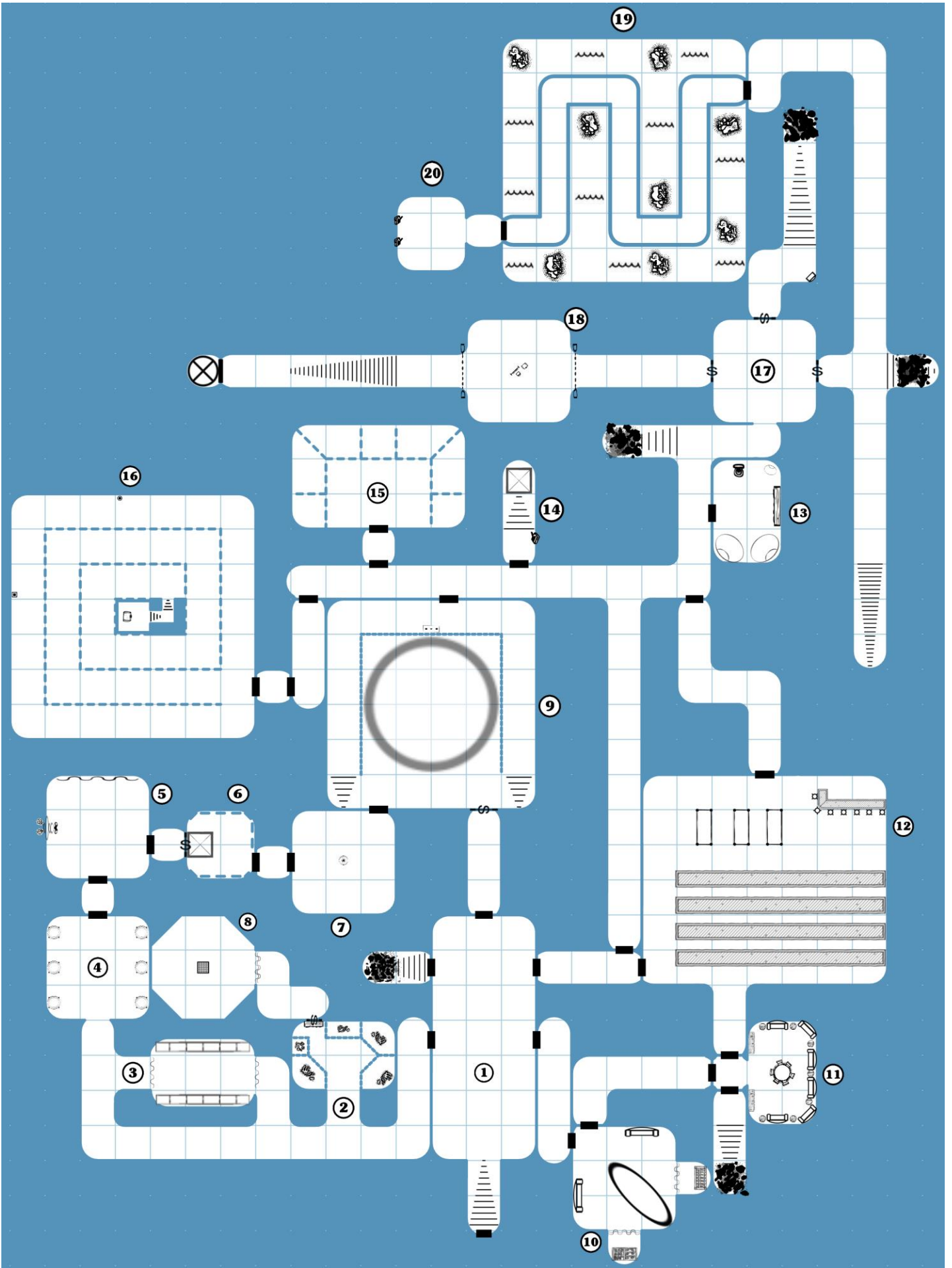


# The Grand Retreat of the Great Sage Tarzan

*Within a small, secluded, and lush valley is hidden an underground complex created by a bygone sage for his personal amusement and examination, accessible only by a small outbuilding long overgrown and ruined. Deep inside may be fortunes and perils alike, as the Great Sage was an eccentric, if not abnormal man.  
What mysteries and riches may the eccentric wizard's sanctum hold?*

*A fun-house dungeon crawl created for a party of 4-10 low to midlevel adventurers, designed for use with B/X, OSE, LotFP, Darkbad, or any other derivative and compatible systems.*



## Adventure Hook and Overview

Through a series of coincidences, the party has come to both acquire, and decipher the markings on an unusual tarnished silver medallion, not much larger than a coin. Once translated, the medallion reads "You are cordially invited to: The Grand Retreat of the Great Sage Tellah", along with coordinates leading to an isolated remote mountain location. The date on the invitation is long past.

