


Grimtooth's

DUNGEON

DOOM



A Complete Dungeon
of Traps for any
ROLE-PLAYING
SYSTEM

All-System
 **Catalyst**
Series

Grimtooth's DUNGEON DOOM

*The ultimate character crunching, creature crippling
Dungeon of TRAPS for use with any Role-Playing System.*



*Compiled by Jim "Bear" Peters
Illustrated by Steven S. Crompton*



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GRIMTOOTH'S DUNGEON OF DOOM

A.K.A.

THE TOMB OF EVINROOD

THE WATER WIZARD



Salutations, fellow character crunching, creation compacting, creature crippling, cognoscenti of chaos. It is time once again to enter that entertaining world of mind boggling mayhem that makes the operation and maintenance of dungeons such an attractive career. Come with me once more into the world of traps!

Over the last fifth of a century I've been scouring the known (and to a degree unknown) world to supply you with individual traps. Each has been attractive in it's own charmingly gruesome way. They have, however, been like a double handful of unset gem stones. They flash with brilliance, but they are alone; isolated from the striking settings that will enhance their natural diabolical luster.

In previous tomes you have come to enjoy the thrill of knowing in advance just what cleverness the hapless boobs that blunder into your arrays of my devices of doom will need just to survive. But in the end you have had to fall back on the usual run-of-the-mill cast of monsters, orcs, golems, and such like less clever, and more fallible minions. This will change.

After years of globe trotting for your edification and delight I have finally unearthed (literally) a true gem. Yes, after all this time of serving you tidbits piecemeal I now can offer you a feast. Built from the ground up, a dungeon consisting entirely of TRAPS!

Once characters enter here they will be thrown back on that one resource that you and I know they possess in shortest supply: their wits. Rest assured you can use each trap and mechanism separately to punch up the sagging "kill ratio" of your local family maze or warren, but for the first time ever you will now have access to a true TRAPS DUNGEON, that in and of itself is complete and fully functional.

As I am eager to begin, let me just step aside and bid you enter into the wonderful world of the Ancient Wizard Evinrood, and his intricate Tomb.

SOME BACKGROUND...

The search for the perfect traps dungeon is rooted in antiquity. It involves a duel between two of the greatest wizards of their time. A time so long ago that all records have been lost. Until now. (If we kept records on something other than vellum scrolls and other such primitive materials we would probably find out that the "a time lost in antiquity" is in reality something like two or three hundred years ago.)

On a cliff overlooking the sea, I discovered (with very little help) a great Capstone. Upon closer inspection it was found to be covered with an inscription. The letters that made up the message were so faded that it was only with great care that the legend was deciphered.

It read as follows:

This was the Final resting place of Evinrood the Water Wizard. He did battle with Selgolub the Master of Deamons in the year of the Bitter Wyvern. He failed to overthrow Selgolub and was Accursed. Herein lies the master Wizard; Savior of Karthaki, friend of the dwarves, and kobolds, Master of the Elements. Here too lies his greatest treasure. Disturb this slumber at your peril.

After prolonged research more was found about the legendary Evinrood by consulting an archivist sorcerer who's specialty is restoring ancient records. (This is a wizard who spends his time restoring old scrolls hoping one will contain a map to some old castle site, dungeon, or tomb. These he sells to hapless fools through a "broker". This is considerably safer than exploring them himself.)

It seems Evinrood's chief claim to fame was a feat of conjuration he performed at the behest of Shillary Lockwood, Chateline Of Karthaki. (As with all wizards it was more than likely a large "gold" behest.) During the third year of the Reign of Terror, brought on by the Death Empress of Khazan, attacks into the reign around Karthaki were rife. Evinrood destroyed one such expeditionary force out of Kharkadan. He used his control of the earth elementals, and the aid of the dwarves and kobolds to drive the horde to the banks of the river Dajja. There on the banks of the river he summoned a myriad of water elementals. The attacking horde was dragged into the river and consumed by the elemental force. Thus ended the Battle of Three Plains. (The archivist/wizard will gladly sell you a map to the site for a "small fee, so good luck, you'll need it.")

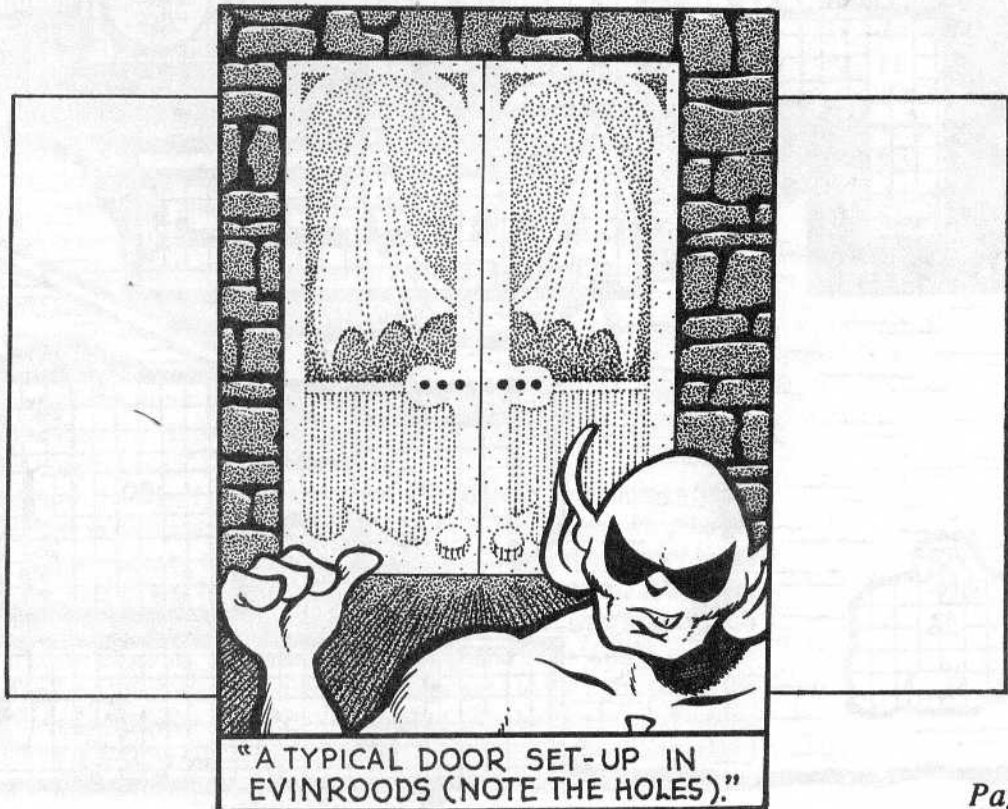


MECHANICS:

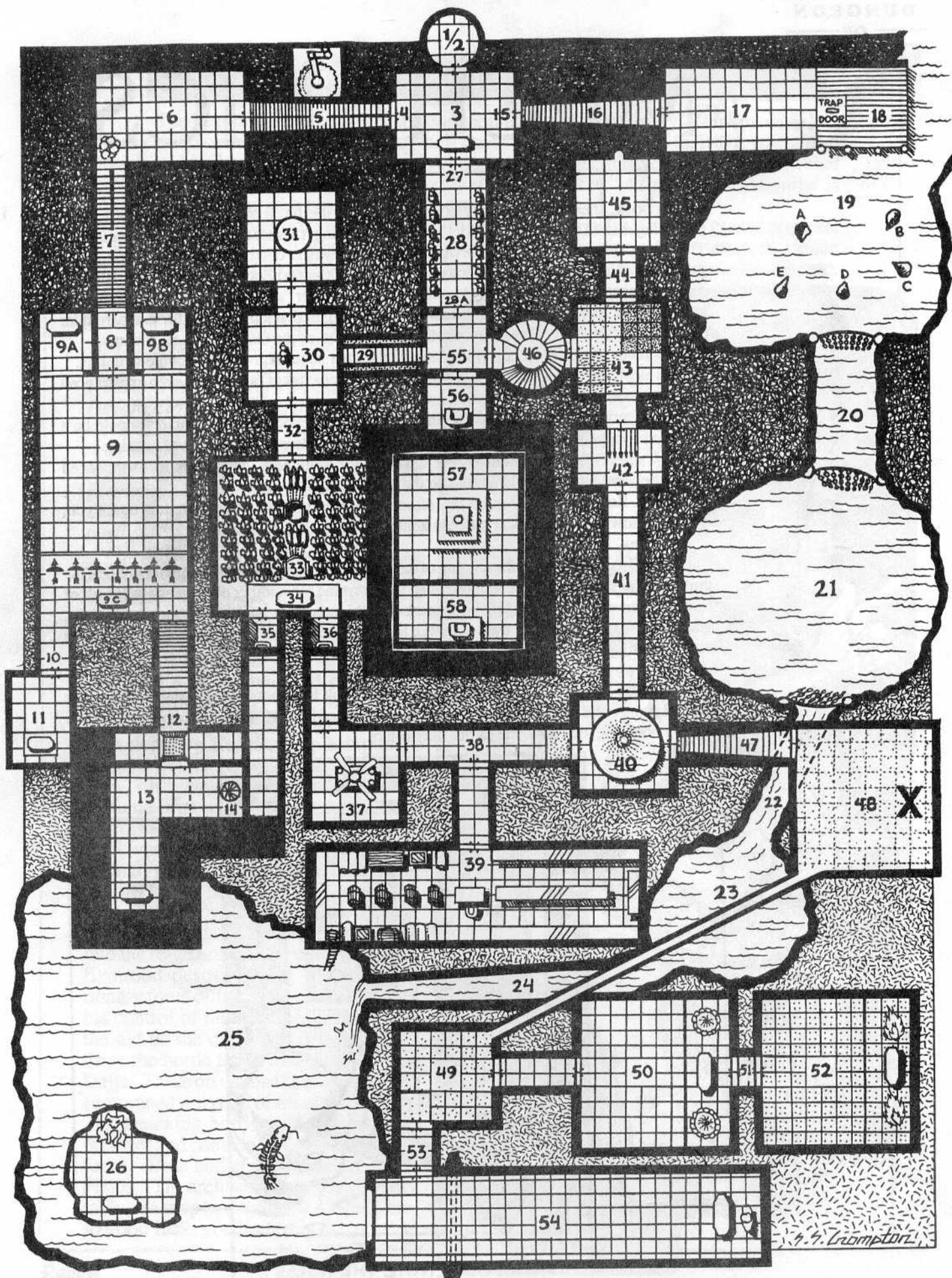
In this book, there will be many comments about the likelihood (usually given in both percentages and Level - e.g. 10% (L1) chance of making it across the pit) of success or failure. The percent chance is a straightforward and generic way to determine the odds. You, as the gamemaster, can either use it directly by rolling a 100-sided Zocchihedron or two 10-sided dice, or you can use the numbers to come up with whatever "saving throw" fits into your own game system. Naturally, this is modified by any bonuses that a player has for that particular activity. The level number is just another comparison of the difficulty of an action. Level 1 means anyone but a raw beginning character should have little trouble with this. Level 2 means that beginners should experience a serious risk of failure, and even experienced characters should have a chance to miss. Level 3 is seriously dangerous to beginning characters, experienced characters should be a little nervous, and even mega-characters should have at least a possibility of missing. Level 4 should be almost out of the question for beginners, dangerous to experienced characters, and somewhat dangerous to the mega-characters. And so on. Remember in all cases, that although Grimtooth has set this adventure up for you, YOU are now the gamemaster and can adjust things as you think best.

There are also references to the amount of damage that occurs, listed as the number of D6 (the universal six sided die) that could be rolled to determine the number of hits to be taken off of however many hits it takes to kill the characters. If this is not appropriate for your game system, you can come up with your own numbers for one of these, and then use these numbers for comparison.

We have also included a chart in the back of this book listing some suggested numbers for several game systems. These numbers are not authorized by any particular company, but have merely been suggested by one of our playtesters.



"A TYPICAL DOOR SET-UP IN EVINROODS (NOTE THE HOLES)."



The Entrance:

Evinrood has the treasure, and the Delvers get the shaft.

The entrance to the Tomb of Evinrood is located on a grim, dark moor overlooking the sea. Soaring sea birds seem to cry his lament, as well as a forlorn warning to the advancing party of delvers.

The actual location is marked by a large graven capstone set almost flush to the ground, in a collar ring of stone work. On the surface of the capstone is a message, carved so long ago that the letters have faded almost to illegibility. With care the carving becomes clear:

*This is the last resting place of EVINROOD the Water Wizard
He did battle with Selgolub the Master of Daemons
In the year of the Bitter Wyvern, Sixth year of the Reign of the
Death Empress
He failed to overthrow the daemon lord and was Accursed
EVINROOD, Savior of Karthaki, friend of the dwarves, and kobolds
MASTER OF THE ELEMENTS THEMSELVES
Rests herein with his great treasure disturb them at your peril*

If the promise of treasure and what is clearly an undisturbed Tomb complex doesn't inspire your prospective victims they are in the wrong line of work. So it is without further ado I submit for your approval the first trap. (Being as it is, before the party actually enters the Tomb, this will serve to separate the sheep from the goats in any party of delvers.)

Trap #1: "When I do this I Get this tingling sensation!"

The capstone is 10 feet in diameter. It is set tightly enough into the stone collar that it is just possible to insert a crowbar, or such like implement of destruction into the gap around the edge. (Note: If the party is foolish enough to use sword points they have a 10% chance of breaking their weapons. (L1)) With suitable grunts and groans they will be able to pry the stone up high enough out of the stone collar to grasp the edge. With the applied strength equal to that of 8 average men they should be able to move the stone aside.

If they try to peek in around the stone before they attempt to move it the darkness will not permit them to see any great detail. That is unless they lift the stone high enough which will, of course, set off the trap.

As the party lifts the capstone clear they will be treated to one of the cleverest non-magical "Zap" traps available.

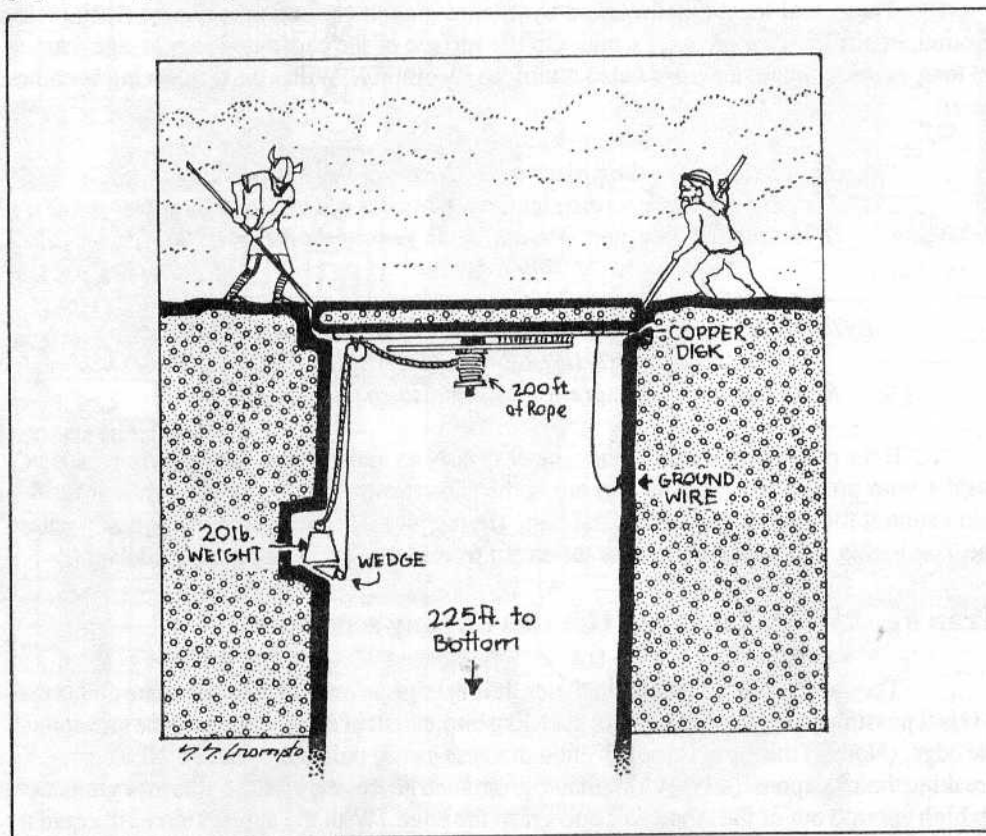
The underside of the capstone is covered with a thin layer of copper plate. This plating goes all the way to the edge. If the stone is lifted by hand it will be impossible to do so without touching this copper plate.

In the center of the underside of the capstone is an axle on which is mounted a 5 foot copper-coated lodestone disk in such a way that it will spin freely. (Don't ask me where he got a lodestone - at least it is non-magic.) Out from the axle is fixed a long thin copper brush making a radius of the copper disk and just touching it. Wound around the axle is 200 feet of a fine elfish rope that is resistant to the ravages of time. This rope passes over a pulley also mounted on the bottom of the capstone, and thence on to a 20 pound stone weight set in an alcove carved 4 feet below the lip of the stone collar. Also fastened to the same peg as the pulley is a thin piece of thread which runs with very little slack to a ring bolt set in a tiny wedge that prevents the 20 pound weight from falling into the long dark shaft below. (See illustration.) There is one last little item, fastened to the bottom of the capstone. On the opposite side from



the pulley there is, fastened by a copper pin, a thin copper thread. This thread trails into the depths about 7 feet where it is fastened to the wall with a copper peg, this is the "ground" wire!

When the hapless party lifts the stone, the wedge is pulled free allowing the 20 pound stone to plummet into the abyss. This turns the copper disk at a fairly good clip against the brush on the capstone's copper plated bottom. A static electric spark of fair proportions will be generated and short out through the fingers of the delvers! The charge should be fatal to any character with a below average constitution, or any one with a heart condition. (Right! A delver with a heart condition, be still my beating heart!) It should knock those with average constitutions on their kiesters. Those who are stout of heart, and great of wind and limb might just hang on despite the jolt of electricity, but remember there is a 20 pound stone dropping 200 feet involved here, the jerk as it hits should cause even the greatest "hero" to loose his grip and drop the capstone.



(Note: Leather gloves will mitigate the effect of the charge, metal gauntlets will have the exact opposite effect, and remember the jerk of the stone at the end.)

The beauty of this is that the stone is now harmless, but the party need not know this. They can be presented with this as a sign that the power of Evinrood reaches beyond the grave. I'd rate this babe at Two Skulls, but the potential comic value is great.



The second trap is located at the bottom of the shaft. The party will be taken somewhat aback by the capstone trap, after they have plucked up enough courage to finally displace the capstone they will be confronted by a deep, dark, seemingly bottomless shaft opening into the ground. If they have any wits at all they will find at their disposal a 200 foot length of elfish rope (very strong, light, and obviously not subject to the ravages of time.) Keep in mind there is a 20 pound weight fastened to the end. The first thing the party is likely to do is drop the stone sans rope into the abyss. If they do or drop such other items as they choose they will, after a brief pause, hear a splash. A descent will be necessary.

At this point it is important to remind you, my cohort in chaos, that this Tomb is not lighted in any fashion. It behooves you to make sure the delvers are aware of this fact. Even with the light of lamps or torches it will be dim in most circumstances. Even at the bottom of a shaft open to the sun there is precious little light 225 feet down! Don't let the party take

it for granted there is "enough light" from "other sources" to see by. Some member of the party will have to be carrying a torch, lamp, or providing some kind of magical "witch light". Remind them frequently, the reasons for this will be clear at a number of points.

Trap #2: "Some bottomless pits are deeper than others."

If the party can come up with 225 feet of rope they can move on to the next part of this torturous endeavour. (Keep in mind if they use the elven rope they will be 25 feet short and will have to climb back up the rope to get more, and then back down again.)

The "bottom" of the shaft is filled to a depth of 4 feet with water, this despite the fact that the capstone was very tight, and the shaft coming down showed no obvious leaks. As the intrepid delver on the end of the rope reaches the bottom he will be confronted with a set of two 5 foot wide 10 foot tall, graven stone doors, half submerged under the water. They are inset into the wall. If he is able to sense magic he will note a low level spell on them, if not he will note they are locked somehow so that his strength is unequal to the task of opening them. A magic user with a skill sufficient to open a locked door will have to come down and help out. With any luck the mage will come down the same way as everyone else...head first!

The trap is operated by the unlocking of the doors, which are in fact just two stone slabs carved by dwarvish craftsmen into the wall of the shaft. The lock in reality holds the floor of the shaft in place. When the unlocking spell is performed, a latch is released which permits the thin stone covered metal plate that is the floor to plummet into the depths a further 75 feet down!

This trap is rated at Two Skulls. A high level wizard might be able to fly, or levitate himself out of danger. Furthermore a delver with foresight enough to tie himself with the rope will only drop a short way and bump his nose on the wall of the shaft. There is insufficient carving on the doors to grasp. There is a 30% chance a delver might save himself by grabbing the dangling rope. (L3)



The final descent of 300 feet overall, or an additional 75 feet from Trap 2, will bring the party to a rubble filled bottom with the same 4 feet of water in it. (Not to mention the corpses of those who fell victim to the previous trap.). They will again be confronting a 5 foot wide 10 foot high set of dwarvish crafted doors which radiate a low level of magic.

There should be a fair amount of consternation among the delvers when they find themselves in the same position as at the doors above. This will result in a number of precautions being taken, which when the magic is employed to "unlock" the doors again will prove needless.

The doors will open into a room 40 feet wide and 30 feet deep. The water from the shaft will spill out over the floor. The walls are covered with stucco and painted with a variety of the scenes of Evinrood's greatest successes. Not more than 6 feet from the wall opposite the entrance is a raised stone pedestal, upon which rests, undisturbed an ornately carved coffin of pale stone. The designs on its surface are geometrical only, not scenes.

At this point it is only fair to tell any magic users they sense an uncomfortable "background magic" in this room. This will continue through out the dungeon. It is not enough to impair their ability to sense magic or operate in any way, but it is there. It is analogous to turning on a light in a room that is brightly lit by sunlight, it doesn't add measurably to the ambient light in the room, but it is there. This is the maintenance spell, set by Evinrood to keep the daemons which the curse sent to claim him at bay.

Above the coffin is a roundel also painted on the stucco. In it the first character who enters sees what is clearly the images of him or herself dying in a number of hideous fashions! The images will change as a new character enters the Tomb. They each will see the images of themselves dying in a variety of different ways. This is a great opportunity to apply psychological pressure on the delvers. The images can show a character transfixed with arrows, ground into hamburger, sliced into convenient bits, drowning, burning, or in the grasp of dimly defined creatures who are ripping him apart. Limit yourself to trap results actually available in the Tomb. Furthermore if one or more characters have already died in the first two traps show their images too after everyone else has entered, but their image will be as the

party saw them at the point of their demise. This will serve to further reinforce the point. If you link the traps available and the delvers you may eventually actually match up a victim to a trap. At that point you can recall the image to the minds of the party. Or better still when the party enters the environs of a given trap you can indicate that this looks like an area remembered from the images this will serve to make party members hesitant to rush headlong into a "foredoomed" situation.

Trap #3: "...And You Thought This Was Going To Be Easy."

The coffin itself is carved so deep that a cursory examination will not reveal the trap that it contains. The coffin is 9 feet long, 4 feet wide and 4 feet high. It is topped by a heavy stone lid that must be lifted to gain entrance to the coffin. It is also enchanted with a high level (L13) spell that negates certain types of magic. Prolonged experimentation will show the negated spells to be spells of detection, and that it has a radius of 5 feet in all directions from the coffin.

Within the coffin there is a concealed blade, 2 feet up from the base of the pedestal. The blade is concealed by the intricate carving on the sides. The blade is 3 and 1/2 feet long and pinned in the center of the coffin on an axle. It is spring loaded so that when the lid is lifted it will swing free through an arc if unimpeded by a very stout object. (Hint: a leg, neck, arm or fleshy what have you will not even slow it down. Armour, if it is of less than excellent quality may be insufficient. (An indestructible wizard's staff, or very stout sword blade would be fine brakes for our little slicer.)

What the party hears as the blade swings through it's arc back into the opposite side of it's grove is a "click". This is what makes this trap so appealing: inside the coffin is another spring set to go off again if the lid is lifted.

The chief failing of this trap is that it only attacks the front of the coffin. A human should receive severe cuts to his legs while a dwarf might be beheaded! Assess hits and damage accordingly, keeping in mind you will want to know where every one is standing, and how tall they are.

I'd rate this trap at two skulls; one for the second swing of the blade unless the party is cripplingly stupid!

Inside the sarcophagus are the springs for launching the blade, and a suitable collection of dust.

(To some this dungeon will seem to lack treasure but a canny delving party with brains bigger than walnuts will recognize various articles as having significant value. The entrance trap yielded the elfish rope and several pounds of copper, while the coffin will yield the party a very serviceable sword blade, and two stout springs, items that are both difficult and expensive to manufacture in any quasimedieval world. If they can't broker these to a smith or wizard on their journeys they aren't half trying. Keep an eye out for other "intrinsic" treasures, and keep in mind if the party doesn't pick up on them it is their loss!)

One last note: on the surface of the coffin facing the wall opposite the entrance is a small irregularity in the patterns. This irregularity when pressed will open the double doors concealed behind the stucco on this wall. The deviation in pattern will require a dedicated search to detect. Keep in mind that these doors cannot be revealed magically due to the magic on the coffin which inhibits spells of detection.

At this point the party will be left with a room that seemingly has no exits. Spells of detection on the walls to the right or left will reveal the presence of doors behind the stucco and frescos. Obviously acts of random violence will also reveal the presence of stonework behind the plaster so they can be detected manually by chipping off the stucco.

Trap #4: "Ye Olde Digit Dicer."

Once the doors have been discovered, and the plaster removed to reveal their size, (10 feet tall and 5 feet wide doubled as with the entrance.), one other thing will be apparent: there are three finger-sized holes about waist high on the right hand door. This will seem clearly an unlocking or drawing open mechanism.



Keeping in mind the doors can be unlocked magically with no harm to anyone, a non-magic user may choose to insert a finger, or three fingers into these holes. In this case the center one will depress a mechanism that unlocks the door. The other two will depress mechanisms that release small steel blades that will slice off fingers that are not armoured. (Leather will not help; they must have bronze, or steel gauntlets.) This trap is a toss in, just to keep the party on it's toes. The series will be repeated on every door unless otherwise indicated, but the "correct" finger hole will vary. (I think Evinrood must have gotten a quantity discount on these.) I rate it at One skull dropping to zero unless the party is very, very dim. Any finger sized object may be used to unlock the door, metal being preferred if you wish to keep the device used intact.



SIDE VIEW



The doors in either case swing inward revealing a pair of stair cases. The one on the right leading down while the one on the left leads up. The stairs are 50 feet in length, rising or descending 50 feet to similar sets of double doors. There is no landing, the stairs stop flush to the doors.

If the party elects to explore the one to the right continue on to the next chapter, RIGHT FACE! If the party presses on to the left, page ahead to the chapter entitled LEFTWARD HO! And if by some chance the party has found the entrance behind the coffin then page on to the chapter entitled THE PATH LESS TRAVELED!

RIGHT FACE!

Trap #5: "Just When You Thought It Was Safe..."

The stairs are a trap: any delver who can't figure this out deserves the old "step on the stairs and have them turn into a slide" bit. This is exactly what happens when the first weight of any substantial amount is placed on the upper surface of any of the steps. (Yes, I know this is so old the dinosaurs stopped laughing at it, but just wait.)

After the first "victim" (or what ever "weight" that was used to trip the "trap") reaches the doors at the bottom the "real" trap will be set. The weight of the first slidee will depress the end portion of the slide. This activates a second pressure plate in the center of the slide. When the next member of the party attempts to descend the slide, either by sliding (which is to be wished) or rappelling down on a rope, he will depress this plate, releasing a spinning disk of metal on a moving arm from the right hand wall 2 and 1/2 feet above the surface of the slide.



STAIR TURNS INTO SLIDE...



SPINNING BLADE BUSTS WALL!



