Brotherhood - black spider's webs. If she attempts to use it in the courtyard she will be cut down either by Bran Coris or 20 - 30 arrows from guards on the ramparts. Bran will lean over her and say softly and gently. "Orphin was right after all. I will have to bring her back. So sad, you were a quick learner"

5.5. Exit

You return to the corridor. But you are alone....

6. Spirit - Zimheho's Test

6.1. A Forest Glade

You are standing in a forest glade. Strangely it is early summer. Sunlight flickers through the green leaves dappling the forest floor. The smell of wood and wild flowers is thick in the air.

6.2. Any Direction From The Glade

Ahead in the distance you can here screams and the smell of smoke is carried to you on the wind.

6.3. The Stedding

About 30 yards ahead of you a 'battle' rages. A small Wood Elf Stedding is ablaze. The walkways high above the forest floor in the ancient oaks are being defended by clots of green cloaked elves against dark shadowy figures. The largest tree dwelling is to the East where the heaviest fighting is (The Queens Bower). To the North is a wide open space with a pool and a circle of ancient oaks.

Roll for surprise. One of the shadowy figures emerges from the woods to your left. A Wererat! It squeals loudly as it's first attack attracting the attention of a group of other wererats. Once Zim has killed 3 wererats a horn sounds and the others retreat. He catches a glimpse of a rider in red and gold on a black steed riding away at the head of the warband.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Attack 2	SvAs	Mor.	EXP.
1	Wererat	7	16	3		Walk 120	Sword 1d8	Bite 1d4+Lyco	F3	10	50
2	Wererat	7	16	6		Walk 120	Sword 1d8	Bite 1d4+Lyco	F3	10	50
3	Wererat	7	16	16		Walk 120	Sword 1d8	Bite 1d4+Lyco	F3	10	50
4	Wererat	7	16	16		Walk 120	Sword 1d8	Bite 1d4+Lyco	F3	10	50
5	Wererat	7	16	18		Walk 120	Sword 1d8	Bite 1d4+Lyco	F3	10	50
6	Wererat	7	16	7		Walk 120	Sword 1d8	Bite 1d4+Lyco	F3	10	50
7	Wererat	7	16	17		Walk 120	Sword 1d8	Bite 1d4+Lyco	F3	10	50
8	Wererat	7	16	18		Walk 120	Sword 1d8	Bite 1d4+Lyco	F3	10	50
9	Wererat	7	16	6		Walk 120	Sword 1d8	Bite 1d4+Lyco	F3	10	50

Fig 4

6.4. The Queens Bower

Smoke blackened timbers, shattered statues and torn tapestries in what was once a beautiful suite of rooms. The ancient queen reclines on soft green pillows a nasty spear wound in her left thigh and claw marks to the bone on her shoulder and scalp. Herbalist Aenor is tending her.

"Thank you for helping us." she sighs. "I fear it is too late. Madura's Bane has returned. The Brotherhood have it now. All our hopes gone. Alfheim in ashes. It is the end of our song my son. Our children fight with the last free people in the blighted lands but it is too little too late. we are lost." with that here eyes lose focus and she dies.

The Herbalist thanks you and asks you to leave.

6.5. The Grove Of Assent

A few elves are collecting discarded weapons and dragging bodies away to burn, two pyres one for the wererats the other for elves. The latter is by far the biggest.

Silverwind Evensong "We were defenceless. Are army away in the Blighted Lands, we never needed to defend our Stedding before. Now we have nothing." He indicates the grove. "This was The Grove Of Assent, our council chamber if you will. The have despoiled the pool and poisoned the trees. THE TREES!"

6.6. Exit

If Zimheaho leaves the Stedding...

All goes grey and then you find yourself in the corridor you entered a few moments ago but you are alone

7. Spirit - Herk's Test

7.1. Dawn. The Ramparts

You stand on the ramparts of a large castle. To the east the sky is lightning faintly. On the plain in front of the castle hundreds of campfires flicker occasionally showing a scuttling figure or the shape of a huge siege engine. All along the watchtowers you can see the hunched figures of your fellow defenders. You haven't slept for more than a handful of hours in the last 6 days. Standing beside you is a dwarf and a pair of elves. Examining your fellow defenders you see that their faces are drawn, the dwarf occasionally holds his side as if an old wound pains him. The roofs of the buildings in the courtyard are shattered. Clots of people from the surrounding villages occupy much of the space those who can man the battlements the rest act as fire-fighters or supply the archers with new shafts. It's been 5 days since Yarrin left. Has he managed to get through to Zimheaho?

Whatever Herk does at this point is allowed. After a few moments the sun clears the horizon and a groaning cheer rises from the plain followed by a slow rhythmic clanging of sword on shield.

7.2. A Messenger With Bottle

The taller elf touches your arm and points into the darkness. "My Lord. A herald approaches under a white flag. Do you think they may wish to surrender?"

