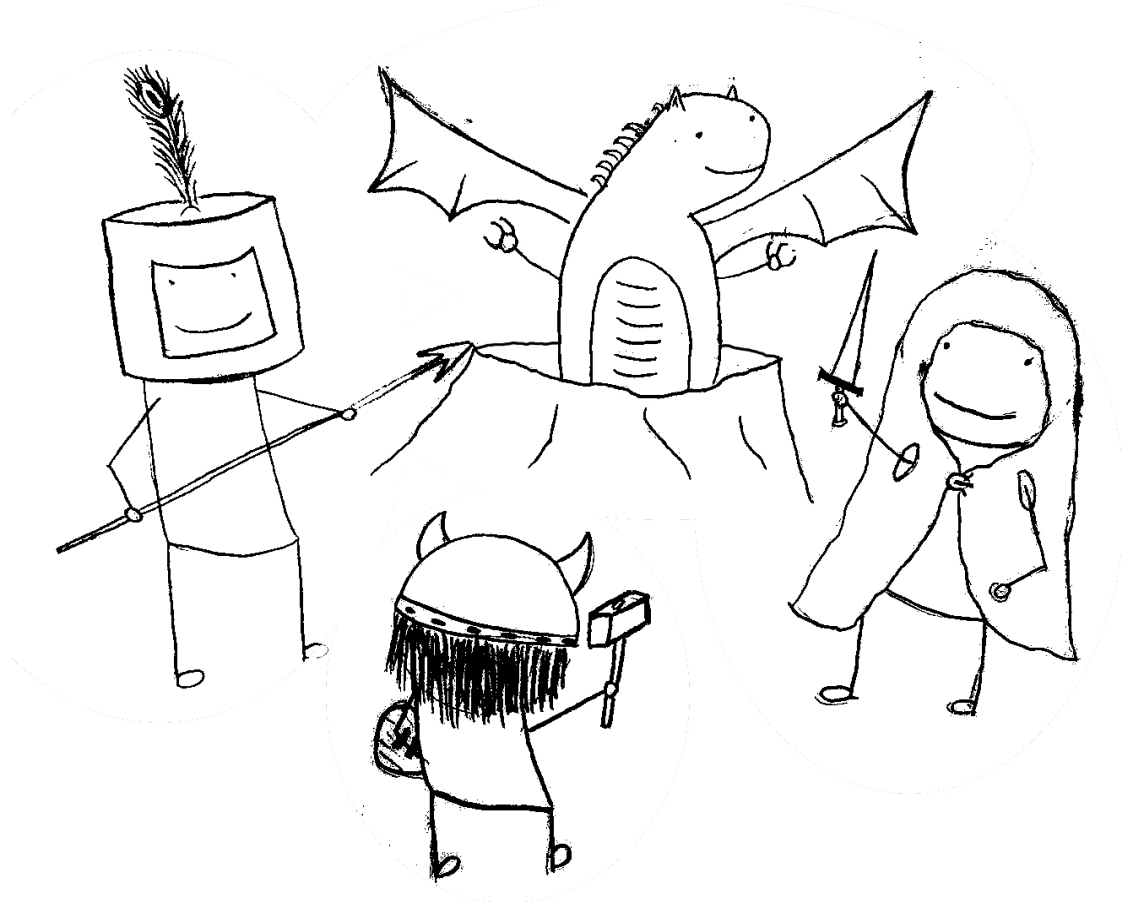


Dungeon Module D1-4

The Halls of Cauldron Mountain

By Jeff Simpson

AN ADVENTURE FOR CHARACTER LEVELS 3 AND HIGHER



Travel to an ancient volcano overrun with purple worms where cults to dragons and halls to Dwarven gods once stood. As you delve deeper and deeper, a passage to Cthonia, the twisting and turning maze of subterranean tunnels might even be uncovered...but first you must survive The Halls of Cauldron Mountain!

This module is free of licensing and may be shared, modified, and altered as you wish.

There is considerable information contained herein which is descriptive and informative with respect to what players see and do. Note that this does not mean that you, as Dungeon Master must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players.

-Ernest Gary Gygax, Rest in Peace

Dungeon Module 1, 2, 3, & 4: Cauldron's Deep, The Cold Ossuary, The Dragon Forge, The Endless Pit

Background

Thousands of years ago, a lone volcanic mountain, surrounded on all sides by swamp, was home to a mighty dragon, Togera, and his sycophantic hordes of worshippers. The volcanic vents were worked into a maze of tunnels that housed a temple to the god-dragon and many treasures were given in sacrifice. In a short period of one-hundred years, a series of calamities befell which spelled ruin for the dragon cult; a passage to Cthonia, the dark, twisting, underworld was uncovered and scores of slavers raided the temple. Next, the volcano erupted, killing many and eventually hardening the surrounding fens when ash and rock settled. The now-easy access to this mountain resulted in a clan of dwarves moving in, barring entry to the lower halls and re-christening the upper levels as a shrine to the Forge-God.

In time, the dwarves too fell victim to outside forces and for a millennium, the spent volcano, now known as Cauldron Mountain for its deep, dried caldera, has changed hands between monsters, cults, and cults of monsters. It has long been forgotten by the likes of man, so much so, that many use its upper caves as rest-stops on trade journeys, unaware of the dangers that lurk within the Halls of Cauldron Mountain.

Players adventuring in these dungeons and their surrounding environs will encounter any number of wandering creatures, given in **Appendix A** under **Wandering Monsters**. Any new spells or magic items will appear in *italics* and be given rules in **Appendix B**, and any Non-Player Characters met, as well as pre-generated characters, will appear in **Appendix C**. The creatures found here are given statistics in the following books: TSR's **Dungeons and Dragons Basic** and **Expert Rulebooks**, and TSR's **Advanced Dungeons and Dragons Monster Manual**, **Monster Manual II**, and **Fiend Folio**. They may require adjustment for use in your home campaigns.

All maps use a 5-foot scale and are found at the end of this booklet.

Certain locations on the maps will be marked with a \$; this signifies a door that leads into another dungeon.

Buddyscott Entertainment Group will publish additional dungeons in time that are designed to slot in to these locations, but Dungeon Masters are welcome (and encouraged!) to add their own creations in these openings to adventure. Keep your eyes out for the following modules: \$1: D6 House of War, \$2: D5 Coin Quest!, \$3: D7 Ruins of Ilos Keep, \$4: D9 The Silver Kingdom, \$5: D8 A Gilted Evening \$6: D10 Temple of the Learned Tsar, and \$7: Catacomb of the Idol

Introduction: Cauldron Mountain

Cauldron Mountain, though no longer an active volcano, is still a mighty site to behold. It towers above the surrounding ash-wastes, a beacon to be seen from miles away. A well-travelled path leads a quarter of the way up the mountain into **Area 1** of **Part 1**. Many merchants who travel to Kirowan through the Free Kingdoms from Malorand rest in this cave. A less travelled path can be spotted by observant characters which leads to the volcano's caldera. This journey takes nearly 5 hours and wandering monster rolls should be made every hour of this trip.

At the top, they are met with a crater lake some 600 feet across and a small rocky island in the middle of the lake.

Lake The lake is home to an aquatic purple worm, a child of the Elder Worm who now dwells deep below the earth. There is a 3-in-6 chance that he will pursue any boats which attempt the crossing to the rocky island.

Island A small cavern can be found just above the water level, which is home to a young wyvern. It can occasionally be seen flying to and from its home after hunting for mountain goats. Its treasure is buried underneath its nest and contains a Sword +1, 18 Bolts +1, an iron flask containing a Potion of Clairvoyance, and a note describing a sea-chest sunken in the caldera containing 25,000gp worth of bullion. Acquiring this chest will be exceedingly difficult, considering the presence of the aquatic purple worm. Characters searching for secret doors in the cave will find a long-forgotten tunnel which winds down for hundreds of feet until terminating at a solid wall. An adjacent lever opens a hidden door that leads to **Area 19e** of **Part 2**.