Inside the wall is an hydraulically driven piston (see sketch) that presses against a shaft that has the metal disk mounted to it by an axle pin through its center point. Around the axle is wound a short stout rope fastened to the stone wall at the back of gallery. As the shaft advances the rope unwinds imparting a spin to the metal wheel. The wheel, 20 feet in diameter, is pushed through the stucco into the corridor. Spinning merrily it should cut through anyone in its path. There is a 30% chance a character might be able to lay prone out of its way (L3).

This trap is rated at 3 skulls for surprise and lethality. (A case could be made for having the blade dig into the opposite wall and stop short of hitting all the space 20 feet up and down the stair/slide way so it is not 100% efficient. Unfortunately!)

Once this trap has been tripped the corridor is safe enough if the party avoids the blade. It will be very difficult to loot this trap as the blade is very large and of an inferior grade of metal, sharp but brittle.

At the bottom we come to the doors, with their three holes again. This time the hole on the right is safe, just in case the party has gotten careless or cocky.

Trap #6: "The Sand Gets In Your Eyes."

Once you have bested the door you enter a room 20 feet wide by 50 feet long by 10 feet tall. Like the entry room the walls are covered with frescos. In this room there is a slight difference, the coffin is missing and in the far left corner is a small stack of dust covered sacks. The cloth is old and time worn so that some of the contents can be seen from the entrance. There is the fatal yellow glint of gold!

By now it should be clear to even the densest of your hapless victims that Evinrood "...wants to be alone...", but the lure of gold is a powerful magnet for the average delver. Given time they will enter the room.

If the party enters the room in a mass without taking precautions, by the time they reach a point 40 feet from the door they will activate a rocker panel in the floor that will cause the door to close. (The rocker panel is a slab 5 feet wide that stretches across the tomb from one wall to the other. It is balanced on a simple 1/8 th. of an inch "ridge" in the floor running the width of the room. When stepped on this switch will descend with an audible "click" to the side the delver has stepped on and thus activate whatever device is described, in this case a door closer, and a locking device.)

There will be a moment of tension as the party braces for the worst. You can even expect some frantic efforts to reopen the door. Let them try: the finger holes on this side will be in a different order than on the opposite side of the door, and if they rush they could do themselves a great disservice. What they will find in the end is that the door will reopen easily, but every time someone steps on the rocker panel the door will close and lock again. They may give up in frustration, or they may leave something or someone blocking the door. In any event there is little else that will happen dealing with the door. This is all a ruse to lull the party into falling into the actual trap!

Upon close inspection the bags will be exactly what they seem. Old, time decayed canvas bags, leaking fine piles of gold dust from a number of burst seams. There are no obvious strings attached, the bags will be sitting there free for the taking. There is no magic on the bags.

With even the most cautious bunch someone will eventually attempt to move the bags. It is at this point that the fun begins. First the tripping mechanism is operated by the lifting of even one of the bags. They are resting on a pressure plate, the weight of even one of them being removed will cause the panel in the center of the room to open.

From the center of the ceiling will drop an Air Elemental. Along with the elemental this panel will release a room full of sand which is also stored in the chamber above. This chamber is 20 feet wide, by 20 feet deep, and 35 feet in height. The elemental has been entombed there for centuries, and is measurably upset. It will attack the party in the only fashion open to it. By swirling the sand that is falling, and coincidentally the gold dust from the relatively fragile bags, into their faces, and against exposed skin surfaces. This attack will have little but nuisance value and is no real threat to the delvers, but you don't have to tell them

that. They will attempt to counter attack but unless they have enchanted weapons or attack with magic spells they will have little effect. (Magically the elemental is fairly formidable and should not be dismissed by a simple spell or low level dispersal. The object being to divert even a powerful wizard for a few moments.)

The chief purpose of the elemental is to disburse the gold dust all about the room, and primarily to blind the party with a mini-sandstorm, while the room fills with sand!

I rate this room at only two skulls, because it is not primarily lethal (unless some delving ditz happens to be standing under the panel when it opens and gets several tons of sand on his head!) The party can ignore the elemental and make a break for the exit across the room, but the entrance door should be blocked with piled sand in a very short time. The delvers may be able to thrash their way through the sand heap but only with considerable hard labor, a word that is seldom used to describe the goals of the average delver.



They also could rightly conclude that there is an exit in this corner and actively seek it. There is a door behind the stucco in this corner, (see map) with the ever present finger trap. This door can be found by revelation magic, or actively chipping at the stucco. (If you are one of these weak-kneed dungeon masters, who is averse to weeding out the weak and feeble among the delving parties, you could have some of the stucco flaked off over time, "revealing" the exit to even the densest of delvers.)

In any event the party will almost certainly have lost the gold dust. If they go back into the entrance chamber, return to the options there. If they press on then they will find themselves in the clutches of the next trap.

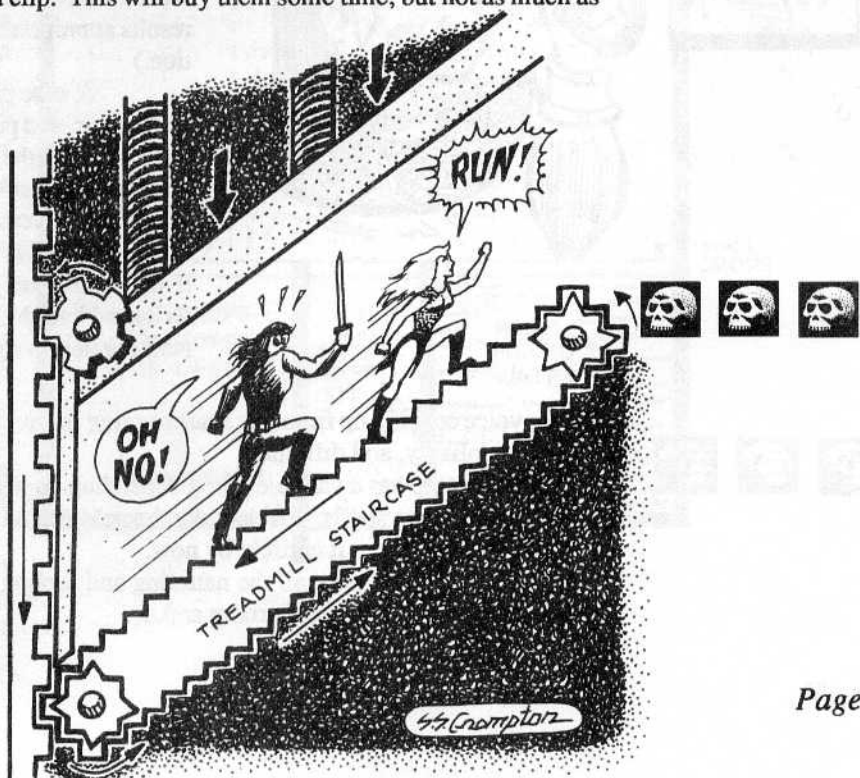
Trap #7: "You Bring These Things On Yourself."

As the party exits Trap #6 they will find themselves at the head of a stair, 50 feet long, 10 feet wide, and 15 feet tall, leading down.

The stair is plated with metal, and the edges of each step are very sharp angles. The stairs are not dangerous if the party steps carefully. This trap is released by any of the steps in the last 10 feet of the stairway. Once pressure is put on any of these surfaces the entire stair is released, and begins at once to act like a giant treadmill. The weight of the delvers will force it down, and their natural instinct will be to back up. This is reinforced by the fact that there is a blank wall at the bottom of the stair and the sharpened stair edges are slipping under it at an ever increasing pace. The moving stair will act like a giant rotary cheese slicer if anyone stops at the bottom and can't climb the wall. Even if they can, what is the alternative to the entire party stacking up at the bottom? The most likely result will be the party attempting to run back up the stair at a pretty good clip. This will buy them some time, but not as much as they think.

As the pace increases the party will begin to notice that the ceiling seems to be getting closer. The stairway/treadmill is attached to a mechanism in the wall that drives a huge gear which in turn lowers the ceiling.

I rate this puppy at three skulls. There are only good results that can be anticipated here for the aspirant trap master. Either the entire party is thinly sliced for convenient serving, or they are mashed to a pulp by the ceiling. If they by some magical method reach the top they are trapped by the sand, and finally if they somehow jamb the stair the entire mechanism comes to a screeching stop and everyone is dumped in a heap at the bottom of the stairs.



(Bruises and bumps at least, broken bones for the unlucky, say a 10% chance (L1).) Keep in mind that the stairs are very sharp and that even average gauge armour plate will be slivered away in thin layers by a large enough blade, (the stair is solid and 10 feet across) driven by multiple delver power, and gravity! The blocking device will have to be formidable in definition. (There are a variety of "indestructible" magical items that will serve well, or a one foot thick block of solid stone or metal...right - let's just check the old backpack!)

The ultimate reward will be to escape by opening the next door, behind the stucco on the wall at the bottom of the stair, probably revealed by the various bashings on the surface caused by the stair trap. It will be the usual three finger hole lock release door. (There is a slight difference, there is only one 10 foot tall 5 foot wide panel of the usual double doors, this is so the ceiling lowering mechanism can be fit into the end of the stairway.)

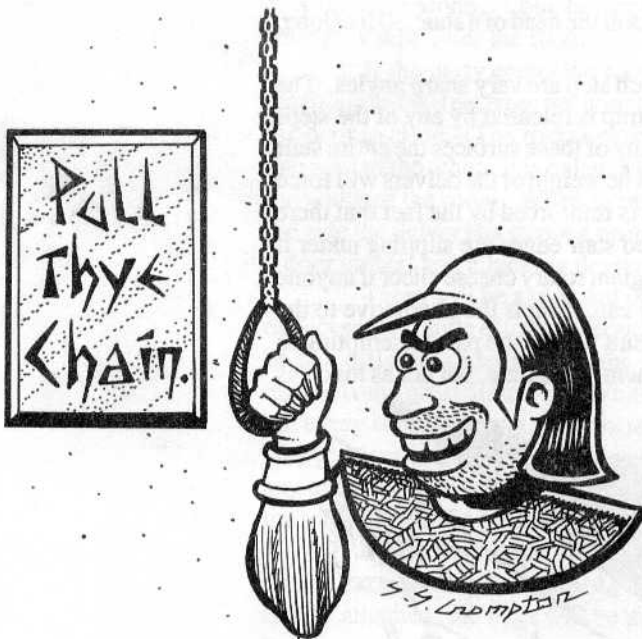
Trap #8: "Going Down?"

This area is just a little length of corridor, a kind of small room with a door at the far end. The "room" is 20 feet long by 10 feet wide, by 10 feet high. The door at the far end has no visible locking, or opening mechanism, it is a blank stone panel, beside which hangs a gold chain with a leather wrapped grip on the end.

The party will try everything to open the door except pulling the chain. Eventually they will have managed to pull, bash or dig away the stone door, to reveal a metal plate beyond, and a runic inscription in an ancient version of the common tongue which reads, "Pulle Thy Chain!"

If the party decides to do so the floor of the room begins to descend; slowly at first but accelerating. If you lower it at just the right speed the party will stay with it for a fairly long time. At 15 feet down the the floor will trip a release that drops the steel plate door into a slot in the ground and the entrance to the next room will be open. However the floor will keep going down and accelerating, like the out of control elevator that it is. (Although Evinrood has chosen to let the victims of this trap drop what seems like forever, you can keep this up for hundreds of feet waiting until one of the party members says something really dim like, "Gee, when are we going to reach the bottom?" and then have the the floor crash to the "bottom" with results appropriate to a fall of the corresponding duration.)

A wise party will leave most of it's members on the stair, and possibly tie a rope to the hapless boob picked to pull the chain. In any event the door to the next room is opened by the action, as the floor will drop even if the delvers don't. Rescue from the falling floor is always possible with increasing degrees of difficulty, if the entire party doesn't go down with the floor. Evinrood had this shaft made virtually "bottomless". Nothing ties up a group of goody-goody delvers like a



forlorn voice echoing up from this shaft begging for rescue, as the possibilities become more and more unlikely, and difficult!)

This trap has a variable rating depending on just how foolish the party allows itself to be. Two or three skulls. Incidentally the gold chain is worth about 1,500 g.p. if the party has not forgotten about it entirely by now.

In any event once all the nattering and fooling around is over the party will in all likelihood press on to the next room and...



Trap #9: "If At First You Don't Succeed Try Try And Keep On Trying!"

This room is a masterpiece of the trapsters art. It has all the elements of a continuing classic. There is slapstick, Rube Goldberg devices, low comedy, and a continuing punch line. Old Evinrood really had it in for whoever he expected to come along trying to dig him up, I'll give him that.

The room seems to be 50 feet wide, by 60 feet long, by 10 feet in height. The floor is made up of 5 foot by 5 foot colored tiles in alternating colors of blue and green. The tiles are glazed and shine faintly. They can be seen to be set in the floor separately. (This sort of thing drives delvers nuts, they are convinced that every one will set off some trap or plummet into space. Every tomb should have tiled floors.)

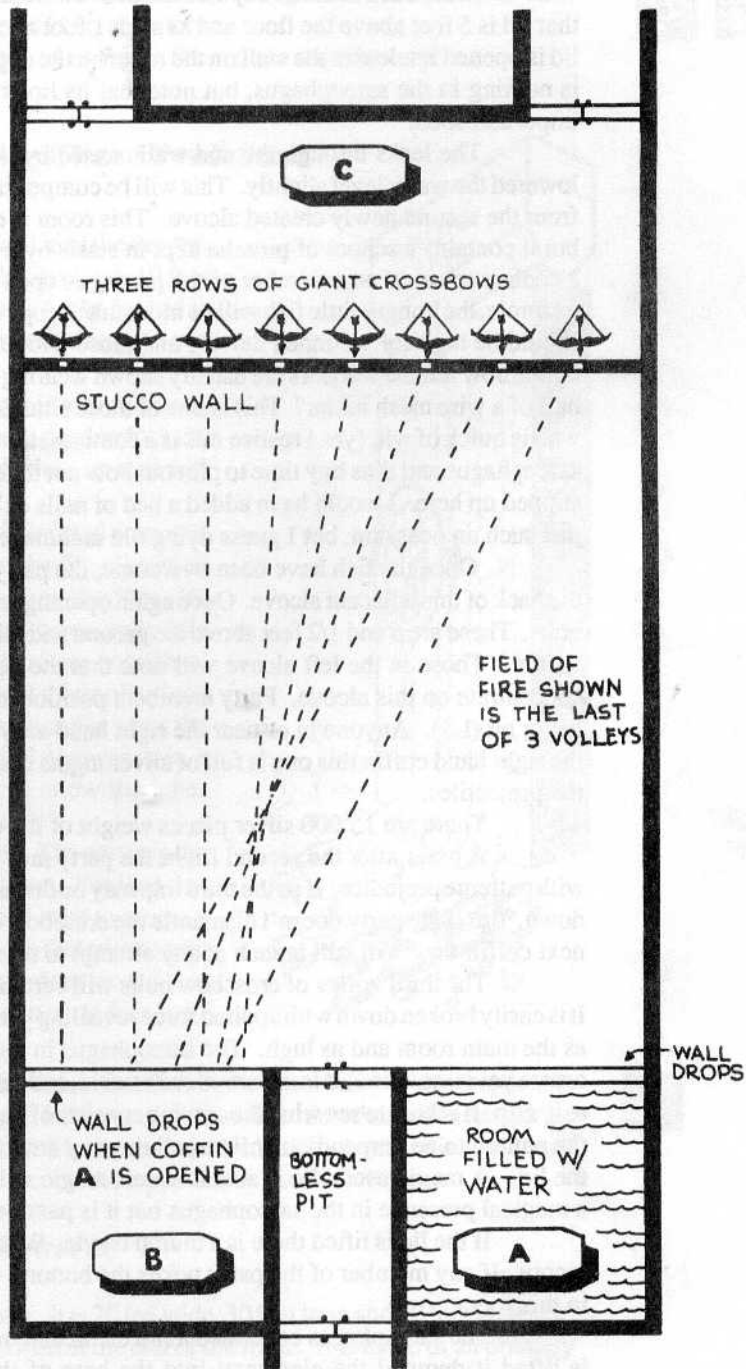
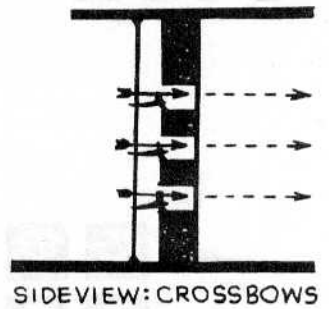
There is magic on the far wall. It is faint but can be detected from the entrance. The walls are covered by the usual stucco covered in frescos. Keep in mind that the far wall will be only dimly lighted by a lamp or torches, so the images are indistinct at best.

The party will eventually enter the room. Regardless of the precautions taken, at a point 30 feet from the far wall the magic will take effect. The magic is in the frescos painted on the far wall. This senses the approach of a party and at a distance of 30 feet triggers the first phase of the trap.

Behind the wall covered by a thin veneer stucco are ports through which can fire giant crossbows. There are eight poles mounted in the stone and on each at various heights are three large crossbows, aimed in various directions. (The crossbows are 5 feet across, and by themselves hit with a 7 D6 attack. They have a nominal value of 200 g.p. each.)

The lowest bank of these, located 2 and 1/2 feet off the ground release their bolts through the plaster and into the room. Every member of the party has a 20% chance of being hit! (L2). (There are only eight possible hits, so if there are more than eight who fail portion out the damage to the eight who miss by the largest margin.

The release of the first cross bows triggers the next phase of the trap. The iron door that closed off this room from the falling floor trap



begins to rise back into place. The stone wall of the secret room to the right of the door drops into the floor. This acts on a geared mechanism lifting the iron door back up, and releases the torrent of water stored in the chamber. This room is only 20 feet wide by 20 feet deep, but it is over 35 feet tall, this will yield enough water to fill both rooms to a depth of 4 feet.

The entire party will be buffeted about as the torrent of water is released, and the water hitting the far wall has the effect of causing the next bank of crossbow bolts to fire one minute after the the wall gets wet. This bank of bows are set at 4 and 1/2 feet in height. Any normal human, or human sized characters are in jeopardy, and any of the shorter types will be bobbing about like so many floating pumpkins conveniently exposed. Once again there is a 20% chance of a party member being hit (L2), up to eight as described above.

In the back of the newly created alcove is a coffin on a pedestal. It is in such a position that lid is 5 feet above the floor and as such 1 foot above the surface of the water. When the lid is opened it releases the wall on the room on the opposite side of the entrance door. There is nothing in the sarcophagus, but note that its lip is above water level: this will become important soon.

The leaks through the end wall caused by the holes from the first bolts will have lowered the water level slightly. This will be compensated for by the water and its inhabitants from the second newly created alcove. This room is only 20 feet by 20 feet by 10 in height but it contains a school of piranha kept in stasis by a magical field until this very moment. Needless to say if any member of the party has open wounds, say from crossbow bolts for example, the hungry little fish will be more than happy to administer euthanasia. Attack value should be high for wounded delvers and those with exposed flesh in large amounts. (Ever notice how female warriors are usually shown wearing two old V.W. hub caps and the bottom half of a wire mesh bikini? This is one of those situations where more is better.) Any delver who is quick of wit, (yes I realize this is a contradiction in terms) will be able to jump into the sarcophagus and thus buy time to plot out how not to feed the fish. (For my money Evinrood slipped up here. I would have added a bed of nails or better still spears in a false bottom for just such an occasion, but I guess dying old archmages can't think of everything.)

Once the fish have been overcome, the party will notice there is another coffin in the back of this adjacent alcove. Once again opening it triggers yet another flight of crossbow bolts. These are 6 and 1/2 feet above the ground and all aimed in the direction of the left hand coffin. Those in the left alcove will note that the next crossbow volley is aimed so as to concentrate on this alcove. Party members positioned in this alcove have a 30% chance of being hit (L3). Anyone in or near the right hand alcove will not be menaced at all. Unlike the right hand coffin this one is full of silver ingots making it impossible to hide in to escape the projectiles.

There are 15,000 silver pieces weight of the metal in the coffin (1,500 g.p. value.)

A note: after the second flight the party may have decided to "look into" this wall with extreme prejudice. If so the third trap may be thwarted, as the wall is easy enough to bring down. But if the party doesn't dismantle the crossbow traps, but rather goes on and opens the next coffin they will still launch at any attempt to open the left hand coffin.

The third volley of crossbow bolts will certainly provoke an assault on the far wall. It is easily broken down with applied force revealing yet another chamber 20 feet deep, as wide as the main room and as high. The sarcophagus in the back of this room is by far the most ornate yet discovered. It is of carved red marble, and rests on the floor. The water laps almost to it's lip. It is hard to see what the carving consists of but a tactile inspection of the sides reveal the pattern to be perpendicular lines, all the way around from base to the edge that supports the lid. A magic user who is able to detect magic will be able to tell the party that there is a magical presence in the sarcophagus but it is passive.

If the lid is lifted there is a thump inside. When it is removed the coffin will appear empty. If any member of the party pokes the bottom, or jumps in it will set off the last trap in this room.

The sarcophagus contained a fire elemental, resting on a false bottom, when the lid is lifted it dumped the elemental into the base of the sarcophagus waking it out of the enchantment that contained it. This will also set the false bottom to operate the next part of the trap. When pressure is applied to the false bottom it causes the panels in all the carved parallel lines on sides to open and water to rush in on the now awakened and angry fire

elemental. The elemental is tough but this much water will destroy it. The resultant steam explosion should be a thing of beauty! The shrapnel caused by the explosion blowing out the segmented sides of the sarcophagus will be as dangerous as an attack by the elemental itself would have been. Carnage should ensue. Distance from the point of the explosion will mitigate the attack with those at over 20 feet distant being only nominally effected.

The elemental had an attack value of 8D6 so the resultant shrapnel will have the same striking power up to 10 feet from the coffin, at this point it will be halved. The effect will be halved again at 20 feet.

Given the multiple nature of this trap, and the manifold opportunities for death or disability I rate it a four skuller. After all..."it keeps going and going, and going..."

The resultant explosion will in all likelihood chip enough plaster off the real back wall of this room to reveal the locations of two new doors.

If the hapless delvers have not had enough. Press on to the next trap.



Trap #10: "We Must Be Getting Close I Smell Smoke"

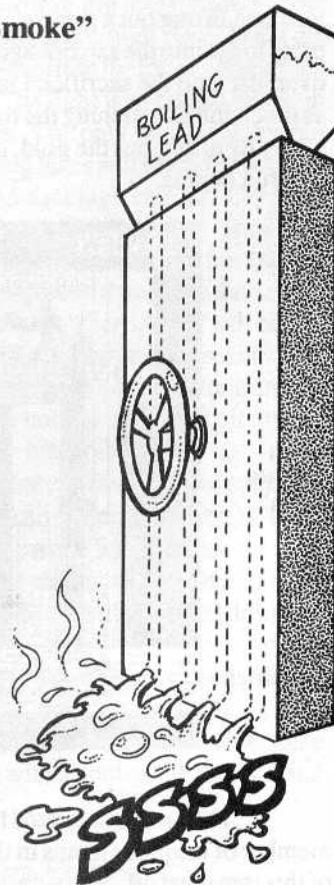
Opening the door to the right will lead the delvers into a short stairway leading up. It is 20 feet long, 10 feet wide, and an average of 10 feet in height. At the far end is a door. In stead of the usual three finger hole door this one is made of cast bronze.

Located in the center of the door is a large wheel. It will seem that to open the door you will need to turn the wheel. If some hapless delver does this the trap will begin to operate.

In a cistern above the "door" is located a pool of lead kept molten by the "kid brother" to the fire elemental in the room below. His only task is to keep the "hot side hot..." The door itself is filled with hollow tubes, and while it is quite solid, and thick (5 inches) there are enough of these tubes to carry a substantial amount of this molten lead through the door. This is exactly what will occur when the wheel is turned. The wheel turning will also result in a panel at the base of the door opening to allow the tubes within the door to drain out onto the stairs!

The fun is really under way now. The party on the stairs is being treated to a wonderful hot foot. The lead that reaches the water in the lower room will start to create a sauna effect in the stairwell. The first boob that tries to turn the wheel will find out that the entire door is red hot including the wheel, making it crippling to try to turn it off without insulation.

This is a one skull trap, no death but much dishonor. The beauty of this trap is that the wheel is like a combination lock, you have to turn it in a direction that will activate the trap, then turn the trap off, (at risk of if not life then at least limb.) and then turn it in the "on" direction again to open the door. The second time you turn it "on" it will open.



Trap #11: "Finally Our Just Reward!"

The room is entered left of center. It is 20 feet wide, 30 feet long and 10 feet in height. All eyes will be drawn to an elaborate coffin at the end of the room. It is made of an ornately carved green stone, and seems to rest on a pedestal consisting of three steps leading up to the actual coffin. The steps are 3 feet high, and the sides of the sarcophagus are an additional 4 feet high bringing the top of the whole affair within 3 feet of the ceiling.

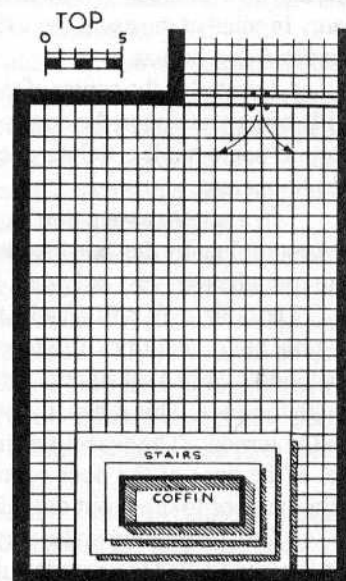
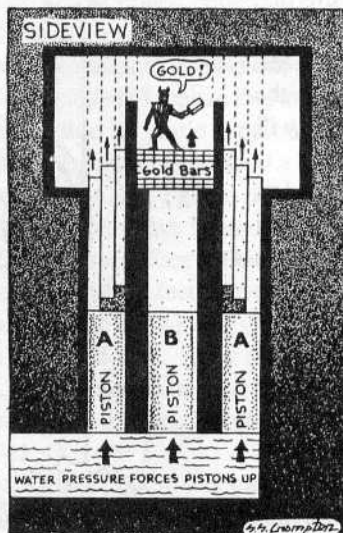
The figures on the sides of the elaborate coffin are not the usual geometric designs,

but a series of images of a man growing up. There are scenes of his youth, adolescence, and young manhood on the side facing the center of the room. There are no signs of slits, openings, or any sign of trap doors or hidden compartments on the outside of the coffin. Even magic detects none of the above! This box is entirely safe, (No, really, would good old Grimtooth lie to you?) By now the party would not be sure if they had a written guarantee, but they will eventually draw on hidden reserves of greed and open the sarcophagus.

Within they will find their wildest dreams come true. Peering into the container they will see a layer of what seems to be fine gold bricks. They are in fact lead bricks plated with gold. Only a dwarf with the dwarves affinity for metal work would be able to tell, and he would have only have a 50-50 chance with bonuses depending on his metal working skill.

The party will be somewhat dismayed that the level of the gold seems to be below the level of the container itself, as if it were in the stepped pedestal instead. The pocket in which the gold is resting conforms to the interior dimensions of the sarcophagus. To reach the first layer of bricks a member of the party will have to lean over the side, and at that the gold will be 4 feet down. Even a long-armed human-sized character will have some difficulty touching, let alone lifting out a sample. The easiest way to remove the ingots is for one member of the party to get into the sarcophagus and hand out the gold. Again there should be some wrangling over just who the sacrificial lamb...er...lucky volunteer will be. This sort of thing is almost as much fun as watching the traps actually operate. Eventually they will either come up with a way of lifting out the gold, or one of their number will enter the coffin. This is when the real fun begins.

ADDING WEIGHT INSIDE COFFIN
RELEASES PISTONS 'A' REDUCING
WEIGHT RELEASES PISTON 'B'.