If Herk orders archers to fire the Herald is killed and the army will charge bringing their huge siege engines to bear. GOTO EXIT

"I bring a message from your brother, General Berk. He offers safe passage to you and all within the walls, excepting the hated elves, if you surrender Karrack to us. You can expect no help from Dengar the dwarves have retreated below ground. Come out there is no need to continue this struggle.

If asked the dwarf says that there is no way that the dwarves would desert them. Yarrin would reach them soon. The elf says that it is a fair bargain. There are only 5 elves while there is over 200 women and children within the walls.

If Herk agrees to the offer Berk keeps his word. The elves are taken away and a tired train of humans & dwarves track away Northwards towards Dengar. GOTO EXIT

If Herk tries to bargain play it by ear. Single combat with Berk would be good! If Herk beats Berk then the army will retreat rapidly leaving the siege engines and the tents. If he denies it out of hand the herald turns his mount and rides back to the camp and the army charges. GOTO EXIT

Nu m.	Monster Name	AC	Thac 0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	SaV e	Mrl.	EXP.	Treasure
1	Berk	2	13	39		90	Normal Sword+3 1d8+3+2	F12	10	2125	See Below

fig 5

Berk is armed with a normal sword +3, a dagger and a mace+1. The latter he uses on horseback. He wears normal plate and a shield. He has several potions in his tent. Swimming, Etherality, Animal Control, Longevity, Dragon Control (White or Crystal) and Levitation. He also has a very fine carpet in the tent which is in fact a flying carpet (command word Axeminster).

7.3. Exit

All goes grey then you are back in the corridor alone.

8. Spirit - Framous' Test

8.1. A Small Temple

The smell of rot is strong in the air. Moans of pain from the children lying on the damp cots mingle with the chants of the clerics kneeling at a small shrine to the north. The child on the pallet in front of you is dying. The exit in the west wall is a leather flap that barely keeps out the chill wind.

If Framous tries to cast a spell tell him that he knows no spells. In fact he can't remember the last time that he could contact Kronos. The other clerics have experienced the same trouble. Only by using healing herbs and non-magical methods and the occasional healing potion brought in by Zimheaho and his party of elves which have raided the hoards kept by the Dark Brotherhood.

8.2. Seventh Street

Since the plague came to the town the poor quarter's population of Darokin has fallen to barely a tenth of its original size. Each day greasy smoke rises from the pyres built on the city's fringe. The richer residents on the eastern side of the Streel have destroyed the bridges so that the disease could be kept out.

Looking around all you see is squalor. Most homes are unoccupied and many gutted by fire from the ravages of the marauding gangs of The Brotherhood who the City Fathers have recruited to protect them from the plague infested poor. It is said that they can still cure, purify water and their links to Lloth have not been broken. Oh why did we remake the sword! you say to yourself.

Roll for surprise. Riding up the street is a black cloaked cleric.

If Framous initiates combat then a fight ensues.

Nu m.	Monster Name	AC	Thac 0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	SaVe	Mrl.	EXP.	Treasure
1	Brother Mikail	2	15	37		90	Morning Star + 3 1d8 +3+2	C11	10	2125	See Sheet

fig 6

Hail Framous. says the cleric dismounting. Have you made a decision yet? Just think join the Brotherhood and you could cure many of those children today. The rest by the end of the week. Create food aplenty and pure water. All you have to do is disown Kronos - he after all has deserted you and turn to Lloth. Give me your hand now and in moments you will have all the power you desire. What do you say?

If Framous agrees then the Cleric smiles and takes Framous' hand almost instantly you feel the welcoming warmth of contact with an Immortal power but tainted somehow by the Dark. You have the spells but when you look down your hands are covered in black tattoos. Else the Cleric remounts and says "I see you have a touch of the fever yourself Framous. I will return tomorrow. Maybe you will as well."

8.3. The Temple.

If you accept the offer

Seeing your hands the clerics turn your backs on you and the mothers of the children make the warding sign at you and forbid you from touching their offspring.

GOTO EXIT

else

The stench of decay assails your nostrils as you walk to the shrine and begin to chant. Perhaps tomorrow Kronos will here you, perhaps.

GOTO EXIT

8.4. Exit

You find yourself in the corridor but alone....