After navigating nearly untouched wilderness to the coordinates, the party finds a small clearing with an old path of weathered stone stairs leading upward into the misty hills. At the crest is a small paved clearing with a once luxurious stone and glass building of one story, along the edge of a cliff, long in ruins from storms and earthquakes. Just inside the front doors to the main hall is a flight of stairs leading down into darkness. Within the undamaged underground complex is numerous threats both mundane and exotic, as well as great treasure to recover. This place is home to numerous exhibits displaying "trophies", personal rest-and-relaxation areas, and hidden secrets. The medallion leading to the island is also the key needed to advance further into the complex than the foyer.

## Dungeon Background

Decades ago, the Grand Retreat was the hidden pleasure sanctum of an eccentric mage, known as the Great Sage Tarzan. After years of adventure, either misfortune befell the Sage, or he grew disinterested in his former trappings, as the estate has laid vacant for many years, and suffered serious damage from storms, rendering the entire surface level of the complex uninhabitable. Below the surface however, is a series of constructed passages and chambers containing numerous curiosities and novelties the mage had collected and set to display. Access to these areas has been entirely restricted however, and no one but the dungeon residents are found within, for the doors within the dungeon foyer are all magically locked and require the use of a particular coin acting as a key. Coincidentally, this means that the contents of this dungeon are largely untouched, and ripe for plundering. This coin, or more correctly coin-sized medallion is silver, and appears to be a non-descript piece of cash from an unknown empire. However, if a highly intelligent creature studies the coin, it can be discovered that the unusual markings upon the coin are in fact a highly stylized form of an obscure gnomish dialect, and when translated, is discovered to in fact read as an invitation to the retreat, dated for almost 20 years prior. The location of the retreat has been known to certain greedy spellcasters who prize its contents, although an invitation coin needed to proceed inward has eluded them until recently. This cult of evil casters has discovered that the party has come into possession of the coin, and rather than immediately assault outright, the cultists have dispatched a squad to head to the retreat's location ahead of the party while they translate its meaning, in order to await their arrival.

## Dungeon Features

Within the complex are the following environmental standards, unless noted in a room's entry:

Walls and ceilings are made of pale white stone blocks seamlessly fitted together without mortar (cracked apart, crumbled, and sagging away in many places from age, trickling

in moisture and debris.)

Floors are large tiles fitted over the stone

Ceilings are 12' tall

Complete darkness in all rooms and passages

Doors are heavy security doors (liquid stone hardened in steel shells, recessed 'European-style' hinges, to prevent easy burgling. Doors encountered within the dungeon have a 1-in-36 (a roll of 12 on 2d6) chance of being locked.

Non-coin treasures (art objects, etc.) are measured as the equivalent in both the weight and value of their listed coinage. For example: furniture of 1000sp value weighs 100 pounds and is worth 100gp. (Gems/jewelry are considered to be only one pound, 10 coins, per 1000gp value)

## Dungeon Key

0. If the coordinates on the medallion are followed, the party finds themselves at a small, lush mountain range, rolling with forest. They find a set of stone stairs carved into a cliffside, long unused, but still suitable. If the party climbs up the stairs leading over the grassy ridge, upon cresting, they see a small luxury home of glass, stone, and steel, but in deep ruins from years of storms and earthquakes. From the outside they can see crumbled walls, shattered windows, and debris strewn about.

If the party searches around the area outside the building, they find a crudely concealed and recently used latrine that appears to have been used within the day, located on the side of the building.

Heading inward, they immediately know that the entire building is in no state for exploration let alone habitation. Just within the foyer however, is an empty bookcase which has partially collapsed, revealing behind it, a hidden passage leading down stairs and into darkness. The house smells of wood rot but air carried from down below smells of stale mildew.

Searching around the inside of the ruined building reveals evidence of humanoid tracks back and forth from the dark staircase to the outside having been concealed.

1. Behind the false bookcase within the ruined building is stairs that leads 20' down into darkness, and opens to a chamber, 30' across, with doors on the west and east walls. As the party's light illuminates the area as they walk in, a sudden light appears at the end of the chamber, some 60' away, revealing six smiling, purple-robed men whom have opened up their covered lanterns to greet the party.