This trap is activated by weight, or rather the absence or presence of same. If a brave member of the party jumps in the weight on the plate below the gold is increased and one part of this trap is set off. The sides of the "pedestal" are really concentric boxes of stone that when released are forced into the ceiling by hydraulic pressure from below. (See diagram.) This will trap the character in the sarcophagus within three feet of stone, and subject anyone standing on the stairs to the threat of being crushed into the ceiling. Any member of the party standing on the stairs will have a 30% chance of being crushed (L3).

If the party has a method of lifting out an ingot, either by having a long armed fellow lift it out by bending WAAAAYY over, or by magic they will lighten the weight on the plate in the bottom. This has the effect of releasing the bottom of the sarcophagus, gold and all to smash into the ceiling! The effect on the guy reaching in when the ingot is lifted will be interesting. There is a 40% chance he will be able to get clear; hopping up, out, and backwards, bent nearly double, leaning into a hole, and holding an ingot of heavy metal. Wow! It could be an olympic event, the Up, Out, and Back 1/2 Bent Ingot Toss!

Once the gold is mashed into the ceiling, along with what ever other grisly objects it picks up on the way, the party can work the bricks free. There will be a gross (144) of the lead-filled ingots. The gold plate is nominal perhaps as much as 250 g.p., but the lead too has

a market value, at one copper piece per weight unit, or about 14,400 copper pieces. (or another 144 g.p.)

I rate the outside pedestal stairs a two skuller, easy enough to get off if you are quick. Of course if the delvers don't have a way to tunnel through the 3 feet of stone, the poor boob trapped inside the sarcophagus is gone from lack of air eventually. Now the plate inside the coffin rates four skulls for the contortion value alone. Keep in mind that even if the outside pedestal trap has been tripped the inner trap is still intact. If the party is resourceful enough to get back in to the trapped man, and he hands out enough ingots the inside trap will activate. Or if he gets out and tries to take an ingot with him when his feet leave the bottom, snap! Or if he gets out then leans in to snag an ingot...well you get the idea. Loads of fun for the party!

Trap #12: "Climbing The Stairway to Heaven."

Opening the door to the left has a profound effect. Once the party has operated the three finger mechanism the door will swing out, dumping a billow of fog into the room. The fog seems harmless, and after the initial surge it becomes a steady ankle high flow. What the tomb robbers will see is what looks like a water fall of fog billowing from the top of what seems to be stairs. At the top is a white light of unusual brightness. The light is of coarse magic in nature, and seems to be set above a door at the top of the stairs. The only way the party can tell there are stairs is because of the peculiar rippling effect the fog takes as it nears the bottom.

The stairs are 40 feet long and 10 feet wide, with a 15 foot high ceiling. Once the party overcomes it's initial fear of the fog, they will head up the stairs. (Cries of, "Run it's a corrosive acid!", or "Yiee! Poison gas!" are enough to make me wish it really was, but enough of that wishful thinking.) Keep in mind there is a blinding light all around them from the ceiling above the door. When they come within 10 feet of the door at the top, then the fun will begin.

The fog is being generated in a deep steel-lined pit. (30 feet deep and 10 feet in width and breadth.) At the bottom of the pit, gratings permit a warm, slow inflow of water from the subterranean river. The sides are cooled so that a fog is sure to boil up out of the pit almost at all times. Oh my! Did I forget to mention the spikes. How inhospitable of me.

There is nothing but the use of their native intelligence that can save the lead members of the party from falling into the pit. (I'd be suspicious, but then I know Evinrood's rep.) Unless the victim(s) is equipped with impenetrable armor there is little hope for survival.

The hi-jinks supplied by the party as it tries to rescue the fallen member and the tribulations of the delvers as they attempt to open the door at the top will provide additional amusement.

This is a three skull trap, good but don't be surprised if a particularly canny delver anticipates it.

The door at the top is the usual three finger hole type, but it will provide some problems. You see, it opens outward. (Now me, I'd provide it with a spring, but then I'm not a nice fellow!)



Trap #13: "Water? What Water, I Don't See Any Water."

This trap is a little on the complicated side, but deliciously devious in the end. The room is "L" shaped, 50 feet along the outside of the "L", and 20 feet wide, to two 30 foot walls on the inner side of the "L". The ceiling is 10 feet high.

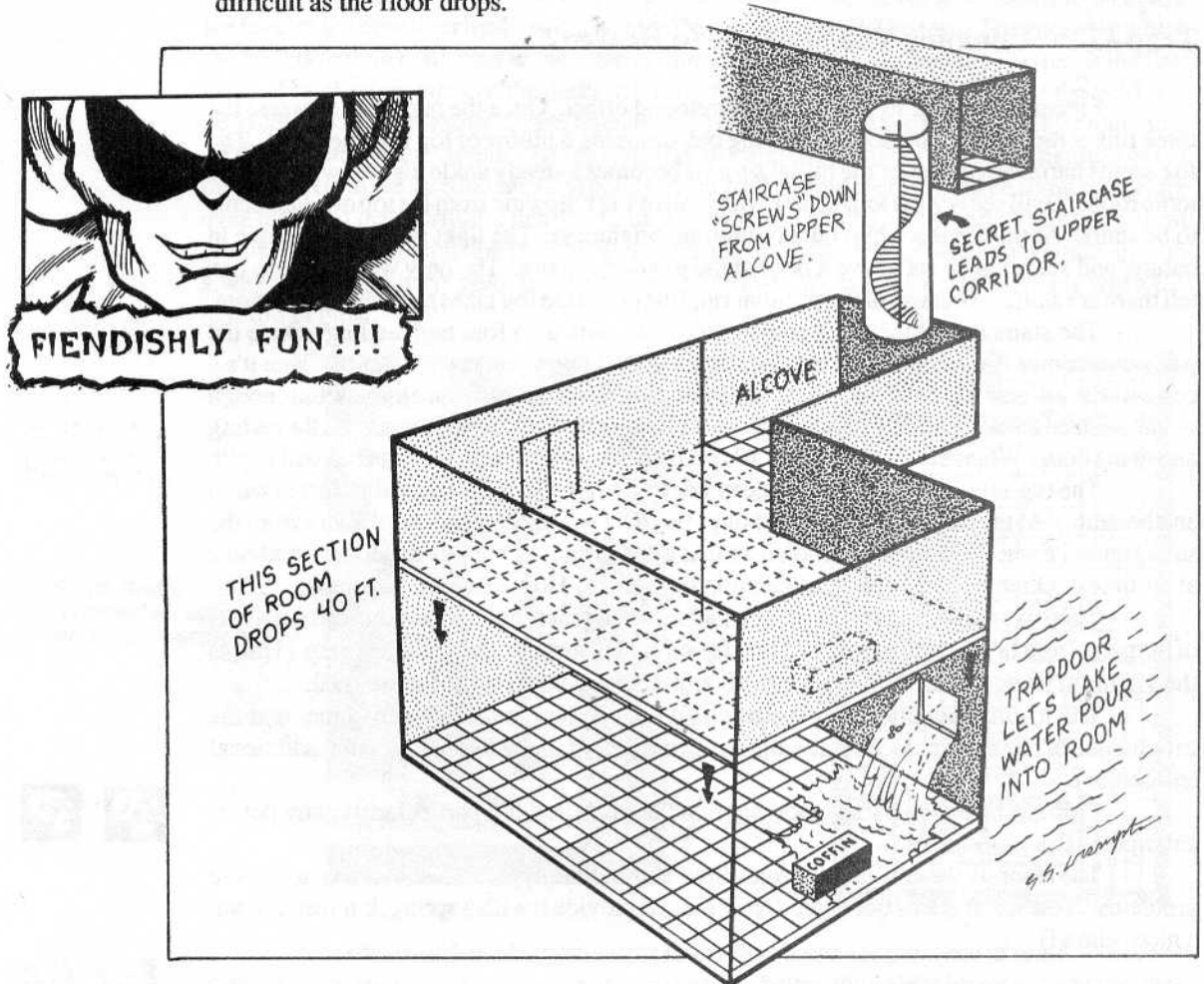
The entrance is off to the left of the stem of the "L", on the base. Off to the right, down the stem of the "L" is...yes another coffin! The walls are covered with the usual stucco, wonderful stuff, really, as you have seen it can hide a multitude of surprises. The magic users in the delvers party can sense no magic.

The party will eventually approach the coffin. As with the previous coffins, this one is stone, ornately carved with geometric patterns and 8 feet, by 4 feet, by 4 feet high. If the sarcophagus is opened it will set in motion the trap mechanism for this room. By now the party may have decided they don't want to open any sarcophagae they come upon because this brings them only problems. C'est la vie! The trap will also be activated by stepping on a pressure plate to the left of the entrance at a point, on the floor in the center of the wall at the "toe" of the "L". In either event once tripped the nature of the room changes rapidly.

DUNGEON OF DOOM

The first thing the party will notice is the sound of a terrific Crash as a 10 by 10 foot block of steel-plated stone drops down into the doorway. If the party left one of its number in the entrance as a guard, or to keep the door open, there is a 30% chance he will be crushed (L3) survival based on Luck or Speed. This will effectively seal off the room.

The next thing the party will notice is that the room is descending into the ground. All that is, except a 20 by 20 foot alcove at the "toe" of the "L". Any that take the time to look into the sarcophagus will notice that it is full of silver ingots. (There are 58,000 s.p. weight of them. (About 5,800 g.p. value at the current rate of exchange.) A point to take note of at this time is that any reasonably agile character will have no trouble jumping into the alcove created by the dropping floor in the toe of the "L", but this will become increasingly difficult as the floor drops.



The floor will be dropping at a fair clip. In 5 seconds it will have dropped 40 feet, at which point it will lock into place, and a trap door 20 feet wide and 10 feet deep, in the ceiling above the coffin will open. By now the room is well below the surface of the underground lake. (See main map) Hundreds of tons of water, and the denizens therein will pour into the chamber.

Now to reach the alcove will require some pretty fancy footwork. There is a 70% chance of a successful attempt (L3) dependent on the character's resourcefulness. If a character is armored he must get free of the armor or this will lower the chances of success slightly (60% chance, L4). (There ARE a few characters that have the requisite strength to swim in heavy armor, curses!) If the characters have some mechanism that allows them not to drown and thus they stay put and defy the water, there are denizens of the aforesaid lake that have to be dealt with as well. (See Leftward Ho section for denizens of the water list.)

For those who do make it to the alcove the show goes on. Those already safe will get to watch the struggles of those who have failed. The ones who think they are clever will be waiting for the water level to get to the point they can clamber into the alcove. This will

mean fending off the attentions of one or two of the lake dwellers just for sport. For these swimmers all is not as it seems. When the water reaches a point 4 feet below the lip of the alcove it will set off another trap. A pin is released on a rocker panel in the floor of the alcove. As soon as the weight of a delver trying to climb out is put on the edge it will tip setting off the last part of the trap.

From the ceiling will descend, through the stucco, and from wall to wall a clear quartz panel. The edge of this panel will be razor sharp. Its descent is not outrageously fast (Quartz being relatively fragile to drop it would risk breakage.) The character tripping the trap has a 90% chance to scramble into the alcove (L1). Any others trying to enter the alcove will have 80% chances (L2). If they hesitate the chances will drop by 10% (1 level) per turn, until the wall drops into contact with the floor. (Delvers with severe judgement problems can elect to stay in the rising water with no ADDITIONAL peril beside the risks already encountered.)

Compassionate delvers may wish to try breaking the quartz wall, but it will soon become apparent why this is not a survival oriented decision. The water level rises past the edge of the alcove and will eventually afford those in the alcove with a wonderful floor to ceiling fish tank. This will come complete with views of their struggling friends, those in armor, and those who either by luck or decision decided to chance the rising waters.

At this point there are two obvious weakness of this trap from My point of view. First the quartz wall doesn't leak. Too bad Evinrood really falls down here, nothing puts the edge on a victim like a time limit. The other is less obvious but even more critical. Those still in the water filled portion of the room could just try to swim out once the pressure equalizes. (There are still the lake dwellers but if the delvers last this long they probably aren't that concerned by the fish.)

I rate this baby at two skulls, too many ways out, lots of entertainment value, but not lethal enough.



Trap #14: "Things Get All Screwed Up."

The alcove will seem like a death trap; a dead end (I love that phrase.) Under the stucco, the walls are steel plated stone. Through the quartz wall is a lake bottom. Oh woe is the poor delvers. The answer to their prayers is just above their heads. It may not occur to them for some time but a magical spell will show the outline of a trap door in the ceiling. Chipping the stucco of the ceiling will do this as well but my guess is the average gang of would-be tomb robbers will have to nudged into looking into the ceiling for an escape.

Once the trap door is found it is easy enough to open. All you have to do is figure which one of the three finger holes is the release and gravity will do the rest. What will be revealed is the bottom of what seems to be a 5 foot round tightly spiraled stair way. The eager delvers can with some small contrivance reach the bottom step. Upon doing this they will find that the stair will slowly "screw" itself into the room. The banister of the stair turns in grooves carved into the wall until it reaches the floor. This will allow easy access to the ladder and release the trap that waits above!

The center pole of the stair extends into the ceiling at the top of the shaft up which the stair leads. As the stair case is lowered into the room the center pole will be pulled out of a chamber containing a heavier than air gas. This gas will slowly descend down the shaft as the delvers begin their walk up it. The shaft is 50 feet high, and by the time the delvers are well along, they should encounter serious breathing difficulties. Death does that to you.

Now there are those light weights who have some misplaced sense of mercy for the hapless dolts that would steal away the loot of defenseless old high level wizards. I am not one of these, but if at this point you wish to continue the show, or extend some sort of misplaced "mercy" you could make this a harmless sleeping gas, or let the "deadly" effects of Evinrood's gas only apply to those in the alcove at the bottom where the gas collects, rendering those on the stair temporarily unconscious. For my money I say let 'em croak. The next bunch will bring gas masks.

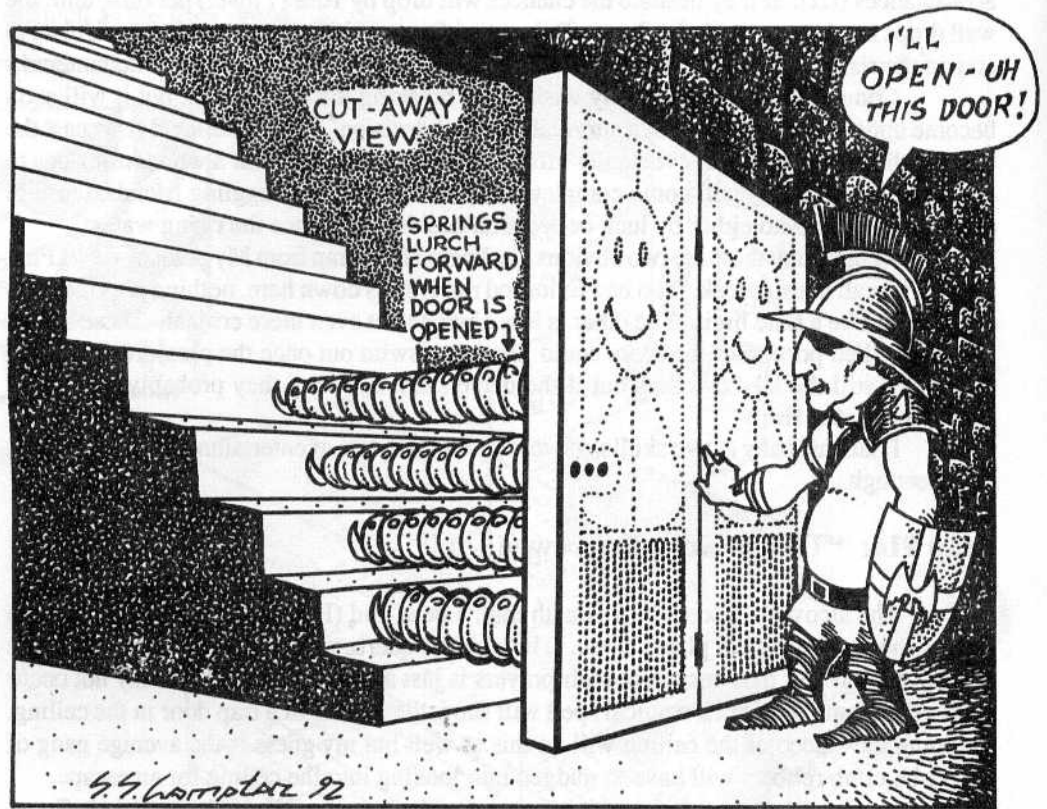
The stairs will seem to dead end (There's that phrase again.) at the top. But with the judicious use of a boot the delvers will emerge through the thin sheet of stucco-covered rock into a corridor. (See main map.)

The stairs are four skulls if used correctly, but far less if the gas effects are limited.



Trap #15: "These Things Sort Of Spring Out At You!"
(LEFTWARD HO!)

On the left side of the entrance chamber is another door. This door is 10 feet tall, and consists of two panels, each 5 feet wide. There are three finger holes on the left hand door, and the doors seem to be locked. This three hole locking mechanism works exactly like all the other three hole locks, or as with the others it can be opened with the appropriate low level door opening spell.



It is only after the doors are unlocked that the real fun begins. These babies are hinged in the middle, so that the doors are released from the opposite ends. This brings them together in the middle, flush, with no knobs or opening rings to keep them apart. This makes the greatest crepe press you've ever seen. In order to create this delver-matic patty-maker there are six large springs of various lengths mounted at different heights against the stairs behind the doors. When the locks are released the doors clap together, splat! The effect is deliciously gooey, and should be effective 50% (L5) of the time on the delver who opens the doors and has to use the finger holes. If the doors are opened by a magic user, the saving throw can be mitigated by the distance from the doors, up to a clean miss (drat!) at over 5 feet away. Don't let a miss disturb you because there are still the six springs. Once they have slammed the doors together the springs are released to fly wildly about the room with vicious (though not lethal, alas!) force causing contusions to all and sundry. There is an 80% chance (L2) to avoid being hit, and damage will be inversely proportionate to the amount of armour or padding the victim is wearing, grading up from bumps and bruises to possible broken bones in the case of the weak, or unprotected.

The springs are worth 100 g.p. each due to the difficulty of obtaining this type of dwarvish craftsmanship.

The door is a three skull trap, tough but evadeable. The springs are only one skull but they do provide entertainment value.



Trap #16: "What Goes Up Must Come Down!"

Once the party has negotiated the door opening mechanism they are confronted by a 10 foot wide stair case going up 50 feet. The ceiling near the doors is 60 feet high tapering as the stair rises to a mere 10 feet. At the top of the stairs can be seen, faintly in the light of your torches or lanterns, a set of doors that are different from the usual stuccoed stone doors, found throughout the tomb. From here it is hard to tell but they may be wooden.

The delvers attention will hopefully be focused on the doors at the far end and as such they will not be thinking of a trap on the stairs themselves. It is the stairs that form the trap.

The design for these stairs was so homey it took me back to my very roots. Oh, how I long for those early years, the innocent naivete of the delvers, the lovely gasps of shock as they stumbled from trap to trap...sigh. In TRAPS ONE there was a stair trap, the fabulous FOLLY FLIGHT, designed by the fabled trap master John R. Greer. This stair trap seems to be a variation on the FOLLY FLIGHT theme.

The stairs are hinged at the base, and when a delver, or delvers reach a point 25 feet from the bottom the weight will pass the balance point and cause the pins at the center point to release. Unlike John's trap, "Evinrood's Variation" causes the entire length of the stair to fall back against the near wall. This reveals the stairwell for the deep narrow room it really is. The chamber thus formed is 110 feet deep, (50 feet to the ceiling, and an additional 60 feet to the floor.) and 50 feet across to the doors near the roof on the far side. The room is still only 10 feet wide.

Filling the bottom of this trap with spears, spikes, or acid excreting slugs would provide a wonderful counterpoint to the delvers plunge to his likely demise. Evinrood just left the floor plain old stone, trusting the fall alone to do in would-be tomb robbers. Perhaps he did not want to discourage the parties too much.

The delvers will not be put off for long by this trap. Luckily it is only part one. Almost immediately one of the delvers will think of trying to shoot a rope over to the doors on the far side. The plan may be to use this rope to rescue the remains of their fallen comrades, or more likely to gain access to the far end of the room. The doors on the far end of the room consist of heavy wooden beams bound by old rusted iron bands. They have no hinges and are only wedged in place, a fact that the delvers will not be able to tell across 50 feet of space by torch light. A stout tug, such as one that the party might give to see if the arrow has seated will not be enough to pull the doors free. In fact the weight of one average delver will not be enough to dislodge them, but once more than the weight of one delver is applied the doors will come free. Granted this is just an elaboration, but picture the looks on the faces of your victims as they attempt to cross over, hand over hand, or better still climbing up from the floor below as the doors come free and plummet down upon them.

Eventually the party will find a way into the room behind those wooden doors, probably by climbing up the far wall using pitons and ropes like mountain climbers. Having invested this much time, and effort they will have to go on! Dungeon delvers are like that.

If this trap is operated as is, it is a three skuller, but if embellished with spears, or acid pools it can go all the way up to four!



Trap #17: "The "What's Up?" Dock."

This room exhibits an immediate difference from others so far seen. It is 80 feet long and 30 feet wide, with a 15 foot tall ceiling. The most obvious difference is the fact that at the far end of the room there is a 30 foot by 30 foot wooden pier, opening into a cavern, the inky depths of which are impenetrable by feeble torch light. The pier itself is just out of clear view in the flickering light. The sounds of running water are very clearly audible; in fact the roar of moving water can be heard echoing from inside the room.

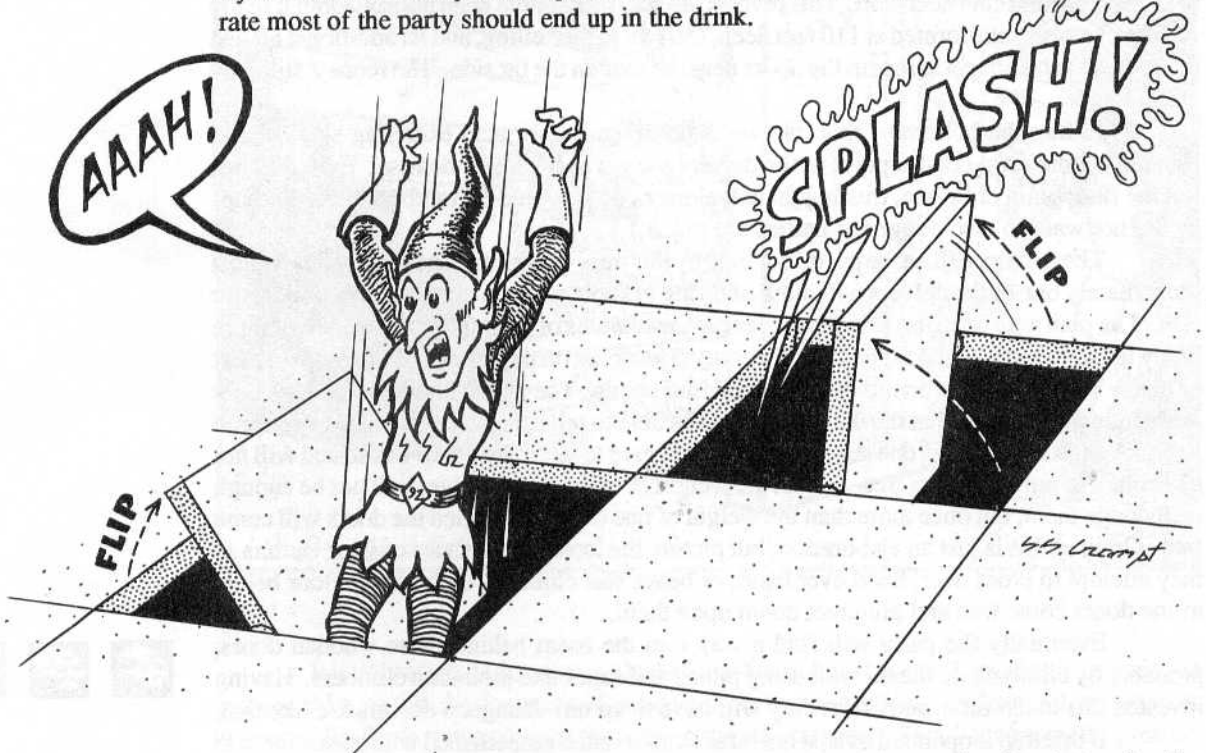
The party of delvers will sense no magic in this room. The floor is tiled with large green and blue 10 foot by 10 foot tiles, looking very much like a giant checker board.

Any mean spirited attempt to use magic to see if there are trapdoors in the floor will result in the entire floor glowing dully for a few moments, then fading. That should really stir the delvers up.

Any attempt to walk on the tiled floor will show it to be quite substantial, and yielding no "nasty" surprises. The party can jump up and down on the tiles if they like and nothing will result. As the party gets nearer to the pier they will be able to see that it is made of large wooden beams, old and rotten with the passage of time. At points they will be able to see dark water 15 feet below the pier through sections that seem to have just given way to decay.

In the center of the leading edge of the pier, touching the tiles, is an old trap door 10 feet by 10 feet square. Set in the center of this wooden panel is a ring bolt over 1 foot round, and covered with corrosion. The party can, if it chooses, open this door from the tile side without risking the rotten old pier. If any member of the party steps onto the pier, on either side of the trap door, or tries to open the trap door, all the tiles in the other part of the room flip over. The tiles are giant panels locked in place until the trap is tripped. Once released they are free to pivot on iron shafts that penetrate them through the center. This whole trap operates like one of the child's bean bag tossing games. (See Diagram)

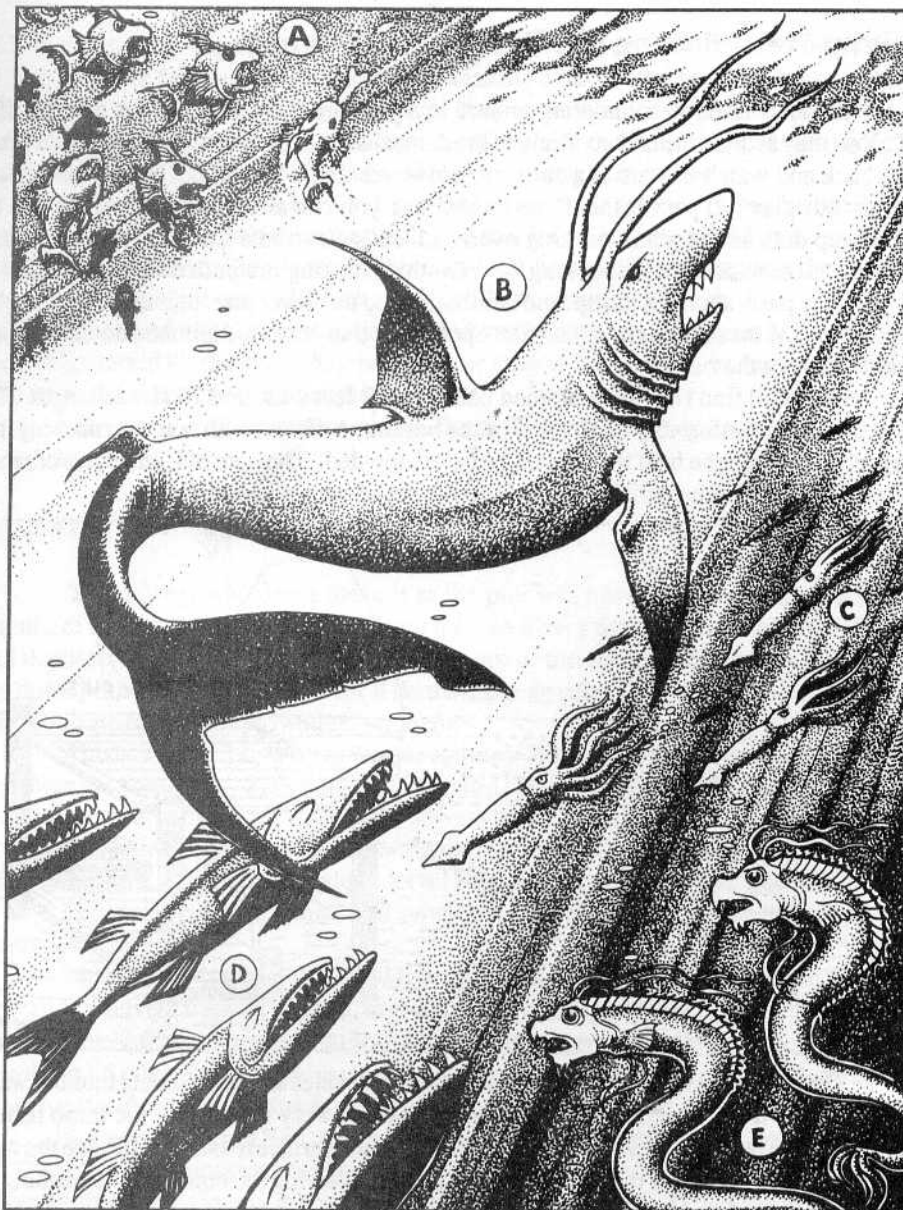
The net result will dump any member of the party without the ability to fly into an arm of the grotto at the far end of the room. There is almost no other way, except flight, to escape this trap. A lucky jump in all but one direction will either place the delver on another tile...flip-flop splash! or back out the entrance and...zip-splat! an 110 foot drop. A victim may try to reach the "safety" of the pier, but there is only a 40% chance (L4) of success. At any rate most of the party should end up in the drink.