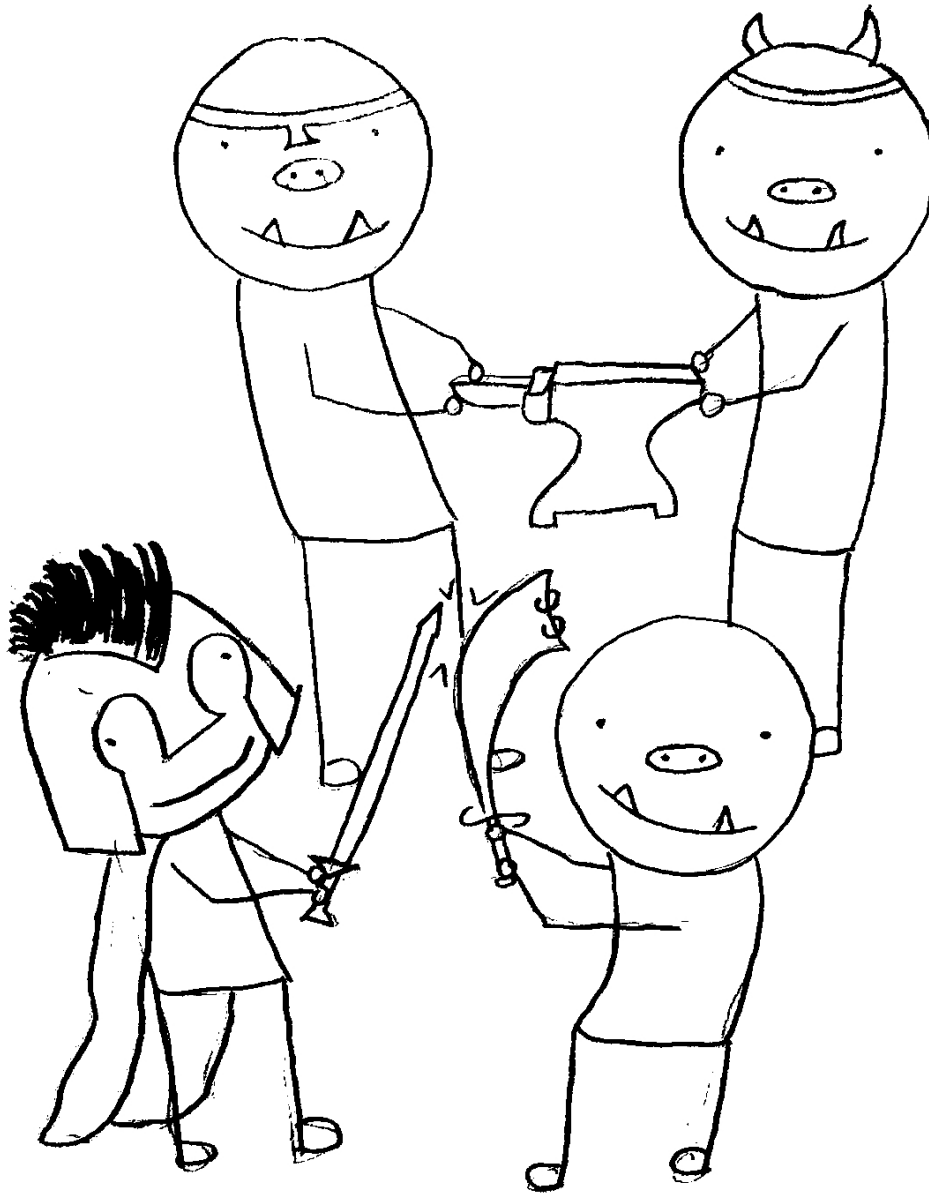
Island Summit The craggy top of the island is home to a nest of 5 harpies. If a harpy is killed by the result of appearing as a Wandering Monster, the number of harpies present here will be adjusted. In their nest is bag of purple velvet with golden drawstrings that contains 200gp, a leather pouch with strong Dwarven tobacco worth 150gp, and a book, *Tales from the Hollow World*, worth 50gp. The book, if inspected, contains a series of anecdotes detailing the fantastical nature of the world's core, including notes surrounding a molten steel 'sun' whose heat can power machines. The book, while rare, is well-known and its ideas have largely been debunked.

Part 1: Cauldron's Deep

The upper level of Cauldron Mountain were once inhabited by dwarves who forbade deeper passage for they knew of the dragon cult that once occupied those halls. Now it is just scavengers seeking refuge from the conquering arm of civilization and industry.

1. This cave features a campfire in the southern alcove that has been used by many travellers. A cold draft can be felt, suggesting the presence of a hidden door that leads into the dungeon proper. Characters should be allowed to continually search for this door until it is found, but wandering monster rolls should be made frequently! Within the ashes of the burnt-out fire is a golden locket worth 20gp. It contains no picture. Behind a rock which appears to have been used as a stool is a mouldering pouch with 60sp.
2. In what appears to have once been a staging-area for a mining operation are 5 orcs, playing some form of dice game in the dirt. In the 'pot' is 10gp and a small, dirty sapphire worth 55gp. One of the orcs carries an additional 40gp in his satchel.
3. This mine shaft has clearly suffered a cave-in. There are 2 ghouls here who are partially buried in the rubble, causing them to require a full round to emerge. They may still attack those whose ankles are nearby. In the debris is an ornamental silver pickaxe worth 50gp. Though not meant to be used as a weapon, it could still be used to harm creatures with vulnerabilities to silver such as werewolves and some undead.
4. This room is empty, save for a gecko who hides on the ceiling. If the party is larger than 4 members, the gecko will remain on the ceiling, hiding, unless provoked.
5. This open room was once a kitchen. Nothing of value remains. The cabinetry remains in a serviceable condition.
6. The tools of this workshop were stolen long ago. A stack of 10gp sits underneath a small pile of sawdust on a workbench. Amidst a stack of papers, mostly containing building plans, is a hastily scrawled note revealing the presence of a loose brick in the oubliette behind which is a bag of 400gp. The oubliette is located in **Area 12b**.
7. The door to this banquet hall is locked. Once opened, the characters are faced with an ancient skeleton gripping a spear. The skeleton is dead and will not animate, just the remains of someone who sought safety in this room. On the tables is 30gp and 150sp.
8. This closet contains a set of stairs leading down to **Area 4 of Part 2**.
9. There are 2 spider-crabs here. One of them has eaten a 2000gp emerald.
10. This was once a chef's prep-station. Labels in Dwarvish on the cupboards reveal that food here was a bland affair, mostly consisting of biscuits, mushrooms, and various herbal roots that would have been ground into the biscuit mixtures. An alcove in this room contains a pantry with 3 sacks of flour that have gone bad. Hidden in one of the sacks is a bag of 80gp. One the shelves, with old jars of herbs, is a jar of Dwarven tobacco, the same make found on the **Island Summit** in the **Introduction**, worth 900gp. It smells of cacao, raisin, and burnt sugar. A hidden door to **Area 9** is behind the sacks of flour. It is not secret, merely behind the flour. The door itself is only 3' tall, requiring characters to crawl into the room, leaving them potentially vulnerable to the spider-crabs.
11. This office contains 8 stirges who keep a nest in the top-shelf of a bookshelf. No books remain though an ornate silver pair of book-ends carved to resemble a strange lightning beast worth 500gp. The creature depicted is a kinet-iclops, a strange magical aberration consisting of an eye surrounded by arcs of energy forming arms and legs. One of the bookshelves obscures a door to **Area 17**.
12. This prison has 6 cells. The doors are of heavy oak with a iron-barred grate at face-level. All are locked.
 - A** There are three prisoners here who were teleported into this cell after attempting to break into a wizard's tower in a far-off land. Their names are Ritchie, Chelyab, and Tallow and are detailed under **Appendix C: Non-Player Characters**. Chelyab, the Cleric, will offer a 200gp tourmaline to those who set them free. They can also be potentially used as retainers or replacement characters.
 - B** This cell features a 10' deep hole some 3' wide. It is an oubliette, where prisoners would be dropped head-first and left to die. A loose brick in wall at the bottom of the hole gives way to a compartment which contains a bag of 400gp.
 - C** This cell has a soft, down-filled bed with clean sheets. If one is to lay down on it, they are enveloped by the plush sheets and teleported into the oubliette in **Area 12b**.
 - D** A racer snake lives underneath the rough straw bed in this cell.
 - E** This cell is empty.
 - F** The door to this cell is unlocked and the sounds of rummaging can be heard. Within are 9 kobolds, clambering over each other trying to find any treasure. Resting on top of the door jamb on the inside of the cell is a bejewelled key worth 1000gp. It is unknown what this key opens.
13. The locked door to this empty closet is trapped. Opening the door without first releasing a hidden catch in the handle mechanism will cause a spring-loaded spear +1 to launch forward, dealing 2-9 damage.

14. This temple to the Forge-God is centred around a magnificent golden anvil worth 1600gp. It is currently being dragged up the stairs by 4 orcs. Dwarves will refuse to sell this anvil as treasure. Also in this room is a displayed suit of *Dwarven Chainmaille*. Any dwarf fighting in this room receives a +1 bonus on attack and damage rolls.
15. This hall has tapestries on the north and south wall, each worth 1000gp. The north tapestry depicts scenes of dwarves farming mushrooms in a crystal-lit cavern, and the south tapestry depicts a being of gold with sapphire eyes handing an anvil as he holds aloft a hammer to a group of dwarves with out-stretched hands. The middle passage-way to the east is trapped; the first person to walk beneath it will have a loose brick dropped on their head for 1-6 damage.
16. A dim red glow fills this room, emanating from a man-sized cluster of crystals in the centre. This is a 3HD Earth Elemental in a crystalline stasis. Dwarves know that removing the tapestries from **Area 15** will awaken this creature.
17. This secret room contains 4 kobolds, armed with blow-guns (1-4 damage) who attack via murder-holes anyone passing through the diagonal hallway north-east of this room.



Part 2: The Cold Ossuary

The dragon cult that once walked these halls built their church here. Now, subhumans from dank and twisting tunnels have taken up residence here, living as kings as they do battle with insane outcasts who worship dark gods.