9. The Champion's Challenge

See Dragon Issue 58 pg. 32

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Attack 2	Attack 3	Save As	Mor.	EXP	Treasure
1	Iron Cobra	0	19	5		Slither 120	Bite 1d3			F1	7	420	
2	Iron Cobra	0	19	4		Slither 120	Bite 1d3			F1	7	420	
Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Attack 2	Attack 3	SvAs	Mor.	EXP	Treasure
1	Purple Worm	6	8	66		Slither 60	Bite 2d8	Sting 2d8		F8	10	2700	
Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Attack 2	Attack 3	SvAs	Mor.	EXP	Treasure
1	Green Slime	20	17	12		Ooze 3	Touch Dissolve			F1	7	30	
Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Attack 2	Attack 3	SvAs	Mor.	EXP	Treasure
1	Green Slime	20	17	12		Ooze 3	Touch Dissolve			F1	7	30	3 gp 8 cp
Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Attack 2	Attack 3	SvAs	Mor.	EXP	Treasure
1	Fire Snake	6	17	9		Slither 40	Bite 1d4			F2	7	120	
Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Attack 2	Attack 3	SvAs	Mor.	EXP	Treasure
1	Brown Bear	6	15	28		Walk 120	Claw 1d6	Claw 1d6	Bite 1d8	F4	10	225	

fig 6

10. The Test Of The Body

The PC's feel the ground lurch and sway under their feet and all goes grey. A voice from the fog which they recognise as the same as that heard on the ancient battlefield (Shep) says "This test may be the toughest of them all. You are in a maze, a testing ground for heroes. There may seem to be no logic to it's layout. You aim, fight your way out to a square room with a flight of stairs leading up and to the south. It may be near or it may be far. It may be above you or below you. There are creatures and traps, beasts and torments in there. Only the best will survive. You will remain here until you find your way out or die. Your death will not end the struggle. There are others down there who have come searching. They were found lacking. May you succeed.". With that the fog clears.

The PC's start in room 25 on level 5, The exit is on level 1 room 1.

Unless otherwise stated floors and walls are of stone, corridors are 10' wide and 10' high. Chambers and rooms are 10' high also. Doors are of wood with AC of 9 and 6hp. Doors are shut but not locked unless stated.

The First Level

There is a sulphurous taint to the air which is itself slightly foggy. (+1 to surprise rolls). Rats and other small mammals as well as scuttling beetles scatter into the shadows as you approach, their glassy eyes glint from the darkness. In damp corners fungus thrives.

Trap 1

The floor is actually paper and anyone walking onto it will fall through into a water filled pit some 5' below the level of the floor and some 10' deep. Usual rules for armoured people in water apply.

Trap 2

As you walk along the corridor a gout of flame belches from the wall doing 4d4 damage. Save vs. breath weapon for ½ damage. Only effects the first 2 characters on that side of the corridor.

Wandering Monster 1

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance	Attack 1	SvAs	Mor.	EXP.	Treasure
1	Bugbear	5	16	12		Walk 90	Axe 1d6+1	F3	9	50	11 Silver Pieces 12 Copper Pieces
2	Bugbear	5	16	20		Walk 90	Axe 1d6+1	F3	9	50	12 Copper Pieces 8 Silver Pieces
3	Bugbear	5	16	18		Walk 90	Axe 1d6+1	F3	9	50	11 Silver Pieces 8 Copper Pieces

Wandering Monster 2

In a large web that almost blocks the corridor is the grizzled remains of a human male. As you approach a huge spider comes across the web.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance	Attack 1	SvAs	Mor.	EXP.	Treasure
1	Black Widow Spider	6	17	11		Crawl 60	Poison Bite 2d6. Save vs. poison or die in 1 round	F2	9	50	15 Copper Pieces 8 Silver Pieces

10.1. The Exit

This 30' square chamber has a simple wooden stair leading south towards a plain oak door. A doorway leads north while passages lead east and west. A large puddle of water has collected at the foot of the stairs apparently, judging by the brown stain, from a leak in the ceiling.

10.2. Ogre's Lair

This 20' by 30' chamber has 4 dirty straw pallets. As you enter 4 ogres rise from them clutching rather nasty looking clubs. There are 5 sacks in the room. The largest contains 600gp. The others as in the list below.

If PC's decide not to attack the Ogres make a morale check if roll less than morale they will attack. Else they will hoot and bang their clubs on the ground derisively.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Sv As	Mor.	EXP.	Treasure
1	Ogre	5	14	19		Walk 90	Club 1d4+2	F4	10	125	48GP
2	Ogre	5	14	25		Walk 90	Club 1d4+2	F4	10	125	49GP
3	Ogre	5	14	23		Walk 90	Club 1d4+2	F4	10	125	50GP
4	Ogre	5	14	14		Walk 90	Club 1d4+2	F4	10	125	49GP
5	Ogre	5	14	15		Walk 90	Club 1d4+2	F4	10	125	46GP

10.3. Bandit's Lair

This 20' by 30' chamber has been home to a band of grave robbers for many years. A few rotted animal skins and broken planks pretend to be beds. A mouldering sack in the NE corner contains 5000 Silver Ostlandi coins from the early part of the reign of Hord Dark-Eye and are dated 980AC.