At this point I should describe the reasons why delvers won't enjoy their refreshing dip. This underground river system is part of the vast network of uncharted rivers that run under the plains of Khosht. The reasons for it's remaining uncharted are twofold. The first reason is the concentrations of gold, and loot-like substances are too widely scattered to make it attractive to large scale delving operations. The second reason is the existence of hideous denizens that have bred herein thriving on the residual magic and corruption leaking down into the water table from the innumerable dungeons located above the river system.

In this pleasant little tributary can be found:

- (A) **Pack Piranha**, hordes of ravenous little beasts that can strip an elf to his ear rings in seconds. (These creatures travel in large groups and should be considered VERY tough.)
- (B) **Albino Cave Sharks**, often over 8 feet long, a ghastly white in color, hunt by motion sensing, so if you fall into the water remain absolutely still and you will be just food...er...fine. (These creatures can be found in groups of 3 to 8 (1D6+2) and are individually Tough. If the odds are 3 or 4 to one even superhuman delvers will find themselves in dire straights.)
- (C) **Electro-Squids**, these cute little fellows pack a wollop that would do justice to a lightning bolt. Being small and relatively feeble they either grab hold of prey and zap it for



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food, or in the case of larger monsters which gulp them down whole, they zap them into unconsciousness, then nibble their way out! (These guys are not so tough but the “electro” can finish off the uninitiated by stunning them. If help is not forthcoming, drowning and lunch soon follow.)

Ⓓ **Blind Barricudas**, these creatures travel in schools and are famed for the length of their teeth and their healthy appetites. (Again a style of monster that travels in groups. Not as small or as hard to hit as Piranha or as big, mean and strong as the Sharks these critters can be beaten in combat.)

Ⓔ Lastly there can be found the fiendish **Crystal Sea Snakes**: they do not travel in large groups, and they are physically fragile. An average warrior can easily kill one in hand to hand combat. However during contact with one of these creatures there is a 40% chance (L4) of being bitten. They are lightning fast and their venom is deadly, and works almost instantaneously. (There is a substantial volume of thought that this is one of the few forms of poison more virulent than Dragon Venom! Capturing one of these creatures and milking it for venom would be an interesting commercial enterprise, if one were to survive the quick strike capabilities.)

Keep in mind most of the above creatures travel in groups. Add them liberally to spice up any member of the tomb robbing party’s bracing dip in the underground river.

The trap itself is worth two skulls, the denizens of the river can collect their own skulls. (As a matter of fact, it will be your skulls they will be collecting!)

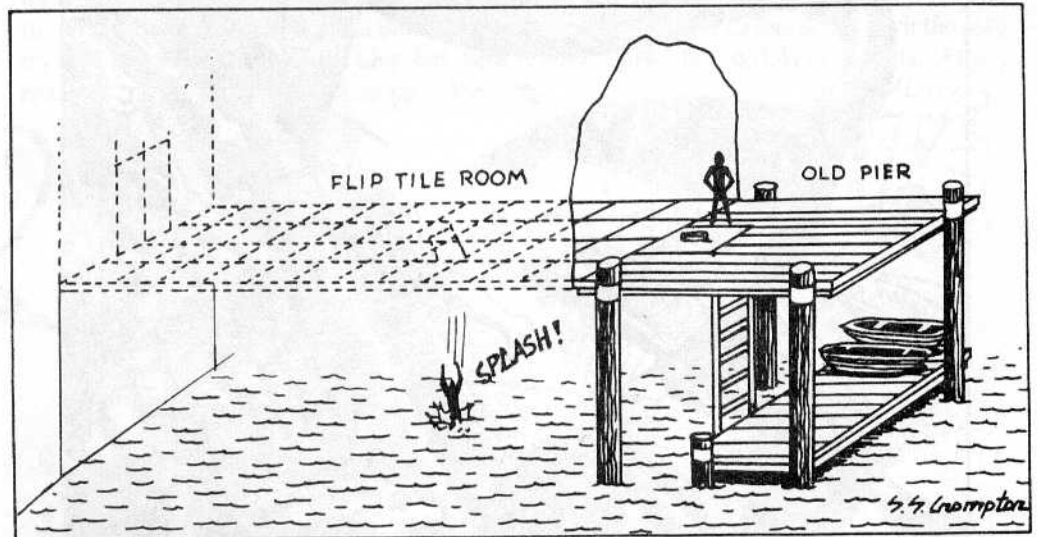


Semitrap #18: "Boating Has It's Ups And Downs."

We left our party foundering around in a pleasant little grotto under the "flip-flop tiles". You may at this time call upon any of the denizens listed above to keep them entertained and sit back and watch the ensuing carnage. However if you desire, out of some misplaced sense of "fair play" to permit this farce to continue you can allow the party to see that the wooden trap door in the plank decking overhead leads down to a water level area of wood planking 10 feet wide and 30 feet long. On this planking are pulled up two boats.

If the party survives its dip, and climbs up onto the lower pier, or if they had "braved" the upper level of the seemingly rotten pier, opened the trap door, and climbed down the stairs, they may inspect the boats.

They will find two flat bottomed boats each 3 feet wide and 10 feet in length. The boats will seat 3 comfortably on thwarts in the bottom, 4 will fit with some scrunching, and 5 in a pinch although the boat would then be quite crowded. They are old, and made of wood, but they seem quite substantial. There is also a set of oars with each boat.



The fun begins again when the party finally decides to put the boats into the water. With no load in them the boats will float well, high and very dry. Once the tomb robbers actually enter the boats there will be a few moments when "surface tension" will keep the water from rushing in. Eventually the delvers will begin maneuvering the boats around heading out into the pool away from the pier.

This pool is dark, and clear, in the torch light you can see flickering shapes that make its inky depths seem less than inviting. There are 5 huge, much-eroded stalagmites that thrust out of the water at various points. The stalagmites are various sizes around 2 to 3 feet in diameter at the water line, talking into account the erosion. A member of the group could climb out onto one if they so desired. The pool is approximately 80 feet wide by 60 feet length. The ceiling at this point is out of easy sight overhead.

Once the group is under way the occupations of the "crews" should be, one with a torch, and very likely one, possibly two with the oars. It is at this point we will give the third, fourth and in fact any others in the boat something very important to do: bail!

Boats are generally kept in a wet condition (this happens when you spend a great deal of time in the water.) When the wood is wet it swells and keeps the spaces between the planks tightly sealed. These boats have lain here high and very very dry for thousands of years. The old dry wood of the boats has shrunk causing the seams between the planks to open. When the boats start moving around this exerts a variety of lateral forces on them thus breaking the surface tension that was only just barely keeping them afloat. The water begins to literally pour in.

The boats will begin to fill quickly once the party has moved away from the pier. If the boat has only 3 people in it they can make it to one of the stalagmites. If they try for the pier there is a 80% chance (L2) of success. If the boat has 4 people in it they have a 80% chance

(L2) to make the stalagmites. A 4 man crew will have only a 60% chance (L4) to make the pier. If there are 5 in the boat the chances of making even the stalagmites drops to 60% (L4), and to make the pier a dwindling 40% (L6). Any more than 5 in a boat and the pier is out of the question; it is a wonder they didn't go down without the leaks. A boat with more than 5 will have only a 40% chance (L6) of making one of the stalagmites.

If the party makes it back to the pier they can look around. If they go back up to the upper pier through the trap door they will find that it is more substantial then it seemed and if they check out the ceiling in the center of the left hand wall (see diagram) they will find a trap door. Opening it they will find a pair of Elfish canoes. (Elvish I thought he wash daid!) These are similar in construction to the birch bark canoes of certain American Indians, and being crafted by the elves they will float as long as they remain in one piece. They will hold up to three human sized people each.

The boats are one skull wonders, the denizens are once again responsible for their own rating.

Trap #19: "More Ups And Downs!"

The delvers who don't make it to the pier will have much more fun. As the boat empties of it's occupants and settles down into the glassy depths, the would-be robbers will find themselves clinging like rats to one or more of the stalagmites, unless they choose to "go down with their ship". (Delvers'll do the darnedest things under pressure.) If this is the case sic some of the water dwellers on them.

Those who are clinging to the stalagmites will feel more than hear the "click" as the traps here are released. Stalagmites A, B, and D begin to slowly sink into the water. This provides an entertaining spectacle as the delvers frantically climb up the ever thinning stone. More and more delvers, less and less room at the top, reminds me of my old corporate structure. Add at this point a few ghostly white dorsal fins circling and you have true art!

Eventually the stalagmite will submerge and the party will have to "sink or swim", chomp, chomp!

Meanwhile, stalagmites C and E begin to rise. At first this will seem like a blessing. Some of the delvers trapped on A, B, or D may even try to swim over and join them. It is after all only 10 or 12 feet...chomp, chomp! Eventually the sharp point of the stalagmites will reach the ceiling. At this point the ceiling is 45 feet above the water level. The stalagmite's point will drive itself into the ceiling breaking into the small chambers cleverly placed overhead.

Stalagmites C and E penetrate rooms filled with particularly slippery, and smelly fish oil. The relatively smooth surface of the stalagmites will soon be covered with the extremely slippery substance. On any given turn there is a 30% chance (L3) that the delvers clinging to the rocks will loose their grip. (Please note the ceiling here consists of crumbling limestone formations. Attempts to drive pitons into it will result in collapsing parts of the fragile structure down around the delvers ears, and probably knocking out the bottom of the room overhead.)

The fish oil will attract predators from miles around in the underground river network. Just what the delvers will need at this point, more company.

Once again Evinrood seems to be just toying with the hapless tomb robbers, amusing but only worth one skull.

Trap #20: "Row Row Row Your Boat, Life Is But A Scream!"

The current will carry anyone who has found the elfish boats toward a point in the center of the far wall of the grotto. At this point there is a curtain of old chains hanging down from a fixture in the ceiling. The chains are set closely enough together that the delvers cannot see what lies beyond. The chains also come within inches of the water's surface so they cannot be looked under. They are heavy enough that they hang straight down, but loose enough that the prow of a canoe, or boat will force them apart. Unless otherwise noted chain curtains like this separate every part of this river system in the Tomb from every other part.

Once the delvers have parted the curtain they will find themselves on a swifter, much narrower and shallower portion of the river. At this point there will be no real necessity for the party to paddle unless they are really into speed. The can use paddles to steer if they like,



HEH
HEH
HEH...
//



but there doesn't appear to be any part of the waterway different than any other part.

The trap here lies just below the surface, and is a wonder of dwarven technology in its simplest form. Set in the river bottom pointing back into the current are three lines of razor sharp spears. They are set inches below the surface and are thin enough that they do not ruffle the water's surface. They are elevated in response to any lateral pressure on the curtain at the entrance. Push aside the curtain and you will release a counterweight that lifts the spears off the bottom and upward at just the right attitude to spoil the delvers day! The spears are made of a corrosion proof alloy perfected by the dwarves. They are as sharp today as they were the day they were set in place. This is one of those intrinsic treasures that the party is likely to overlook in the ensuing carnage. Metal of this type that holds its edge against any test, and resists corrosion under water for centuries would be worth over 1,000 g.p. per blade to any weaponsmith. They would also serve any delver who survives well as a weapon. Just the thing to build overconfidence.

The object of the spears is not, as some would think to impale tomb robbers through the bottom of their flimsy boats. Oh no! Evinrood has been far more subtle than that. The spears are in place to slice open any watercraft that finds its way down this merrie waterway. (Oh I suppose if the party chose to swim down the river, battling the underwater denizens every turn of the way, that these spears would hit them about chest high. But no one would be fool enough to try to swim the length of the river...well we are talking dungeon delvers after all.)

Keep in mind the current is very swift here. Ruination is almost a certainty. After the first boat has been impaled there will be little that its crew can do to avoid being carried along in their rapidly-sinking craft. Any boat behind it may take a lesson from what happens to the first, but being delvers the occupants of the first boat will more than likely be inarticulate in their confused babble. If some kind of halt can be accomplished the spears can be pulled out of the sockets they are set in with little effort. The spears are 4D6+3 dwarvish steel Pila. Any party that cannot stop but manages to avoid the spears will be swept on into another curtain at the end of the short tunnel, and into the next trap.

The risk factor against life for those in the boats is low; clearly this is to rob the delvers of their transportation. Against boat people a one skull rating. For the swimmers the rating goes up to three, a nasty surprise for the combat-weary.

Trap #21: "Poke, Grapple, Wrestle, And Chomp: Personal Injuries A Specialty!"

The action at this point speeds up greatly. If by some miracle the party is still in the boat it will meet the same fate, but lets deal with the "floaters" first. When the would-be tomb robbers reach the curtain they will become aware that just beyond the chain the water plunges off a cliff. This is one of the sources of the roaring water noise that was heard in the grotto room. Swept into the chains, a swimmers instinct alone will impel him or her to grab onto them.

"Floaters" or boaters, if they do not grab onto the chains, will fall 100 feet to their great discomfort in the pool that awaits below. There is a 30% chance (L3) of being drowned. This will result from the depth of the plunge, or from being stunned by the impact. Armored characters will have to boost that to 50% (L5) for the obvious reason. If no one grabs the chains in the crew of a boat, or none of the "floaters" have grabbed the chains, then the boat will survive the fall intact: everyone will be dumped out but the boat will be fine.

Enough of this gloomy speculation, they are bound to grab the chains in desperation. Now the real fun begins. Instead of finding a semisafe place to pause and reflect on their current predicament, the delvers will find that the chains are anything but secure. There will be an initial pause, then the chain will begin to play out down the face of the falls. The lip of the falls is undercut so that even if the delvers can manage to swing through the torrent they will encounter nothing but more water on the back swing. The chains will play out about 20 feet, just enough to allow the torrent to pound the would-be tomb robber senseless, but still 80 feet above the pool below, where the chain will stop unreeling.

At this point the options seem to be to hang here and be pounded by the water, attempt to climb back up in the face of the torrent on a slippery chain, or trust to luck and drop into the pool. If the boat went over first, or other swimmers have made the plunge first the last



alternative might not look impossible. Keep in mind that the only light in this cavern is from a few (very few) patches of bioluminescent lichens. This will serve to outline objects but not to illuminate things. Torches will be needed to make enlightened decisions.

Alas, what fools these delvers be. When the chain played out it also served to raise a bed of spikes up under the falls. Not too far up, only to within a foot of the surface of the pool. Zip-splat! Delver Kabobs with fresh sea food - my favorite. An interesting variation would be to have the chain break off once the spears are locked in place.

At this point I must inject a brief editorial statement. You might think that tomb operation in this enlightened time would be relatively free of the craven interference by lobby groups, special labor representatives and such like vermin. Not so! This tomb being a masterpiece of the trap masters art needs very few "live" monsters. As a result of this my offices were beset by picketers from The Brotherhood of Very Large Vermin Local 666. (You haven't lived until you have seen a cadre of Dragons, Land Sharks, Tyranosauri, and Giant Gastropods holding Unfair to Labor Signs. It was enough to put ME off my lunch.) So without further ado the Lurker Past the Threshold part of this Trap. (What the hey, the room was big enough and just going to waste).

The pool is 70 feet across and 100 feet wide, and deep enough that even with a determined effort the bottom cannot be found. In the inky depths can be found a life form that will find the thrashing and struggling of the delvers very interesting in a gustatory way. A giant albino cave squid lurks at the bottom of the pool. As it thrives on the occasional passing shark, or barracuda, a few foundering delvers will prove just the thing to draw an exploratory tentacle up from the icy depths.

If the party can get back in their boat fast and paddle, or if the boat has been impaled, and they elect to swim for the exit they will only have to deal with a few probing tentacles. If they lollygag about noticing for the moment the dearth of predatory cave critters, they will be confronted by the spelunkers answer to Leviathan! (The tentacles alone would be marginally tough, but the entire 8 tentacles and 2 elongated grappling arms will be in my humble estimation a lethal combination without the application of very unusual means.

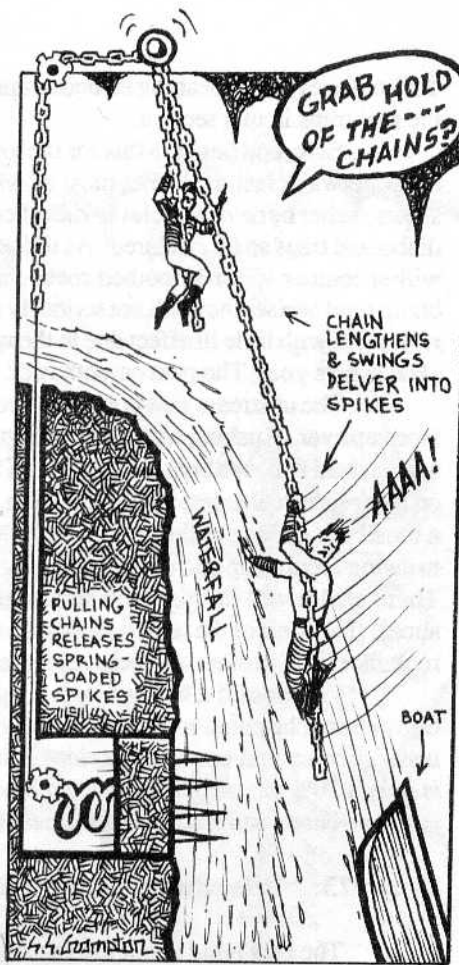
In this case quick recovery from the fall and quicker departure is the most likely key to having the tomb robbers prolong our fun.

The whole room rates four skulls, with the <censored> monster. The spears at the bottom of the fall pulled up by the frantic delvers is a really nice touch.

Trap #22: "Rock and Roll River" by Evinrood and the Delvers!

In the wall opposite the waterfall is another entrance covered by tightly spaced chains that barely touch the water. If the party has even a shred of sense they will make for this exit at great speed. (I've had great fun betting on which delver will make the exit first, kinda like cockroach races.)

Once through the chains the tomb robbers may want to turn back. Before them is a narrow tunnel 7 to 10 feet wide, and about twice that in height (half of this filled with very rapidly moving water.) Adding to the trepidation is the fact that the tunnel bends out of sight to the right. (Lights, torches would be nice here!) The speed of the current will preclude any deep thought on the part of the delvers. There are stalactites depending from the ceiling which have a mere



10% chance (L1) of beaming someone upright in the boat. Their presence will nicely obscure the real traps in this section.

Evinrood being in this for the long haul, needed a way to keep the narrower parts of his waterway clear of debris, most of which would be biological, so as with the shredding spears earlier he devised a clever slicer here. The Rolling Rocks of Doom are perhaps the most diabolical traps so far rendered. As the party is swept along, both boaters and "floaters", they will encounter water-smoothed rocks that lurk just below the surface. Aside from some bumps and bruises they will not seriously disturb the "floaters", and the boaters will just scrape over them with little ill effect due to the speed of the current. No problem, thinks the delvers. "Ha!", says you. The next smooth rock they come to is anything but.

The upstream side is a smooth rock surface counterweighted so that the smooth side faces upriver. Rushing water will not upset this balance. The impact of a heavy object, like a large dead fish, or a boat load of foolish tomb robbers will cause the balance to tip. Mounted on dwarvish steel axles, the rock portion drops down, out from under the delvers, presenting a broad flat surface to the current of the stream. This will force the other end of the device to swing around, up and over, presenting the party with a rack of parallel scythe-like blades. These blades will flash around and neatly flense your victims into convenient longitudinal slices. The force of the river's motion on the now, ahem, clogged blades will bring the smooth rock face back around and help reset the flenser.

I suppose if a high enough level character with incredible armour on could see the trap coming, he could roll into a ball, and the scythe blades might just hook him around and under, freeing him on the other side. But this would stretch the bounds of credulity. There is only a 50% chance (L5) that even having heavy armour would help.

Three skulls are about the best I can go on this one good effort for a janitorial tool.



Trap #23: "It Is Always Darkest Before Things Go Right Down The Drain!"

The best thing about the last trap is that in the space of 50 to 100 feet you can have 2 to 5 of them. By the time what's left of the party has drifted out of the tunnel they will need a rest. And the always generous Evinrood is glad to oblige. The room the party has drifted into is 50 feet in all directions, up, down and side to side. Furthermore it has an inhibitory spell on it that works as follows. Any of the lower life forms that drift into the chamber, like barricudas, albino sharks, wandering lawyers and such will not be able to sense the presence of food. If the party can manage to obtain light they will be able to see that the water is quite deep, and crystal clear. The frightful denizens are clearly seen all about the delving party, moving on into the next part of the river. (Descriptions in detail of what they have been struggling against would be an excellent use of terror at this point! Gives the party something to look forward to.)

Also to be seen is a great chain that is in the center of the room. It is anchored to the ceiling, and descends into the depths of the pool, where it is also anchored to a round dwarf carved and positioned stone slab. Near the chain at the top can be seen a glittering that is near and dear to the heart of any dungeon delver and tomb trespasser: crystalline formations. These are so clearly gem quality it can be seen from the river surface 50 feet away. It is as if the grotto had been eaten away from below by the river until it came to this layer of uncut gems.

Up to this point the only things of value salvageable by the party have been fine dwarvish stainless cutlery (1,000 - 1,750 g.p. value each. Hey didn't I tell you Evinrood had a government sized budget on this place.) The delvers have been battered, beaten, sliced, spiked and nibbled; if they don't go for this bait check them for signs of brain damage.

The chain is easy to climb for there is no slack to it. The delvers should all be able to fit on the chain as it is 50 feet in length from the water to the ceiling. When the first delver reaches the top of the chain he will see a ruby the size of his head nestled amongst similar stones that are packed together in a bed of shale. Or so it will seem. When the party starts to loosen the stones around the ruby, or tries to take the ruby itself they will seal their own fate.

The Ruby is attached to the mechanism that holds the chain in place in the ceiling. The chain in turn holds the plug in the bottom of the room in place. Things start happening fast at this point. Number one, the chain shoots straight into the water below like an arrow. The partial vacuum imparted in times long past to the large chamber under this one will suck



the block to which the chain is fastened into the chamber below like an egg into a bottle. (You know, milk bottle, lighted match, egg on the opening—thoop—into the bottle? Arg! What's happened to young trapsters these days? Don't any of you watch "Mr. Science"?)

Any delvers who do not let go should have a 60% chance (L4) of surviving being sucked through a hole under water at high speed. If any members of the party survive there is a 30% chance they will be stunned by the 100 foot fall to the chamber bottom. This will cause them to drown unless rescued from the following events. The party will then be hit by the torrent of water from above with the power of a highspeed fire hose! (There is an 80% chance (L2) to avoid being directly below the opening and battered by the stream!)

Tombrobbers lucky enough to have been in the water still, or to have let go in time are now treated to a merry-go-round ride the likes of which they have never experienced. Like a giant tub emptied by an extra large drain the circular chamber has become a vortex! The suction, combined with the speed of the current has started a whirlpool effect that will begin to fill the vast chamber under the pool. The delvers will be powerless to resist.

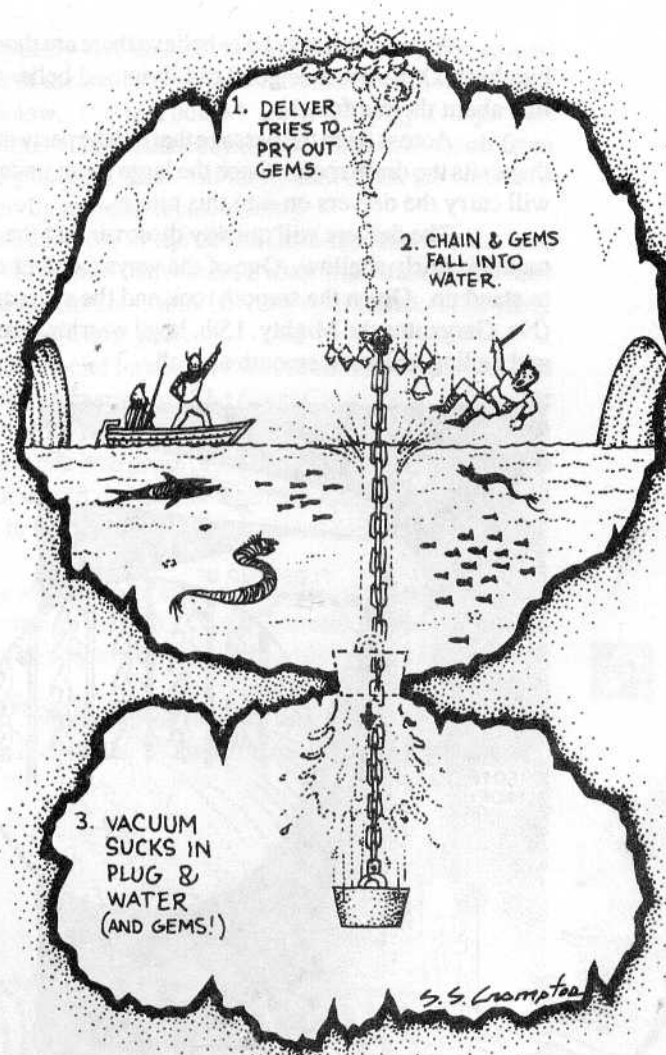
Those that can fly out of the water will be knocked out of the air by falling rocks from the ceiling above. The mechanism holding the top of the chain in place also serves to start a "cave in" of the gem bearing slate layer. This was designed to peel off just the 1 foot thick layer that was "plastered" onto the roof, especially with flying wizards in mind.

If a member of the group survives being pulled into the lower chamber keep in mind that it will fill up in fairly short order having as it's source of supply the entire river system, and that this will leave the party under 50 feet of water once the incoming pressure equalizes. To add insult to injury the gems themselves, having been washed out of the falling rock will be sucked down into the bottom of the lower chamber. Oh yes, there is more: the "no lunch" spell is only good in the upper chamber. All the denizens that are swept into the lower chamber to keep the delvers company will be in full fighting trim. Salvaging the jewels should pose a daunting prospect. 100 feet from the surface of the pool, through a fairly narrow opening, past the hungry river dwellers, without any light, should keep them out, but the prospect of 10,000 g.p. (uncut, as is) will prove a powerful temptation.

Oh one last thing, being pulled through the "drain hole" will be none too good for the structure of the party's boat, or boats! Let's face it, those old wooden boats will be irrecoverable. So don't let any wise-guy members of the party tell you otherwise.

All right! If someone in the group has the right magical ability they MIGHT be able to put the boats back together again with the right spell. Sheesh!

This trap rates four skulls: with so many ways to go this one is almost a sure thing.