1. This large cave is a prison adorned with tattered silken pillows. Its only resident is Valerie, a priestess of Iborighu the Yeti (detailed in **Appendix C**). She is being held captive by the priests of Tektus. If escorted back to her allies in **Area 20**, she will offer to store the character's wealth as a bank of sorts. Chained to the wall is a skeleton who's stomach is actually a *Preserved Stomach Sack*.
2. Once a church to Togera the Dragon, this room has been taken over by priests of Tektus, the mad god of dungeons and mimics. The support pillars here resemble slim dragons curling around a post and the altar still bears a cloth of scales draped across it. Within the north transept, several chests have had monster teeth attached to them to resemble mimics. The church is ran by Artyom (detailed in **Appendix C**) along with 15 1HD acolytes. Outwardly, they will act kind, but they will spy on the party as they explore the dungeon and attempt to kidnap the weakest looking member (likely a magic-user or thief) while the party sleeps and imprison them along with Valeria in **Area 1**. The altar, sitting on top of a small set of stairs in the apse can be knocked over, revealing a passage to **Area 15 of Part 3**. Artyom wears a girdle underneath his robes studded with deep red jaspers worth 3000gp and his staff of office is a platinum rod with worked gold filigree, worth 2000gp.
3. The books that once adorned this study have been replaced with jars of various fungi. Mixed in with them is a cloche containing a shrieker that will alert the priests in **Area 2** of intruders.
4. A set of stairs here leads to **Area 8 of Part 1**.
5. The floor of this room is sloped at a (noticeable) 20-degree angle towards the east. It is used as a garbage dump, with garbage rolling down the slope down a hole which leads to **Area 2 of Part 3**. A tuatara lizard lives here, scavenging for scraps of food. Slick with meat juice, the floor here is difficult to walk on; characters making any movement other than slow, careful steps, must roll a save vs Dragon Breath or fall on their rear and begin to slide towards the chute. The lizard has adhesive pads on his feet and need not worry about sliding. A pouch of 300gp is resting dangerously close to the chute-hole. As well, a crank-handle can be found by those who successfully root through any piles of garbage without falling below. This is used in **Area 14**.
6. This dormitory has the corpse of a baboon, it's innards torn out, splayed across one of the beds. The subhumans used this as a torture room before moving to the south-east halls of this level. Searching in a chest-of-drawers yields 11cp, 16sp, and 76gp.
7. A large seam forming a square can be detected in the floor by dwarves or careful observers. If the crank from **Area 5** is used in **Area 14**, the floor will lower, revealing a stair case that leads to **Area 10 of Part 4**.
8. This cave has several raised platforms on which 6 harpies make their nests. The harpies prefer to use shortbows and fly up to the 25' tall ceiling during combat. In their nests (and on their corpses) are 6 shortbows, 60 arrows (10 carried by each harpy), a book, *Daemonologie, the Book of Spirits part II, wherein is discussed Vampyres, Werewolves, and Hags*, worth 400gp, and a satchel of reagents used in alchemy worth 700gp. If your home game uses advanced rules for alchemy, the contents of this satchel include a pinch of lodestone dust, a lock of fae hair, a bundle of agrimony, a madrake root, and several sticks of cinnamon.
9. This maze was once used by priests as a way of meditating. It is now occupied by 8 1HD acolytes who have fallen under the influence of a minotaur who also lives here. A complete sweep of the maze will turn up 97sp, a 100gp ruby, and a wallet with 300gp. The acolytes will be angered by the removal of any of these items. Every round, there is a 2-in-six chance that the minotaur will appear. He wields the *Minotaur's Axe*. The long horns of the minotaur are worth 1000gp.
10. This round chamber features a flickering image of a wizard. He speaks in an ancient tongue and displays strange devices as if he was a merchant peddling his wares. One of the items he displays is the crank used in **Area 14** to open the stairs in **Area 7**. The wizard and the items he displays are all illusory.
11. A displacer beast paces back and forth in this room, waiting for prey to enter. A chest sits against the west wall containing 4 bars of silver worth 100gp each, 180gp in coins, and a potion of healing. Opening this chest activates a trap consisting of a horizontal, circular saw blade that extends from a seam in the wall causing 1-10 damage to anyone standing in front of the chest.
12. This is the sub-human torture chamber. A subhuman is stacking heavy, flat stones on a goblin while 7 other subhumans bang rocks and chant. Characters well-versed in geology, or dwarves who inspect these rocks notice that one of them is a geode. Breaking it open reveals a crystal worth 4000gp.
13. The subhumans shirk metal weapons in favour of stone so they throw any arms and armour they find in this room where it is eaten by a rust monster.

14. The chief of the subhumans, Fulk (detailed in **Appendix C**), makes his throneroom here. His throne weighs as much as 700 coins and is worth 500gp. The copper crown of Fulk is worth 300gp and has a 300gp opal in it. The room features a wall of gears that can be used to open the stairs in **Area 7**, but requires the crank from **Area 5**.
15. There is a tripwire at the bottom of the stairs before the door to this room that triggers an alarm bell, alerting the guards in **Area 16**. The room is otherwise a carpenter's workshop.
16. This guardpost has 4 subhumans playing some sort of game involving sea-shells.
17. The chief's tribute is found in this room and consists of 900gp, 105gp worth of tiny bead-like rubies, 1100sp, 1100cp, a potion of invisibility, and a scroll containing the spells Detect Evil, Sleep, and Knock.
18. There is a set of stairs leading down to **Area 4** of **Part 3**.
19. The alcoves in this passage feature niches where priests of the dragon cult have been interred. Two of these corpses exist as undead mummies who will awaken if disturbed. Each mummy has a 100gp emerald tucked into their wrappings.
- a A sarcophagus here has a false bottom that leads to a small passage (crawling required, particularly obese characters will not fit) that goes to **Area 9**. The inhabitants of the maze are unaware of this passage.
- b A mummy is interred here. The mummy wears Bracers of Defence AC 3.
- c A mummy is interred here.
- d If the sarcophagus here is opened, a wand of fireball will be found, gripped in the hands of its former owner, as well as a note revealing a treasure of 1900gp hidden in eastern-most section of **Area 20**, hidden behind a false panel in the wall.
- e A secret door here leads to the **Island** cave in the **Introduction**.
20. This room once served as an embalming chamber for priests of Togera and its walls and ceiling are fully decorated with bones, mostly from limbs of various creatures. It is now the home of the Eight Sacred Whores of Ithaqua, god of cold winds (use stats of 2HD acolytes). Their priestess, the Fighting-Man Valerie has been kidnapped by the church of Tektus. If she is returned, the Eight Sacred Whores will service characters for a price, serving as a convenient way to offload treasure. The eastern-most chamber has a clay golem who will protect the Eight Sacred Whores if they are disturbed.



Part 3: The Dragon Forge

These halls served as the living quarters for Togera while he still lived. In death, he allowed his carcass to petrify with the rock, becoming part of his own temple.

1. This is the lair of 4 owlbears. There is a 50% chance that 1-4 of them will be in **Area 2** instead, wandering amongst the mushroom forest. They are extremely angry that garbage is being dumped from the chute above. In the southern tip of the room, the remains of a traveller can be found, wearing a +1 cuirass and holding a map scrawled on to leather. It reveals a treasure that is buried underneath one of the mushroom trees.
2. The water here is not safe to drink for it is full of garbage which falls down the chute in the ceiling above. The chute is 25' above ground level and leads to **Area 5** of **Part 2**. A map from **Area 1** leads to the base of one of the mushroom trees where a treasure is buried. The medium-sized birch locker buried here is locked and contains 3000gp, a Sword +1, a Shield +1, and a scroll with the spells Protection from Undead, Detect Evil, and Lightning Bolt. The sword is enchanted to feel weightless in the wielder's hands (does not count towards encumbrance) and the shield's heraldry features an erased vert unicorn on an or field.
3. Part of this room is flooded, run-off from the river in **Area 2**. This flooded pool is 20' deep and contains a 5-headed sea-hydra. The hydra will only attack if the dark, murky water is disturbed. At the bottom of the pool is 1100cp, 1200sp, 1100gp, and a dusky topaz worth 800gp.
4. A spiral staircase leads to **Area 18** of **Part 2**.
5. This room was once used as an alchemy lab. The alembics and retorts are no longer of any use but a working hourglass remains, as well as a fine peacock quill worth 50gp. A jar containing castor oil bush, a purgative used for curing poison, can be identified by those with alchemical knowledge.
6. The floor of this room is covered in rubble, though it is not apparent where this rubble came from. If an hour is spent clearing this rubble, a chest with 7000gp can be found.
7. A spectre haunts this room. As he attacks, he moans in an ancient language how he was punished by the Great Scaled Togera for his sins. The spectral chains around his feet remain after its death and are worth 2500gp or 3500gp if sold to a priest who can use them in an exorcism.
8. Togera the Mighty and Powerful was a dragon capable of spewing lightning bolts from his snout and forced his followers to give life to his harvested breath weapon. They built this room, which hums slightly, with the east and west walls of mirrored silver to attempt this feat. The tests were successful and the Kineti-clops (detailed in **Appendix A**) was created. There are two of these strange creatures in this room and the mirrored walls increase the damage die of their chain lightning attack by 1 (1-10 becomes 1-12, 1-8 becomes 1-10, etc). The silver plating on the wall can be removed in a time-intensive process, yielding 20 plates of silver, each weighing 200 coins and worth 500gp.
9. This comfortable looking room features a kitchen table, a bookshelf, a bed, and other well-crafted furniture. There are 7 mimics hidden amongst the decor here. Each mimic has a 50% chance of being hostile. If the priests of Tektus in **Area 2** of **Part 2** are made aware of the mimics, they will forever be friendly. The material there that does not happen to be a mimic, including clothing, bedding, herbs, and meat-curing spices, is worth a total of 4000gp. One of the wardrobes on the southern wall has a false back that leads to **Area 32**. Thieves who successfully *hear noise* will hear murmuring from beyond this secret door.
10. This room is dominated by two large glass vats in the southern portion. One contains a peppery, grainy substance that is being pumped into the other, which contains a glowing green jelly-like substance, which can be identified as green ooze. The vat containing the green ooze has a spigot that is leaking a mixture of the two substances on the ground. This admixture is an ochre jelly.
11. Two wizards, Tun Tunak and the Ghostkeeper (detailed in **Appendix C**), are having a duel here. The duel is strict and falls under the regulations set out in the Wizard's Code. The two do not wish to be disturbed and will duel to the death. If disturbed, they will set aside their differences to annihilate the interlopers. Each carries a spellbook with all prepared spells + 1-6 other spells of the **Dungeon Master's** choice, and the Ghostkeeper carries 1900gp in gold dust.
12. A river of lava runs through this room. A young-adult dragon, Gruslix (detailed in **Appendix A**) has taken up residence in these caves, impressed with the decor that the former dragon cult used. Gruslix is capable of using subterranean lava streams to travel between this room, **Area 16**, and **Area 21**. He should use these tunnels to retreat when he is hurt as well as to harass those who intrude upon his domain.
13. A clothesrack in this room bears several blindfolds.
14. A medusa, Foxe, runs an infirmary here. She will be friendly towards those that wear blindfolds and offer to provide a single casting of *cure wounds* each day for 100gp. If entering the room without blindfolds, she will assume they are here to rob her and attempt to kill them. Petrified targets are smashed into bits and dumped in **Area 6**.
15. A set of stairs leads to the hidden passage beneath the altar in **Area 2** of **Part 2**.