The occupants of this chamber have heard your approach and are hiding in the alcove at W2. They wield rusty broadswords. If they hit save vs. poison (at +2) or become infected (cure disease or lose use of affected limb (1d4 for location)). The Bandits are wearing leather armour. Their skin is stretched tight over angular bones. In places the skin has split. The leader is wearing a pair of finely tooled leather gauntlets (Gauntlets of Fumbling).

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	SvAs	Mor.	EXP.
1	Undead Bandit	6	19	8		Walk 90	Sword 1d8 + Poison	T1	8	10
2	Undead Bandit	6	19	7		Walk 90	Sword 1d8 + Poison	T1	8	10
3	Undead Bandit	6	19	4		Walk 90	Sword 1d8 + Poison	T1	8	10

10.4. Ransacked Chamber

This 20' by 40' chamber used to be panelled with oak and elm but only scraps of timber remain. These remnants show traces of paint and gilding suggesting that the room was ornately furnished in the past. A large number of clay jars lie shattered on the floor. From the stains on some they may have contained oil while the few (9gp) coins that lie amongst the shards some must have contained treasure. The coins show the head of Hord Dark-Eye and the date 980AC.

10.5. Bugbear's Lair

This 30' by 30' chamber contains a large pile of sleeping furs, a smoking fire smelling strongly of dung and several sacks containing coins from the reign of Hord Dark-Eye.

Sacks Contain 2000 Electrum Pieces, 2000 Silver Pieces, 4000 Copper Pieces.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance	Attack 1	SvAs	Mor.	EXP.	Treasure
1	Bugbear	5	16	12		Walk 90	Axe 1d6+1	F3	9	50	11 Silver Pieces 12 Copper

											Pieces
2	Bugbear	5	16	20		Walk 90	Axe 1d6+1	F3	9	50	12 Copper Pieces 8 Silver Pieces
3	Bugbear	5	16	18		Walk 90	Axe 1d6+1	F3	9	50	11 Silver Pieces 8 Copper Pieces
4	Bugbear	5	16	10		Walk 90	Axe 1d6 +1	F3	9	50	15 Copper Pieces 8 Silver Pieces
5	Bugbear	5	16	10		Walk 90	Axe 1d6 +1	F3	9	50	14 Copper Pieces 15 Silver Pieces
6	Bugbear	5	16	15		Walk 90	Axe 1d6 +1	F3	9	50	10 Copper Pieces 8 Silver Pieces
7	Bugbear	5	16	21		Walk 90	Axe 1d6 +1	F3	9	50	14 Copper Pieces 8 Silver Pieces

If the PC's approach the room from the south they will see the 3 bugbears below. If they enter from the East they will meet the bugbears above in the room.. Either way after 3 rounds of combat the others will join in.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance	Attack 1	SvAs	Mor.	EXP.	Treasure
W3.1	Bugbear	5	16	11		Walk 90	Axe 1d6 +1	F3	9	50	12 Silver Pieces 21 Copper Pieces
W3.2	Bugbear	5	16	19		Walk 90	Axe 1d6 +1	F3	9	50	12 Silver Pieces 18 Copper Pieces
W3.3	Bugbear	5	16	13		Walk 90	Axe 1d6 +1	F3	9	50	10 Silver Pieces 18 Copper Pieces

10.6. A Well Room.

A heavy iron grating covers a deep damp shaft. If a stone is dropped in some 30 seconds pass before a deep splooshing sound returns from the depths.

10.7. A Storeroom

A storeroom about ¼ full. Sealed barrels of salted pork, crates of iron rations and hard ship's biscuits in ordered arrays against each wall.

10.8. Secret Treasure Room

This room is empty apart from a pile of 1000 gold coins. Again the coins are from the rain of Hord Dark-Eye. Hidden in the pile is a Wand of A Wonder with 19 charges.

10.9. Draco Lizard Lair

Suspended from the high ceiling of this room is a glowing red orb which gives off as much heat as light making the room very hot. There is strange green vegetation, vines, and trees with warty trunks. The air is thick and damp and certainly moist. Sunning themselves near a shallow pool are 4 six foot long lizards their tongues flick in and out of their mouths tasting the air.

It is impossible to surprise the lizards. PC's have a -1 to their surprise roll due to the density of vegetation. The vegetation is not harmful. The secret door pivots about its centre so when someone pushes on it to open it they will be flicked into the room (make a dexterity check to stay outside). The person standing immediately behind the person opening the door must make a saving through vs. wands or be hit by the swinging door and be knocked unconscious for 1d4 rounds.

