

ROOM # 1 LEV 7

FLOOR : Sandstone TRAPS : Fire Trapped Door
WALLS : Limestone
ROOF : Sandstone

3 Brass Dragons CG AC 2

HD 8, Age 3, Hp 24, Xp 1680
Speech, No Magic, Awake
Languages: Goblin, Ogrish, Death Slaad

HD 7, Age 4, Hp 28, Xp 3640
No Speech, No Magic, Sleeping

HD 6, Age 3, Hp 18, Xp 1260
Speech, No Magic, Sleeping

Brass Dragon Egg - HD 6, Age 1, Hp 6, Xp 420

Total Xp 7000

3 attacks: 1d4,1d4,4d4
Sleeping Gas Breath Weapon

Treasure is in Stone Containers; 260 Copper

100gp Amber	500gp Jet	4gp Eye Agate
10gp Obsidian	10gp Turquoise	100gp Alexandrite
500gp Alexandrite		
Total 1224 gp		

ROOM # 2 LEV 7

FLOOR : Rough stone
WALLS : Ice over Stone
ROOF : Granite

2 Fomorian Giant in Lair NE AC 3 HD 13
Hp 69, Xp 3992 Hp 59, Xp 3812 Total Xp 7804
1 attack: 4d8

One is wearing a Magic necklace with a Gem
500gp Magical Alexandrite
5 charges of Prismatic Spray 1/day

Treasure is Loose; 600 Gold

3gp Eye Agate	15gp Sardonyx	100gp Alexandrite
10gp Banded Agate	1000gp Oriental Emerald	100gp Topaz
500gp Amber	100gp Pearl	100gp Aquamarine

Total 1928 gp

ROOM # 3 LEV 7

FLOOR : Natural Aquamarine colored Marble
WALLS : Mythral Ore

ROOF : Lead Ore

A clump of mythral crystals have grown together in a geometric formation in the center of the room. Occasionally sparks and lightning leap from the wall to the cluster and then to the ceiling. Closer observation of the crystal formation on the floor will reveal the hilt of a sword protruding from the top of the cluster.

The lightning from the walls is harmless, but if the hilt is grasped a jolt of stored electricity will be released and cause 30 hit points damage and a save vs death magic is required or else a point of intelligence and wisdom are lost. The sword cannot be recharged unless it is returned to its place.

The sword is intelligent and will most likely speak when characters enter within 20ft (70% chance). The sword will probably demand worship, and will attack with a Phantasmal Killer (Power # 10) if its demands are ignored. If questioned it will have no name. It will not reveal the name of its previous owner unless asked. The reply would be 'Kas'.

The priorities of the sword's Ego are to; Trap the first soul; Find a human it can over power, Eliminate non-worshiping characters, Find the Eye of Vecna, find the Hand of Vecna, return to the first plane of the Abyss, find Vecna's tomb, find Vecna, restore youth to him, remain in Vecna's possession.

Sword of Kas (DMG 161)

INT 15 EGO 19

Alignment: Chaotic Evil

Languages: Common, Red Dragon, Elvish.

It appears to be a large two handed sword with a dull grey blade of some adamite alloy. When the sword is grasped the character must save vs possession by the sword, the characters IN and WZ scores are totaled. If the total is below 34 the character is possessed. The character will then listen to and believe everything the sword says and will conform to its wishes. If the score is equal to 34 the sword will attack the character. Any greater score will allow the character to use the sword and command its abilities. When first grasped and removed from the crystals the sword will have only enough power to cast a Trap the Soul spell on the character, there is a 70% chance that the spell will be effective, there is no other saving throw. If the attack is successful the sword will be able to function the powers listed below. If the character saves; the sword will appear inert and act as a +6 defender until a human is killed with it. The sword will trap the soul of the dead man and will not need another for 30 days.