16. This is one of the rooms that Gruslix can appear in, travelling through the lava-filled crater.
17. Here stands the Statue of Forgetful Knowledge. It is a statue of a robed man reading a book but his head resembles a large hollow sphere with an opening at the front. If a spellcaster puts their own head into the opening, a random spell will disappear from their spellbook, but a new one will appear in its place.
18. There are 10 cave locusts flapping about a tombstone that reads "Here Lies Thomas the Middling, Slain by Urtul the Marked" If the body is exhumed, a relatively fresh corpse will be uncovered; no older than a month. He is buried with all of his equipment, including a chainmaille hauberk +2, a Potion of Heroism, and a Sword +1 (casts Light on command). Honourable characters will frown upon this act.
19. This room has a trapped chest and is constantly watched by 3 were-rats who station themselves just around the corner in the tunnel to the north. The empty chest is unlocked and launches a spear at whoever opens it, dealing 1-8 damage. Once this trap has been activated, the were-rats will pull a lever, dropping a net from the roof on to anyone in the room before charging them with their shortblades.
20. A long passage descends to **Area 1 of Part 4**.
21. This magnificent hall now serves as a location where Gruslix can appear as well as where he keeps his rather modest hoard. Piled on the ground is 16000cp, 5000sp, 190 onyx beads each worth 1gp, a *Flametongue*, a Snake Staff, and a potion of poison. As well, a single dragon egg is nestled in a pile of coins here. Hiding in the coinage are 3 poisonous vipers, who will strike at anyone reaching into the piles of coins with their lethally venomous fangs.
22. This kitchen features a stove that is leaking a sinister-looking ooze but is ultimately harmless.
23. This room was once a guard-post, but its watchmen is now a skeleton, impaled on a rusty blade. A wraith will rise from this skeleton to attack any who enter the room.
24. The ceiling of this room has collapsed, making it impossible to enter.
25. A dark-dwarf has commandeered this forge and is using it to make golden jewellery. He will gladly offer the party non-magical rings, torcs, and amulets in return for gold pieces which he can melt down to make said jewellery.
26. A silver statue of a bawdy nude worth 970gp is being studied by 2 trolls. There are many small, blue candles here.
27. This room shows sign of a recent battle; bones are scattered and bloodstains mar the floor. Those investigating will find small tufts of wolf or dog fur.
28. The church of Togera the Puissant and Most Awe-some and Terrible kept their tribute here. It has been scavenged over the years but 12gp remains in two battered, copper collection plates. An altar here has been converted for worshipping Mastermind, the god of Locks and Chests and 2 werewolves are having a friendly spar here. They are Lougarou and those with the text *Daemonologie, the Book of Spirits part II* from **Area 8 of Part 2**, will know that they are vulnerable to silver and that they long to return to their past lives but are forever unable due to the monstrous need to feast upon warm flesh.
29. The support beams of this room is actually the ribcage of Togera the Thunderer. A permanent obscuring mist effect covers this room, preventing sight from beyond 10'. The mist seems to ooze from the bones. Footsteps can be heard throughout this room, though no-one is present. If the individual ribs are inspected, a hollow 'thunk' can be heard from one of the ribs on the eastern side. If broken open, a chest will be found containing 1300gp.
30. The floor of this room is actually some 20' below the rest of the floor on this dungeon. A walk-way extends from the doorway which bridges the room and leads to a ledge which borders the southern wall. There are 2 ogres on this southern ledge who throw boulders at those who enter, attempting to knock them 20' below where 4 more ogres await with clubs. One of them carries a pouch, likely made out of an intelligent creature's torso, that contains 200gp.
31. This room is a series of floating platforms, each with 4 glowing orbs, that float over an endless pit. The pit eventually extended to **Area 31 of Part 4**, and characters who fall within will find themselves falling eternally, possibly arriving in a location detailed in a future adventure, such as **H1: Under the Molten Sun** (coming soon). Touching one of the glowing orbs will teleport you to another platform. The space in-between the platforms is protected by an anti-magic field, preventing flight, but one could theoretically jump or use ladders to make a bridge between the platforms. The eastern edge of this room features a balcony.
- The format for determining which orb goes where is as follows; the platform's letter will be given along with the four cardinal directions. Each cardinal direction will lead to the letter of another platform.
- | | | | | | | | | | | | |
|-------|-----|-----|-----|-------|-----|-----|-----|-------|-----|-----|-----|
| A N:Γ | E:Δ | S:B | W:Z | B N:A | E:Δ | S:E | W:Z | Z N:Γ | E:A | S:B | W:E |
| Γ N:E | E:Δ | S:A | W:Z | Δ N:Γ | E:E | S:B | W:A | E N:B | E:Δ | S:H | W:Z |
- Those who find themselves in area H find a Helm of Telepathy that is being used as a bucket to hold 1000gp of gold bars. As well, there is a note describing a passage to Cthonia, the underworld, in the south of the next lower level. An orb here will teleport people back to the A platform.
32. This room is a secret pub, utilized by denizens of the dungeon. Various creatures, including kobolds, orcs, bug-bears, a single drow, and a pair of rakshasa are drinking and gambling here. There is an un-spoken rule that no combat takes place in this safe haven. A cleric, Nightmare, can be hired here (details in **Appendix C**).

Part 4: The Endless Pit

Here stands a great yawning maw, stretching through the earth into deep subterranean tunnels. These were the halls where creatures from Cthonia crawled forth and defeated the cult of Togera long ago. Passages to this dark cavernous land can still be found here, but for every man who wishes to delve deeper, there are ten horrid mutants who wish to ascend into the dungeon of the Endless Pit.

1. This large room was once a library and has a set of stairs lead to **Area 2** of **Part 3**. The room has been totally ruined by 2 cave bears who have enjoyed tearing the books here apart. High above the fireplace, mounted under a taxidermied rust monster's head is a sword, inscribed with Dwarvish runes. The runes read *suffer not the oathbreaker*. It is a sword +2, +3 vs Magic Users. What remains of texts here seem to suggest this library was dedicated to draconic philosophy and law.
2. Attached to the library is a large open-seated forum. The seats are carved of rough-hewn marble and are cold to the touch. The room is quiet but those searching can find a thin bone wand nestled in a seam between benches. It is a Wand of Finger of Death with a single charge. After expending this charge, the wand crumbles to dust.
3. This room is under the effects of a magical darkness. Thieves may attempt to hear noise and if successful can hear the squeak of a mouse followed by the whoosh of a dart flying from an unknown location. Passage through this room must be made in complete silence. Failure to do so results in poisonous darts being shot at the offender from an unknown location.
4. This otherwise empty room features a large high-relief of brass mounted on the diagonal, north-eastern wall. The relief depicts a dragon breathing forth a massive glacial landscape. It is mounted to the wall and extremely heavy. Transporting it would likely require it to be cut into more manageable panels, destroying its artistic value and making this an un-worthy venture. Characters who investigate the relief should roll to detect secret doors; success indicates that they find a small cottage depicted in the relief, about to be crushed by a glacier that has a working door. If this door is opened, a Girdle of Giant Strength (Frost) can be found rolled up inside the hidden compartment.
5. This room appears to be a torture chamber complete with racks, various cages, and tables full of sharp blades. This is actually illusory and any interaction with the objects in the room triggers a *sleep* spell, effecting the entire room. Those who fail a Save vs Spells will fall into a deep slumber for 1-4 turns. A wandering monster roll should be made the moment this trap is activated.
6. This three-pronged hallway serves as the tombs for three thieves who were caught infiltrating this dungeon long ago. Each has been encased in a pillar of stone. The stone is fragile and will shatter if struck with mining equipment or a magic blade.
 - a The skeleton here was buried with a wand of *knock*, inscribed with an elvish rune for the word *open*.
 - b The skeleton here was buried with a *cursed wand of knock*, inscribed with an elvish rune for the word *open*, though in a far more archaic form of the elvish tongue. Those with knowledge of ancient languages will know that the word in this context has a connotation of being related to clothes; ancient elvish used the phrase "opening one's clothes" to signifying removing them.
 - c The skeleton here has petrified, becoming indistinguishable from stone. Pressure from the entombing process has turned his skull into a green crystal. It has no true value, but is worth 500gp as an curious oddity. A trapdoor is hidden underneath the statue, leading to adventures unknown...
7. A fountain is mounted to the eastern wall which ejects into a small pool. The liquid is a silvery, viscous fluid, not unlike mercury. If a character is to throw any silver pieces into the pool, they are instantly dissolved and converted into experience points. Drinking the water has no effect.
8. Both doors to this room are locked. If a character attempts to open or unlock the door, or make any other obvious noise while at the door, a shutter will open, and a bugbear, Gran will inform them that he runs a hotel; for 100gp a head, you can rest in this room and he will keep watch. He is honest, but if he learns that the characters have killed any of the trolls in **Area 18**, he will slay them as they sleep. His treasure, 3200gp, is kept in a hollow brick in the wall. He keeps a character's payment in a pouch on his person until they leave the next day and only when he is sure that they have left will he add their gold to his coffers.
9. When approaching this looping hallway, the sound of rattling chains can be heard. A wraith is trapped here, doomed to circle this hall. Each round, he moves to the next hallway in a clockwise fashion. Roll a d4 to randomly determine which part of the hall he begins in. The wraith cannot leave these halls.
10. A staircase leading to **Area 7** of **Part 2** stands here, terminating in a locked trapdoor (see the aforementioned area for details). There are 14 orcs here, 4 of whom are fiddling with the trapdoor while the other 10 sit at the base of the stairs, supervising. They are bored and will gladly fight the characters to break this boredom but can also be hired as bearers for 10% of the gold they are forced to carry. They are armed with scimitars and wooden shields. One of the

orcs possesses a Ring of Protection +2.

11. The door to this vault is locked. If unlocked by a thief, there is a 2-in-6 chance that its trap, a gush of lethally poison gas will not activate when opening the door. If smashed open, it is guaranteed to activate. The vault is empty, its shelves clean, apart from a single sword displayed on a pedestal. This sword is the *Bolt Catcher*, an intelligent sword who hates flying creatures.