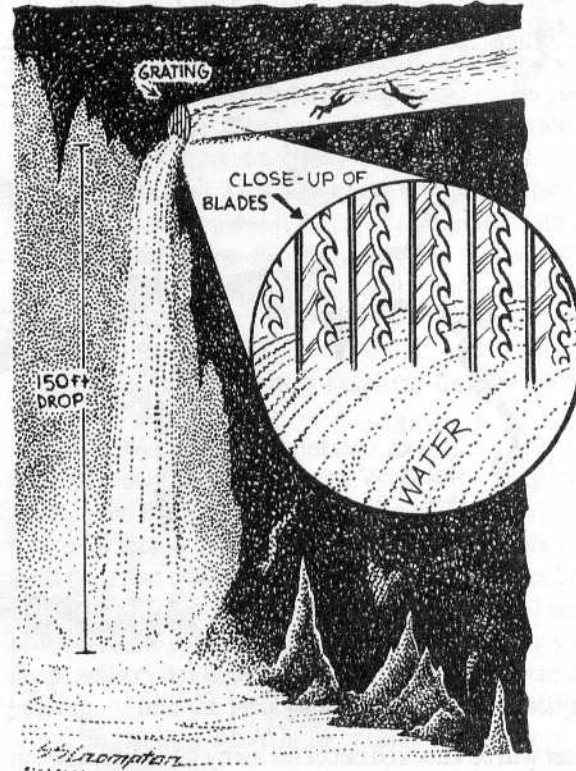


Trap #24: "Chutes and Graters"

As hard as it may be to believe there are those who will find a way past the Drain Trap, but that's O. K. because good old Evinrood believes in overkill. (That's one of the things I like about the old fossil.)

Across from the passage that led the party into the last trap there is a low-roofed tunnel that exits the drain room. Once the large room under the upper chamber has filled the current will carry the delvers on into this tunnel.

The delvers will quickly discover that the walls are worn very smooth, and that the tunnel is fairly shallow. One of the ways a delver may discover the smoothness is by trying to stand up. Given the smooth rock and the swift current, standing up is out of the question. (No, Gargantua the Mighty, 15th. level warrior, strength has nothing to do with it.) The walls and ceiling are worn smooth as well.



The tunnel starts out as a 12 foot round tube. As it goes on the hapless crew will notice that it is sloped downward in an ever-increasing angle. The pace picks up as the volume of water is accelerated by gravity. Further along the tube begins to narrow, first to 10 feet round, 8 feet, finally to 6 feet. The water level rises almost to the top of the tube, and is accelerated still more. (Nope, Gargantua, sorry, strength fails again. Now even though the walls are close enough to press against they are still slick, and the water will back up against you increasing the weight with every passing second!)

This is all well and good you say but what's the punch line? The chute, like all fun things must come to an end. By now the party's torches should be out, or at best casting a flickering light only inches from the roof of the tunnel. The party will be carried along at a pace that will be hard to determine, but everyone involved will know it is fast.

All this sets the stage for the end of the tunnel.

Remember the dwarvish metal spears, and scythe blades? Remember Evinrood's fastidious preoccupation with keeping organic matter from backing up in the system? Remember that the end of most tunnels had a screen on them as a recurring design feature? At the end of the tunnel, with the party flying along at very good speed and little chance to stop, they will find a grating. Floor to ceiling spaced less than 8 inches apart are as nice a set of corrosion resistant dwarvish metal blades as you could imagine. As razor sharp as you could hope for! This should give any party encountering it cause to review their itinerary.

(Now you may think the party will end right here. Hasn't the fact that they have gotten this far proven anything to you? Delvers are the most devious and conniving scum on the planet, and there are a few ways to escape even this trap. (If Gargantua has a magic sword that will destroy all other blades it encounters, for example.) So make it hard for the party to see this one coming, and force some high level luck usage.)

Without armor the gratings are 100% lethal. With armor there is still a 30% chance (L3) of death or dismemberment keeping in mind that other delvers will stack up on the stopped one increasing the force!

This babe is three skulls if the party is unarmored dropping to two skulls if the party is armored. Either way, it's a really sharp little trap.



Trap #25: "How Long Can You Tread Water?"

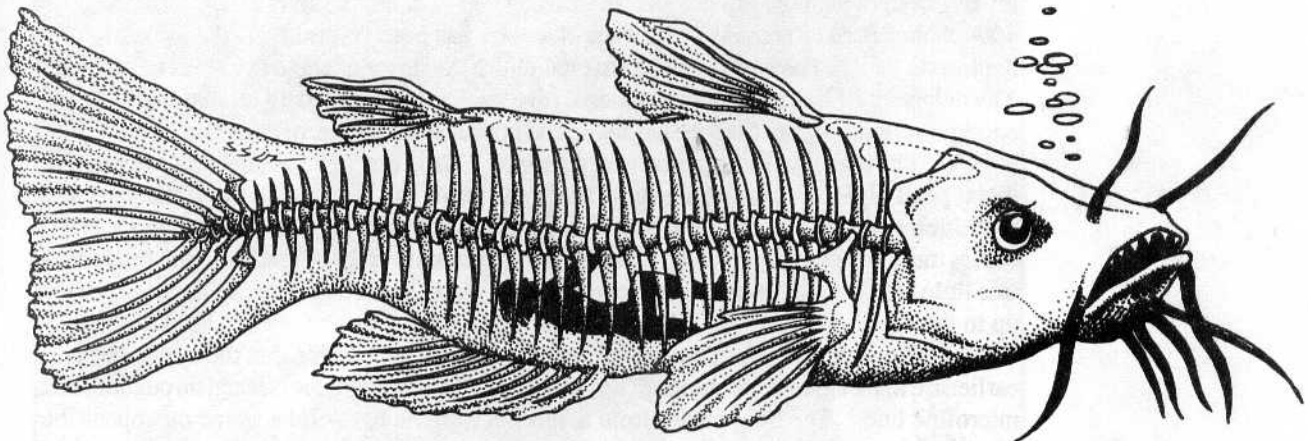
What is left of the tomb robbing party will be ejected out over a vast underground lake. They will be carried by the pressure of the entire river far out from the wall, where they will plummet to the surface of the lake below. 150 feet below! Luck will play a major part in surviving a fall from this height. There is a 30% chance (L3) that death will result from the fall. Drowning from the depth of the plunge is what will likely turn up on the coroner's report. (The last primarily applies to heavily armoured characters.)

At the point below the area in which most of the debris from the falls hits the lake there will be a collection of bones, most sliced into convenient 8 inch bits. It would be here that an appearance of the legendary Glass Catfish would be very convenient. The party winded, bereft of boat, thrashing about in the water, perfect!

The legendary Glass Catfish will be found lurking at the bottoms of this grotto. This baby is a giant breed of catfish whose flesh is transparent. The Glass Cat just lies waiting for lunch to come to it. Lying on the bottom he looks like an old skeleton picked clean and left by time, unless he has just eaten. Digestion can be a gross process especially if it is someone you know! He can grow up to 40 feet in length depending upon his food supply. (Almost always found one at a time this creature is like fighting a subterranean killer whale: VERY tough.)

If you find the fish and the party are reluctant to mix it up there is always a way to bait the delvers into diving down and stirring up the fish. Liberally sprinkle the bottom with about 15,000 g.p. worth of gold and gems mixed in with the jumbled bones and I don't think you will have any problems.

Keeping in mind that the "Fish" should be at least as tough as a 15 L Warrior (remember Gargantua) the trap only rates two skulls. With just the fish and the fall this trap is more scenic than deadly.



Trap #26: "What's The Matter? Cat Got Your Tongue?!"

By now the party will have noticed that they can see their way around this vast chamber fairly well. This is because of the lambent light cast by a huge statue of a cat sitting on an island in the lake.

This is clearly no ordinary cat and no ordinary statue. It is over 15 feet tall, and made of a transparent emerald-like substance. The light is odd in that it is not really bright, but very difficult to look at for long periods of time. The figure is obviously a cat but like no cat the delvers have ever seen. It is long bodied and obviously female, but it stands erect on it's hind legs. It is also holding in one "hand" a staff.

The statue's eyes are the only things not carved from the same transparent green stone. They are difficult to see clearly, but they seem to be a rich topaz color, embedded in

the statue.

The statue is facing a low pedestal upon which sets a stone coffin, covered with carvings. They depict a pair of figures, one a short male human and one a tall catlike creature. They appear to be locked in some kind of struggle.

If the party makes it to the island they will find it to be an oval roughly 50 feet long, and 40 feet wide. It rises barely a foot above the lake's surface.

If any of the party's magic users have survived this far they will detect no magic from the coffin or the statue, but there is a great deal of nonactive magic on the staff, in the statues hand. This staff is made of the same substance as the statue, with the exception that the staff is veined throughout with a very fine latticework of gold wire.

The coffin will yield the same scenes of combat seen from the water, but in more detail. Clearly they depict a wizards duel between the catlike creature and Evinrood. It is likely that this island is much associated with that conflict.

The coffin opens from the top. The lid can be removed with ease by any member of the party. The contents will at first seem to be a slab of the same translucent substance that makes up the cat statue. Lying under the emerald slab can be seen, vaguely, items of exotic jewelry, all cast in gold. This "slab" of emerald completely fills the bottom of the coffin, glittering. If any member of the party touches it, even with a sword or intermediary device, like a stick or staff, an immediate reaction will occur.

The "awful green stuff" is the horribly diabolical way Evinrood used to defeat the cat-demon. It is an algae which he projected from a compartment in his staff. This enabled him to both defend himself from its attack and counterattack with devastating effect at the same time. The abilities of this algae are threefold: first it will consume any carbon containing substance, second it grows extremely rapidly (so fast that it can seem to leap toward it's victims) and third it is very difficult to kill. The algae will lie dormant in the absence of "food" but once "food" presents itself the growth is explosive! This is where the delvers come in.

The "blob" will explode out of the coffin, and engulf the first character who comes in contact with it. (If a trapmaster is a real namby-pamby he could permit the character to drop the object up which the growth has occurred. Keep in mind this stuff is fast. There is only 40% chance (L6) of success.) After the character has been "consumed" the growth will be explosive.

The island will be covered with a thin layer of algae in a matter of seconds. The delvers will be left with two options; dive back into the lake and all that that entails—chomp—chomp—, or climb the cat statue and hope it is not edible, or attractive to the "blob".

The algae will stop at the water's edge. This is not an hospitable environment for this type of algae, as it is fresh water. The algae needs salt for its growth. If the party is in a position to watch they will see little fish come up and nibble the fringes of the algae as it comes into contact with the water. They in turn are instantly dragged onto the island and turned into little blobs of algal mass. It cannot grow in the water but, it loses none of its potency, right up to the edge!

The party that has climbed up on the cat statue will notice that the eyes mentioned earlier are in fact giant gem stones. They will also note that the statue is laced throughout with microfine lines. The light comes from a hole beneath the base of the statue that opens into a volcanic pit. The glowing lava is somehow magnified by the construction features of this incredibly valuable statue. If the party attempts to remove the "eyes" they will cause the statue to shatter into millions of shards. (If they are hanging onto it they will be dumped to the ground, or the next closest thing if they work over the statue after opening the coffin.) The "eyes" will remain intact and have a value of 10,000 g.p. each!

If the party has attacked the statue before the coffin nothing else will happen. If the "blob" is loosed first, after the statue crumbles and the party has fallen into the "blob" and been consumed, the lava which has been held in check beneath the statue is released. This is as a result of the releasing of a pressure plate in the bottom of the coffin. Once the "blob" has gone out hunting, the pressure will be released, and the quartz panel will be withdrawn, if the statue is destroyed. The lava will clean off the island of the last vestiges of the "blob". The party will only see this if they are in the water.

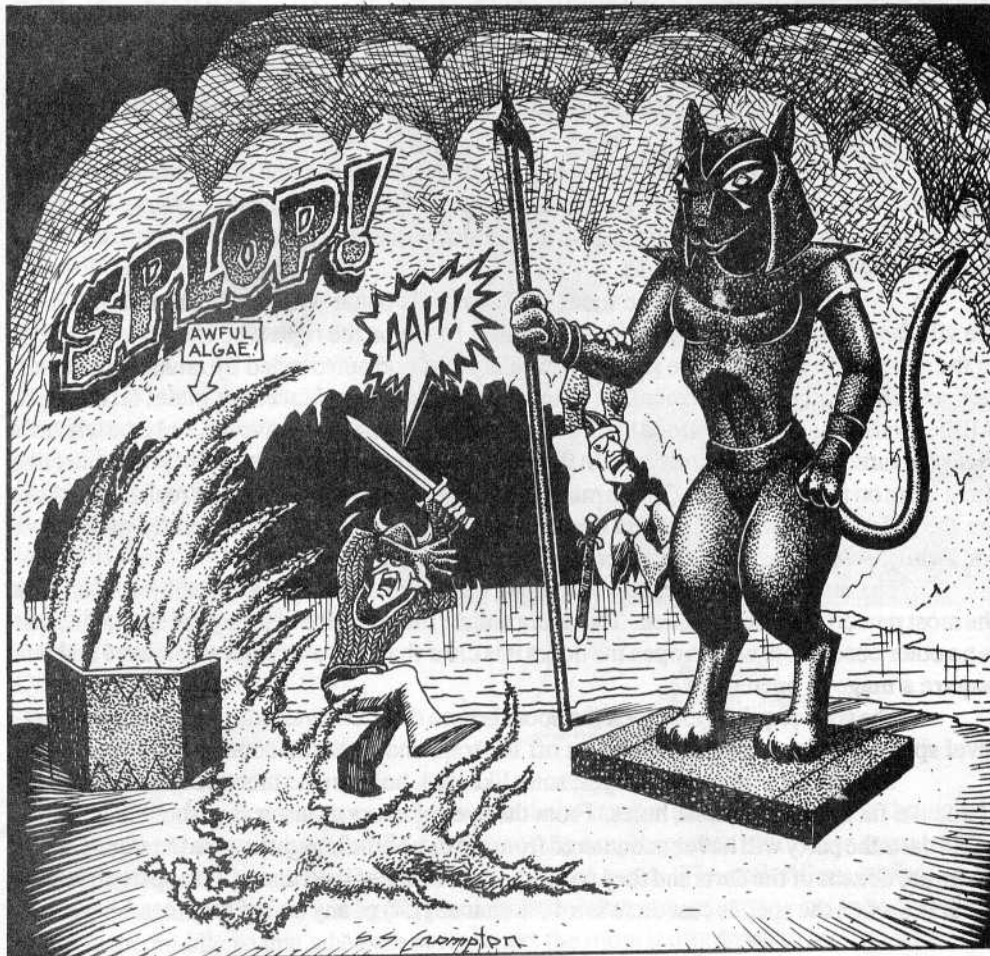
The only loose end in this whole setup is the staff the statue was holding. It is the staff of the catlike daemon that battled Evinrood. It will not be consumed by the "blob", and it will not be melted or burned by the lava. It still radiates powerful magic. If any member

of the party touches this staff his or her brain will short out. He or she will become in effect a first level wizard with one heck of a magic staff. (The staff will act as a magical amplifier making it possible for the character who possesses it to cast spells at any level once it learns them. This will be without the usual costs.) The character will also be transformed into a 15 foot tall catlike creature, with attributes and personality corresponding there too. The character will not remember anything of it's own past life and the brain patterns of the cat-wizard will not be able to impress themselves on the ordinary delver brain. (Brains? Imagine that; delvers have brains! Who'd have thought such a thing?) **IMPORTANT SURVIVAL TIP:** Don't play with the toys of high level wizards.

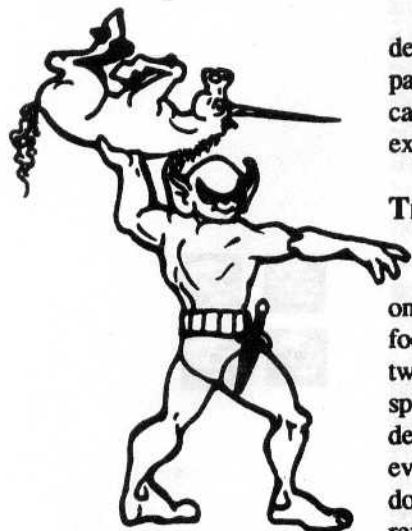
There is a way out of this lake other than trying to crawl all the way back up the river. If the party, or what is left of it, looks around the wall to the right of the waterfall, they will find the ranks of dripping stalactites interrupted by a column of green algae. This slimy pillar stretches up into the dim light until it reaches the roof of the cavern. If the gang of cavern crawlers inspects this more closely, they will find it to be the only practical exit from this chamber. Under the layers of algal growth, the tomb trashing party will find a rust coated ladder, almost corroded through in places. Ascending this slimy tower will call for a fair amount of dexterity and daring, coated as it is with muck. There is a 30% chance (L3) of any given member in any given turn slipping, or of one of the cross ties giving way.

At the top will be found a stone hatch. Someone of above average strength must be at the top of the ladder to open the hatch. (If not, require saving rolls as they try to change places). There is a 20% chance (L2) that a rung of the ladder will break as he tries to lift the hatch. (The reason it is so heavy is that there is a chest of treasure sitting on top of it.) If they make it through, the party will find themselves coming up into Trap #39 from below.

The Blob is a four skull horror; speed and animal reflexes are essential. Not opening the Coffin is the best defense. The gold in the coffin is all that remains of the cat creature. The cat wizard infected by the blob was trapped in the coffin by Evinrood. The lava will clear off the island and melt the coffin.



THE ROAD LESS TRAVELED



For the party of tomb trespassers to have even found this path indicates that they think deviously. This is good, it means they may last a few traps longer and prolong the fun. This path through the devious treachery of Evinrood's traps has as its theme missdirection. In most cases what you see is NOT what you get, or what you get is very definitely not what you expected, which leads us to...

Trap # 27: I'm Sure You'll Get The Point!

The doors behind the stucco are, once cleared, revealed to be the same as the doors on the right, the "Ye Olde Digit Dicer" lock type. They consist of two large 10 foot by 10 foot panels, 10 feet tall. The locking mechanism will seem familiar, however these have a twist. The party will discover to its chagrin that the door cannot be opened by a simple magic spell. In fact they cannot be opened by a complex magic spell either. They are two layers deep. The first was the decorative fresco coat that had to be chipped off before the party could even get at them. The second coat is a false stone veneer which is set in place over the real doors themselves. This stone veneer can be dissolved by magic, and the real doors will be revealed. But we should deal with those who don't have high level wizards hanging on their coat tails.

If the delvers treat this door as if it were just the ordinary "stick something in in the right pattern" three-hole lock they are in for a surprise. By now they will have learned, if they have encountered this type of lock before, that using your own digits to trip the lock is detrimental to ones continued well being. Some form of device is likely to be employed in the holes in lieu of a digit. This will be fine as the trap works in a new and startling way.

Once the appropriate digit sized device is inserted in the door the trap is triggered. Out of all three finger holes will shoot 2 and 1/2 foot long steel darts. These darts are propelled by powerful springs, and as a result they will splinter any wooden or fleshy objects used. If the digit used is armored the point on the dart is such that it will penetrate any but the finest or magically protected armor.

As you can see this variation will cause some surprise to delvers who expect one thing and are served up yet another.

Once the delvers figure that the stone facade is not the real door either the party's mage will blast away the rock or the beefier warrior types will manually remove the stone. Revealed will be the faces of two massive bronze doors of exactly the same dimensions. They are works of the bronze casters art.

They depict the climactic scene of Evinrood's battle with the deamon lord. There are vile faced terrors swarming all about a central figure on the right who is marshaling them to the attack. On the left is the stumpy figure of Evinrood surrounded by ranks of earth, air, fire, and especially water elementals. Their vaguely humanoid faces are intent on the fight. All the monstrous faces are turned to face the observer, not the respective foe, only the wizard's faces are turned toward each other. On the left hand door there are three empty holes just like there were on the stone facia. (There may be a few of the delvers who do not realize that these are the holes out of which the darts fired. Don't clue them in, let them timidly probe them for awhile. It will serve to heighten their apprehension.)

The bronze is hardened to a surprising degree so the doors are not subject to any but the most powerful physical attack. The doors radiate the presence of a magical spell. As there is no other observable way to open the doors it is clear that they are magically locked and will require a mage to open them.

The spell required to unlock the doors is not a difficult one. Almost any intermediate level spell of opening will suffice to set off the trap, and open the doors.

The baleful malice-filled eyes, sunk like dark holes in the monstrous deemonic and elemental faces were just that, holes. From the eyes of every monster face shoot the 2 and 1/2 foot darts the party will have encountered from the three hole lock attempt in the stone facade. There are dozens of the darts and they cover the entire face of both doors. If the party is before the doors when the spell is cast there is a 40% chance (L4) of any one of them catching a dart.

If the character misses, the number by which he misses will determine the number of darts he receives. They will each do 1D6+3 in damage, and will be stopped only by magical armor, dwarven steel armor, or regular armor of extreme thickness.

Incidentally, if there are any of the tomb traipsers left at this point, the doors open by themselves and swing inward. They are three feet thick (so that the darts can be loaded into the works.) and counterweighted to swing freely. (Lest the party thinks of purloining the doors, [Don't laugh it's happened before.] they are hollow, and their actual value (2,000 g.p.) is in the art work and in the trap mechanism within.)

The party will be free to continue on down the corridor thus revealed.

The door is a two skull trap, clever but the darts are a little wimpy to be rated three.



Trap #28: The Danger Here Will Be Crystal Clear.

The would-be tomb robbers will look down a broad corridor that is 20 feet wide, and 50 feet long. The ceiling is 15 feet high. They will see that after an interval wide enough to permit the bronze entry doors to swing wide the hall is occupied. In a rank along the walls on either side, for 30 feet, are 12-foot tall statues of warriors. These warriors are truly unique. They are tall, oddly thin warriors with unnaturally elongated limbs and long, hollow cheeked faces. They are sculpted entirely of crystal. These warriors are a symphony of sharp points and acute angles. Armed with pole weapons edged up their entire length, these objects would be dangerous to a character's continued health if they were even brushed against, let alone if they were to attack.

The crystal warriors are stationary and transparent. The light from the party's torches will be refracted into a million rainbow glints and highlights, by the thousands of crystalline edges. They are not as great a threat to armored warriors as they would be to lightly armored wizards and rogues who must travel light.

An alert leader will take one look at this arrangement of "glassware" and do his level best to smash the warriors where they stand. The statues are easily broken up. A sharp blow will do the job with ease. The statues will collapse into heaps of dagger-like shards, each shard glass-sharp on all its edges. Beyond reducing these statues to shards there is little else that can be done as further attacking the piles of shards will only result in smaller, sharper shards. Once they are destroyed there can be seen a mechanism like a stone piston that was fastened to the back of each warrior.

If the party is not astute enough to smash the statues, and instead goes on through the room, they will be entertained and diverted by a fairly simple mechanism. As the room radiates no magic they will be on their guard for mechanical traps. The entire floor surface is the activator mechanism. It is a long tilt plate rocker switch constructed to balance on a slight bump in the middle so that when the party enters the room it tilts down to set, and when they



pass the halfway point the party's weight brings it down on the activator.

The net result is that the crystal warriors are thrust forward on hydraulically driven pistons to smash into each other, and coincidentally any hapless delvers who are in between. This will have a two-fold potential for injury. First from the force of the pistons, which is considerable, and secondarily from the multitude of sharp and penetrating surfaces on the statues themselves. The chances of a party member actually being hit directly by one of the pistons is only 20%, (L2). The chances of a delver who is not heavily armored suffering a slash from a near miss is 30% (L3). As a result of the overall rough treatment the statues will shatter into shards as described above. (This may seem obvious, but if the statues are smashed in advance the location of the pistons will be obvious.)



Once the statues have been overcome the party may feel free to proceed to the large double doors at the hall's end. Wrong.

This trap may seem like a rather ornate but clumsy effort, rating a mere two skulls, but as with many of Evinrood's best traps this is just the set up.

Trap #28a: Just What Every Delver Needs, A Little Polish.

The doors at the end of the hall are the standard double doors, featureless, except for the three-hole lock mechanism. They are 10 feet tall and 10 feet wide. With the crushed crystal warriors at their back the party will likely feel that the doors are their only problem.

The doors are unlocked by the usual method, either a low level magical spell, or by "probing" the holes for the right one. When the locking mechanism is tripped is when the fun begins again.

The first noticeable reaction to the unlocking of the doors is that the floor of the room the party is in splits down the middle, dumping the party and the crushed crystal warriors into a chamber 30 feet below the main hall. This chamber has a rounded bottom and is 50 feet long by 20 feet in diameter. Once the tomb traipsers land in the chamber the weight of their fall causes doors over their heads to close and lock in place. This will effectively create a 50 foot long cylindrical can inside which are the party, and several hundred pounds of crushed crystal.

A quick thinking wizard may fly himself out of this trap by not allowing himself to fall but most other delvers should be trapped by this. If you are feeling sporting you can give them a 40% chance (L6) to evade the trap if the delver can come up with a way to stay up, and acts on it.

Now comes the part that makes this really special. Once the lid has trapped the delvers a door is opened near the end of the giant can. This door is at the end of a tunnel that leads back to the underground river. The purpose of this water shaft is to turn a large water wheel at the greatest possible velocity. The water wheel is joined to the end of the trap can by a series of geared wheels (Evinrood's design, dwarvish manufacture.) The trapped delvers are in no position to appreciate this marvel of manufactured genius, but they are uniquely placed to enjoy its effects.

As the water brings the wheel up to speed the gears will turn the entire cylinder mechanism at an increasing rate. The cylinder's far end is anchored by a large axle that allows this turning to proceed smoothly. The party inside the can will be subjected to the exact same treatment that is used to polish gem stones smooth. The crushed crystal, and the buffeting turning as the speed picks up will be sufficient to take the edge off even the most uncouth, loutish warrior. (If you want comic relief you can have the speed increase slowly enough that for a short period of time delvers who are sufficiently agile can run in the direction of the spin. Of course the river is tireless, the same can seldom be said for the average dungeon delver.

Once the tomb robbing party has gotten out of the Tumbler Trap (and believe me a party eventually will, in some devious and destructive manner.) They will find that the 20 foot wide doors have been released. (One or the other of the opening trap components also releases the doors, I forget which, perhaps the one that turns on the water?) The party will be confronted by a "T" intersection. To the right and left are 10-foot wide doors. (There is also a secret panel but for reasons that will become obvious we are saving this for last. The party is being offered two perfectly obvious alternatives, why would they look for a third?)



The polisher is a four skull trap for artistic value as well as torturous intent. The one - two, phased set up wasn't bad either.

If the party elects to go to the right proceed to the next trap. If the party elects to go to the left then go to Trap #44 and run things backward to this point!

If by some tragic mischance the party detects the secret door, then go to Done Too Soon. (With any luck they'll get there none too soon.)

Trap #29: Heated Harassment Harries Hapless Hunters.

The stair to the right leads upward 30 feet and is 10 feet wide. The stairs themselves are metal and inclined at a steep angle. At the far end of the stairs is a nonstandard door, the details of which are hard to make out at this distance. As the party climbs the stair they will, within 10 feet of the bottom, encounter some cobwebs. They are slightly sticky and break easily to the passage of the torch or the brush of a hand. They cover the entire opening of the stair way, but so thinly that they are only just visible in the torch (or whatever) light. Concealed amongst the cobwebs is an ultra fine trip wire. The wire is strong enough for the delver who breaks it to have an 80% chance (L2) of detecting that something is amiss.

In a complex of chambers above the stairs there is a network of steam vents. Their source is geyserlike geothermal energy. When the wire is broken, the steam flows down conduits in the walls and into a network of metal pipes under the stairs. The bottom of this pipeline is perforated so that the steam will flow out fast enough so to permit a steady flow of more fresh, hot steam. All this drains down into a vast chamber under the stairs. The stairs will in short order take on the heat of the live steam, and reach a temperature of several hundred degrees. Barefooted characters will be deeply distressed; those with armored foot gear will also be negatively affected as their "protection" heats up.