1 The wielder need only eat and drink once per week.

2 Create Food and Water once per day.

3 Speak with Animals three times per day.

4 The wielder is Immune to Fear.

5 The wielder is Immune to all forms of Gas.

6 The wielder functions as if on a Speed Potion at all times, the wielder will age at the rate of one year every 90 days.

7 Holy Water within 10 feet becomes instantly contaminated.

8 The sword will attack if the wielder is not worshiped.

9 Characters within 50 feet must save vs magic or flee in fear if they see one of the prime powers used.

The following powers cannot be controlled by the character unless his total IN and WZ are above 34.

10 A Phantasmal Killer may be shot forth from the point once per day. The target creature must have an IN and WZ total greater than 34 to disbelieve. The phantom attack has 8 Hit Dice and an Armor Class of 0. If the creature is struck by the phantom it must save vs Death Magic or turn to dust.

11 Prime Powers may only be activated by a human sacrifice once per month on the prime material plane. If taken to another plane this article is ignored until returned.

12 Prime Power: Trap the Soul once per month with 70% chance of success (by touch). If this power is commanded against the sword's creator, power # 11 will be used instead.

13 Prime Power: Restores youth once per month if blade touched. Age will begin at 20 and add one year per month it is used on the same character.

ROOM # 4 LEV 7

FLOOR : Pools in Cavern Floor
WALLS : Cave Paintings on Sandstone
ROOF : Natural Stone

7 Li Lung Earth Dragons in Lair CN AC 2
HD 8, Age 3, Hp 24, Xp 1680
HD 9, Age 2, Hp 18, Xp 780
HD 9, Age 5, Hp 45, Xp 3900
HD 7, Age 5, Hp 35, Xp 4900
HD 8, Age 3, Hp 24, Xp 1680
HD 9, Age 3, Hp 27, Xp 1170

Li Lung Dragon Egg - HD 8, Age 1, Hp 8, Xp 520

Invisibility at will, assume human form at will, continual ESP, and they never sleep. May cause Earthquake once per day, Scaly Command, and Water Fire.

Total Xp 14630

3 attacks: 2d8,2d8,1d20 no breath weapon

Treasure is in Small Coffers; 600 Gold

20gp Citrine	500gp Jet	100gp Jade
400gp Pearl	100gp Chrysoberyl	12gp Zircon
500gp Aquamarine		

5000gp Magical Emerald - Teleport without Error 2/day

Total 6632 gp

320gp Gold Crown		
400gp Silver with Gems Earring		
600gp Silver with Gems Comb	Total	1320 gp

ROOM # 5 LEV 7

FLOOR : Rubbish over Granite
WALLS : Ice
ROOF : Crimson colored quartz crystals

Neo-Otyugh Died Here

1 Dragon Horse NG AC 0 HD 08
Hp 31, Xp 1585 Total Xp 1585
2 attacks: 1d8,1d8
Fog Cloud, Gust of Wind, 8d8 Cone of Cold

Treasure is in Metal Urns; 10 Copper

100gp Garnet 500gp Aquamarine 10gp Lapis Lazuli
Total 610 gp

ROOM # 6 LEV 7

FLOOR : Inky colored quartz Crystals
WALLS : Curtain Limestone
ROOF : Green native Copper veins

A sphinx guards a portal to the elemental plane of fire's city of brass. It will ask a riddle of anyone wishing to pass through - What crumbles castles, withers kings, and conquers all? The Sphinx has asked the Barbarian. His answer was incorrect and he is now fighting the two beetles while the sphinx retreats and laughs.