This has five heavy doors spaced along the walls, which are Arcane Locked. The robed men are **6 MEDIUMS** (Illusionist 1 rather than MU 1). They are friendly but deceitful and malicious. They claim to be sacred pilgrims on a holy quest, praying here for knowledge, that have been searching for the key to this place, which they say is a sacred repository of arcane power, for which they have known the location of, but lacked the key to proceed inward. They arrived ahead of the PCs after learning of their acquiring the medallion, which is a key unlocking the five heavy and magically sealed doors leading further in. They are hostile, but do not attack, instead

attempting to intimidate the PCs into relinquishing the medallion-key, demanding it be tossed over in exchange for nothing. If pressed, the MU's use their spells to deceive rather than harm, though still attempt to kill the party once they've cast. They can be reasoned with, but will not leave without the medallion-key. If given the key, they will mock the party for weakness, then demand to be given their money, weapons, and magic items next, or simply demand the party departs, at the DM's discretion (or reaction roll). Each has the following spells prepared, respectively:

-Glamour: NPC assumes the form of a hulking, spikey, black-armored knight with a wicked black dagger. If using his sling, it looks like he fires red balls of energy from a red leather sling. He does his best to appear imposing.

-Phantasmal Force: NPC appears to summon a 4' tall hedgerow of dense rose bushes with massive thorns dripping poison, 5' before his party. He hopes to make the party hesitate moving into melee

-Auditory Illusion: NPC conjures the sound a steer being torturously slaughtered hoping to dissuade the party from fighting.

-Hypnotism: NPC implores affected PCs to leave the medallion and flee. He holds spell until PC's are within 30'. He wants the key the easy way.

-Color Spray: As normal. He holds the spell until PCs are within 20'. He wants to disable PCs for an easy kill.

-Spook: One PC views the NPC as a nightmarish creature of the DM's choice. He holds the spell until a PC is within 10'. He wants to remove a PC from combat.

All of the cultists fight with their slings if possible, using daggers when necessary.

Between the five cultists is 260gp, each has their spell book with their one spell and a bedroll, and there are 50 iron rations remaining.

The key they are seeking is the medallion. When examined, the five doors each appears to have a small shallow groove just above the handle, perfect size for a coin. Inserting the coin and twisting it breaks the seals of the doors with a solid 'click' and a shimmer of fading magic.

2. This room smells of mustiness and old hay. The party can see there are several short, wooden-fenced pens along the walls, each with a number of four-legged mammal skeletons, apparently the remains of a long-abandoned petting zoo. In the corner of the room is a small roped off area with a wall of shelves holding four large bags of animal feed.

This room holds neither monsters nor treasure, but there is a secret door. It can be detected normally, but is found automatically if all of the bags of feed are removed from the shelves.

3. From outside the chamber the party see faintly see a warm orange-like light from the other side of a heavy curtain. Beyond the veil is a chamber with labelled glass display cases along the walls, all containing various perfectly intact insect specimens pinned to boards, and featured among them, are six dead giant fire-beetles in hermetically sealed preservation

domes, their glands all still glowing.

The large domes open easily with a hiss, allowing harvesting of the glowing glands (18 total) which last for 1 full day. Several choice specimen cases here will fetch 400gp total if recovered. The specimens, in addition to the cases are somewhat fragile

4. From outside this room is a faint blueish-white flicker of light. Within, the party can see that the walls are painted panoramic diorama-style, depicting a tropical savannah landscape. Frozen in position along the walls are **6 GNOLLS** (HD 2+1) snarling and with claws bared. Each groll is surrounded by a shimmering blue force field that appears to be keeping them in physical stasis. A small rod protrudes from the center of the ceiling, with a small but valuable looking diamond fixed to its tip, emitting beams of light that seem to form the magic fields keeping the gnolls in stasis. Before each groll is a brass plaque bearing a button above a tiny grille, labeled 'Fun Facts'. The diamond is worth 500gp, but if pried off, breaks the stasis effect on the gnolls, releasing them ready for combat, and ferociously angry.

If any of the buttons are pressed, a tiny device speaks one of the following statements, in sequence, regardless of which button is pushed:

"Gnolls are also known as Homo Hyunidae!"

"Gnolls are commonly pack-based ambush predators!"

"Gnolls are crepuscular, which means they are most active at dawn and dusk!"

"Gnolls are a stone age species, and have not invented a written language!"

"Gnolls haven't even invented the wheel!"

"Despite being only thirteen percent of a region's humanoid population, gnolls account for over fifty percent of that region's raiding parties!"

5. This room appears to be a simple mock-up of an evil ritual chamber, the walls lavish with black velvet and golden tassels but frighteningly, mounted upon the western wall are two large snake skeletons topped with human skulls, vertically intertwined in a double helix. Central to the room is a small sinister altar with a gem-encrusted black gold statuette of the same two intertwined serpents.

One of the serpent skeletons is in fact **1 NECROPHIDUS**, which attempts to use its Hypnotic Sway if it manages to surprise the party, doing so if and when the PC's grab or physically interfere with the statuette, or attack it.