The best part of the trap is that the door, when reached, has no handle, and seemingly no opening mechanism at all. The plaster that covers it is laid over iron so attempts to dig through or chop down the door will be fruitless, and time consuming, as the temperature of the stairwell increases. If a character spends more than three turns engaged in strenuous activity at the top of the stairs there is a very real chance of heat stroke! (The chance should start low, say 20% (L2), for turn 3 at the top, this should escalate to a 30% chance (L3) for the fourth turn at the top, and so on.)

The punch line of the joke is that the door will open by itself in 15 turns, when the supply of steam runs out and the residual condenses. At this time the door simply drops into a slot in the floor, assuming the party has not so deformed it that it will no longer fit.

I like a hot foot as much as the next guy and this one is pretty well done, but with the exception of the heat stroke potential, and some potential foot burns, this trap only rated one skull. This trap gives the party a chance to take a "breather" for a change.

Trap #30: "Put That Down, You Don't Know Where It's Been."

When the door is opened it will reveal a room 30 feet by 30 feet with a 15 foot high ceiling. The door is centered in one wall, and all the other walls are featureless, save for frescos on the stucco depicting a short stumpy wizard doing battle with a warrior wearing a bright crimson suit of armor. The wizard seems to be getting the worst of the battle. At various points the scenes depict a variety of magical attacks being defeated by the armored figure, who is pursuing the wizard determinedly.

The delvers will get a chance to inspect this wonderful armor first hand. There before the party, in the center of the room, arrayed on a frame manikin is the same suit. Needless to say it reeks of magic at a level so high, and spells so over lain that it is hard to discern just exactly what they are intended to do.

If the party is wise they will give this armor a wide berth, but if they were wise they would not be traipsing about this deep delver shredding machine.

The armor seems to consist of crimson baked ceramic panels. Close inspection will show these panels to be made up of tightly packed fibers in a resinous matrix, baked into the various necessary forms for plate armor. The most unique aspect of this suit is that the helm



is featureless. There are no eye openings at all. In all other respects this armor seems made to fit a normal human.

Don't fear; eventually someone will crack. Then either they will try it on, or some member of the party will be "volunteered" to try it on. Better still, not trusting each other various members of the party will try on various parts at the same time. What they will find is that the armor will conform to who ever dons it, from the most petite female rogue to the most burly brute of a warrior. The second thing they will note is that the armor will not allow itself to be worn over other protection. If a delver attempts to put the armor on over another piece of armor, regardless of its nature, the crimson armor will absorb the other piece and the original armor will no longer exist!

The party can test the armor to their hearts content. Magical spells cast at the armor are either deflected off, in the case of the more elemental powers, flame, wind, or energy blasts, or they are absorbed into the fabric of the armor in the case of more cerebral spells, like mind control, illusions, or death spells that attack the substance of ones being. It is proof against enchantment up to any level the party, in fact any party can generate. All in all it is a most remarkable suit!

In all the joy of finding a room where nothing is trying to kill them, and a treasure that is genuinely a treasure, the party may not notice that the frame manikin from which they extracted the suit is still radiating very powerful magic. This will require a direct detection of magic spell upon the frame manikin. The only spell remaining hereupon is one of restraint, at an unprecedented level. (Note the subtle hint!) The party will also note if a wizard tries to cast magic with the armor, or a piece of the armor on he finds that the armor works just as well from the inside as from the outside. In fact if the wizard is wearing the gauntlets and casts a flame spell he will be subject to the blast reflected back into the gauntlets and toasting his hands!

If all this seems too good to be true IT IS. The effect of the armor will begin once the wearer is outside the 30-foot range of the frame manikin. This armor is in fact proof against all magical attack. It was created to house the deemonic assassin sent by Selgolub in one of the earliest attempts to destroy Evinrood. This deemonic agent still exists, trapped by Evinrood within the fabric of the armor itself. The armor cannot act as an agent of destruction, not having the substance to move itself unaided. The imprisoned deamon trapped therein can and will take over the wearer and thus once again become the killing machine it once was.

If one member of the party is wearing the armor he will be destroyed by the deamon, and the armor-encased monster will attack the party with a vengeance. The magic defense capabilities are already known, as for the deemons martial skills, he will have whatever weapons the character previously had and 5 times the physical attributes. The armor will take up to 20 points of physical damage per turn without material damage. Magical weapons are ineffective against it except as they represent the weapon type. (For example: The "Broadsword of Burning" usually a 100D6 weapon, has the affect of an ordinary broadsword.)

The best form of chaos is if two or more members of the group are wearing parts of the armor. Then the deamon takes them all over. The thus-subjected members of the party then will attack all the unaffected party members. (The parts of the "daemonized" characters protected by the armor are defended as above, but there is no enhancement of attributes.) If the attackers are successful they will turn on each other until there is only one left who will don all the armor and stalk out of the dungeon seeking the shade of Evinrood! If the remaining unaffected members of the party can render the affected members unconscious they can remove the armor and toss it back into the room, where the restraint spell holds the deamon contained, and the unconcious delvers will return to normal. (This trick only works with partial armor wearers, if the affected delver is wearing the whole suit, even if the armor is defeated he is dead.

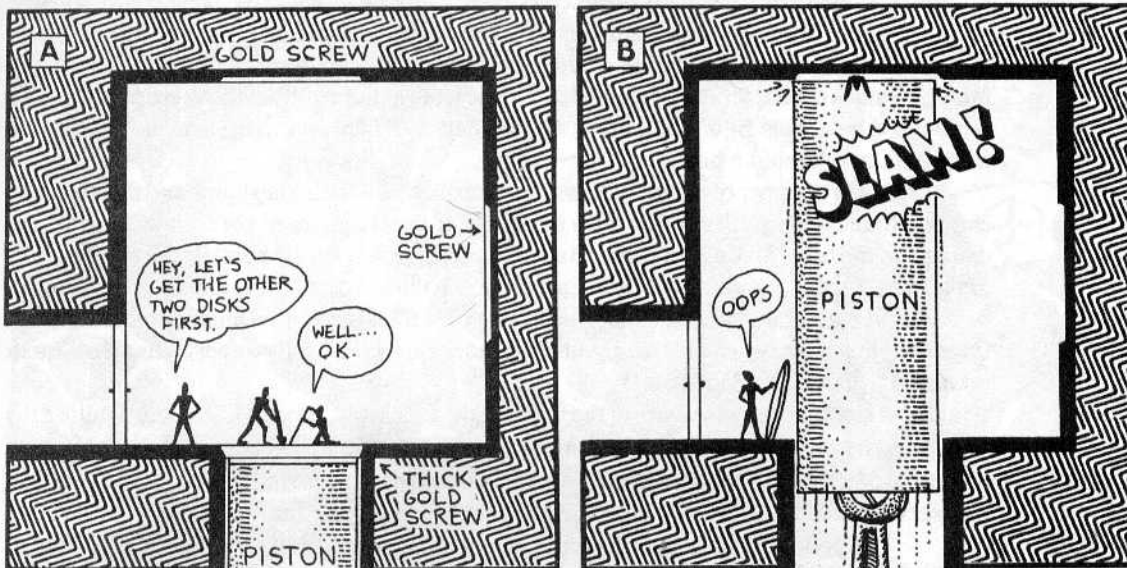


While not a genuine trap in the mechanical sense this armored suit is better than fly paper where tomb robbers are concerned. Still it only rates three skulls. The whole setup is absolutely safe if the delvers just say, "No."

Trap #31: Proof Positive That All High Level Mages Are Screwy!

To leave the armor room requires that the party find one of two doors concealed under the stucco, or they can return the way they came. If they detect the hidden doors they will find that there is one on the right as they entered the room, and one on the left. The doors are centered in the middle of each respective wall, and are the usual 3 hole lock type, 10 feet wide. Starting with the right hand side the party will find the door opens into the armor room, and that it leads into a small 10 foot by 10 foot hallway. Directly opposite the door through which they entered is another door. This one is also the standard dungeon door, and it opens inward.

The room revealed by this door is decorated in the most amazing style. The entire room is covered in stucco, with the exception of the floor, which appears to be inlaid stone. The predominating pattern is one of large circles. The room is 30 by 30 feet with a 30 foot tall ceiling. Centered on each wall, the ceiling and the floor are a recurring design. A large, 12 foot, circle, centered by a much smaller one, about 1 foot in diameter. The large circle is painted a rusty iron reddish brown, with the center, smaller circle being gold.



Close inspection of the gold circle in each wall will reveal that each disk is inlaid in the plaster, and bisected with a groove. If the party senses for magic they will find that there is none to be found anywhere in the room. The groove in the golden disks is just right to accommodate a broken sword, or flattened shovel blade. (I for one have seldom seen a delving party in possession of a 1 foot wide screw driver, but with dungeon delvers...you never know.)

If the party starts with the disks on the wall they will find that by twisting the disks they will work free of the walls. They are about 1 inch thick and seem to be solid gold (value about 1,500 g.p.). The one in the ceiling is exactly the same. (Lest the delvers try to pull a fast one on you, remember the door makes it so there is only three disks from the walls, and the ones in the floor and ceiling.) The disk in the floor will prove a little bit of a problem, it seems to be attached to a somewhat larger, or perhaps thicker disk. If the party continues turning the disk in the floor will begin to show itself to be in fact much deeper than the ones on the walls.

The floor disk is in fact a large golden screw, turned into the floor. As the party turns it out they will see there is much more gold in this object than in the other four put together. Once the screw has withdrawn 1 and 1/2 feet out of the floor, the trap will be activated.

This screw is in fact an anchor for a large iron piston in the floor. Once the screw is withdrawn the entire 12 foot iron disk is propelled to the ceiling by pneumatic pressure. Clearly this will have a deleterious affect on any delvers turning the screw, as well as anyone loitering around near by. There is a 40% chance (L4) that a lucky or agile delver could leap free before the deadly impact. (For real amusement value allow partial success to count and have the delvers pinned by various crushed appendages depending on the amount by which they miss their rolls.)

All is not lost: with much grunting and groaning the party, using brute force and



leverage, can still pry the screw free from its resting place mashed into the ceiling. The value of the gold screw is easily 10 to 15,000 g.p.

There is no other exit from this room save the door that the party entered from.

As artistic as this trap is, once again it requires a large blind spot on the part of the delvers. Three skulls for lethality, one if the party has the collective brains of a handful of walnuts. (Well, they might actually figure this one out!)

Trap #32: "To Sleep, Perchance To Dream..."

The party will be forced to backtrack through the armor room. From here they can either flee the dungeon, hopefully screaming in terror, or they can go over to the door that was on the left, as they originally entered the armor room.

Once the typical 3 hole lock has been overcome, they will find themselves in a corridor 10 feet wide and 20 feet long and 15 feet in height. The door at the end of the corridor is truly different from most of the rest encountered so far.

It is set in the middle of a wall covered in green tiles. It is only 5 feet wide and 8 feet tall. It is made of red stone with the details of a great battle graven on its surface. There is an army of hundreds of warriors arrayed against one man standing upon a small hill. The single man resembles the depictions of Evinrood that the gang of tomb robbers have seen before. The army is led by a huge figure on a horse drawn chariot. There is no magic on the door, and it has a common knoblike handle.

If any member of the party turns the knob there will be a loud bang, and the knob will explode in the hand of the person who turned it. If the character is not using a gauntlet the damage to the hand is considerable! (Barring magical intervention he will lose effective use of the hand.) If the delver in question is armored, and the armor is not magically impenetrable, he will find that while the explosion has not affected him, there are a number of small metal fragments that have penetrated his gauntlet. If the armor is magically impervious then the trap is wasted! (Curses, foiled again!)

If the character is wearing the non-magical gauntlet, he will likely start pulling the flechettes out of his paw. When he removes the last one he will begin to feel the effects of the herbal potion that was applied to the knob. (If the guy had no gauntlet at all, exsanguination will serve to flush the potion's affects right out of the system. Lucky him.)

The potion's effect is to cause the delver to fall into a deep narcotic sleep. This will last for 5 full game turns, despite all efforts to mitigate the result. During this time the delver will be subjected to wildly hallucinogenic dreams. These dreams will forecast the termination of members of the party in a variety of horrible fashions. The visions never show the traps themselves, only the end results: bodies covered with bugs, characters entombed in sand, or writhing on the floor of a room clutching at their throat. I'm sure you get the picture.

(Note: Take the player aside and tell him all this. It will sow the seeds of dissent, even if the player rushes back in and tells the whole truth. No one will be entirely sure he isn't holding out.)

After the knob explodes there will be revealed a panel under the remains of the lock trap. This panel will have the familiar 3 hole lock mechanism. The door opens outward into the corridor. This trap set-up rates as at two skulls.

Trap #33: "A Thousand And One Ways To Use Killer Bees!"

This trap is a genuine work of art. I won't even let Grimtina come into this room for obvious reasons. It is grim and foreboding in its potential, and beautiful in its execution. The open door brings the party face to face with a horse drawn chariot at full charge.

The wild eyed stallions are literally about to lunge through the open portal upon the unsuspecting party. The delvers torch light will flash brightly in the glaring eyes and caress the contours of the flaring nostrils. This apparition should cause even the most hardened delver to jump back.

After a momentary pause the party will find that they are confronted not by a warrior's ghost reaching across the span of time since the tomb was closed but a remarkably life like reproduction of a battle chariot. As the party looks into the room they will find it is filled with



STATUES OF LIMITATION ...



OR: NONE OF YOUR BEES WAX !

a veritable army of statues. In paraded ranks on either side of the chariot can be seen, glinting in the light of the torch, ranks of demonic looking soldiers. They are clad in blue enameled armor, and holding 6 foot long spears. At their belts are short swords, and on their heads are bizarre flared helmets that partially obscure the hideous faces.

Behind the first chariot there is another. Further back in the room on a raised dais at the rear can be found a coffin. It is covered with a blue enamel looking almost as if it were a solid block of blue sea water captured while in churning motion.

The warriors are all slightly over six feet in height. They also can be felt to radiate magic. The spell is of a very low nature, almost a simple maintenance spell. Upon the party's intrusion into the chamber in any fashion the spell will dissipate. (At this time please note

the operative word intrusion. This means any form of entrance into the room. If, for example, the party looses a crossbow into the room intrusion will have taken place.) When the magic dissipates there is no noticeable affect. (Most delvers hate the line, "No NOTICEABLE effect." they are sure there is some UNnoticed affect that they have missed.)

There is very little room in the chamber to move about. The statue-soldiers are packed in with only inches separating them. A close tactile investigation of the arrayed force will reveal them to be fired terra cotta. They are a brightly painted porcelain army, each one, his weapons and armor, of a single piece.

Now I, for one, see the party reacting in much the same way that it did when confronted with the crystal warriors earlier; that being to start smashing the statuary. This is the natural tendency of a gang of delvers when confronted with any extremely valuable, but vaguely threatening object. If they do follow this course they will find the statues easy to upset. In fact they are balanced in such a manner that it is almost impossible not to tip one into the next, like giant dominoes. The resulting serial crashing should momentarily warm the cockles of the delvers tiny vandalistic hearts. Then will come the time to pay the piper, or in this case the beekeeper.

If the tomb robbers are still possessed of one or two thinking individuals, or are operating on a greed based system of looting, the value of these statues will be immediately obvious. Each one is an artistic masterpiece from an era gone these thousands of years. If they could be transported intact to a major city they would have a market value as high as 3,000 g.p. each. This would diminish if they were dumped on the market all at once but even massed as a haul they would bring 875 g.p. each. The chariots would be worth three times that.

A party thinking like this will take great care not to break the statues. It is for their benefit that the area is so closely packed, and the warriors so carefully balanced. Even with due care, for a fully armed and equipped party to be able to cross this room to the dais will require the utmost dexterity and agility. Notwithstanding their best efforts there is still a 20% chance (L2) of accidentally setting off a smashing chain reaction.

The magic spell that dissipated at the party's intrusion into the chamber was one that held in a form of magical stasis the occupants of the statues. Contained within each statue is a small swarm of so-called Killer Bees. (Don't you just love that name, so evocative!) When the chain reaction toppling begins, the bees will swarm, irritated by the crashing falls that release them. To be sure a few will be done in by the crashing of the statue containers, but rest assure there are more than enough survivors to go around.

The swarming bees are not dangerous as single individuals. (Although there is always the pleasant possibility some delver is allergic, about 1% chance!) It is in a swarm, or in this case groups of swarms, that they are lethal. Even armored tomb crashers are affected. Any exposed patch of skin that can be reached by a creature smaller than 1/2 an inch in size will be attacked.

Oh yea, there are ways to take care of these critters: poison gas, high grade commercial bug bombs, a really large, fast ant eater... but they are tough. Most parties won't survive to reach the coffin. (Now you see why this room is off limits to Grimtina, with her dexterity it is not a matter of if, but when. I'm not that worried about her well being. It's the thought of sitting up nights with a pot of super-glue trying to reset this baby...)

This trap is beautiful to look at, but rates only two skulls. The bees will chase the delvers off. Chances of death are slim.

Trap #34: "Did Some One Mention Poison Gas?"

After the beauty of the last trap the childish simplicity of this next one is almost embarrassing. Upon reaching the coffin the party will find that it has a lid that is almost indistinguishable from the base. The stone from which the coffin is carved is unlike any you have ever seen. Even a dwarf will be hard pressed to remember any like it. The stone is rare and of great inherent value, perhaps as much as 15,000 g.p. delivered in useable condition. A dwarf, if present, will have a 60% chance to identify it as having been quarried on the long lost continent of Hy-atlan, sunk beneath the sea millennia ago during the myth-shrouded Age of Upheaval. This stone's like is found nowhere else in the world today.



This is all very nice and will serve to cloud the issue. Once the party summons up the courage to open the lid they will release the trap mechanism.

Simply put, once the lid is moved a piston that fills the base of the coffin begins to push upward forcing out of the long deep shaft within a heavier than air toxic cloud. Even attempting to put the lid back in place will not stop the outflow for long. The piston will simply continue until the pressure build up is sufficient to displace the lid. The gas will begin to build up and spill out over the floor. If the party left the entrance open it will not reach higher than the delvers ankles. If the door was left closed then the room will eventually fill. This will kill any remaining bees, and any air breathing members of the party.

There is a 90% chance (L2) of any one member of the party reaching the door and opening it, this will diminish by 10% for each passing minute until the point of 0% chance then the party will be beyond caring if the doors are open or closed.

If by some miracle there are non-air breathing members of the tomb robbing team, or they get the door open they will find no treasure inside the coffin.

The gas trap is a one skuller, unless the party is made up of real boneheads.



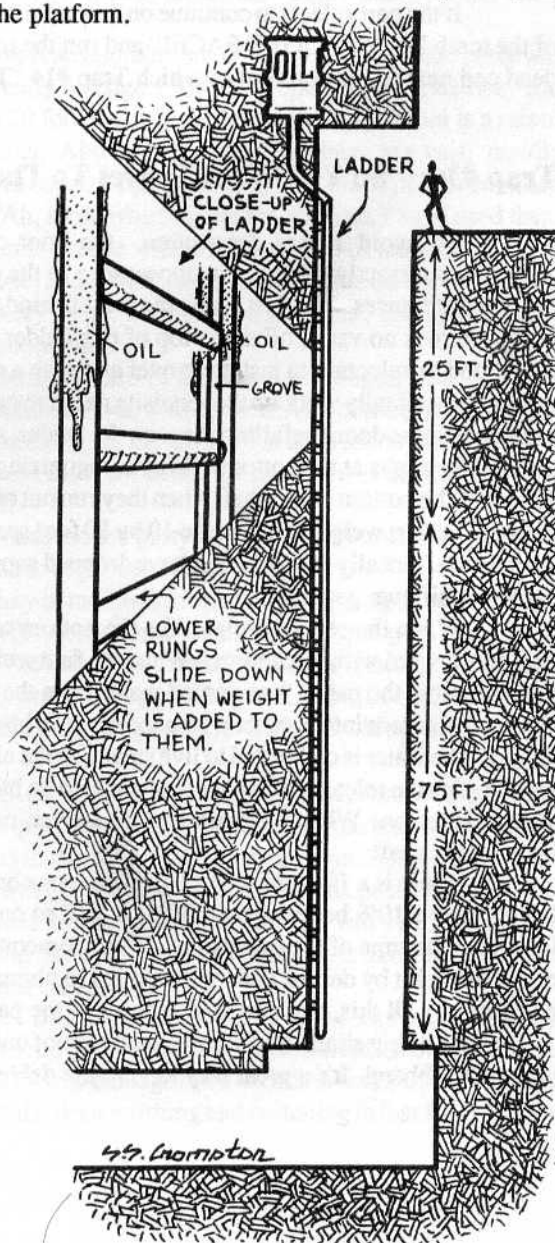
Trap #35: "Cummon Guys Get A Grip!"

Once the party has exhausted all the options of this room without finding the elusive treasure, they will begin to search the walls for doors. On the wall opposite the entrance beneath the stucco, as usual, there can be found two doors. The doors are located just beyond the ends of the coffin at either end of the platform.

Both doors are of the three finger hole type, and once opened present the delver with the same vista. The doors open into the room of the terra cotta soldiers, and reveal a 10 foot by 10 foot shaft leading down. There is a ladder in each shaft, but it is on the wall opposite the door in each case.

Let us begin with the door on the right. Clearly to go on will call for a leap of faith. Sure there are ways to laboriously inch a party's way around the walls over to the ladder. Pitons and climbing ropes, and such craven devices come to mind. A more likely delver I.Q. level solution will be to tie a rope to a party member and have him jump over, and grab hold of the ladder. To the party's surprise this will work. It will also set off the trap.

In a reservoir at the top of the ladder is a tank of thin, and extremely slippery, oil. When the first party member's weight is put upon the ladder it will slip down a fraction of an inch, allowing the oil to run down the sides of the ladder. Very little of the oil will get on the crosssties, but close observation will reveal the crosssties are set in parallel grooves on the sides of the ladder. The oil will coat the sides very, quickly. Other than glistening in the



47. Gromator

torch light the oil will seem to have no affect.

At some point the party will have to continue on down. If they give up on the ladder all together they will need 90 feet of rope to reach the bottom of the shaft. If they trust the ladder, they will find, if their initial tester is willing to climb up and down a little, that the ladder is perfectly safe and solid for at least the the first 25 feet down, and back up. Hopefully at this point, oily sides notwithstanding, the delvers are likely to give the ladder a try.

At a point 55 feet down there is a series of 10 rungs, any one of which will cause the trap to activate. Once weight is brought to bear on one of these rungs a release in the upright sides of the ladder is tripped, and all the cross ties are released. As they have been thoroughly lubricated, they will slide down the grooves until they reach the bottom of the shaft, 45 to 90 feet below. Efforts to grab hold of the sides of the ladder are largely futile. First because of the lubricant oil, and second because of the falling cross ties. Any grip will necessarily require all or part of the delvers hand to cover the groove. Thump, the first cross tie hits, thump, the second, the third, and so fourth, the chinese water torture has nothing on this. Eventually the repeated impacts, or the weight of the mounting crossties (not to mention other members of the party foolish enough to be on the ladder above) will knock even the toughest delver off.

Eventually the tomb robbers will end up in a heap along with 80 metal crossties at the bottom of the shaft. The shaft and the ladder end 10 feet before the actual floor as the tunnel continues off in that direction.

This is a three skull trap, fairly lethal. It escapes four skulls by the fact that most delvers will tie themselves off to the top somehow, and thus escape the death plummet.

If the party elects to continue on down the tunnel thus discovered return to the portion of the tomb labeled "RIGHT FACE!" and run the traps in reverse order! This corridor will dead end next to the door out of which Trap #14 "Things Get All Screwed Up." emerges.



Trap #36: "So You Want To Get To The Bottom Of This, Eh?"

To avoid a long description, the door on the left leads to a shaft and ladder arrangement exactly the same in appearance to the one behind the door on the right. There are two differences. The first is that the shaft behind this door is 200 feet deep, and the second is that there is no vat of oil at the top of this ladder. As with Trap #35, the party will in all likelihood be reluctant to just jump over and grab a rung. With patience and careful coaxing they will eventually work up the requisite nerve to perch themselves on the ladder. They will be sure of some doom befalling them on the ladder, so this time there is a surprise in store for them. The trap is at the bottom. After an agonizing descent the party will find itself within 10 feet of the bottom of the shaft when they run out of ladder. The party must drop to the floor below. The first weight that hits the 10 by 10 foot space at the bottom of the shaft sets the trap for the next. (Ideally the party will have dropped something down the shaft as a test and really cooked their own geese.)

When the second weight hits the bottom of the shaft the 10 by 10 floor panel will explode upward with great force! When the first weight hit the panel, it locked in place. Into a room below the panel, was vented water from the supply that honeycombs the tomb area. This water comes into contact with another of Evinrood's dormant fire elementals contained herein. The water is converted to live steam, as the elemental is annihilated. Then the second weight trips the release that causes the panel to be blown back up the shaft by the force of the steam explosion. When the panel hits the ladder, parts of both will become shrapnel flying back up the shaft.

There is a 10% chance (L10) of someone on the plate surviving. Delvers still on the ladder have a 10% better chance (L9, L8, and so on) for each 10 feet up the ladder they are located at the time of the explosion. (Thus someone still at the top will have a 70% chance of not being hit by debris, and, or dislodged to plummet to the room below.) The ladder will be ruined by all this, and certain members of the party as well!

Four big skulls for this one, death is not only likely, but probable for at least one of the tomb robbers! It's a great way to give the delvers the shaft...



Trap #37: "Evinrood Trys To Dust Off The Party."

Any party members who survive the Explosion will find themselves in a rapidly filling pool of water at the bottom of the ladder shaft. This is not intended as a trap in and of itself, it being the last remnant of the water supply used to set the trap originally. The space at the bottom of the shaft will fill up to the level of the old floor then stop. This does create a pool 10 feet deep, in the 10 by 10 foot shaft. Heavily armored delvers will be well advised to exit as fast as they can through a door in the wall directly under the place where the ladder ended. (Any delvers that are really slow on the uptake can be forced to make a roll to survive being immersed. However, at this point it is unlikely that any of them will be dumb enough to stand about and wait for the water to lap over their heads.)

The delvers will find themselves in a corridor 30 feet long and 10 feet wide. At the corridors end there is an obvious door. The doors surface is covered with bronze plate into which a design has been impressed. The design shows the stubby figure you recognize as Evinrood. He seems to be fighting a battery of half-seen images, the rest of the inlaid figures are very indistinct. They seem to be horrific creatures but the work appears to be incomplete and the images only half formed.

The door has a golden lever as its latch release. (The gold value is about 150 to 175 g.p.—the question WILL be asked.) This will give the party a few moments of concern, especially when they pluck up the courage to turn it. (A gang of delving thugs don't like anything out of the ordinary, and will often bicker about the "signs and portents" of a "different" event endlessly!)

When the latch is depressed there is an audible "click". (If you thought the party was concerned before this should put them really on edge.) The door opens into the hallway and reveals a room 30 feet by 30 feet with a 20 foot ceiling. In the center of the room is a raised dais on which sits yet another sarcophagus. Above the sarcophagus there is a vast, rapidly turning ceiling fan, the arms of which are over 10 feet in length. It is made of woven rattan and as such it is not likely to be lethal. (Ah, those whirling blades of doom, I have used them well, alas.) The fan does cause a fairly stiff breeze within the confines of the room.

The sarcophagus is made of black stone, and is very plain, save that the lid is held in place by four golden balls. These balls are very large, 14 inches in diameter, and appear to be attached somehow to the top of the sarcophagus.