12. This room is empty save for a long-dead skeleton gripping a copper key. This key may open a door in the future.

13. This room contains only several empty crates labelled in Dwarvish. While the crates are empty, one has a note nailed to its side explaining that the Citadel of Daer has been over-run by ant-men.

14. A clan of 5 dryads live here. They are a subterranean dryad with dreadlocks of mould and mushroom caps covering their breasts. Despite this, they still retain the alien beauty of their kind. They have captured a chimera from the trolls in **Area 18** and are milking it for acid. They will give up their treasure, 8 600gp tourmalines, and an *Axe of Giantslaying*, if the trolls in **Area 18** are defeated and the witch's cauldron from **Area 21** is brought to them.

15. This room is covered in a mustard-coloured sponge that seems to be most concentrated in the south-western corner of the room where several old clay jars stand. There are 5 patches of yellow mould. A Ring of Protection +1 is in one of the pots.

16. The western wall of this room is studded with platonically solid quartz crystals. There are 4 xorn climbing up the cliff wall of **Area 31** to enter this room and will arrive 2 rounds after the characters. They will let the characters leave unmolested if they are allowed to harvest the crystals that stud the wall. There are 28 crystals worth 1cp each, 20 crystals worth 1sp each, and 80 crystals worth 1gp each. Characters should not be made aware of the value of these crystals unless one is adept at appraisal, jewel-craft, or has geologic knowledge.

17. The light from a campfire here can be seen from the other ledges bordering **Area 31**. A cat-sized lizard is being roasted over the fire by 4 wereboars in their hybrid form. They have 13sp between them and a bow +1.

18. A tribe of 8 war-trolls, enemies of the dryads in **Area 14** live here. Their chimera has been kidnapped by the dryads. They have constructed a catapult and plan on launching a boulder across the pit to use as an anchoring point so that they can shimmy across and rescue their chimera. Their treasure consists of a sword +1, a shield +1, a potion of dragon control, a potion of delusion, and a Ring of Regeneration.

19. Several arrangements of multi-coloured crystals can be found here. One is rather large and nearly-man shaped. If a powerful cleric or wizard enchants it, it will serve them, using the stats of a Living Statue (Crystal).

20. Insane cultists have uncovered the bones of a tyrannosaurus-rex in these caves. They have assembled the bones along the ledge of the pit and have begun a ritual to animate it. Treat the cultists as 1HD acolytes and the animated dinosaur as a 20HD tyrannosaurus-rex. For each acolyte killed, reduce the HD of the their animated servant by 1.

21. A well stands in the north-eastern corner of this room. Attached to the winch is a simple iron pot that is actually the witch's cauldron that the Dryads in **Area 14** seek. Sunken at the bottom of the well is 1670gp. A storper hides against the northern wall, waiting for characters to stoop low to drink from the well before he attacks.

22. This cave has been shoddily converted into a dressing room. Arguing over what to wear are 2 weretigers in their human form. They carry 102gp and a hat with a golden peacock feather worth 2000gp. They will offer a reward for the return of their comrade who was imprisoned in **Area 28**. In return for their ally's safe return, they will give a ring of deep red gold with an oily pearl worth 900gp. If provoked, they will transform and attack with their claws.

23. Likely related to the dressing room in **Area 22**, this large cavern appears to be an abandoned pleasure-palace, complete with moth-eaten silks and pillows.

24. The floor here is a spring-loaded pit-trap; once triggered and a character falls in, the floor instantly resets. Within the pit is a random monster (roll on the Wandering Monster Chart in **Appendix A**, ignoring results of 3 and reduce all monster amounts to 1).

25. A curious trio lives in this chandlery - a young green dragon, a salamander, and a giant spider. Using spider thread as a wick, the dragon enchants the candles that are made here. Most of these candles are enchanted to offer light in various fantastic colours, but the salamander, ever the salesman, offers a candle that is enchanted with permanent light and is capable of showering the area with daylight once per day. He will sell this candle for 8000gp.

26. This lab smells awful. Feofan, a turbaned man and self-proclaimed "Ruby Brewer" melts rubies into a concentrated liquid form. He will buy rubies at a 50% mark-up and will sell his concoctions for 100gp per dose. This liquid ruby can be taken as a narcotic which has a 50/50% chance of being poison or making the imbiber immune to petrification for 24 hours. In his strange cooking machine are 45,000gp worth of rubies, but 3 consecutive Disable Device rolls must be accomplished to safely harvest them. Failure indicates that the machine will instantly melt all the rubies in its reservoir and produce 45 doses of the ruby narcotic. Feofan is attended to by a flesh-golem servant.

27. A fountain dominates the centre of this room, its centrepiece being a small golden goblin peeing. The water is clean and the goblin statue can be removed. It weighs 1000 coins and is worth 2500gp.

28. A single gnoll and weretiger languish in cages hanging from the roof at the northern and southern-most points in

this prison. The weretiger is a companion of the ones found in **Area 22**. The keys to these cages are carried by a babau who paces back and forth, serving as the gaoler. He occasionally stops to pet his pet basilisk.

29. A gallery of sculptures stood in these caves until a band of 9 hook horrors arrived and destroyed them in a fit of rage. An intact statue of scantily-clad bandit and a black pudding remains and is worth 2600gp along with a wonderfully painted shield +2 which leans against the statue's base. The hook horror seem to have crawled up from a tunnel which leads deep into Cthonia, the endless underworld. These tunnels will be further detailed in an upcoming module in which your characters journey through these dizzying passageways before eventually finding their way to the Hollow Earth. Characters who studied the book *Tales from the Hollow World*, found on the **Island Summit** will know that Cthonia is said to lead to this fabled land.

30. The passage in this 'room' is built on a turn-table and can rotate to either the north-east-south-west configuration (its starting position), the east-west configuration, or the north-south configuration. The south-western point ends in a strong iron door (this door is detached from the turntable and does not turn with the rest of the passage). If approached from the direction of **Area 28**, a lever on the wall will open this door. If approaching from the direction of **Area 27**, the door will only open if certain steps are performed. The door features a lever protruding from its centre which will re-align the passage to the north-south configuration.

a This room contains a giant weasel and a rust monster as well as a lever which will rotate the passage to the east-west configuration 3 rounds after its activation.

b This room has a lever which opens the iron door at the south-western point but it is currently invisible, as a Bracelet of Invisibility (as Ring of Invisibility) has been slipped over the handle. The lever (and the bracelet) will only be discovered by detecting magic.

c This room contains a lever which rotates the passage to the east-west configuration, but immediately after the lever's activation, trapping whoever is in this room. Those in this room when the passage begins to rotate are allowed a save vs Dragon Breath to leap back into the passage before it fully turns away. This save will be made at a -1 penalty for every 10' away from the entrance that the individual character stands.

d This room features a rhagodessa who is hiding above the entrance as well as a lever which rotates the passage to its starting north-east-south-west configuration 3 rounds after its activation.

31. The pit here is extremely deep. Any character falling into its endless maw should be considered lost. After several minutes of falling, they will hit a magical field which teleports them, without their equipment, into a prison within the Hollow World. These characters may be recovered in a future module. The pit is also home to the Elder Worm, a tremendously large 40HD purple worm nearly a kilometre in length. It burrows along the ledges and can reach its long body up to attack those who overlook the pit in **Areas 14, 16, 17, 18, and 20**. Each round spent close to the ledge, there is a 1-in-20 chance of the Elder Worm appearing. As well, each turn that a character spends in any of the above areas, regardless of how close they are to the ledge, there is an additional 1-in-20 chance that the Elder Worm is summoned. A glowing beacon of bright-white light shines in the middle of this pit, near the ceiling. It illuminates the area some 40' away from it, and leaves the surrounding areas in very dim light. The light is merely a harmless magic effect, but the Elder Worm will certainly be attracted to those who fly out to investigate it.

Appendix A: Monsters

Wandering Monsters

	Cauldron Mountain	Level 1	Level 2	Level 3	Level 4
1	1 Wyvern	1 Ghoul	1-4 Acolytes	2-12 Bugbears	1 Purple Larva
2	1-3 Harpies	1 Gelatinous Cube	1-6 Subhumans	1 Owlbear	1-4 Trolls
3	1 Ominous Crow	1-6 Stirges	1 Gelatinous Cube	1 Kineticlops	A chill wind
4	1-6 Mountain Goats	1-4 Subhumans	1-4 Harpies	1 Gelatinous Cube	2-8 Drow
5	2-8 Kobolds	1-6 Kobolds	1-6 Troglodytes	1-6 Troglodytes	1 Gelatinous Cube
6	1 Merchant*	1-6 Orcs	Deep chanting	1 Wraith	1-6 Duergar

The Merchant is Small-Eyes Peter; he is on his way out of the cave into town. He has mundane equipment available for purchase.

Drow or Duergar encountered on Level 4 are likely scouting groups of larger slaving forces from deep below.

New Monsters

Monster	AC	HD	Move	Attacks	Damage	No. Appear	Save As	Morale	Align	XP
Gruslix	2	7** 42hp	90' (30') 180' (60')	2 claws/1 bite Dragon Breath	1-6/1-6/3-18 special	1	F7	8	C	1250
Kineticlops	1	5**	120' (40')	2 slams, special	1-8, special	1-4	F7	9	N	425
Purple Larva	6	8*	120' (40')	1 bite, 1 sting	1-8, 1-8+poison	1	F6	9	N	1200
Sub-human	4	3+6	180' (60')	1 spear or club	by weapon	2-8	F4	5	C	50

The Dragon Gruslix Gruslix is a cruel and sadistic hunter who enjoys toying with his pray. He is capable of casting Detect Magic, Fear, Charm Person, and Read Magic. He will deal with petitioners who bring him artistic works or trophies, but has little care for coinage.