Num	Monster Name	A C	Thac 0.	Max. HP	C ur. H P	Move & Distance 1	Attack 1	SvAs	Mor.	EXP.
1	Draco Lizard	5	15	23		Walk 120	Bite 1d10	F3	7	125
2	Draco Lizard	5	15	17		Walk 120	Bite 1d10	F3	7	125
3	Draco Lizard	5	15	19		Walk 120	Bite 1d10	F3	7	125
4	Draco Lizard	5	15	21		Walk 120	Bite 1d10	F3	7	125

The Second Level

The air is cold and in motion. Torches in the wall flicker in the draught casting disturbing shadows on the walls. (In any torch lit room Yarrin must make a saving through vs. wands or be scared -1 to all attack rolls, -5% to all thieving abilities). A subtle hint of stale manure is often wafted about on the breeze.

Trap 3

The fourth person to pass this point must make a saving through vs. spells or be cursed. The curse manifests itself when the person next starts to speak. His or her voice will be slurred like a drunk. This gives a 25% chance of spell failure (on 00 the spell is reflected back on to the caster).

10.10. Fungus Farm

Huge toadstools grow in this dark dank room. The floor is covered in about 6 to 8 inches of dung which pops and squelches under your feet.

If a PC strikes at a toadstool gives off a large cloud of spores that cause PC's to cough uncontrollably for 1d6 rounds. 1 hour later small mushrooms start to appear on the PC's clothing. These are perfectly edible and have a mild healing property (1hp per mushroom. Each PC grows 1d4 mushrooms per day). The mushrooms can be removed with a cure disease spell or exposure to the sun.

10.11. Hobgoblin Guard Room

Listening at the door you will hear the sound of dice and guttural laughter. The door is locked and bolted from the other side.

There is a metal grill with a sliding hatch blocking off your view of the room beyond. The door itself is of wood with bronze studs on it.

If PC's try to force the door or knock at it the hatch slides open and an ugly face looks through it. "Go away we bought some yesterday." And slams shut again. If you knock again then the face reappears and says "Can't you speak common. Go away we have all the hog we can eat. Come again next week." And again the hatch shuts. If you knock again you can hear bolts being withdrawn and the door swings open to reveal ...

The room beyond is tatty with dirty straw on a stone floor. A table, one leg propped up with an old book which has 4 clay mugs on it. Six sweaty bunks and four rickety chairs complete the furniture. A picture of a hobgoblin in a seductive pose obviously torn from a book adorns one wall. There are also 6 hobgoblins in the room armed with swords.

Nu m.	Monster Name	AC	Tha c0.	Max. HP	Cur . HP	Move & Distanc e 1	Attack 1	SvA s	M or.	EXP.	Treasure
1	Hobgoblin	6	18	7		Walk 90	Sword 1d8	F1	8	15	10sp
2	Hobgoblin	6	18	4		Walk 90	Sword 1d8	F1	8	15	10sp
3	Hobgoblin	6	18	7		Walk 90	Sword 1d8	F1	8	15	13sp
4	Hobgoblin	6	18	2		Walk 90	Sword 1d8	F1	8	15	8sp
5	Hobgoblin	6	18	5		Walk 90	Sword 1d8	F1	8	15	8sp
6	Hobgoblin	6	18	7		Walk 90	Sword 1d8	F1	8	15	9sp

Under one bunk is a chest containing 5000cp, 3750ep and 1250gp from the same hoard as all the others. If the PC's look in the book they see that slipped inside the cover is a scroll of protection from petrification. A key ring is on the belt of the 1st hobgoblin.

There is another door leading north. This is locked and bolted from this side. There is a hatch at the foot of the door big enough to slide a plate through. It is bolted from this side.

Looking through the hatch reveals a good view of a stack of dirty plates. Removing these reveals an even better view of some finely turned ankles.

10.12. The Prison

Four rather weary humans 1 female the others male stand or sit at a table. The room is tidy though a little spartan. A pungent odour comes from a half barrel which acts as the cells toilet facilities. The humans are pleased to see you. Erin the oldest tells you that they (Bro, Haga & Calanep) were captured two weeks ago by a raiding party of hobgoblins near Yhawn and they were being held to ransom. Though who would pay for us, we are just humble farmers and butchers. They are willing to come with you but say that they would only get in your way in a fight. They will take daggers to defend themselves.

They are in fact a hunting pack of werewolves. Erin is the pack leader. They will attack when they see an opportunity, ie when the party is split or when combat is joined. They take one round to transform into wolf form.

Nu m.	Monster Name	AC	Thac0.	Max. HP	Cur . HP	Move & Distance 1	Attack 1	SvAs	Mor.	EXP.
1	Werewolf (Bro)	5	15	14		Walk 180	Bite 2d4	F4	8	125
2	Werewolf (Erin Leader)	5	14	30		Walk 180	Bite 2d4+2	F5	8	250
3	Werewolf (Haga)	5	15	15		Walk 180	Bite 2d4	F4	8	125
4	Werewolf (Calanep)	5	15	12		Walk 180	Bite 2d4	F4	8	125

The Third Level

The air is still, clear with a tang of the sea in it. In places the floor has a green slimy coating as if some large plant had rotted there or a huge slug had passed by.