ST - 17 DX - 16 Colossus Male Barbarian CE
IN - 13 CN - 18 Lev : 6 Ac : 2 Hp : 54
WZ - 14 CH - 9

Equipment: Fur rug coat, Studded Leather, +2 Scimitar, +2 Shield, ST +3/+3

1 Gyno-Sphinx N AC -1 HD 08 Hp 39, Xp 1940
2 attacks: 2d4,2d4, see spells MM1 90

2 Desert Rhino Beetle N AC 2 HD 12
Hp 57, Xp 3062 Hp 58, Xp 3078 Total Xp 6140
2 attacks: 3d6,2d8

Treasure is in Pottery Jars; 330 Platinum

10gp Azurite 500gp Aquamarine 100gp Spinel
50gp Zircon 100gp Peridot 5gp Eye Agate
200gp Red Coral 10gp Broken Glass 12gp Citrine
10gp Blue Quartz 20gp Jasper 60gp Aquamarine
500gp Garnet 10gp Broken Glass 1400gp Black Opal
1000gp Diamond 75gp Garnet 100gp Spinel
50gp Zircon 10gp Rhodochrosite 5gp Azurite
200gp Amethyst 1000gp Black Sapphire 10gp Malachite
90gp Tourmaline 90gp Tourmaline 7gp Hematite
1300gp Oriental Amethyst 10gp Hematite 10gp Obsidian
Total 6944 gp

ROOM # 7 LEV 7

FLOOR : Granite
WALLS : Ice
ROOF : Runes carved in Corroded Copper sheets

4 Hieraco-Sphinx in Lair CE AC 1 HD 09
Hp 36, Xp 1032 Hp 30, Xp 960 Hp 33, Xp 996 Hp 35, Xp 1020 Total Xp 4008
3 attacks: 2d4,2d4,1d10

3 Type II Demon CE AC -2 HD 09
Hp 43, Xp 2516 Hp 36, Xp 2432 Hp 45, Xp 2540 Total Xp 7488

3 attacks: 1d3,1d3,4d4, MR 55%, Psionics 100pts
May be hit by normal wpns, Cause Fear, Levitate, Detect Invisible,
Telekinese, Summon another Type II 20%

Treasure is in Small Coffers; 90 Copper 10 Silver

70gp Pearl	20gp Sardonyx	200gp Amethyst
70gp Aquamarine	130gp Garnet	Total 490 gp

ROOM # 8 LEV 7

FLOOR : Granite
WALLS : Natural stone
ROOF : Granite

3 Brass Dragon in Lair CG AC 2 HD 6-8

HD 6, Age 8, Hp 48, Xp 10080
No Speech, No Magic, Awake

HD 8, Age 5, Hp 40, Xp 5600
No Speech, No Magic, Sleeping

HD 7, Age 4, Hp 28, Xp 3920
No Speech, No Magic, Awake

Brass Dragon Egg - HD 7, Age 1, Hp 7, Xp 455
Brass Dragon Egg - HD 8, Age 1, Hp 8, Xp 560

Total Xp 20615

3 attacks: 1d4,1d4,4d4
Sleeping Gas Breath Weapon

Treasure is in Pottery Jars;

60 Copper 1700 Electrum 3100 Gold 310 Platinum

100gp Alexandrite	1000gp Star Ruby	100gp Alexandrite
500gp Topaz	100gp Alexandrite	10gp Eye Agate
100gp Spinel	120gp Red Coral	100gp Amber
100gp Amber	500gp Pearl	100gp Jade
140gp Aquamarine	20gp Blood Stone	130gp Alexandrite
10gp Eye Agate	5gp Lapis Lazuli	500gp Alexandrite
60gp Peridot	100gp Jet	10gp Tiger Eye
1000gp Oriental Emerald	50gp Smoky Quartz	5000gp Oriental Emerald
30gp Zircon	5gp Rhodochrosite	1300gp Ruby
120gp Tourmaline	500gp Jade	50gp Moonstone
200gp Amber	700gp Diamond	50gp Star Rose Quartz
500gp Topaz	55gp Jade	9gp Obsidian
100gp Red Coral	100gp Spinel	200gp Amber
7gp Rhodochrosite	70gp Jade	100gp Jet
12gp Onyx	10gp Obsidian	500gp Jet
650gp Fire Opal	1300gp Oriental Emerald	1000gp Emerald
60gp Aquamarine	Total 17483 gp	