The statuette is worth 800gp.

The SE wall bears a secret door to area 10.

6. This room bears a door on the far side, and pleasant but simple landscape paintings adorn the walls.

On the floor in front of the west door is a pit trap that is only unlocked once that door is opened. The PC opening the door

and each crossing thereafter bears a 3 in 6 chance of activating the trap.

When triggered, the floor opens beneath the character into a pit trap and they fall in, then the door snaps shut and locks with a click. The pit itself is shaped like an inverted wine bottle, filled with water at the bottom, and the walls are slick with moss as they slope inward. The character falls 20' and take 1d6 damage, but more importantly they are wedged into a cramped space, with their head immersed in water. their arms are free to grasp, but freeing oneself alone would be impossible. The walls are too slick to climb and a rope must be thrown, or a character lowered. The drowning character takes 1d4 damage on the next round, and must Save vs Death or become unconscious and die in 3 rounds, at the end of initiative. Once closed, the pit trap must be opened as a stuck door, but at a +1 penalty to the roll.

Just as the trapdoor pit snaps shut, a small swarm of hostile Clockroaches (4) fall from the ceiling, attacking in initiative.

7. The walls of this square chamber are painted with a fresco depicting a mountain storm with mighty blue dragons midflight and dancing within it. In the center of the room is a stone pedestal flush with the floor, and sitting upon the pedestal is a beautiful statuette made of silver and sapphires, in the shape of a blue dragon in flight. There is another door leading out, bearing a sign reading: 'Please Keep Out'

The statuette is in fact electrified from sitting in contact with a small copper plate beneath it on the pedestal. If touched, without heavy rubber gloves, the PC takes 1d8 electricity damage and must Save vs Paralyzation or be stuck gripping the statuette, unable to act and taking automatic damage each round until dead, at which point they will begin to smoke and burn. If anyone renders aid to the stricken character by making bodily contact, they must also save vs Paralyzation or remain held fast, splitting the damage each round between all parties evenly. The statuette is worth 500gp in gold.

8. Beyond this room, one is struck by the scent of rotting food and human waste. On sight, this room appears to be some sort of BDSM sex dungeon, with various intimidating-looking devices and restraints along the walls, and another animal skeleton on the floor. Even worse, is the center of the room, which has a cage holding a small gnomish-looking man wearing a green coat, green pants, buckle shoes, and green bowler hat. He appears filthy and disheveled, and is obviously half mad. He waves a spoon like a dagger, and stands next to a strange knobby clay jug.

This **1 LEPRECHAUN** was an unfortunate subject of the wizard's unsavory whims, and has been trapped here for years, kept alive with from eating the creations of his Alchemy Jug (mainly the honey, beer, and mayonnaise). He begs and howls for release, offering treasure in exchange for his freedom. The moment the cage is opened, roll to see if the party is surprised as he turns invisible with the intention to sprint away at full speed of 50' to escape the dungeon, taking his Alchemy Jug with him, hooting and hollering all the way. Though invisible, the Leprechaun is impossible to follow after, though he is quite fast. He will give up his treasure if threatened with torture, either while within the cage, or if captured after being released. However, if within the cage, he will refuse to part with the Alchemy Jug unless he is released first, as he will starve without it, though in all regards he would rather give up his coins than the jug at all. His hat becomes a

nonmagical pot of gold coins upon death, or by choice. The pot bears 113gp inside.

9. The passage ending at the secret door leading in bears a poster on it: "Cats vs Dogs: The elusive 'Cephalofeline Ephemerus' against the un-cornerable 'Canus Dislocatus'!"

From this room one is hit with the stench of old animal, and looking inside, once see a large square chamber with a 20' ceiling and a 10' wide gallery walkway circling it, 10' above the floor. The balcony has a 4' railing with thick pillars along its length. Scattered near the center of the room are five unusual looking yellow dogs, quite skinny, but powerful looking. They will begin snarling in warning. There is a large white circle on the floor, with old dried blood splatters in and around it. On the far side of the balcony is visible a large treasure chest. There are two doors leading out.

The dogs are **5 BLINK DOGS**, and were kept as arena fighters against the Displacer Beasts in the nearby maze (Area 16), with whom they have a deep racial enmity. They are quite unfriendly and will attack if the party approaches without food offered in hand, as they have been subsisting off a gruel generator and disposing of waste in a drain in the floor. They could be swayed to the PCs side if they offer to help them escape, or to kill the Displacer Beasts. If fighting in this room they try to remain within 10' of the balcony to use their Blink ability to move in, attack, and then blink out, going up onto the balcony to avoid being attacked, and vice versa if characters go upstairs. The superior maneuverability of the dogs combined with their advantageous terrain can make this a very challenging encounter.