To prevent players from determining the number of hit-points that Gruslix has, his breath weapon's damage has been calculated using the formula given in *Dungeon Magazine* #108; he has 4 uses of his breath weapon per day and each use of his breath weapon causes an amount of damage equal to $[d4 + 1 \times HD]$. This gives a variable range in breath weapon damage between 14 and 35, making it much harder for players to use meta-knowledge in deciding their tactics against Gruslix.

Sub-human The sub-human is an ape-like man who is more bestial than the neanderthal and often found in the paintings of *Frazetta*. Standing nearly seven feet tall, but often hunched over to heights of five feet, sub-humans use rudimentary spears and clubs to capture their prey whom they eat raw.

Kineticlops This horrid eldritch accident resembles an eye surrounded by a body of glowing lightning. It can launch this lightning in arcs that will target 1-4 creatures. A save vs Dragon Breath indicates the arc skips that target and moves on to the next closest creature. If everyone saves and the arc has not affected its required number of targets, it will 'loop' back around to the beginning and continue forcing saves vs Dragon Breath until the required number of targets have been affected. The first target will be dealt 1-10 damage, the second 1-8, the third 1-6, and the fourth 1-4.

Purple Larva Young children of purple worms, their larva are only capable of swallowing hobbits or other similarly sized creatures.

Appendix B: New Content

The following are items that are found throughout the **Halls of Cauldron Mountain**

Axe of Giantslaying +2, +3 vs giant-class creatures (see below). When used against true giants, this axe deals double damage. Giant-class creatures: ettins, ogres, ogre magi, trolls and true giants. True giants include fire, giants, hill giants, stone giants, frost giants, etc.

The Bolt-Catcher +1, +3 vs Air Elementals, Storm Giants, Kineticlops. If targeted with a lightning bolt or similar effect, the user can roll a save vs Spells to reflect it back upon the caster. Lightning reflected in this manner will bypass any damage immunities to electricity that the caster may have. A 28" double-edge straight blade polished to a bright silver-platinum. Its handle is wrapped in a comfortable cork-like material and its pommel is a simple sphere. Intelligence 9; Ego 11; Communication none; Alignment neutral. This blade hates anything with wings.

Cursed Wand of Knock This wand casts a modified version of the knock spell, but rather than unlocking doors, it unlinks chain-links and buckles. If pointed at a target wearing armour, they must roll a Save vs Spells, adding a bonus to this roll equal to any enchantment bonus on their armour (if applicable); if they fail this roll, their armour bursts off their body, now completely ruined.

Daemonologie, the Book of Spirits part II, wherein is discussed Vampyres, Werewolves, and Hags This book is not actually magical but it does detail the different types of vampires: the beautiful Carmillans, the creeping Nosferatu, the alien Tchort, and the bestial Upyr, werewolves: the totemistic Berserkr, the tragic Lougarou, the grim wolf-sorcerers the Koldun, and the cannibalistic Wechuge, and hags: the seductive Green Hags, the contorted Iron Hags, the nightmarish Night Hags, and the bloated Sea Hags. Any character who has read this book is aware of the different powers and weaknesses of the above creatures.

Dwarven Chainmaille This chainmaille hauberk gains a +1 bonus when worn by a dwarf, has no change if worn by a halfling, and gains a -1 penalty if worn by any creature other than a dwarf or halfling.

Flametongue +1, +2 vs Trolls, +3 vs Undead. The Flametongue can burst into flames on command, granting it extra bonus against certain types of creatures (see above). When flaming, it provides light as a torch. A 36" blade that has the appearance of being un-tempered and still dented with hammer-blows from the forging process, though is harder and sharper than steel.

Minotaur's Axe This greataxe +1 deals 2-13 damage but imposes a -3 penalty on to-hit rolls due to its large size. The +1 enchantment effectively lowers this penalty to -2. If a character grows in size or otherwise acquires an ability which allows the proficient use of large weapons, this penalty is removed.

Preserved Stomach Sack This acts as a Bag of Holding, but it is incapable of carrying coins. Any coin placed in the bag will be 'coughed' out, with a slimy residue on it. Other items withdrawn from the bag will not be coated in this strange substance.

Appendix C: Non-Player Characters

Pre-Generated Characters

Name	Class	HD	AC	HP	S	I	W	D	C	Ch	Thac0		DB	DR	PP	MW	RSS
											M/R						
Burdock, son of Murdock	FM	3	6	23	13	12	16	5	16	12	17/20		15	12	15	11	14
Hayman Jack	T	4	7	17	11	6	13	10	11	10	19/19		16	13	13	13	14
Unor	C	3	4	10	13	11	12	8	7	4	18/20		16	11	14	12	15
Versano Houlihan	MU	2	7	5	7	13	8	16	5	13	21/17		16	13	13	15	16
Segeberg	D	3	8	26	10	10	12	12	17	10	19/19		13	8	10	9	12
Crowchief	E	2	6	5	9	17	14	15	7	14	19/18		15	12	13	12	14
Wyman Dingle	H	3	6	11	9	15	12	14	13	17	19/17		13	8	10	9	12

Thac0 provides 2 numbers, the first of which is for M el e attacks, the second of which is for Ranged attacks. The author's games include a house-rule in which Fighting-Men receive a flat +1 bonus to hit which has been included above. Feel free to remove that. As well, the author allows Hobbits to make Move Silently and Hide-in-Shadows rolls and Dwarves to make Remove Traps and Open Locks rolls as Thieves of equal level.

Saves are as follows: DB = Dragon Breath; DR = Death Ray and Poison; PP = Paralysis, Petrification, and Polymorph; MW = Magic Wand; RSS = Rods, Staves, Spells. Adjustments to MW and RSS based on high wisdom scores has already been included.

Keep note of character's Charisma scores, as they may receive a reaction adjustment.

Burdock, Son of Murdock Fighting-Man 3, Lawful. Burdock has dreams of being a knight or even a king, but first he must become a Man. He speaks Common. Gear: Sword, Chainmaille, Lance, Shield, Backpack, Bedroll, Block & Tackle, Mirror, Knife, Rations (5), Rope 50', Torches (12), Whetstone, Wineskin, Pony named Elvis with saddlebags.

Hayman Jack Thief 4, Neutral. Jack "The Hayman" is illiterate and avoids situations where he might need to reveal this fact. He wishes to make a big score so he can retire well away from the law. He speaks Common and Thieves Cant. Gear: Leather Gambeson, Dagger, Knife, Spear, Crossbow, Quarrels (30), Wineskin, Torches (6), Thieves Tools, Tinder Box, String 20', Rations (5), Mirror, Iron Spikes (12), Caltrops, Bedroll, Backpack, Songbird named Jo.

Unor Cleric of Syrinx the Wine-Drinker 3, Neutral. A robust and cheery fellow, Unor is always willing to share good will with others. He speaks Common. Gear: Cuirass Plate, Club, Wineskin, Torches (6), Mallet & Stakes (3), Sack (5), Rations (5), Manacles, Holy Symbol of Syrinx, Bedroll, Backpack, Mule named Otay.

Versano Houlihan Magic-User 2, Chaotic. Versano has been disowned by his parents due to his gambling problem. He will always attempt to 'make a deal'. He speaks Common and Ape-folk. Gear: Backpack, Bedroll, Ink & Pen, Parchment (10), Rations (5), Torches (6), Staff, Knife.

Segeberg Dwarf 3, Lawful. Segeberg is a mad Dwarven berserker. He speaks Dwarvish, Common, Giant, Koboldese, and Orcish. Gear: Backpack, Bedroll, Flask of Oil (2), Iron Spikes (12), Lantern, Pliers, Wineskin, Shovel, Handaxe, Knife, Shield.

Crowchief Elf 2, Lawful. A noble Elven scout, Crowchief is quiet and taciturn. He speaks Common, Elvish, Fey-tongue, Gnollish, Draconic, and Hazradi, the language of necromancers and the desert. Gear: Backpack, Bedroll, Rations (5), Rope 50', Sack (5), Tinder Box, Wineskin, Shortbow, Arrows (20), Dagger, Knife, Short Sword, Leather Gambeson.

Wyman Dingle Hobbit 3, Chaotic. An accomplished traveller, Wyman Dingle has sailed with pirates, met cannibal tribes in the jungle, and has children on three continents. He speaks Common, Hobbit, Elvish, and Thieves Cant (which he picked up in the port city of Sacarum). Gear: Bedroll, Backpack, Caltrops, Rations (5), Sack (5), Tinder Box, Torch (12), Wineskin, Shortbow, Dagger, Knife, Shortsword, Arrows (20), Leather Gambeson.

Non-Player Characters

Name	Class	HD	AC	HP	S	I	W	D	C	Ch	Thac0						Area
											M/R	DB	DR	PP	MW	RSS	
Ritchie	FM	2	7	10	11	9	13	9	14	8	18/18	15	12	15	12	15	1.12
Chelyab	C	2	8	8	14	10	12	8	8	7	18/20	16	11	14	12	15	1.12
Tallow	T	2	9	14	9	7	15	11	16	13	19/19	16	13	13	13	14	1.12
Valerie	FM	4	4	31	12	9	11	9	10	7	16/16	13	10	12	11	14	2.1
Artyom	C	5	3	19	10	14	13	7	5	15	17/18	14	9	12	9	11	2.2
Fruik	FM	6	9	24	15	15	17	6	8	9	15/18	13	10	12	9	12	2.14
Tun Tunak	MU	7	9	21	12	16	8	11	9	8	17/17	14	11	11	13	13	3.11
The Ghostkeeper	MU	6	8	17	9	15	5	7	9	17	17/18	14	11	11	14	14	3.11
Nightmare	C	4	1	16	7	14	12	13	7	11	20/18	16	11	14	12	15	3.32
Feofan, Ruby Brewer	MU	10	4	34	14	13	17	12	10	11	16/17	14	11	11	10	10	4.26

Ritchie Fighting-Man 2, Lawful. Brother of Tallow, the two turned to adventuring after economic collapse in their homeland. Fleeing depressed economy. He speaks Common. Gear: Shortsword, Knife, Leather Gambeson, Caltrops.