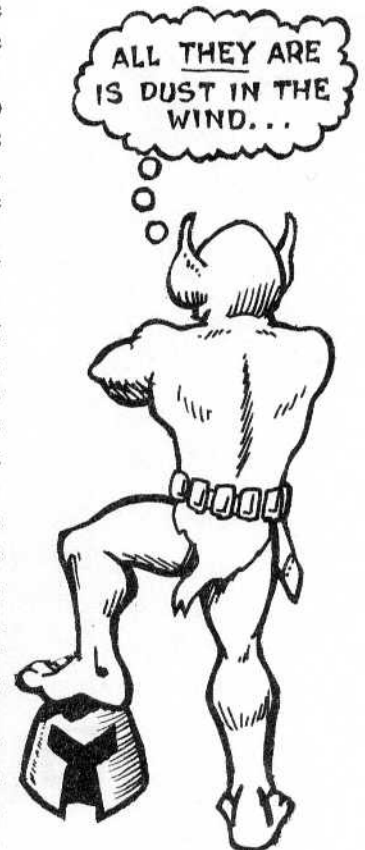
The walls of the room are covered with a fresco of Evinrood working in what seems to be a laboratory, when a large birdlike creature arrives with a parcel. Out of the parcel emerges an army of misshapen deamons. Evinrood struggles in vain against them and is overwhelmed. The last panel shows Evinrood rising from the floor in his laboratory, and the deamons are gone. Every last one of them, vanished!

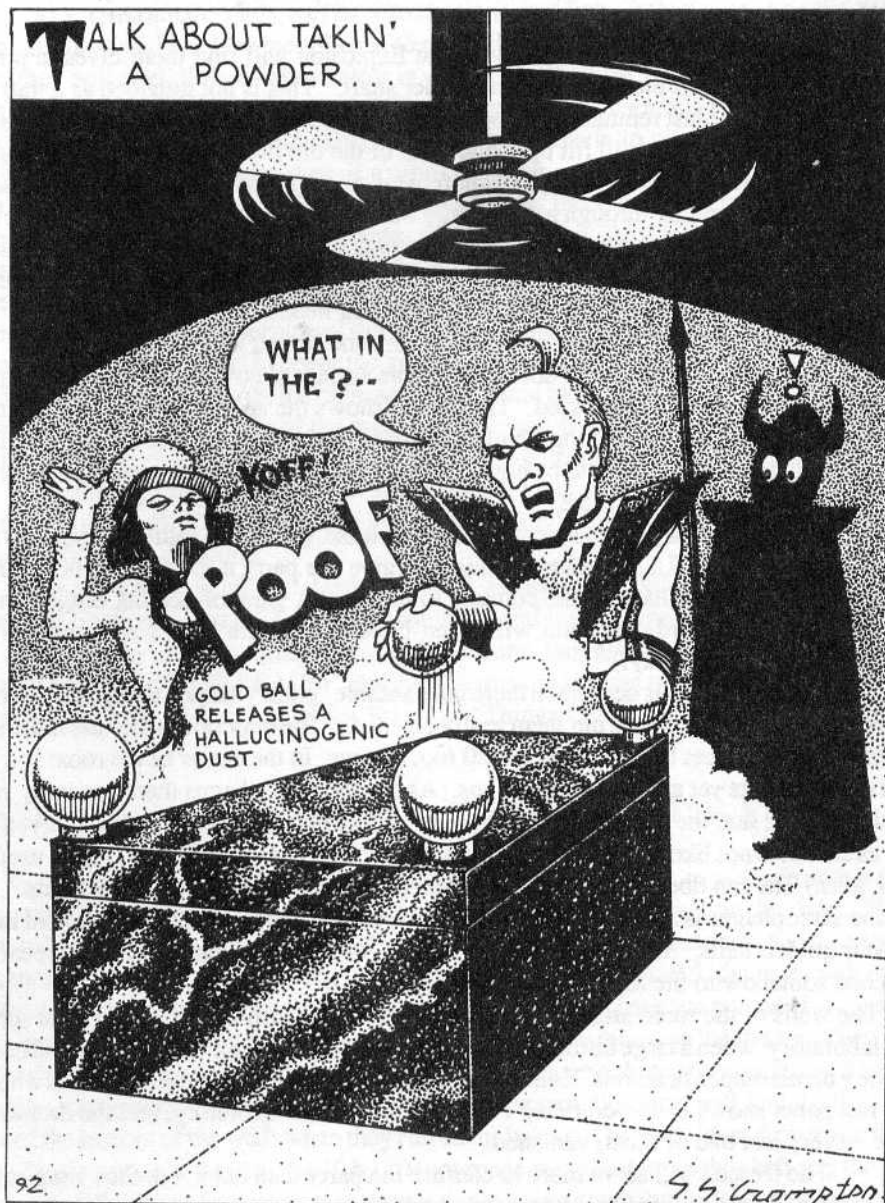
The frescos will serve more to confuse the party than aid it, but then what can they expect from clues provided by an eccentric high-level mage?

The tomb robbers will try a variety of methods to open the sarcophagus before trying the gold balls. Which they are sure are will release some bizarre doom. But, gold being gold, the balls will keep drawing them back. The balls are screwed onto metal posts at the corners of the sarcophagus. They will turn easily and after a point they will come free. The balls are fairly thick but hollow, their value in gold is 1,250 g.p. each. But their chief value will not be the gold but what they contain.

Just as the party frees the first ball (It would be really wild if the delvers would release all the balls at once!) a very fine whitish-pink powder will spill out of the ball. This will be very hard to stop as the posts are 5 inches in diameter, and the party is unlikely to expect the golden ball to be a container. The party will also be lifting the ball off the post so a large spill is even more likely. The powder is so fine that the wind from the fan will swirl it instantly about the room. If the delvers trashed the fan earlier on, in act of delverlike vandalism the effect will be diminished but by no means eliminated.

The powder is the "dust" of the "Blood Dream Poppy". It is a violent, and nearly instantaneous hallucinogen. Characters with below average constitutions (including those who's constitutions have been weakened by trap damage) will succumb instantly to the drugs effects. These individuals will collapse to the floor writhing and twitching in fear from dreams





too horrible to imagine. Among these individuals there is 40% chance (L4) of complete madness. (If all four balls were removed at once the dose will be massive, and the chance of madness for below average delvers will be 80%! (L8))

For delvers with average to slightly above average constitutions the "dust" will create vivid images of horrific monsters, or terrible traps closing upon them. They will strike out at anything that comes to hand, not recognizing friends, or even inanimate objects. There is a 25% chance (L3) that any character of average constitution will from this point on experience flash backs to this drug effect for the rest of the delvers career. (For the purposes of future play there is a 1% chance in a critical situation that the delver will "flash-back" and attack friends instead of foes. Fellows like this are often tagged with the nickname Whosits the Mad!)

Delvers possessed of extraordinary constitutions will have a 25% chance (L3) of succumbing to the effects of the drug as described for the Average constitution delvers above. If they don't come under the effects they will find their movements sluggish and less well directed than usual. They will have lost their "edge". Thus if the average characters are thrashing around trying to kill the "demons" they see, the "tougher" delvers will have to defend themselves at 1/2 effectiveness.

All the effects will pass in 10 minutes, with the exception of the madness and flashbacks. The Poppy "dust" has a significant commercial value if it can be contained. (Where there is a will there is a way, and the delvers will be carrying this stuff around corked in the gold balls.)

(Note: If the fan is broken reduce all the percentages by 10%, the dust will disseminate from the gestures required to remove the ball and the cloud will have its effect. Even a very small amount of this stuff goes a long long way!)

The sarcophagus is just a solid stone slab with an inlaid line at the top to give the illusion that there is a lid to be removed.

In the left hand corner of the room nearest the entrance is a standard three finger hole door, possibly revealed by stucco removed during the party's drug induced struggles.

This is a two skull trap. Death will only result if sufficient "average" delvers are effected, otherwise the effects are entertaining but less than lethal.



Trap #38: "...It Makes Me Feel Tingly All Over!"

Once the Party has left the room with the narcotic dust, they will find themselves in a hall 50 feet long 10 feet tall and 10 feet wide. The end of the hall is invisible in the darkness, and upon inspection will be found to end in a blank stone wall. No amount of digging or scraping will reveal anything but stone. However, 30 feet down on the right hand side is a bronze door.

When the party reaches the door they will find it to be yet another of those doors that depict an event in the life of the wizard Evinrood. On the face of the door, a masterpiece of the bronze casters art, is depicted a young Evinrood. He is familiar by his short stumpy stature. He is in a vast library, seated at a desk. There is a look of profound surprise on his face.

In the center of the door there is a large wheel. This is clearly the mechanism by which the door can be opened. A careful inspection will reveal no other alternatives, and the door is formidable in construction, ruling out direct assault.

As usual the delvers will be certain it is a trap, which of course it is, and will attempt to put off the inevitable by discussing it. This fear of the unknown will eventually be overcome by basic greed and finally the wheel will be turned, with no visible effect.

The wheel turns with gradually increasing effort, and once turned the direction cannot be reversed. After 25 to 30 full rotations there will be heard a loud Thung! sound from within the structure of the door itself. At the same time there will be a sudden release of tension on the wheel.

Inside the door is a spring mechanism that the hapless tomb robber has been obligingly winding for us. At a certain point the spring will reach optimum tension and break free of the winding mechanism. This creates the "Thung!" sound. The spring will then begin to unwind at great speed turning a copper covered lodestone disk against a brush like arrangement within the door. The copper disk is 5 feet in diameter and spins freely, driven by the spring. This will create a very lively spark which just happens to be grounded out through the wheel that is used to wind the spring. (This is a contained, and smaller version of the trap at the entrance. Neat, portable, and usable everywhere. If they weren't so difficult to make I think the old Mage would have used them throughout the dungeon.)

The lucky tomb crasher who has been turning the wheel has a 30% chance to let go in time (L3) otherwise he will be subjected to the static jolt! If the character is of less than average physical health the shock will likely cause cardiac arrest. If the delver is of average or greater constitution, there will just be a nasty jolt, and some burns on the hands.

As usual in this cozy tomb, once the trap has been sprung, the door opens.

I'd rate this trap at only one skull. By this time the party is probably using insulated gloves, and anticipating traps on everything. If they are not, the trap is still fairly lightweight, because Evinrood really doesn't want to discourage entry to the upcoming room. If a Trap master wanted to use this trap to its best advantage a combination of gears will amplify the speed of the copper wheel, and copper plating placed on the floor of the corridor will enhance the effect. (Then you end up with at least a two skuller.)



Trap #39: "Make Mine Very Dry..."



The door opens onto a 30 foot corridor ending in another bronze door. This is identical to the one the party just passed through, down to the wheel in the center. After the party has insulated themselves they will more than likely start turning. Nothing obvious will happen. What this wheel does is release the large block of stone at the end of the corridor the party has just come from.

If the party was put off by the first bronze door they will have proceeded to the end of the first corridor and encountered the blank stone wall. When this door wheel is turned it will activate a mechanism that causes the corridor to open by lowering the stone into the floor of the corridor. The reason for this will become apparent. This is the initial set up for one of the best "one-two punch" traps I have ever seen. (And believe me I've seen 'em all!)

Eventually the door, or in the case of those entering from Trap #25, the trap door, will open to reveal a very large room 30 feet deep, and opening 50 feet off to the right and 50 feet off to the left. The ceiling is over 12 feet high. To the left as the tomb robbers enter are shelves of scrolls and bound notes. Off to the right are numerous chests, and containers, as well as bolts of what looks like cloth. Directly in front of the party is a vast oaken desk behind which is a throne like wooden chair. Members of the party with any mercantile skills at all will be able to tell the others that the desk and chair would have great value (2,500 g.p.) even if the other stuff is junk.

Magic-using members of the party will at this point want to extend a cautionary note. The room is permeated by a magical spell. Upon investigation the wizardly members of the group will know it is a spell of preservation, which will make sense because of the paper, and cloth contents of the room. The spell will not trigger any overt offensive actions. It serves only to protect the contents of the room from the ravages of being stored for a long, long time, in a potentially damp environment.

The party will want to enter the room to inspect the contents, but in light of past events they will be very cautious. Eventually one or all of them will go in. Now the fun begins! The members of the party will find that there are chests containing very valuable silks, and linens. They will also find, in the chests farthest from the door, cloth-of-gold. This is a type of fabric woven of fine metal filaments, so that it feels like fabric, but is in fact pure gold. There is also copper and silver fabric as well, each so unique that its like is not found in the world today, save in the courts of kings and emperors. There is one chest each of each metal fabric, and the value is over 10,000 g.p. each. The nine other chests of other fabrics are worth 1,000 g.p. each! The party should be overjoyed. Of course this inventory should take some time, oh trap master, and you should keep track of this passage of time. It is under one of these chests of exotic fabric that the Trap Door up from Trap #25 is located.

The scroll side of the room is a veritable treasure trove as well. Each parchment is an historical document, and could be sold to antiquarians and wizards for princely sums. The piece-de-resistance is the short shelf on the wall farthest from the entrance. On this shelf is a collection of spell scrolls, many of which have gone out of the world! This information is priceless, or would be if any member of the party knew the languages they were written in. Delvers should not be daunted. They will discern, if there is still a living magic user among them, what the scrolls are. Someone can be found who will be able to translate them. The value of the entire collection is over 50,000 g.p.! As with the silks, an inventory will take time.

The reason for keeping track of the time spent in this room is that the spell laid on the room is a Spell of Desiccation. It excludes moisture in ALL forms. If the party spends only one turn in the room, they will be thirsty, but not be extra ordinarily so. Two turns, brings a noticeable thirst with some urgency. Three turns, brings an obsessive desire for a drink. Four turns, or longer and the party members who have entered the room will kill for a drink of any substance that even gives the impression of moisture!

A full canteen will slake the thirst of one person, the catch being that any canteen that has been in the room will be "Bone Dry". The thirst effect will only begin to be felt after it reaches the Third turn level, then only as an urgent thirst. The party will likely flee unless the brightest members have already become trap tofu. If they leave the room before the Fourth turn effect sets in, keep in mind the effect is cumulative. If they go back in they will just get dryer, and dryer. Looting this room is thirsty work, VERY THIRSTY WORK!

The room is only a one skuller, but don't let that dismay you, the best is yet to come!



If the party entered this trap from the Trap Door in the floor under the chests of cloth, reverse the operation of the entrance door, Trap #38. We wouldn't want the party to miss out on any of the fun, would we? And keep in mind the level of thirst keeps increasing. This could force trips up and down the ladder for water while the party waits for the door to open. Remember the canteens will be dry before they can cross the room from the Trap Door to the regular entrance.

Trap #40: "...Cool, Clear, Water!"

When the party emerges from the thirty foot corridor leading to the store room they will find that the stone block at the end of the original corridor is gone! They will also trigger a tilt plate that was not set until they opened the door to Trap #38.

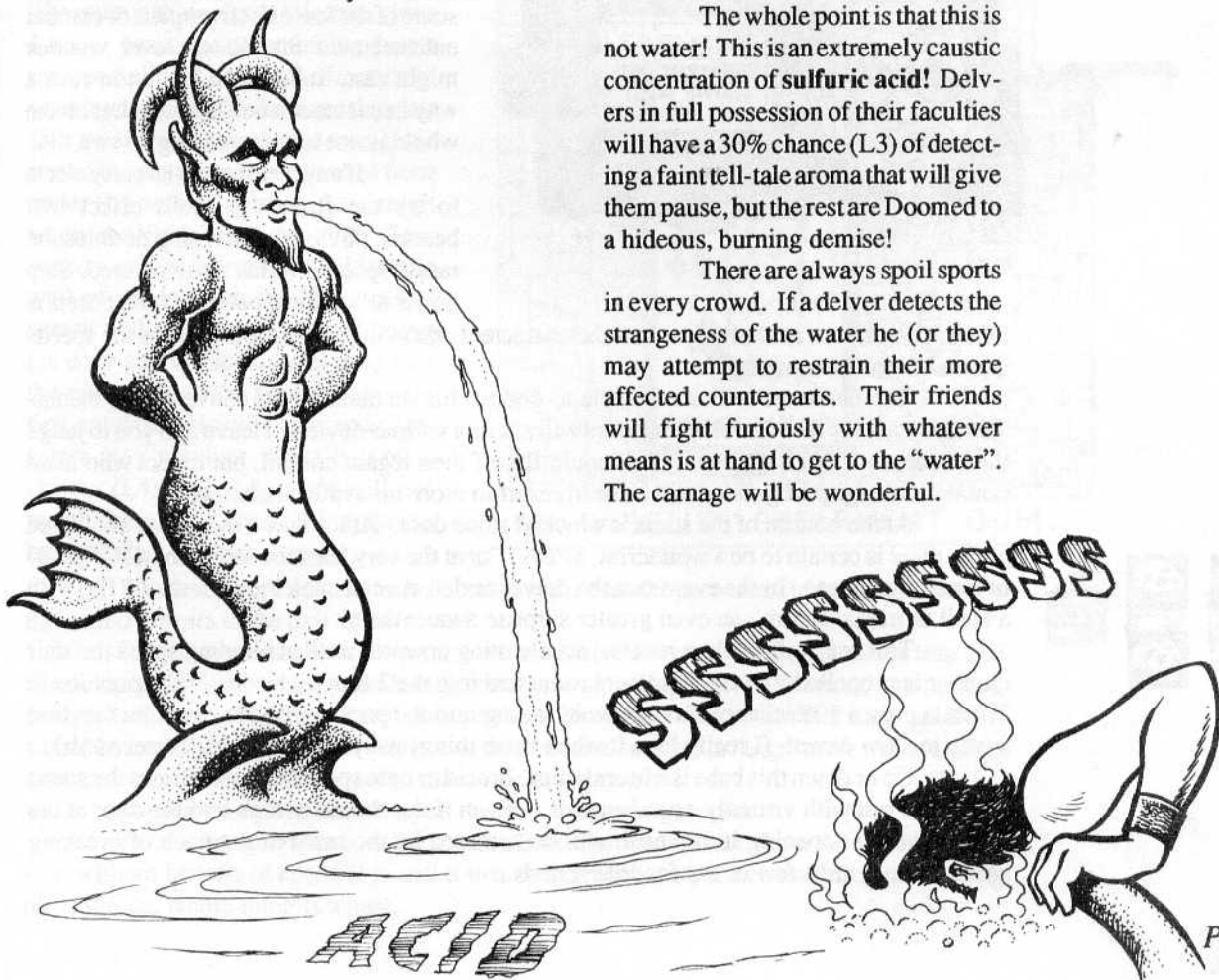
This tilt plate starts a lyrical sound that right now is better than music to the delvers ears: The sweet tinkle of a fountain. The party can see it glinting in their torch light 40 feet away. The sparkle of falling droplets will be an almost irresistible magnet to any party member who was in the store room for Three turns. (There is a 50-50 chance (L5) he will rush the water obsessively.) Those who have not entered the room, or were in the room for only one or two turns will be able to resist the lure.

Those party members who were in the room FOUR turns or more, will go mad with thirst and bolt for the water with a berserk singlemindedness! The beauty of this trap begins to unfold. (Now comes the REALLY great part!)

Upon entering the room the party will find a large shallow fountain. In the center of the fountain is the statue of a fishbodied deamon from whose mouth issues the scintillating stream of "water". The pool surrounding the fountain is over twenty feet round and almost fills the 30 foot by 30 foot room. The pool is only 2 feet deep, and in the bottom can be seen the glint of gold pieces. There are over 10,000 g.p. scattered about the bottom of the pool. The gold will make literally no difference to the berserk Three turn delvers and all Four or more turn delvers. What they see is the water!

The whole point is that this is not water! This is an extremely caustic concentration of **sulfuric acid**! Delvers in full possession of their faculties will have a 30% chance (L3) of detecting a faint tell-tale aroma that will give them pause, but the rest are Doomed to a hideous, burning demise!

There are always spoil sports in every crowd. If a delver detects the strangeness of the water he (or they) may attempt to restrain their more affected counterparts. Their friends will fight furiously with whatever means is at hand to get to the "water". The carnage will be wonderful.





Assuming that no member of the party was in the store room too long, but they all fail to react to the acid smell, there is always the presence of the gold to get a delver to reach into the pool.

This acid will effect metal even more than leather armor, and is more likely to "leak" into it. Flesh will be extremely adversely affected by the acid. (I'd call turning bright red, blistering, and peeling away in shreds adversely affecting, but I'm a big fan of adverse affects.)

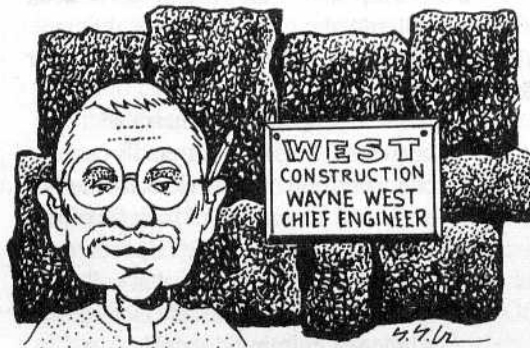
Any metal tools used to fish out the gold will be functionally useless after two turns from the effects of the acid. (It is very unlikely the party will have anything to dilute the acid, or a sufficient supply of caustic base substance to neutralize it on the tools or exposed skin.)

This trap is so diabolically set up that in combination with The Desiccation Room it rates the brightest four skulls. Even without the "dying of thirst" aspect the room rates three skulls on the premise that the delvers will play with it until they get burned.

Trap #41 "These Things Tend To Get Away From You!"

There is an open doorway leading out of this room on the wall to the left of the entry. There is a hidden door directly opposite the store room entrance, but the party will have to find it. Detection magic, or stucco flaking again is required. If the party does detect it and goes that way advance in the text to LOADING THE GUN, and continue on. If the party looks to the open doorway this is what they find.

First they will find a small plaque on the wall about eye level to a human. It is inscribed, West Construction, Wayne West Chief Engineer. They also find themselves looking down a long flight of stairs into the darkness.



These stairs are over 70 feet long. Magic users will detect a slight magical aura. Each step is possessed of a low level magical charm. It appears to be akin to some of the less effective spells of combat enhancement that lower level wizards might cast. It has been laid on in such a way that it cannot be dispelled, but on the whole is not too threatening.

If any member of the party elects to try the stairs the spells effect will become obvious. Each step doubles the rate of speed at which it was entered. Step down at walking pace, the next step is

taken at a trot, then a run, by turn four the character is sprinting! There are 70 steps the speeds attainable can be amazing.

The character will not be able to control his momentum by conventional means. Though you may find that clever delvers will attempt various devices, I leave it to you to judge their success. (Once again a wizard could fly off then regain control, but others who must remain in the grip of gravity will have to resort to more innovative solutions.)

At the bottom of the stairs is a locked stone door. At the speed the delver should be going there is certain to be a wonderful, SPLAT! or at the very least the satisfying CRUNCH! of breaking bones. In the event that the delver or delvers can open the door on the fly, with a spell or magic charm, an even greater surprise awaits them.

This trap will work in reverse, accelerating upwards until at blinding speed the stair climber is propelled into the Acid pool room and into the 2 foot high edge of the pool itself. There is only a 10% chance (L7) to avoid falling into the pool unless the character can find a way to slow down! (I really love it when these things work so well in both directions.)

Up or down this babe is a four skuller. In acid or onto spears at several times the speed a man can run with virtually no safeguards... Even if the character runs into the door at the bottom without opening it the result will be heralded by the satisfying crunch of breaking bones. These are a few of my favorite sounds...



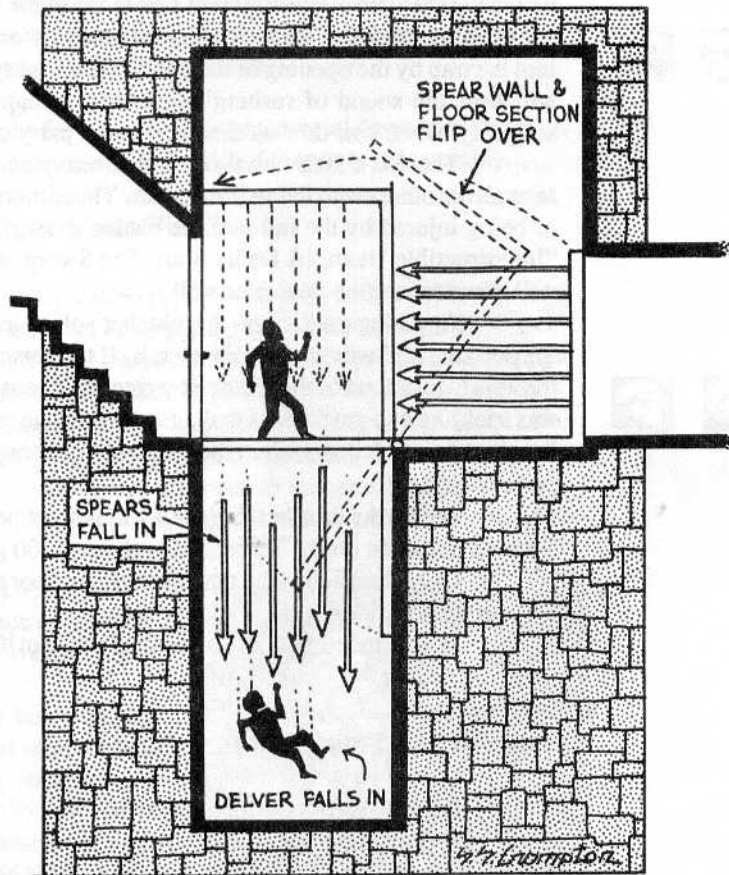
Trap #42: "And You Thought You Got Away."

Picture this, the tomb traipser is blazing down the stairs, at the last second he magics the lock in the door, and it flies open to reveal 10 feet away a wall of spears! The look on their faces is priceless! (Disappointingly there is a slim chance of survival, about 20% (L6), from acrobatic contortions out of the way. But if they miss the spears there is still the impact with some other part of the room. This will generate disabling damage in 50% of the cases (L5).

The spears are 10 feet long and crafted of dwarvish steel. They are set lightly in sockets in the wall and can be easily removed. Due to the craftsmanship involved in their construction they are worth 10 times what spears of this type would be worth. (That's about 400 g.p. each, and there are 30 of them.)

As competent trap masters you will recognize that as difficult as it is there are those who will survive these stairs. Fear not, this room will not let them go that lightly. For those who reach the bottom of the stairs unscathed (or by virtue of unbelievable constitutions only slightly scathed,) they will have to open the door and enter in a more conventional manner. If they do this they will be treated to the second best part of this trap.

The party will be naturally surprised when the spears in the far wall do not leap out at them. After a time they will begin to think perhaps these are time released and want to enter the room. A 10 foot by 10 foot square section of the floor just inside the entrance is a trap door. When the first party member enters, the floor falls away forward and down, depositing the hapless creature in a 10 by 10 foot by 20 foot deep pit under the floor. The unique thing about this trap, since I know you expect something better than an ordinary hole in the floor from your host, is that the floor section that falls away under the victim's weight is joined by an axle to the section of floor under the wall of spears. As a result when the floor falls the other floor section will pivot upward taking the wall of spears with it. The wall of spears will crash into the wall above the door and the spears will drop into the pit impaling the poor fellow who first entered. (Heavily armored characters may survive; there is a 60% chance (L4) that the spears will not punch through. Keep in mind they're heavy spears & razor sharp!)



TRY WIGGLIES SPEARMENT GUM...

The best part of this trap is that in order to proceed the party must trip the trap, because the wall of spears is the exit to the room!

If by some mischance the room is entered from the opposite direction this trap will be activated resulting in the spears falling harmlessly into the pit. If old Evinrood was perfect, being a high level wizard, he'd probably still be with us. (An elaboration that suggests itself, would be to put a weight limit on the initial floor section in order to "trap" more delvers. This could backfire however if the party enters one at a time.)

Once the trap has been tripped the way is open to proceed.

In concert with the stairs the trap is a 3 skuller, and entered from the Acid fountain side without benefit of speed it is still a two skull trap, but alas if entered from the wrong direction the whole thing is a bust.



Trap #43: "I Always Figgured Tomb Robbers Deserve A Good Trashing."

Upon exiting the "wall of spears" room the party will find themselves in a small corridor 10 feet wide and 20 feet long, with a ceiling 10 feet high. At the end is a blank wall. Beneath the stucco is a typical three finger hole door. Once the party has opened the door they will find a 30 by 30 foot room with the usual doorless walls. They are covered with stucco. The floor is divided into four square sections, of four different colors. The colors are irrelevant but in order to add to the party's confusion by feeding idle speculation, they are red, gold, green and blue. Once the party begins to enter the room keep track of the total weight of the characters. You don't want to be caught unawares when the 500 lb. limit is reached and the trap activates.