The chest is full of the book for the dog fighting and is locked. It contains 700gp, and a silver ring depicting a toothy beast, with a parchment rolled up inside it like a napkin ring.

The ring is a Cursed Ring of Animal Control, and within 24 hours of being used causes the bearer to begin taking on the bestial features of the first animal they use the ring to control. The ring's curse can be removed with the rolled-up parchment, which is a Scroll of Remove Curse. Ridding oneself of the animal features however, requires both a separate Remove Curse, and then a Remove Disease spell.

10. This room appears like a fashion showcase, with a small runway in the far corner, two couches for sitting, and two curtained closets. Inside the room near the runway is to see there are **2 TROLLS**, sallow-skinned and painfully thin, with a torsos and limbs that look like braided whips.

The female troll is behind the male, and they are dressed in tattered high fashion like giant dolls, one in a tuxedo and the other in a pink dress, with wigs in large upswept hairdos. They appear ravenously mad with hunger. They attack immediately, ecstatic for meat. The curtains covering the walk-in closets are shredded, revealing clothes storage beyond.

Beyond the two curtains are separate walk-in closets holding numerous moldy troll-size outfits, all of which are tattered and slashed. Within the closets and in pockets can be found many broken pieces of jewelry, totaling 1300gp, as well as a bone framed monocle tucked in a pocket. When worn, the user of this monocle may focus on humanoids within 30', seeing a dim blue glow around them if that humanoid has an Intelligence of 8 or lower.

11. The door leading into this room bears a plaque reading "Puffin' Parlor", and an engraving of a fat black-and-white bird sitting in a large chair and smoking a cigar. Beyond the door is a pleasant-smelling smoking lounge of luxurious wood and plush velvet. The lounge is fully stocked on numerous varieties of smoking products and accessories, along with couches and thick carpets, and the doors can all be locked from the inside. A brass and red gold kaleidoscope with a rotating lens adorned with small flat gems sits upon a small couch-side table.

When a creature looks through the device and spins the lens, they can see into the magical weave and objects peered at through the lens are revealed as if using Detect Magic. This object can only draw enough power to observe the weave for a total of up to 1 minute, its power recharging 24 hours after being used. The item is cursed however, and using it leaves a comical ring of thick black grease around the user's eye that cannot be removed without the Remove Curse spell.

The furniture here is heavy and difficult to move, but if recovered, each of the 20 pieces is equal to 1000cp (they are in decent condition, but grossly out of style). The smoking supplies are quite bulky but still carry value if recovered, they are in total 10000cp.

12. "Within this rather large chamber are four lacquered wooden lanes for bowling, and several purple-felted billiards tables, along with all of the supplies for play. In the far corner is a beautiful wooden bar, fully stocked with numerous high end and exotic drinks, all opened and in differing levels of fullness."

Not much in this room is overly valuable, as all of the liquor bottles are opened, and the game equipment is not particularly in valuable (5000cp value), however, if searched, an unopened bottle is found, labelled as "Doc Pepper's Sobering Agent and All-Purpose Detoxicant". This is a Potion of Negate Poison with 3 doses.

(If the DM wishes they may include a puzzle or reward for using the bowling lanes, perhaps a contest with trapped creatures, or an automated device dispensing a prize for a high-score.)

13. "Just inside is a perfumed-smelling, luxurious chamber of white marble and colored tiles, glass and mirrors, an opulent washroom, with deep baths, constructed of giant clam-shells, and numerous hygiene products on racks."

The baths are mildly enchanted, and soaking within their spring-waters for at least a full turn will restore one 1d8+1 points of damage to any PC, once per day per PC.

14. "A small brass plaque on the door reads, 'Dispose-All'. Beyond the door is a ten-foot square landing, and then ten feet of stairs leading down to another ten-foot square landing, with no apparent door out. There is an up-and-down lever at the top of the stairs on the wall of the upper landing you are on, the lever sitting in the neutral position."

When the lever is pulled down, the stairs fold down into a smooth ramp downward, and the lower landing opens as a trapdoor concealing a pit 20' deep (see below). The door snaps

shut in two rounds, along with the stairs and lever resetting positions. When pushed upward, the trapdoor opens up, but the stairs do not fold. However, one minute later the trapdoor closes, and the lever resets position.

Any character standing on the stairs when the lever is pulled downward must roll a Save vs Death or fall into the pit and be automatically hit and engulfed by the Cube. On a save, the character arrests their fall but cannot climb up without assistance. If not helped within one round, they must save again, or fall into the pit. After the second round, the stairs reset and the trap door closes.