There is NO iron left on this level. Locks and hinges are made of brass. Any thing metal below 5' off the ground has been dissolved.

Trap 4

A tripwire spans the corridor at ankle height. This triggers a cascade of marbles (50) from the ceiling. Each PC must make a dexterity check or fall to the floor. 15% chance of potions being broken by the tumble.

10.13. Armoury

This 20' by 30' room is almost empty. 6 wooden dummies 4 still upright carrying shreds of leather armour and fragments of mail occupy the room. On a high shelf there is a quiver of 20 arrows -2.

If Zim examines the arrows he will notice that the fletching is rotted and hence they will not fly straight. All other characters must make an intelligence check to notice the problem.

10.14. Rust Monster Lair

Both doors in this room have fallen off their hinges. There are two large chests against the west wall. They are bound with copper bands and have ornate brass locks.

While PC's are investigating chests rust monsters approach having smelt the armour & weapons. The rust monsters will pursue the PC's until they are hit and fail a morale check where upon they will retreat to here.

As you investigate the chests which contain 2250ep and 3000sp 2 large beetle like creatures enter the room antenna twitching. The smell of the sea is particularly strong around these creatures.

If PC's think of chucking some iron material to distract them give that PC a 1000xp bonus.

Num	Monster Name	AC	Thac0	Max. HP	Cur. HP	Move & Distance	Attack 1	SvAs	Mor.	EXP.
1	Rust Monster	2	14	24		Walk 120	Touch Special	F3	7	300
2	Rust Monster	2	14	20		Walk 120	Touch Special	F3	7	300

10.15. Centipede Lair

Crawling over two small coffers are a host (7) of giant centipedes their glistening blood red bodies and hairy numerous legs forming a seething mass over the copper caskets.

Num	Monster Name	AC	Thac0	Max. HP	Cur. HP	Move & Distance	Attack 1	SvAs	Mor.	EXP.
1	Giant Centipede	9	20	1		Crawl 60	Bite Poison	NM	7	6
2	Giant Centipede	9	20	4		Crawl 60	Bite Poison	NM	7	6
3	Giant Centipede	9	20	4		Crawl 60	Bite Poison	NM	7	6
4	Giant Centipede	9	20	4		Crawl 60	Bite Poison	NM	7	6
5	Giant Centipede	9	20	2		Crawl 60	Bite Poison	NM	7	6
6	Giant Centipede	9	20	3		Crawl 60	Bite Poison	NM	7	6
7	Giant Centipede	9	20	4		Crawl 60	Bite Poison	NM	7	6

Inside the caskets are a leather flask containing Oil of the Dryad and a pair of gloves with a stylised image of a cat on them. Gloves of the Feline (Neutral).

10.16. Old Guard Room

A table some chairs and a some broken clay mugs are all that can be found in this room. A bone handle probably from a dagger can be found if the room is searched carefully.

The Fourth Level

The air is dank and mouldy especially where the walls are particularly damp. Mould and fungus growths are common.

Trap 5

A loose stone floor slab will release a pair of hammers from the ceiling. Those in the front rank must make a saving throw vs. wands or be hit. If either make a saving throw the one behind must also make the same saving throw (+1) and so on. If it misses all then it swings back the other way.... The hammers do 2d6 damage.

10.17. The crossing

Four skeletal statues stand to attention in the corners of this crossing.

They are what they appear to be, skeletal statues.

10.18. Burial Chamber I

This C-shaped room has evenly spaced terracotta urns each plugged with a large cork and sealed with red wax. They have battle scenes painted on the outside in rich colours. Inside the urns is ash and fragments of bone.

Under the northern urn is a secret compartment containing 3000ep.

10.19. Burial Chamber II

A damp, dark room full of rotting wooden coffins. Many have toppled over after an earthquake spilling their grisly contents onto the floor. Bones and fragments of cloth litter the floor. Through a secret door there is a hidden chamber containing 4 stone coffins. Inside the coffins along with skeletal figures are 4000sp.

10.20. Thoul's Lair

Two hobgoblins, actually thouls, look up from their meal, some sort of large rodent as you enter. They turn to face you and grin a menacing grin.

Under a loose floor slab are two sacks. One contains 2000ep the other 400pp.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Attack 2	Sv As	Mor.	EXP.
1	Thoul	6	17	11		Walk 120	Claw 1d3	Claw 1d3	F3	10	65
2	Thoul	6	17	11		Walk 120	Claw 1d3	Claw 1d3	F3	10	65

10.21. The Throne Room Of Dhowin

An imposing sight greets you as you enter this chamber. Hundreds of candles set in tall black iron candlesticks light the room and give off an oppressive heat. Four solid stone pillars soar majestically to the ceiling which is painted in the semblance of a summer sky. A massive bone throne occupies much of a dais at the west end of the chamber. The walls are hung with rich brocades and velvets only slightly affected by the damp and their age. More striking however is the sight of 20 armoured skeletons in neat serried ranks standing in front of the throne. As they see you they start banging their swords on their shields. You then notice that occupying the bone throne is a huge skeletal figure, Dhowin himself.