280gp Gold Buckle	200gp Gold Clasp
80gp Silver Crown	1200gp Silver with Gems Ring
120gp Green Glass Bottle	100gp Silver and Gold Arm Band
200gp Gold Goblet	140gp Green Glass Bottle
120gp Silver and Gold Goblet	1200gp Gold with Gems Earring
200gp Gold Ring	200gp Silver Comb

1400gp Treasure Map

90 Random Gems, 5 miles distant, buried, unguarded

120gp Treasure Map

18 piece, of jewelry, 10 miles distant, guarded in a Red Dragon Lair

Total 5560 gp

ROOM # 9 LEV 7

FLOOR : Rough stone

WALLS : Statues against Slate Slabs

ROOF : Stone

Seven Black Guardian Statues of Barbed Devils activated if touched
or if urn is touched or tampered with.

7 Barbed Devil in Lair LE AC 0 HD 08
Hp 29, Xp 1715 Hp 38, Xp 1805 Hp 32, Xp 1745 Hp 30, Xp 1725
Hp 39, Xp 1815 Hp 30, Xp 1725 Hp 31, Xp 1735 Total Xp 12265
3 attacks: 2d4,2d4,3d4, MR 35%
No Psionics, Save vs Fear if hit by, Pyrotechnics, Hold Person,
Produce Flame, Summon another 30%

Large Stoppered Metal Urn 3ft tall, 18in diameter. If opened a
Cylinder of white flame 5ft tall, 3ft diameter, 5ft tail will emerge

1 Magnesium Spirit LE AC 0 HD 06 Hp 34, Xp 1572
Can only be hit by silver or magic Wpn, MR 50%
Possesses only Humans, approaches target to 10ft
blinding light save vs pet or blind for two hours (20ft)
automatic initiative, hit indicates level drain and
temporary loss of 2 ST, and 3d4 dam. Takes 3 additional
turns to possess (3 more levels). Victim must be lev 5 to
cast gate. Vulnerable to holy water.

Treasure in the Urn; 20gp Blood Stone, 400gp Tourmaline

ROOM # 10 LEV 7

FLOOR : Sooty colored Marble

WALLS : Lavender colored quartz

ROOF : White quartz

2 Possessed Minotaur Lizards in Lair N AC 5 HD 08
Hp 27, Xp 1145 Hp 37, Xp 1245 Total Xp 2390
3 attacks: 2d6,2d6,3d6 20 indicates Jaw Lock

These possessors will spring out of the corpse of the
dead Minotaur Lizards when they are slain:

2 Type II Demons CE AC -2 HD 09
Hp 51, Xp 2612 Hp 43, Xp 2516 Total Xp 5128
3 attacks: 1d3,1d3,4d4, MR 55%, Psionics 100pts
May be hit by normal wpns, Cause Fear, Levitate,
Detect Invisible, Telekinese, Summon another Type II 20%

Treasure is Loose: 260 Silver 20 Electrum 80 Platinum

1000gp Sapphire 1000gp Star Sapphire 50gp Rock Crystal
Total 2050 gp

ROOM # 11 LEV 7

FLOOR : Stone

WALLS : Green colored Sandstone

ROOF : Runes carved in Platinum Ore

A statue of a horse stands against the far wall, propped against it are a Two-Handed Sword, and a Javelin. Stone Horse Destrier, +2 Giant Slayer Two Handed Sword, Javelin of Lightning

The Mind Flayers have just killed one trapper and are summoning up some demons to attack the other trapper.

2 Mind Flayers LE AC 3 & 5 HD 08
Hp 37, Xp 2244 Hp 38, Xp 2256 Total Xp 4500
Equipment: Shoes of Fharlanghn, +2 Shield, +1 Dagger, Potions; Healing, Heroism
4 attacks, 2pts ea, Hit indicates brain removal in 1d4 rnds
90% MR, Psionic ability 250pts
Levitation, Domination, ESP, Body Equilibrium, Astral Projection
Probability Travel.