The bottom 10' of the pit is **1 GELATINOUS CUBE**, deadly as usual, but cushioning the 10' fall down to it (no damage). If any character stands safely at the edge of the open trap door and looks in, they see merely an empty pit with a ring laying at the bottom. If they remain at the opening two rounds later, roll surprise as the Gelatinous Cube attempts to lash out with a pseudopod to any creature along the edge of the pit. A character so paralyzed on the stairs is knocked over by the attack and has a 1-in-2 chance of falling into the pit. If engulfed by the cube and paralyzed, characters have 3 rounds to be rescued, or die by suffocation at the end of the third round. Engulfed characters take attack damage automatically, in either case.

Undigested within the cube is the magical Ring of Acidic Exhilaration. The wearer of this ring becomes immune to acid damage, and instead is healed a number of hit points equal to the damage dealt. This effect feels rather invigorating. A character engulfed by the cube might put on this ring, preventing the damage from the acid, but not the paralysis.

A small number of small waste chute openings that feed into the pit line are spaced around the walls, and a small grilled drain in the floor beneath the cube. If killed, the cube collapses into a thick liquid and drains through this over one turn.

15. A 50' by 30' chamber, the walls lined with what appears to have been the kennels for the blink dogs in the fighting arena. There is very little of interest here, whatsoever.

16. "Upon opening the door, you see a rather large chamber, immediately before you, an 8-foot-tall network of widely spaced metal bars in a gridiron-style vine trellis that forms a squared spiral leading inward towards the center of the room. Just through the trellises you see that at the center, the path turns into stairs leading up to raised platform with a treasure chest."

*Sleeping curled together in the middle of the path are two blackish-purple, six-legged panthers, each with two rather long tentacles coming from their backs (Displacer Beasts). Them and the party are both surprised, as the creatures are sleeping 20' up from the second turn. On their turns, the Beasts use their catlike agility to jump over the trellises at the 2' gap near the ceiling and circle their new prey. Their tentacles function as reach weapons, allowing them to attack prey without being attacked in kind (unless by reach, magic, or missile. Any attacks made through the trellis gives -2 to hit due to leaves and bars.*

Inside the chest is a handheld sized gold statuette of two lions, a male and female. Looking closely, shows the lions have collars and tags, bearing their names. (Apollo and Alois). These are Golden Lion Wondrous Figurines. Alongside in the

chest is a folded note: "Tellah, I fed the lizards like you asked but I still couldn't find the Under grotto. You said the door was immediately to the right after I came back from where you left the note, but there was no door, just a plain wall!"

17. This room contains three secret doors, one each on the west, north, and eastern walls.

The secret door on the western wall leads to Area 18.

The secret door on the northern wall opens to the smell of the sea, and a small landing with a stairway. In the corner of this landing is a wall plaque, with the words "To Under-Grotto" and an arrow pointing down the stairs. which end in a rubble collapse. Next to the plaque is a small wooden cabinet fixed to the wall, closed and labelled, "For Emergencies Only".

Inside this cabinet are several moldy floatation devices, and a 1' wide wooden cube, with an engraved brass plaque reading, "Small: Squeeg, Large: Zazoom, Collapse: Watoo. Warning: DO NOT ACTIVATE DEVICE WITHIN ENCLOSED SPACES". This wooden box is a 'Folding Boat'.

On the wall leading east is an old note taped to the stone, "Don't forget to feed the lizards! They hate the dispenser". The wall houses a secret door leading east. Beyond the secret door is a passageway going north and south, and directly ahead, a set of stairs going down briefly before ending in a rubble collapse. To the north is the lizard room, and to the south is a set of stairs leading to the second level of the complex.

18. "Beyond the secret door is a long passageway, which startlingly, from where you are, appears to open up onto a blizzarding mountain side. As you approach, you indeed see that the passage way seems to lead out onto the side of a tall snowy mountainside wracked by a snowstorm, and although you can hear the storm you feel neither the wind, nor the cold, however, you do smell wet pine, and the cool clean scent of snow. This should plainly not be possible given your current location. Just ahead of the opening you see what appears to be 30' clearing, and in the center, a small white cat sleeping on a small steamer trunk, and an easel and canvas set up adjacent. As you approach, you can see another passageway, across from the opening, seeming to lead back inside the mountain. Looking from the clearing, the cat opens it eyes but does not move. Once standing at the opening, you can see that all around, is indeed a snowcapped alpine peak, and that you are overlooking a pleasant valley. The unfinished painting on the easel seems to depict the surrounding landscape."

The environment here is a 'Hallucinatory Terrain' illusion spell, mimicking an idyllic alpine scene, to make painting easier. The is a 'Guardian Familiar', set to guard the trunk. He will not stir unless the trunk is directly approached, at which point the cat will rise, the growl, then raise hackles and hiss, before attacking if the trunk is touched. The cat will not leave contact with the trunk, defending bodily with all 9 lives.