Chelyab Cleric 2 of Juiblex the Slime-lord, Chaotic. A war-time artist whose lands were conquered. He fell in with Ritchie and Tallow before being whisked away to Cauldron's Deep by a vindictive wizard. He speaks Common. His god has granted the following spell: Remove Fear. Gear: Club, Leather Gambeson, Shield, Silver Holy Symbol, Pliers.

Tallow Thief 2, Chaotic. Brother of Ritchie, this mountaineer is an adequate cook who can make palatable meals out of the most plain ingredients. He speaks Common. Gear: Dagger (3), Knife, Shortbow, Arrows (20), Thieves Tools, Shovel, Wineskin.

Valerie Fighting-Man 4, Priestess of Iborighu the Cold Wind, Chaotic. The proud princess of a northern tribe, Valerie values strength and honour while despising cowardice. She speaks Common. Gear: Handaxe, Spear, Chainmaille Hauberk +1, Haversack, Candles (4), Whetstone, Holy Text of Iborighu (*Dreams of Lamneth*), Wineskin.

Artyom Cleric 5, Priest of Tektus the Dungeon-Crafter, Chaotic. Artyom seeks to begin several mining operations in hopes of discovering gold and renovating the The Cold Ossuary. He speaks Common and Koboldese. His god has granted the following spells: Detect Magic, Protection from Good, Bane (sometimes called Blight; the reverse of Bless), Silence 15'. Gear: Silver Mace, +1 Breastplate, Manacles, Scroll of Cure Wounds, Ring of Protection +1.

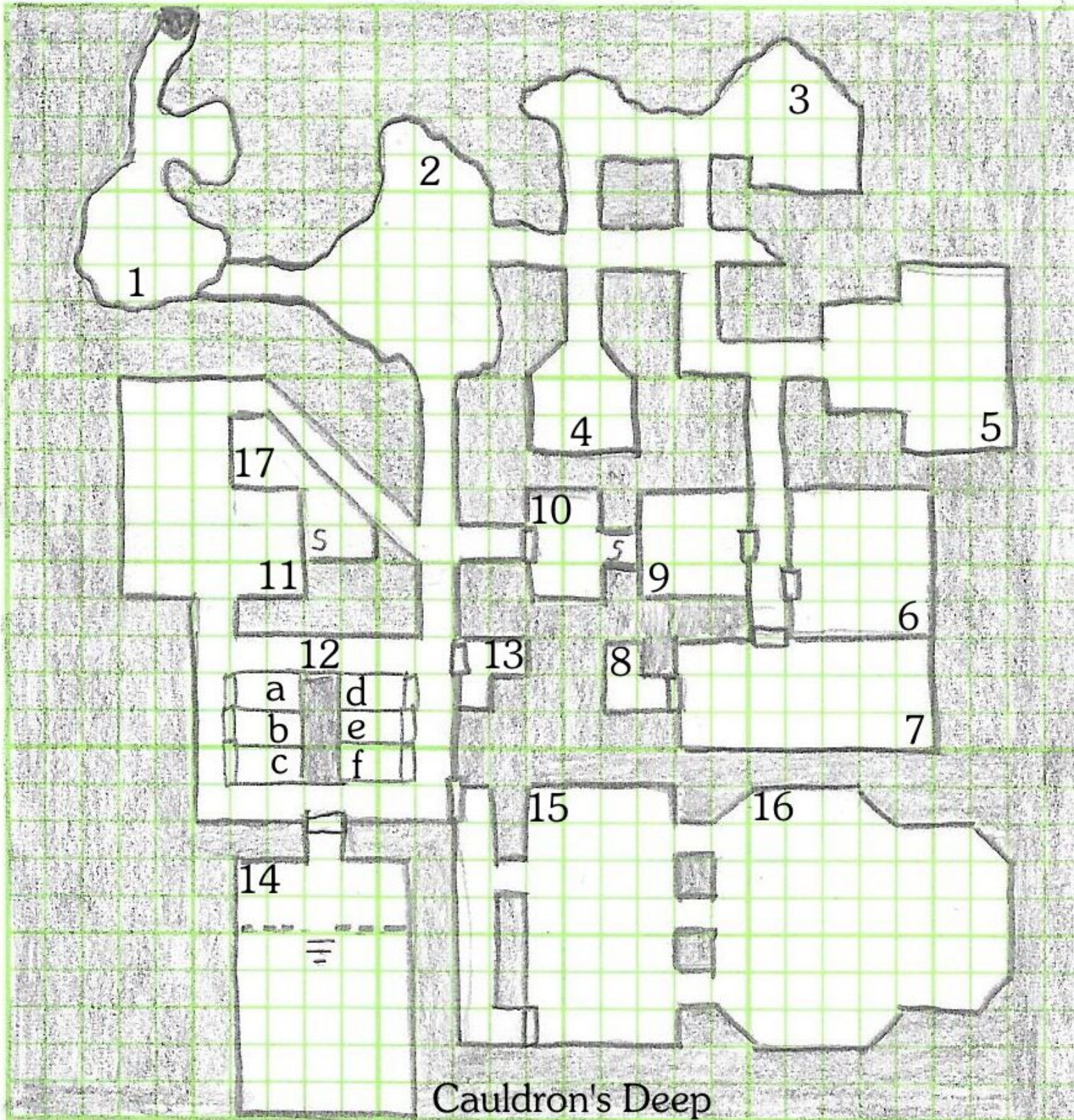
Fruik Fighting-Man 6, Chaotic. The amnesiac chief of sub-humans, Fruik claims that his mandate to lead the sub-humans was a quest delivered to him by the gods. He speaks Common and Apish. Gear: Club, Javelin (3), Dagger, Pike +1, Hide & Furs (counts as a Leather Gambeson), Scrimshaw Necklace worth 300gp.

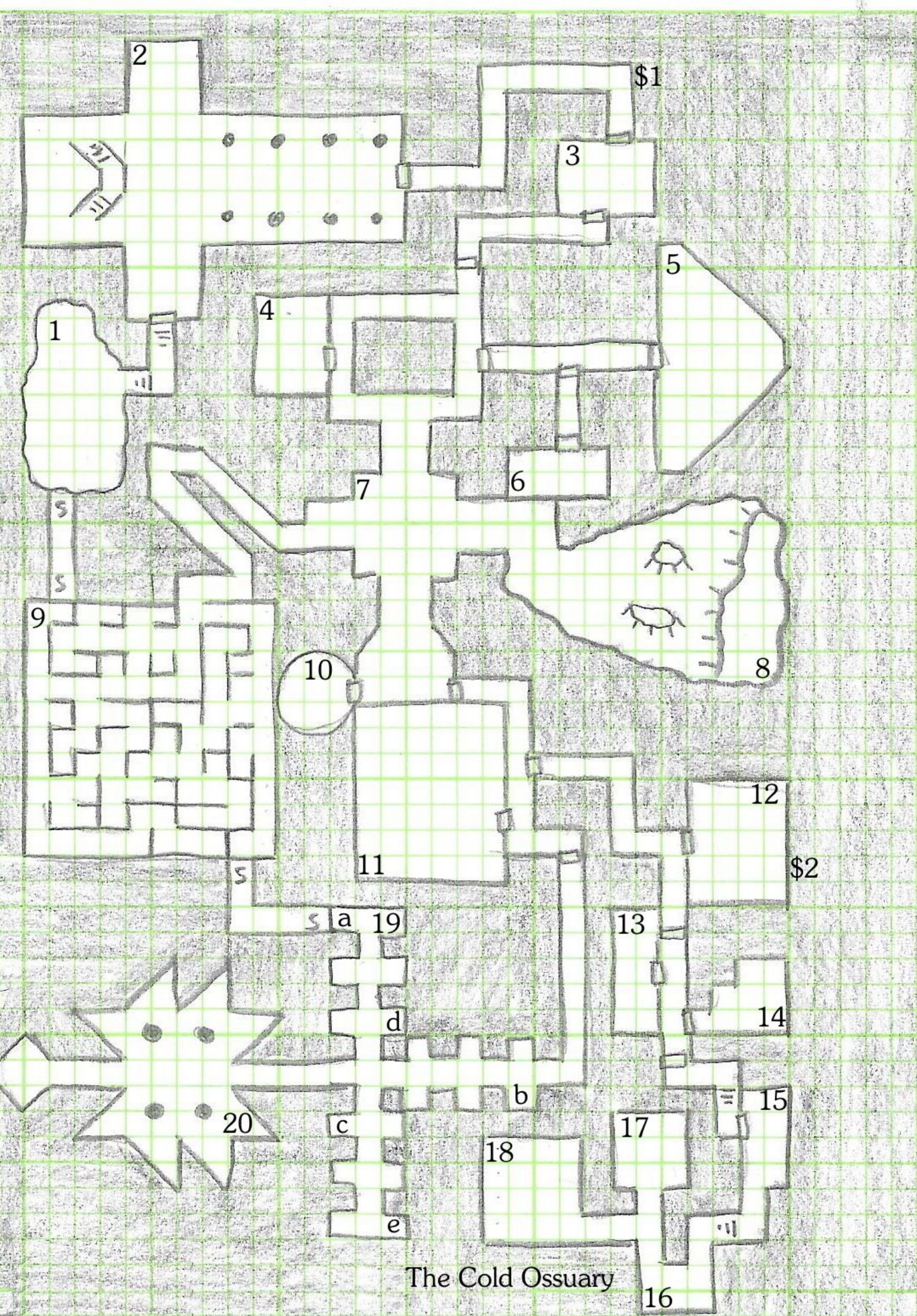
Tun Tunak Magic-User 7, Lawful. A seer from a far-off desert, Tun Tunak has come to Cauldron's Deep seeking mystical knowledge. He speaks Common, Koboldese, and Slytherine. He has the following spells in his spellbook: Ventriloquism, Protection from Evil, Shield, Levitate, ESP, Protection from Missiles, Haste, Polymorph Self. Gear: Iron Ring with Spider-stone gem worth 400gp, Silk Headscarf worth 760gp, Spellbook, Mirror, 3 gold teeth worth 600gp each.