Num.	Monster Name	A C	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	SvAs	Mor.	EXP.
1	Dhwin Skeletal Giant	4	11	43		Walk 120	Giant Axe 'Render' 2d8+3	F8	12	750
1	Skeletal Hero	5	18	9		Walk 90	Sword 1d8	F2	12	25
2	Skeletal Hero	5	18	9		Walk 90	Sword 1d8	F2	12	25
3	Skeletal Hero	5	18	3		Walk 90	Sword 1d8	F2	12	25
4	Skeletal Hero	5	18	7		Walk 90	Sword 1d8	F2	12	25
5	Skeletal Hero	5	18	10		Walk 90	Sword 1d8	F2	12	25
6	Skeletal Hero	5	18	14		Walk 90	Sword 1d8	F2	12	25
7	Skeletal Hero	5	18	16		Walk 90	Sword 1d8	F2	12	25
8	Skeletal Hero	5	18	6		Walk 90	Sword 1d8	F2	12	25
9	Skeletal Hero	5	18	7		Walk 90	Sword 1d8	F2	12	25
10	Skeletal Hero	5	18	9		Walk 90	Sword 1d8	F2	12	25
11	Skeletal Hero	5	18	9		Walk 90	Sword 1d8	F2	12	25
12	Skeletal Hero	5	18	14		Walk 90	Sword 1d8	F2	12	25
13	Skeletal Hero	5	18	3		Walk 90	Sword 1d8	F2	12	25
14	Skeletal Hero	5	18	2		Walk 90	Sword 1d8	F2	12	25
15	Skeletal Hero	5	18	9		Walk 90	Sword 1d8	F2	12	25
16	Skeletal Hero	5	18	16		Walk 90	Sword 1d8	F2	12	25
17	Skeletal Hero	5	18	7		Walk 90	Sword 1d8	F2	12	25
18	Skeletal Hero	5	18	11		Walk 90	Sword 1d8	F2	12	25
19	Skeletal Hero	5	18	12		Walk 90	Sword 1d8	F2	12	25
20	Skeletal Hero	5	18	3		Walk 90	Sword 1d8	F2	12	25

Dhwin's axe is too heavy (250cn) for any of the party to use as a weapon but taken to the right collector it is worth 1000gp. On natural 19 or 20 Render will sever a limb unless a saving throw vs. death is made in which case triple damage is done.

<i>Roll</i>	<i>Limb</i>
<i>1</i>	<i>Left Leg</i>
<i>2</i>	<i>Right Leg</i>
<i>3-4</i>	<i>Left Hand</i>
<i>5-6</i>	<i>Right Hand</i>
<i>7-8</i>	<i>Left Arm</i>
<i>9</i>	<i>Right Arm</i>
<i>10</i>	<i>Head (Instant Death)</i>

Dhwin's treasure is in a wooden sea chest hidden amongst his bone throne which would have to be dismantled before the chest can be removed. It contains the following items: 5000gp, 3000ep, 1 Potion of Extra Healing, 1 Potion of Healing, A Book Of Sagas (100cn, 2000gp to a collector) and around Dhwin's neck is a key on a length of green thread..

10.22. An Empty Unfinished Chamber

The walls of this chamber still bear the marks of those who chiselled it from the solid bed rock. A faint outline of a doorway or an alcove can be made out on the west wall.

This is just an empty unfinished room.

10.23. The Statue Room

The door to this room is locked. On entry the room is a wondrous sight. Gleaming marble walls and a floor of polished maple form a perfect backdrop to a silver and Electrum statue on a black onyx plinth. The statue is of a eagle taking flight from a cliff and is some 18 inches in height. It is very finely crafted.

Statue weight 2000cn. Value 2500gp.

As party enters room make them roll for surprise. On 1-5 they do not notice a shadow slipping out the door. It will stalk the party and attack from behind when they least expect it.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance	Attack 1	SvAs	Mor.	EXP.
1	Shadow	7	16	7		Walk 90	Touch 1d4 Drains 1pt of STR	F2	12	35

10.24. An Empty Storeroom

The door to this room is shattered. The remnants of crates and barrels lie scattered in the dust.

The Fifth Level

There is an warm earthy smell to the air. The floors are made of trodden earth not rock and occasionally fragments of bone protrude from soil.

10.25. The Start Location.

You find yourselves in a 10' square dark chamber. An iron door (locked) is to the south. The room is unfurnished and may at one time have been a store room as a few empty sacks have been piled in the NW corner.