Within the chest is a large number of painting supplies, all the paints dried up, except for a small box with a set of 8 paints, 2 each of 4 colors. These paints if detected, are two set of Nolzur's Marvelous Pigments.

Just inside the room on each side are floor pressure plates (2-in-6 chance of activating), which cause hidden portcullises in

the ceiling to drop down, barring the room square. The door on the far side leads to another passage way, along with stairs heading down to the second level of the dungeon.

19. A brass plaque outside this door reads, "Welcome to the Aquavarium!  
Current contents: Statilektros Lacertus"

Beyond the door is a large 70' by 70' chamber with 20' high ceiling, with the walls painted like a mystical swamp. The floor of this room is mostly water to a depth of 10'. Stretching across the room in a long winding pattern is a glass pathway, six inches thick from waterline to surface. The path leads basically diagonally across the room to a door, which bears a brass plaque that reads, "Fame and Fortune".

In the water is debris designed to resemble a natural swamp environment. As you make the first turn, you are caught by surprise by several fishlike lizards shaded in bright blue with jagged black stripes and tall blue ears, nearly 3' long. The lizards emerge from the swamp debris in the water. They do not seem overly aggressive, and in fact appear downright cute. They briefly circle around in the water near you, then behind you around 10', one of them clumsily clammers onto the glass pathway. He opens his mouth in a sweet, simple smile, then you feel a tingling in the air and the hair on your arms raises!

The shocker lizards (6 in total) are hungry and move in to kill their new prey using their standard hunting tactic. One of the lizards moves topside to the party to shock them, while the others swim in the water around the party, contributing to the attack by poking their antennae up out of the water. (-2 to hit from cover).

The plaque on the far door reads: "Fame and Fortune await!"

20. Beyond the door is a room, seemingly plain, but for a red carpet leading up to two levers on the opposite wall. The left lever is labelled, "Fame!", and the right labelled, "Fortune!".

Pulling the left lever envelops the character in a brief puff of smoke, and instantly curses them with bright blue skin and long shaggy white beard (long blond hair if female).

The right lever when pulled, summons 10,000 silver pieces in a tightly stacked pile just over the character's head, crashing down for 2d8 damage (Save vs Death for half damage) then scattering everywhere. Pulling this lever a second time produces the same effect of 10,000 coins falling atop a character, but these are obviously foil-wrapped lead worthless, but still dealing damage. This trap effect is magical in nature and always occurs for the one who pulls the level regardless of where they stand, even if using a pole or other such tool.

#### Room Key

(A = Art, C = Coins, G = Gems, M = Magic Item, Q = Cursed Magic Item)

# of Monsters, XP, XP		Treasure
sum		
1.	5 Mediums, 16 XP, (80)	260gp (C)
2.	-----	-----

3.	-----	400gp (A)
4.	6 Gnolls, 35 XP, (210)	500gp (G)
5.	1 Necrophidus, 30 XP, (30)	800gp (C)
6.	4 Clockroach, 35 XP, (140)	-----
7.	-----	500gp (C)
8.	1 Leprechaun, 6 XP, (6)	113gp (C), Jug (M)
9.	5 Blink Dogs, 125 XP (625)	700gp (C), Ring (Q), Scroll (M)
10.	2 Trolls, 650 XP, (1300)	1300gp (C), Monocle (M)
11.	-----	30000cp (C), Kaleidoscope (Q)
12.	-----	Potion (M)
13.	-----	-----
14.	1 Gelatinous Cube, 125 XP (125)	
15.	-----	-----
16.		Figurines (M)
17.	1 Guardian, (2583, See below)	2 Marvelous Pigments (M)
18.	-----	Folding Boat (M)
19.	6 Shocker Lizards, 200 XP (1200)	-----
20.	-----	10,000sp (C)

### Random Encounters

Choose one entry, or roll 1d8:

(Encounter Distance 2d6x10', roll for surprise and reaction)

1. **1d6 CLOCKROACHES** emerge from a small sliding wall panel on the along the floor.
2. A **GRAY OOZE** appearing as a wet patch of stone ceiling.
3. A **RUST MONSTER** just finished with eating a Clockroach.
4. An **OCHRE JELLY** squeezing in from a crack in the ceiling.
5. A sift of sand, then a stone falls loose from the ceiling, 1d10 damage, and Save vs Death or knocked unconscious one turn.
6. An **ASSASSIN VINE** appearing as a plant root has pressed through the stone and along the ceiling of the passage or chamber.
7. **1d4 GIANT ANTS lost from their colony and exploring**
8. **1 MYCELIAN (3 HD)** appearing as a