Under the direction of the Mind Flayers;

4 Type I Demon CE AC 0 HD 08
Hp 42, Xp 1695 Hp 39, Xp 1665 Hp 37, Xp 1645 Hp 30, Xp 1575
5 attacks, 1d4, 1d4, 1d8, 1d8, 1d6, 50% MR
Detect Invisible, Telekinese, Summon a Type I 10%
No Psionics
Total Xp 6580

1 Trapper N AC 3 HD 12 Hp 57, Xp 3762

Treasure is in Sacks hidden under the trappers;

600 Copper 600 Silver 200 Electrum 1420 Gold 6 Platinum

10gp Rhodochrosite	50gp Jasper	20gp Jasper
50gp Chalcedony	1600gp Oriental Amethyst	1000gp Oriental Amethyst
500gp Amethyst	50gp Sardonyx	300gp Garnet
1000gp Black Opal	500gp Amber	
Total	5080 gp	

Stone of Good Luck, +4 Axe, +2 Short Sword of Quickness, Scarab of Protection.

Ivory Scroll Tube, 12th Level Effect, Oriental markings, Date 316 AC

1. Protection from Magic 7500gp value

Bone Scroll Tube, 12th Level Effect, Oriental marings, Date 117 BC

1. Protection from Petrification 10,000gp value

Nickel Scroll Tube, 11th Level Effect, M-U, Latin Script, Date 1782 BC

1. Clairaudience
2. Extension II
3. Mordenkainen's Lucubration
4. Enchant an Item 16500gp value

ROOM # 12 LEV 7

FLOOR : Brass Dragon scales and Bones clutter floor

WALLS : Ice

ROOF : Stone

2 Chasme Demon Fly CE AC -1 HD 07
Hp 27, Xp 1545 Hp 40, Xp 1675 Total Xp 3220
3 attacks: 2d4, 2d4, 1d4
MR 40%, Touch causes fear, special sleep, teleport, darkness

1 Hydra in Lair N AC 5 HD 9, Hp 72, Xp 1440

9 attacks, 1d8 each

Hiding in shadows, currently under the effects of a dimunation potion:

ST - 13 DX - 19 Female Oriental Thief TN

IN - 14 CN - 8 Lev : 7 Ac : -3 Hp : 26

WZ - 10 CH - 17

Equipment: +3 Katana and short sword set stolen from royalty,
Short Bow, +2 Arrows, +2 Dagger, +1 Ring of Protection
+4 Cloak of Protection, Studded leather armor.
Has 4 attacks each round, 3 as long sword, 1 as parry
with short sword save vs spell or be hit.

Treasure is in Large Chests; 5900 Silver 200 Electrum 100 Gold

300gp Peridot	50gp Zircon	1000gp Sapphire
10000gp Emerald	45gp Onyx	500gp Garnet
9gp Moss Agate	500gp Red Coral	10gp Malachite
10gp Rhodochrosite	10gp Tiger Eye	100gp Jade
30gp Rock Crystal	900gp Sapphire	65gp Red Coral
10gp Obsidian	600gp Black Sapphire	500gp Jade
500gp Red Coral	10gp Obsidian	2000gp Sapphire
50gp Moonstone	1000gp Ruby	100gp Topaz
55gp Amethyst	50gp Carnelian	750gp Diamond
500gp Amethyst	40gp Zircon	50gp Chalcedony
100gp Jade	20gp Moonstone	100gp Alexandrite
50gp Chrysoprase	2000gp Oriental Topaz	1gp Lapis Lazuli
10gp Azurite	10gp Eye Agate	450gp Amethyst
14gp Jasper	160gp Jade	50gp Sardonyx
750gp Black Opal - Reflecting Pool spell when in water		
600gp Opal - Dimension Door spell 6 charges		
Total 24059 gp		