10.26. The Snake Pit

A horrendous sight greets you as you approach the chamber. The whole of the 40 foot sunken square area is a mass of seething snakes, at its centre is a giant snake skeleton that turns to look at you when you approach giving of a bony rattle as it does.

The pit is 10' below the height of the corridor.

Examining the room reveals a 2 inch wide ledge some 18 inches below the ceiling. It appears to run around three sides (N, E, W) of the chamber.

The ledge is sound apart from the NW corner which will give under the weight of anyone wearing metal armour. The person will fall 10' for 1d6 damage and must make a constitution check or be stunned for 1 round. However the PC will hit 1d6 snakes for 1d6 damage each!

Num	Monster Name	AC	Thac0	Max. HP	Cur. HP	Move & Distance 1	Attack 1	SvAs	Mor.	EXP.
1	Necrophidus	2	15	28		Slither 90	Bite 1d8 & paralyse	F5	12	975
1	Snake (Rock Rattler)	7	19	7		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
2	Snake (Rock Rattler)	7	19	2		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
3	Snake (Rock Rattler)	7	19	2		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
4	Snake (Rock Rattler)	7	19	2		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
5	Snake (Rock Rattler)	7	19	1		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
6	Snake (Rock Rattler)	7	19	6		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
7	Snake (Rock Rattler)	7	19	5		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
8	Snake (Rock Rattler)	7	19	1		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
9	Snake (Rock Rattler)	7	19	3		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
10	Snake (Rock Rattler)	7	19	3		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
11	Snake (Rock Rattler)	7	19	7		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
12	Snake (Rock Rattler)	7	19	1		Slither 90	Bite 1 Poison 1d4+1	F1	7	13
13	Snake (Rock Rattler)	7	19	8		Slither 90	Bite 1 Poison 1d4+1	F1	7	13

NB: Each player seeing the necrophidus must make a saving throw vs. spells or be hypnotised for 6 rounds. The paralysis will last until the necrophidus is dead or a dispell magic is cast.

10.27. A bunk Room.

This room contains 12 large bunks the straw mattresses of which have either rotted away or have been eaten. The room has an air of disuse about it.

10.28. Latrine

This room is 20' square and has 4 wooden cubicles along the east wall. Inside each cubical is a rough wooden bench with a hole in the centre. Under each hole is a bucket. They haven't been emptied for a long time but all that remains is a dry powdery mess.

11. Treasure From The Test Of The Body

Location	Description	XP Value	GP Value	Weight
W1.1	Coins	1.22	1.22	23
W1.2	Coins	0.98	0.98	20
W1.3	Coins	1.19	1.19	19
W2.1	Coins	0.95	0.95	23
10.2.1	Coins	48	48	48
10.2.2	Coins	49	49	49
10.2.3	Coins	50	50	50
10.2.4	Coins	49	49	49
10.2.5	Coins	46	46	46
10.2	Sack of coins	600	600	600
10.3	Sack	500	500	5000
10.3.1	Gauntlets Of Fumbling (Appear to be Ogre Strength).	0	1000	25
10.4	Coins	9	9	9
10.5	Coins	640	640	8000
10.5.1	Coins	1.22	1.22	23
10.5.2	Coins	0.96	0.96	20
10.5.3	Coins	1.19	1.19	19
10.5.4	Coins	1.58	1.58	23
10.5.5	Coins	1.64	1.64	29
10.5.6	Coins	0.9	0.9	18
10.5.7	Coins	0.94	0.94	22
W3.1	Coins	1.41	1.41	33
W3.2	Coins	1.38	1.38	30
W3.3	Coins	1.18	1.18	28
10.8	Coins	1000	1000	1000
10.8	Wand Of A Wonder (19 Charges)	6000	10000	5
10.11.1	Coins	1	1	10
10.11.2	Coins	1	1	10
10.11.3	Coins	1.3	1.3	13
10.11.4	Coins	0.8	0.8	0.8
10.11.5	Coins	0.8	0.8	0.8
10.11.6	Coins	0.9	0.9	0.9
10.11	Chest Of Coins	3175	3175	10000
10.11	Book (Scroll Of Protection From Petrification)	2000	6000	5
10.13	Quiver Of 20 Arrows (-2)	0	20	20
10.14	Coins	1425	1425	5250
10.15	Oil Of The Dryad	250	750	5
10.15	Gloves Of The Feline (Neutral)	2000	10000	10
10.17	Coins	1500	1500	3000
10.19	Coins	400	400	4000
10.20	Coins	3000	3000	2400
10.21	Render	1500	10000	250
10.21	Coins	6500	6500	8000
10.21	Potion Of Extra Healing	0	0	5
10.21	Potion Of Healing	0	0	5
10.21	Book Of Sagas	200	2000	100
10.23	Statue	2500	2500	2000
TOTAL		33463.54	61283.54	50296.5