\*\*\*\*\*

#### Assassin Vine

Armour Class: 14 (Woody)

Movement: 15'/5'

Hit Dice: 5+1 (26 HP)

Thaco: 14 (+5)

Attacks: Vine (up to 20' reach) 2d6 dmg (and foe must save vs Paralyze or be constricted, losing next action, repeat end round)

-Constrict: target takes automatic each round they fail the save

-Surprises on 5 in 6

-Heat-sense 30'

Morale: 9

Align. Neutral

XP: 400

#### Clock Roach

Armor Class: 14 (Metal and Size)

Hit Dice: 2+1 (11 HP)

Attacks: 1 x Bite (1d4), or 10' line of acid once per day (1d6, Saving Throw vs Breath for no damage)

Thaco 17 (+2)

Saves: Death 12, Wands 13, Paralysis 14, Breath 15, Spells 16

Movement 90'/30'

Morale 10

Align. Neutral

XP: 35

#### Guardian Familiar

A magical creature resembling a common housecat summoned into existence in order to guard a specific treasure. Almost exclusively they take the form of cats, complete with 9 lives. When attacking it takes on a ferociously fearsome presence, like a wildcat, though it will never leave contact with its guarded object. Upon being slain, the Guardian familiar immediately resurrects with one more hit die, and the stats as listed below. They only guard their ward, and thus will not pursue characters, and will cease attacking if its attackers do first.

Armor Class: 8 (11)

Hit Dice 1 (up to 9, see below)

Attacks: 2 x Claws 1d3, 1 x Bite 1d4

THAC0: 19 (+0 up to +7, see below)

Movement: 12/4

Saves: Death 12, Wands 13, Paralysis 14, Breath 15, Spells 16

(+2 vs Magical Effects; +2 on all saves at stage 4,

additional +2 to all saves at stage 7)

Morale: 12

Alignment: Lawful

XP: 2583

13 + 25 + 50 + 125 + 300 + 500 + 850 + 1200 + 1600 (4663)

Treasure: Always

Infra-vision 60'

Immune to Electricity

Stage 1

AC 11, HP 5, Hit +0, Dmg +0

Stage 2

AC 12, HP 10, Hit +1, Dmg +1, MV 14/4

Stage 3

AC 13, HP 15, Hit +2, Dmg +2, MV 16/5

Stage 4

Size M, AC 14, HP 20, Hit +3, Dmg +3, MV, 18/6 +2 on all

Saves

Stage 5

AC 15, HP 25, Hit +4, Dmg +4, MV 20/6

Stage 6

AC 16, HP 30, Hit +5, Dmg +5, MV 22/7

Stage 7

Size L, AC 17, HP 35, Hit +7, Dmg +6, MV 24/8, +4 on all

Saves

Stage 8

AC 18, HP 40, Hit +7, Dmg +7, MV 26/8

Stage 9

AC 19, HP 45, Hit +7, Dmg +8, MV 29/9

#### Gnoll, Diorama

Armor Class: 5 (14) (Chain)



Hit Dice 2+1 (11 HP)  
Attacks: 1 x Jawbone axe (1d6+1) (10'/20'/30')  
Thaco 17 (+2)  
Movement: 90' (30')  
Saving Throws D12 W13 P14 B15 S16  
Morale: 10  
Alignment: Chaotic  
XP: 35

#### Shocker Lizard

A shocker lizard is a fishlike reptile shaded in bright blue with jagged black stripes and a pair of tall blue ears, standing at nearly 1' tall and 3' long. Shocker lizards are stealthy aquatic predators capable of stunning or even killing prey with a natural electric attack.

Armour Class: 5 (14)  
Hit Dice: 2+1 (13hp)  
Attacks: 1 x Bite (1d4)  
THACO 17 (+3)  
Movement 120' (40'), Swim 90' (30')  
Saving Throws: Death 12, Wands 13, Paralysis 14, Breath 15, Spells 16  
Morale 7 (9 in group)  
Alignment: Neutral  
XP: 200  
Number Appearing: Solo, Pair, Clutch (3-5), or Colony (1d6+5)  
Treasure Type: None  
-Infravision 60'  
-Immune to Electricity  
-Stunning Shock: Deal 2d8 damage to a foe within 5', Save vs Death for half damage. A target killed by this attack is instead reduced to 1 HP, and is knocked unconscious for one full turn.  
-Lethal Shock: Two or more shocker lizards within 20' of each other may attack in tandem, augmenting the shock of any one lizard within the area. This attack deals 2d8 damage, +1 per participant beyond the first (to a maximum of +5), in a 20' radius from one particular lizard, Save vs Death for half damage.