The Ghostkeeper Magic-User 6, Chaotic. Struck with both gold fever and a thirst for vengeance, the Ghostkeeper has hunted Tun Tunak for many a day to avenge an ages long grudge, and tear out his gold teeth as trophies. He speaks Common and Thulean. He has the following spells in his spellbook: Sleep, Shield, Darkness, Phantasmal Force, Dispel Magic, Invisibility 10'. Gear: Knife, Ebony Wand worth 200gp, Pointed Hat, Ring of Protection +2, Spellbook, Nearly-Enchanted-Broom (if fly is cast upon it, it will become a Broom of Flying), 1900gp in gold dust.

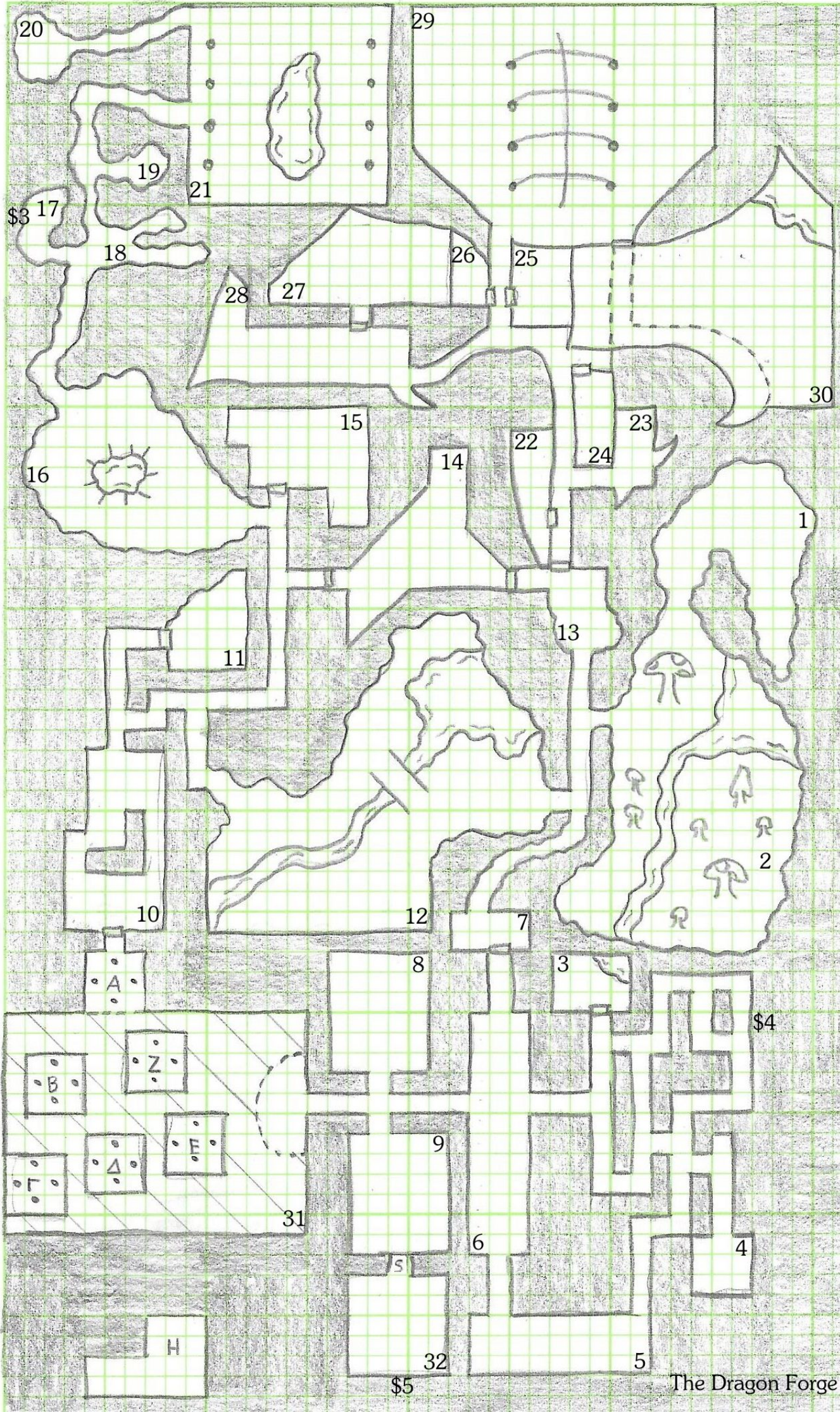
Nightmare Cleric 4 of Vein the Assassin, Chaotic. Despite worshipping a vile god, Nightmare will align with any party and once he has signed a contract, he will take its terms extremely seriously. He speaks Common and Giant. His god has granted the following spells: Light, Remove, Fear, Resist Fire. Gear: Mace +2 (shaped like a vulture's head), Shield, Breastplate, Backpack, Bedroll, Iron Holy Symbol, Rope 50', Tinderbox, Wineskin.

Feofan the Ruby Brewer Magic-User 10, Chaotic. No-one knows Feofan's origin or where he learned to brew his deadly liquid-ruby narcotic, but all fear him. He speaks Common and Fey-Tongue. He has the following spells in his spellbook: Shield, Floating Disc, Light, Knock, Detect Evil, Locate Object, Fly, Lightning Bolt, Hold Person, Wall of Fire, Confusion, Polymorph Self, Teleport, and Feeblemind. Gear: Staff of Striking, Robes of Protection AC 5, 3 doses of Ruby Narcotic.





The Cold Ossuary



20

29

19

21

\$3 17

18

26

25

28

27

30

15

22

23

16



14

24

1

11

13



10

12

7

2

A

8

3

\$4

B

Z

9

D

E

31

6

4

H

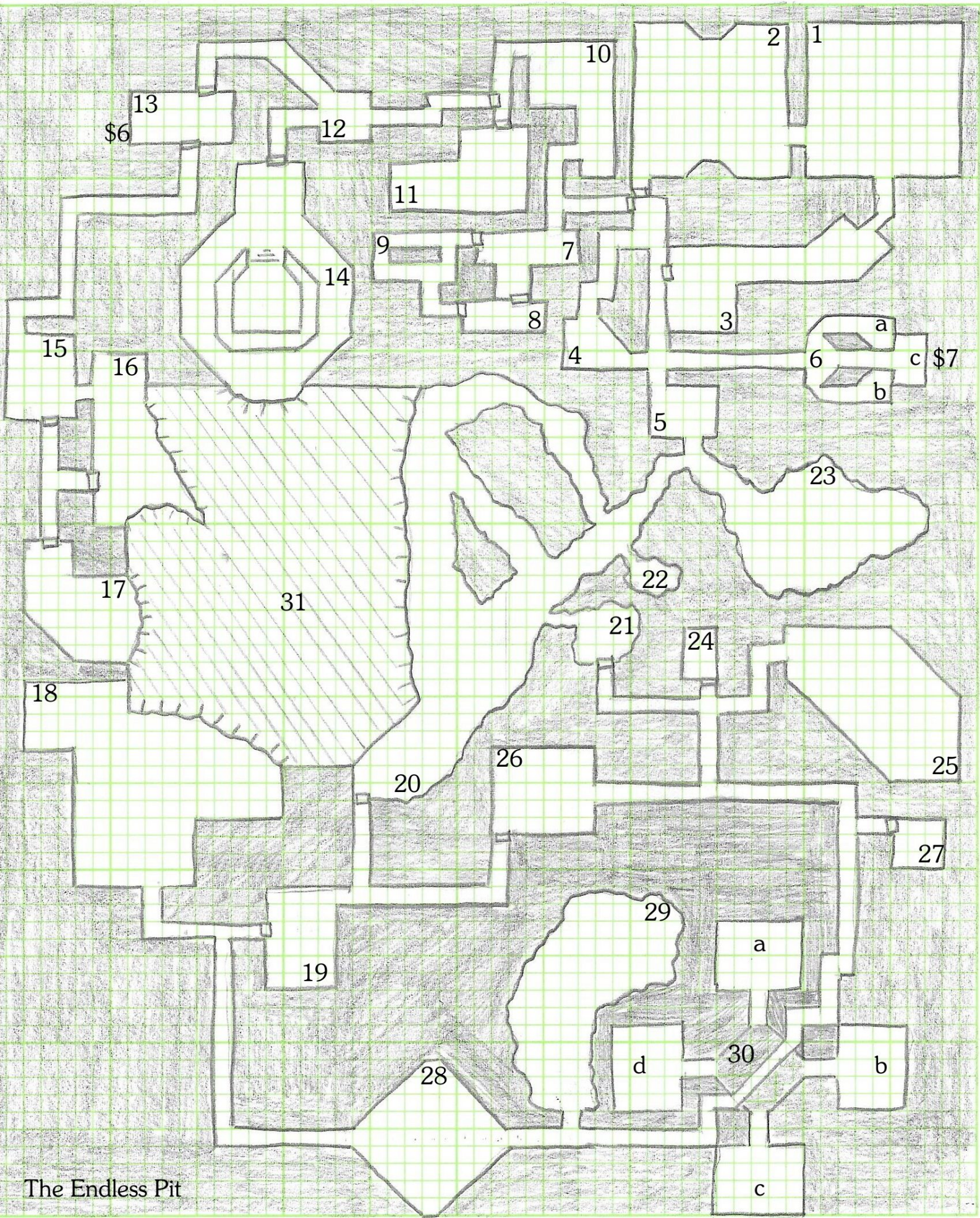
S

32

5

\$5

The Dragon Forge



The Endless Pit