1200gp Oriental Vase	180gp Green Silk Shirt	
1400gp Gold with Gems Ring	380gp Amber Glass Bottle	
800gp Gold with Gems Ring	140gp Ornate Gold Box	
400gp Rare Perfume	180gp Silver and Gold Earring	240gp
Gold Clasp	1000gp Rare Perfume	
220gp Gold Bracelet	1800gp Platinum with Gems Crown	
140gp Gold Chalice	1000gp Silver with Gems Ring	
600gp Painting of Knight	240gp Gold Arm Band	
1000gp Silver with Gems Necklace	200gp Silver with Gems Brooch	
320gp Jade link Belt	360gp Coral Clasp	
260gp Gold Decanter	1000gp Gold with Gems Sceptre	
160gp Gold Earring	60gp Silver Earring	
1000gp Gold with Gems Clasp		

2200gp Treasure Map
Treasure Types HHIVZ 100% lair percentage
100 miles away, guarded in a fortress by an
Iron Dragon and a Guardian Dragon.

400gp Treasure Map
3000 copper, 4000 silver, 7 miles away, buried unguarded.

Total 17420 gp

Potion of Ventriloquism, +2 Dagger, +2 Full Plate Armor,
Rug of Welcome, +2 Scimitar

Jade Scroll Tube, M-U, 18th Level Effect, Thern Seal, Date 627 BC

1. Project Image
2. Charm Plants
3. Deeppockets

4. Sepia Snake Sigil
5. Mass Charm
6. Bigby's Clenched Fist
7. Symbol 37,000gp value

ROOM # 13 LEV 7

FLOOR : Gravel
 WALLS : Stone
 ROOF : Ice

- 1 Hydra N AC 5 HD 7, Hp 56, Xp 1280
 7 attacks, 1d8 each

Treasure is in Chests; 200 Silver 470 Platinum
 1000gp Black Opal 10gp Banded Agate 6gp Malachite
 7000gp Black Sapphire 35gp Jasper 70gp Jet
 12gp Smoky Quartz 45gp Carnelian Total 8178 gp

ROOM # 14 LEV 7

FLOOR : Glyph covered Corroded Copper
 WALLS : Black Granite
 ROOF : Dark Blue colored quartz crystals

- Fire Elemental summoned when glyphs read or examined
 1 Fire Elemental N AC 2 HD 16, Hp 74, Xp 4040
 1 attack: 3d8, +2 Wpn to hit

ROOM # 15 LEV 7

FLOOR : Pentagram over Sandstone
 WALLS : Natural stone
 ROOF : Nickel ore

Storm Dragon Died Here

- 4 Stone Giants N AC 0 HD 9 ST +3/+8
 Hp 57, Xp 2598 Hp 42, Xp 2388 Hp 37, Xp 2318 Hp 44, Xp 2416 Total Xp 9720
 1 attack: 3d6 Throw Boulders for 3d10

Treasure is in Metal Urns; 90 Silver 1900 Electrum 5400 Gold 180 Platinum
 40gp Silver and Gold Box 600gp Platinum with Gems Necklace
 140gp Gold Buckle 160gp Gold Arm Band
 1200gp Silver with Gems Medal 240gp Gold Clasp
 600gp Gold with Gems Decanter 1600gp Gold with Gems Ring
 280gp Gold Belt 20gp Ivory Goblet
 600gp Silver with Gems Goblet 160gp Silver and Gold Buckle
 220gp Rat Fur Coat (Giant Size) 120gp Silver and Gold Box
 100gp Silver and Gold Ring 180gp Silver and Gold Bracelet
 600gp Alabaster Vase 180gp Gold Ring
 1600gp Gold with Gems Brooch 1800gp Platinum with Gems Necklace
 600gp Silver with Gems Medallion 800gp Gold with Gems Ring
 260gp Amber Glass Bottle 2200gp Tapestry geometric design
 260gp Gold Ingot 1200gp Rare Coin, Mayan Silver
 800gp Platinum Plated Wood Statue of a LN Deity Minion, size 10x10x10ft

280gp Treasure Map
 1900 electrum, 5 miles away, Guarded in a Cave Bear Lair.

Total 16840 gp