Once 500 lbs of tomb robber on the hoof enters the room the floor splits down the middle and dumps the entrants into the jaws of a giant bladed thrashing machine. The floor then slams back into place.

The thrasher is a truly inspired device. No dungeon should be without one. This beauty consists of two giant counterrotating axles studded with crude, rusty, iron blades. The whole mechanism is built 20 feet below the floor level. The blades are set to rotating by surprisingly noiseless water wheels fed from the underground river. The water is released into the trap by the opening of the doors. (If the party lays on the ground before entering they will hear the sound of rushing water, and perhaps the rumble of the turning wheel, but seriously, when was the last time you saw a party of delvers do that?)

There is a 30% chance (L3) that heavy plate armor will jam the works, which will save all the others who fell in from death. Those more lightly armored will have a 30% chance of being injured by the fall into the blades, even if they are jammed. If the party has any "Indestructible" item, (A Delux Staff, The Sword of Incredible Hardness, or such like.) this will serve to jam the device as well.

Anything used to jam the thrasher will be lost. The blades cannot be pried apart with the pressure of the river pressing upon it. If the person inside the plate armor can demonstrate the ability to get out of the armor by wriggling about (About 40% (L4) will be able to manage this trick) he can get free. If that agile, he will be subject to the same damage as one of the lightly armored fellows when the thrasher jerks snug, crushing or twisting some now empty piece of armor.

Below the thrasher there is a wide assortment of chipped bones crushed armor, and battered odds and ends. There is also about 3,000 g.p. worth of loose change.

Once the mechanism that operates the floor sections has been understood, or jammed, the party can check out the walls for doors.

With armor this is only a one skull trap, but if there is no heavy armor present, it moves up to a 3 skuller.

Trap #44: "This Trap Is A Gas!"

Directly across the room from the "wall of spears" door can be found a typical three finger hole door under the stucco. Once it is opened the treasure hunters will find a corridor 10 feet wide 10 feet high, and 20 feet long. This hall ends in a bronze door.

The bronze door depicts upon its beautifully crafted surface a human figure wreathed in flames. The figure is beset by deamonic figures who are doing their best to destroy the flaming humanoid.

In the center of the door is a wheel. Turning this device seems to be the only way to open the door.

Once the party begins to turn the wheel, a cap in the center of the wheel pops off giving vent to a thin high pitched hissing sound. There is a 30% chance (L3) someone in the party will recognize the danger. And in any event the unusual noise will doubtless have the party scrambling back to the edge of the Thresher room.

If the individual turning the wheel is made of sterner stuff, or is too stupid to care, check to see if he is holding a torch, or if there is someone within 5 feet of him holding a torch, lamp or like incendiary device. If there is, then an unpleasant explosion occurs. The door



is hollow and solid metal. It was chilled as much as possible then pumped full of an explosive gas, and the wheel driven in. Once the wheel is turned the venting system in its center releases the gas. If the delver stays with the door despite the hissing and an explosion results, there will be relatively little gas present. The delver at the door will find all his cloth garments on fire, as well as his hair, but if he thinks quickly he can save himself, or be saved by having the flames smothered in short order. There is a 20% chance (L2) that he will not panic.

If the delvers stayed with the door and the small explosion resulted, there will be a small jet of flame out the center of the wheel, until the gas has burned off then the door will be safe to open. (Note the party will almost certainly use the wheel to pull the door open, it will be very hot after all this time spouting flame. It will contribute to the comic fun if one or two members of the gang of thieves scorch their paws before they figure this out.)

The best result on this trap is if the party is in fact timorous. They will back up as far as they can, or better still retreat into the Thresher Room. If this is the case the gas will vent entirely into the hall way where it will collect, invisible but deadly. The party hearing the hissing die down will think that it is safe and reenter the hall. Whereupon the first torch, lantern, or such like incendiary device, will set off a massive explosion!

There is a 40% (L4) chance of injury from the concussion. The entire membership of the party in the hall at the time will be set on fire. Prompt action by any members not alight will be needed to aid these new members of Human Torchdom.

After all the fireworks the door will open easily.

The trap is a two skuller due to the fact that most of the potential damage is the result of the fires ignited by the gas, and these are easily dealt with if the party acts quickly.



Trap #45: "This Will Really Light Your Fire!"

The room entered through the bronze door is 30 by 30 feet with a vaulted ceiling consisting of four triangular panels which meet at a square peak 30 feet overhead.

On the walls to the right and left are frescoes of a magical being striding through massed hordes of deamons. The creature seems to be a mass of flame with human features.

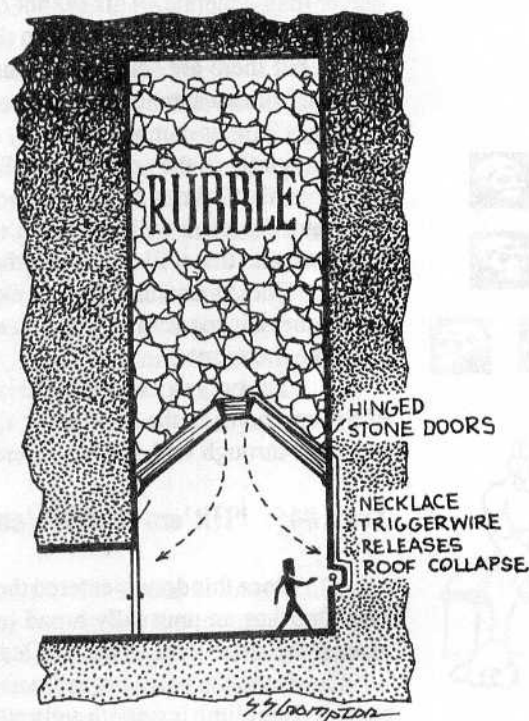
In the wall opposite the door is an alcove, in the center of which is a golden chain, draped over a wooden rest. On the chain is a golden amulet in the center of which is a green stone. It is clearly an emerald. Any jewelers or dwarves in the group begin to drool immediately. Its value is easily over 25,000 g.p.! It is also, for those parties that can check this out, fairly reeking of magic.

After the usual chattering about who will have the dubious honor of stealing the necklace some member of the party will eventually attempt to do so. This, of course is when the fun begins.

I, for one, think Evinrod is being far too generous with great loot at this point, but what the hey, maybe a few baubles keeps the party motivated to march to thier doom.

The tomb robber who plucks free the necklace will notice there is a slight resistance to this. A small wire is fastened to the amulet itself, and leads into the base of the alcove. If the would-be thief inspects the base, even carefully, the chances are very, very slim of his noticing the single wire. This is due to the fact that the gold necklace is made up of hundreds of loose wires unbraided or bundled, so there are dozens of them that mingle with the one key wire. (In the spirit of fairness, —ptooee! There is a 10% chance (L9) that the wire MIGHT be detected. Fairness, -gag- who ever thought I'd be saying that, must be getting soft...)

The wire releases a trap which will be set in motion slowly enough that if the necklace thief wishes to put the necklace on he may.



If the necklace is not put on this is the net result. There is a momentary pause then the center portion of the vaulted ceiling plummets earthward. This event is followed almost immediately by the triangular sections, which are hinged at their bases, swinging downward, releasing the contents of the ceiling upon the party below. The room is 50 feet taller than the ceiling and filled with loose rocks, gravel, and dust. This will crash down on the delvers, suffocating those it does not crush outright! Those near the door (within 10 feet) have a 70% chance (L3) to escape back into the hall. If there are members 20 feet from the door, they have a 50% chance (L5) of making the door, if they act fast! Those who are 30 feet from the door, (this includes the delver holding the necklace,) only have a 20% chance (L8) to make the door.

When the dust settles the door to the room will be entirely filled with sifting rubble from top to bottom, packed solid with the exception of slightly settling dust grains.

Now if the necklace thief wishes to don the purloined item the following events occur. First, the delver immediately bursts into an eerie green flame, which suffuses his entire being. He will not feel a thing, and will sense no difference, at the onset. The rest of the party will be momentarily distracted. Then the ceiling will fall in! The chances will be 10% worse because the party will be less alert. (60% (L4) from up to 10 feet, 40% (L6) from up to 20 feet, and finally 10% (L9) from 21 to 30 feet away.)

The delver translated into a Human Elemental will have a slightly higher chance of escaping, as he is not distracted, and is already pointed in the right direction. (His odds are the same as the startled party members at 20 feet from the door, 40% (L6))

If the character altered by the necklace is not trapped, and subsequently smothered by the avalanche. He will find himself uniquely altered. He will find the amulet is now part of his chest. If it is removed the delver's body will be consumed by the elemental flame, but the enchanted stone will remain. This stone was a failed experiment by Evinrood to create an army of intelligent Elementals, the standard kind being very wild and hard to control due to their limited intelligence and, well, Elemental nature. The experiment was a failure because the "Human Elemental" created by the amulet while powerful was independently intelligent and thus innately uncontrollable. (Just like real people. Oh gee, what a surprise!)

[This is a player's note: The Elemental is burning: this will work well as a torch, but don't slap him on the back after a victory! Take the character's attributes and add them up into a total. This is the Elemental's base attribute for any numbered attribute, except Intelligence, and Luck for those games that have those attributes. He cannot use any weapon, save perhaps those enchanted ones that happen to be indestructable, assuming the party possesses one. The attribute total divided by 20 is the number of D6 flame based attack the player may generate. This cannot be projected further than 10 feet, but may be manifested as a "sword of fire" that juts from the player's fist. This may seem to make the player very tough, but there are some notorious disadvantages. The Elemental will take 10 times the damage from a water, ice or steam based attack. He can be attacked by conventional weapons, and takes 2 times damage from any enchanted weapons used against him. If the character is buried entirely in the ground he will die. If he is trapped in a closed room he will use up the available air 10 times as fast as a normal man. Finally if he is immersed in water, even for an instant the result will be a steam explosion equal to ten times the number of dice his attack can generate that will annihilate the character.]

The Avalanche is a four skull trap, but I still think the amulet is too much loot. If the circumstances permit, you can swap some other nice shiny bauble and the delvers will never be the wiser.

The only exit to this room is back into the Thresher, and from there to either the Wall of Spears room, or the door to the right of the Amulet room. Whichever door the party did not enter through will still be covered with stucco.

Trap #46: "Hit'em And Hit'em, This Trap Will Leave'em No Place To Go."

Once this door is entered the party will find itself at the bottom of a circular staircase. This stair has an unusually broad banister on both the inside central pole, and the outside against the stone wall. The stair leads up into the darkness.

Once the party begins to ascend they will find the steps are a comfortable distance apart and the climb is smooth and gradual. There is no obvious problem, until the party reaches



a point 50 feet up the cylindrical shaft of the stairs. At this point they will find a fine wire stretching from one banister to the other.

This is so clearly a trap that the party will go to great lengths to avoid it. In so doing they will not notice that 10 steps beyond this they will come to a series of 10 steps any one of which when depressed will set off the trap at the top of the spiral stairs. (Keep in mind that if descending this stair the trap will activate just as well.)

At the top a panel concealed beneath the stucco of the ceiling will open and out will roll a gigantic stone ball over 10 feet in diameter. This will fall onto the banisters and race down the stairs with escalating speed until it hits the party. The telltale crash and resultant roaring rumble will hint to the party that something is on its way down to meet them.

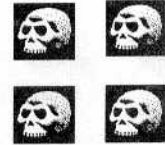
The only way to avoid the doom which is descending upon the party is to get down as low as possible on the stairs. (Note wizards have been able to fly out of many of these traps. Lets hope they think like that now!)

Anyone who has not ducked under the ball will be hit by it about chest high. The ball does 300D6 damage and proceeds unimpeded.

While the party has been dodging the onrushing roar of this ball a second ball has been released at the top only 5 seconds behind the first. This one is only slightly smaller than 10 feet and fits neatly under the banisters. This ball comes rumbling down the stairs.

Any delvers who feel neglected by the first ball will very likely meet the second. The way to survive is to duck under the first ball, then jump up on the banister in the face of the second, equally lethal ball. The balls will smash into gravel upon impact at the bottom, for neatness sake.

Once again Evinrood delivers his customary one two punch, this one is a four skull wonder. At the top of the stairs the party reemerges at the end of the hall of crystal warriors.



Trap #47: "Oh No, Not The Old Chutes And Razors Gag!"

Lest you think old Grimtooth has lost his marbles, I am aware that we missed something back at Trap #39. There is another way out of the room housing the acid fountain. It lies to the left of the "racing stairs" and directly across from the hall entrance leading from the desiccation store room. As usual it lies beneath the stucco. It is the usual three finger hole lock type entry.

Once the door has been opened the tomb robbers will see a long flight of stairs leading down. In the distance at the limit of the torch light is the glint of bronze.

What follows is a trap so old and hackneyed I for one am almost embarrassed to see it used, but perhaps this tomb was constructed so long ago that it was some what fresher then. (Right, either that or Evinrood had dinosaur design consultants on this one.)

As the party pushes on down the stairs to a point about 25 feet down they will encounter three steps in succession that set off the trap. And as if we did not all expect this, the stair turns into a chute, in the ages old tradition of slapstick horror. Down the party will slide to some unspeakable peril. You guessed it. At a point on the chute 35 to 45 feet down from the top, 6 inch long sharpened blades, shark's tooth in shape project 6 inches into the party's path from wall to wall, one to a foot in a staggered pattern.

There is a fair chance that the delvers will fall for this if distracted, but even the most naive young delver should recognize the potential in a descending stair. If, however, the delvers are foolish enough to trip the trap, there is a 30% chance (L3) they will sustain damage of some major sort to what ever portion of their body is pointed at the bottom of the chute.

I'll only dignify this one with two skulls, old saws like this one give trapmasters a bad name, but they work so well...



Trap #48: "Arr! Here There Be Barried Treasure!"

The bronze door the tomb traipsers saw from the top is revealed to be another of those masterpieces of bronze casting that have been appearing throughout the tomb complex. It depicts the stumpy figure of Evinrood standing in the prow of a sailing ship. Around him in the air and the water are depicted the usual distorted humanlike figures of the elementals he commands. In the distance is a ship which appears to be fleeing him.



There is a wheel in the center of the door, which must be turned before it will open. I am fond of pointing out that there is usually some trepidation on the part of the party when forced to do things they know from past experience can be fatal. This reaction should be acute in this case, as there has been no previous time when turning one of these wheels has not at least resulted in extreme discomfort. Rest assured they will eventually turn it, curiosity, cats and delvers all having a fatal relationship.

When the wheel is turned it will do so slowly, regardless of the strength of the individual who is turning it. It will give out with a painful sounding squeal, as if some part of the mechanism is badly corroded. And then...

The door will open, with no apparent ill effects! Suprised? Don't be, the trap has already been set in motion!

What the party sees is a room full of pristine white sand. It is loose, almost powdery, but firm enough to walk on with little effort. In the center of the wall opposite the door on the surface of the sand is a large "X". This curious mark is laid out in a meticulous fashion with a fine black sand. The implications are obvious, perhaps too obvious!

The desired reaction is that the delvers dig at this point. If they do so they will find, at a point six feet down a chest. In the chest is a substantial amount of gold coinage, and a map! (The inscriptions on the map are indistinct, more will be revealed about the map later! See page 67.) The gold will total up to 5,000 g.p.

If the party wishes prudently to ignore the obvious invitation of the black "X". They will be able to indulge themselves in searching the room for other exits. In the upper most corner on the same wall as the entrance door can be found, covered with stucco as usual, a circular opening 3 feet in diameter! There is no other exit.

In the event that the party digs, or searches, the time taken will be roughly the same. (If this seems unlikely, in the words of a famous leader of another era, "Make It So!" On this trap timing is everything.)

When the door was opened to enter the room, it also opened, deep beneath the sand, a series of gratings, which allowed water from the underground river to begin to seep into the bottom of the room. This water is under some pressure, taken as it is from up stream, and is trying to reach its own level. Due to this pressure, perhaps seep is the wrong word, at any rate the fine sand is rapidly becoming saturated from the bottom up. Lest the diggers be disturbed immediately the room extends 30 feet down, below the sand's surface.

While this may seem like a digression, a brief discussion of the dynamics of sand in river beds is very relevant at this point. In what is a normally dry sandy river bottom a very strange reaction can sometimes occur, when water is added due to flooding up stream. While the river may not begin to actually flow, the water will return to the river bed, underground. This will saturate the sand and at a certain point the sand will suddenly go from being a supportive solid to a nonsupportive semi-liquid! Quicksand.

Back to the room. The water has been percolating into the sand for some time now. If the party is searching the walls for alternate solutions to what seems to be their stymied travels they will find one. The sand at their feet. Bloop! It will happen very fast. Those in heavy armor will have the least reaction time, while those who are unarmored can even manage to float for a time. Armored characters will have a base 50% chance (L4) to react; this will be lowered by 10% for each 20lbs. over 100 in weight the delver is carrying. All other tomb robbers will have a 70% chance (L3) chance to react. This will be modified down by 10% for every 20lbs. over 80 the delver is carrying. The reason for the suddenness of this event is that when the sand reaches total saturation it in effect "turns over" under the heavier surface features, having lost in that instant its load bearing capacity.

Now I'll grant you that only in the cases of those delvers grossly overloaded with, say gold for instance, is this trap going to be fatal. Don't let this get you down after all there are those who will dig at the "X"!

In the case of the treasure hunters, a good thing to do will be to let them find the chest and open it. They will start stuffing various pockets with the gold, increasing their weight. Then point out the water that seems to be rising in the bottom of the hole! Frantic efforts to get out can be played out, but keep in mind the ages old axiom, "Some Quick Sand Is Quicker Than Others!" Bloop! Adjust the chances of failure up by 20% and you will have an excellent opportunity to teach a bunch of tomb robbers the delicate art of mud breathing!



If the party is in the hole when the water saturates the sand, this is a 3 skull trap. If they are just rummaging around there are too many ways to out fox quicksand to rate it much higher than a two skuller.

Trap #49: "You'll Get A Bang Out Of This One."

The mere fact that the sand room is now filled with quicksand should only serve to whet the delvers appetite for what is beyond it. There are many ways to get to the hole in the wall that leads on from here. If the delvers are too simple minded, or faint hearted to go on, don't fear others will return who are not.

Just sit back and watch as they try to get to the 3 foot wide tunnel in the upper corner of the room.

The tunnel is dark, over 110 feet long, and totally unlighted. The fact that most delvers will have to crawl will serve to block torch light from penetrating to the delvers behind the torch bearers. Every few feet the crawling delvers will scuff their knees on an odd curved ridge that seems to circle around the tunnel. This ridge is not too high, and seems to occur at regular intervals. The tomb robber in the lead will be able to see the curving spiral of these lines leading him off into the distance.

Eventually the leader will find himself at the end of the tube which emerges from a point high on the side wall of a 30 foot by 30 foot room, with a ceiling 12 feet from what seems to be the floor.



From his vantage point on the wall near the ceiling the lead member of tomb trashers anonymous can see what looks like a featureless room. The walls are white stucco (so what else is new), while the floor and ceiling also seem to be covered with white stucco as well.

Obviously it is a trap. (Oh my. What a surprise!) The delvers, cramped and confused will now go bats trying to figure out just what sort of trap it is.

The "floor" is in fact the top of 18 feet of finely milled flour. If the first delver just crawls up and jumps out, he will begin to stir up a fine cloud of flour dust. Once even one delver is in the chamber stirring about there will be a 30% chance (L3) of the trap being "activated".

Professor Grimtooth of the University of Extremely Hard Knocks will now deliver a lecture on explosive clouds of particulate matter. If a sufficient amount of small but even remotely flameable particles go into suspension in common "room" air and a spark (or the flame of a torch) is applied the subsequent ignition will result in an explosion of incredible violence and force! (If you find this hard to believe check out the past history of grain silo, and similar grain storage explosions. This is also the foundation theory behind Fuel/Air aerosol explosives.)

The more members in the room thrashing about looking for doors and such will drive

up the chance of explosion dramatically. (Add 10% (1L) per additional delver per turn, until certainly is reached!)

The ignition will eventually occur unless the party is possessed with a familiarity with the concept of grain explosions and comes up with another method of "seeing".

The force of the explosion will be deadly for whoever is in the room. If the blast doesn't kill the character outright, the lack of Oxygen will. For those still in the tube: The first delver must endure 400D6 of damage. The next 200D6, the next 100D6, then 50D6, 25D6, 12D6, 6D6, 3D6, and finally 1D6. Any additional delvers are safe, the force having been expended on each "obstruction" down the line. In addition the force of the blast will throw the occupants back down the tube, literally firing them like soft bullets out of the end of the tunnel. If there are few of them, say 2 or 3, the unabated force will throw them out the end of the tunnel and into the nice soothing quicksand. If they are capable of absorbing the force of the blast (!) this should give them something to think about!

To make matters worse, to get through this room the party will have to burrow into the flour! There is a bronze door on the same wall as the tube's entry hole, the top of which is about 8 feet down. There is a trap door at the bottom of the far wall, but this is a lot harder to find, although it can be detected by magic. In either event there will have to be much digging and thrashing around, further enhancing the chance of an explosion, or even repeated explosions. (Trap masters don't despair there are magical ways of seeing that recommend themselves. Your victims will come back.)

This is a four skull trap, almost unavoidable even if the delvers are aware of the way it works, having the exits beneath the level of the flour is the piece-de-resistance. The delvers are truly doomed! But alas, they are also persistent, devious, and infinitely crafty, as a result we must continue on!

Trap #50: "Some How This All Seems Too Easy!"

The bronze door near the entry tunnel is fairly typical of those found so far. Very fine truly artistic work, its estimated value is 1,200 g.p. in art and construction. On its surface are depicted the images of a man and a woman. The man is clearly Evinrood (The fact that he comes up to the woman's chin reveals the stumpy stature that has come to be associated with past images found in the tomb.) The woman is tall and lithe, even the image betrays a fluid grace that transcends the time since the door's crafting. In the background are some of the most bizarre creatures seen yet. They look like the demon dogs found as statuary in certain eastern temples. They are leaping playfully about the couple's feet. The couple depicted are clearly not engaged in combat.

The wheel in the door's center must be turned for the door to be opened. Once the party resolves to do so the delver who does the turning will hear a rushing sound, as if a source of water has been released. The door will take many turns to open and when it does it will reveal a vaultlike thickness which serves to explain why it was not blown open by the blast. The door opens into the flour room which could be a problem, but by now the party should have that troublesome explosion problem under control! Even so the door is unlikely to be opened all the way. It is after all, at the bottom of 18 feet of flour.

The party will be able to squeeze into a hall 10 feet wide and 15 tall, that slants slightly downward. The hall is 40 feet long, and has one additional unique feature. Just inside the doorway is a grating in the floor out of which is pouring a steady stream of water. It covers the floor from wall to wall, and runs smoothly down into the room below. The water stream is only about 2 or 3 inches deep. From the room below is coming a pale blue light.

Thrashing through this rivulet to the entrance of the chamber below the party will be confronted with a scene of unearthly beauty. The room is 50 by 50 feet square, with a 25 foot high ceiling. It, like the hall leading into it, is slightly slanted downward away from the entrance. All along the wall nearest the party is a grating out of which pours more water. This covers the entire floor with a softly gurgling sheen of water just like the hall. The water appears to be drained off at the far wall, but in the dim blue glow the party can't see the drain gratings.

The walls are tiled in a scintillating blue which seems to give off the pale blue glow. Opposite the door the party is standing in there is a raised dais. On this dais is a sarcophagus of the same rare hy-Atlantaen stone seen in the room of the Terra-cotta soldiers. The seemingly



frozen sea wave grain in the stone seems even more magnetic in the light of the florescent tiles. This is clearly the resting place of a figure of some importance.

At either end of the dais a fountain rises out of the running water, this coincides with the entrance of the party into the chamber. This should serve to unnerve the party a bit. The activator panel was under the water and thus rendered indistinct. The pleasant sound of falling water sounds almost musical in the silence of the tomb!

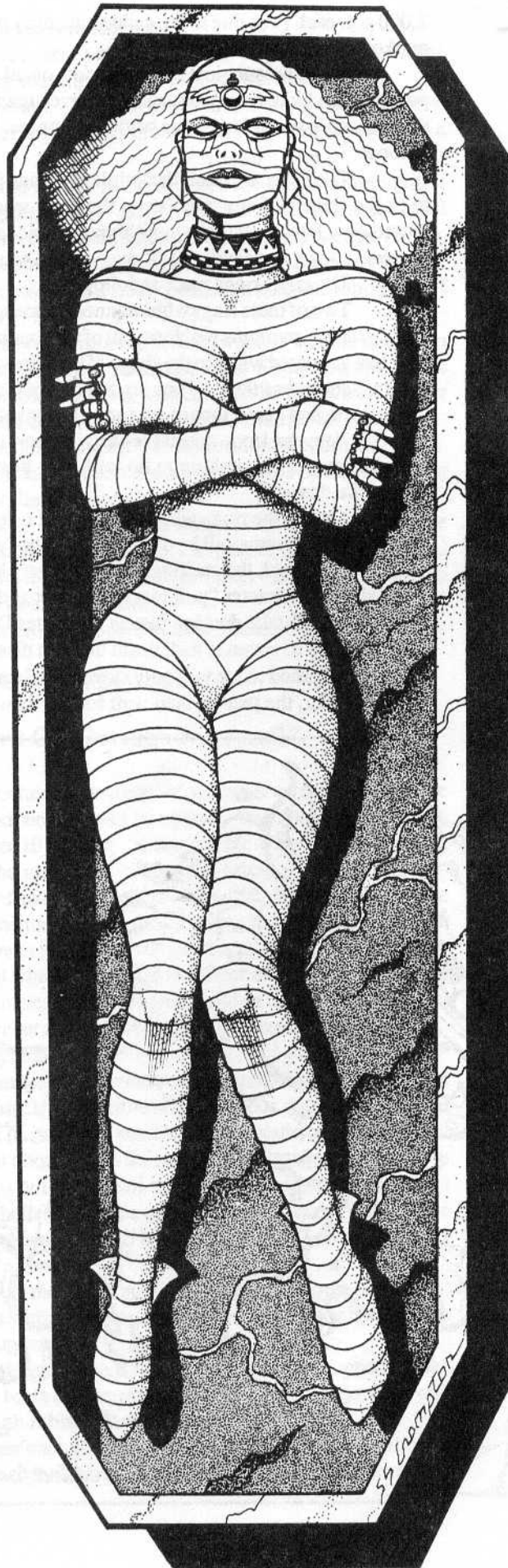
The Sarcophagus can be opened with relative ease, and within will be found the wrapped body of a woman. The mummy has been resting undisturbed in this tomb for millenia as is evidenced by the fact that none of the artifacts in the sarcophagus have been disturbed. The linen wrappings are as fresh as if the body was just placed herein. Magic users will be expressing great agitation at this point. The mummy is under a very powerful spell of preservation. It is the likes of which they will not have seen.

On the mummy's hands are 8 rings, each identical, made of the fabulous blue stone of hy-Atlan. These rings are carved in the shapes of elongated versions of the same demon dogs found on the entrance door. The eyes of the dogs on the rings are flawless star sapphires, which wink with hidden knowledge.

The magic-using members of the party will be able to relate that the spell on the mummy doesn't extend to the rings which they feel may be removed without affecting the wrapped figure.

(I've kept out of this melodramatic little piece of overblown sentimentality up to this point out of respect for the great Trapmeister that Evinrood was, but at this point given the vandalistic streak that most delvers possess, I must intrude. The spell on the recumbent lady will ABSOLUTELY thwart the party's any and every effort to do damage to her physical form. Although she can be moved and searched, she will not come unwrapped and absolutely no physical harm can come to her. That is until Evinrood's spirit has truly left this plane of existence (HINT!).

The party will almost certainly take the rings. From a physical value standpoint the rings are easily worth



2,000 g.p. each (less due to the sudden quantity of hy-Atlantaen stone that will be hitting the market soon.)

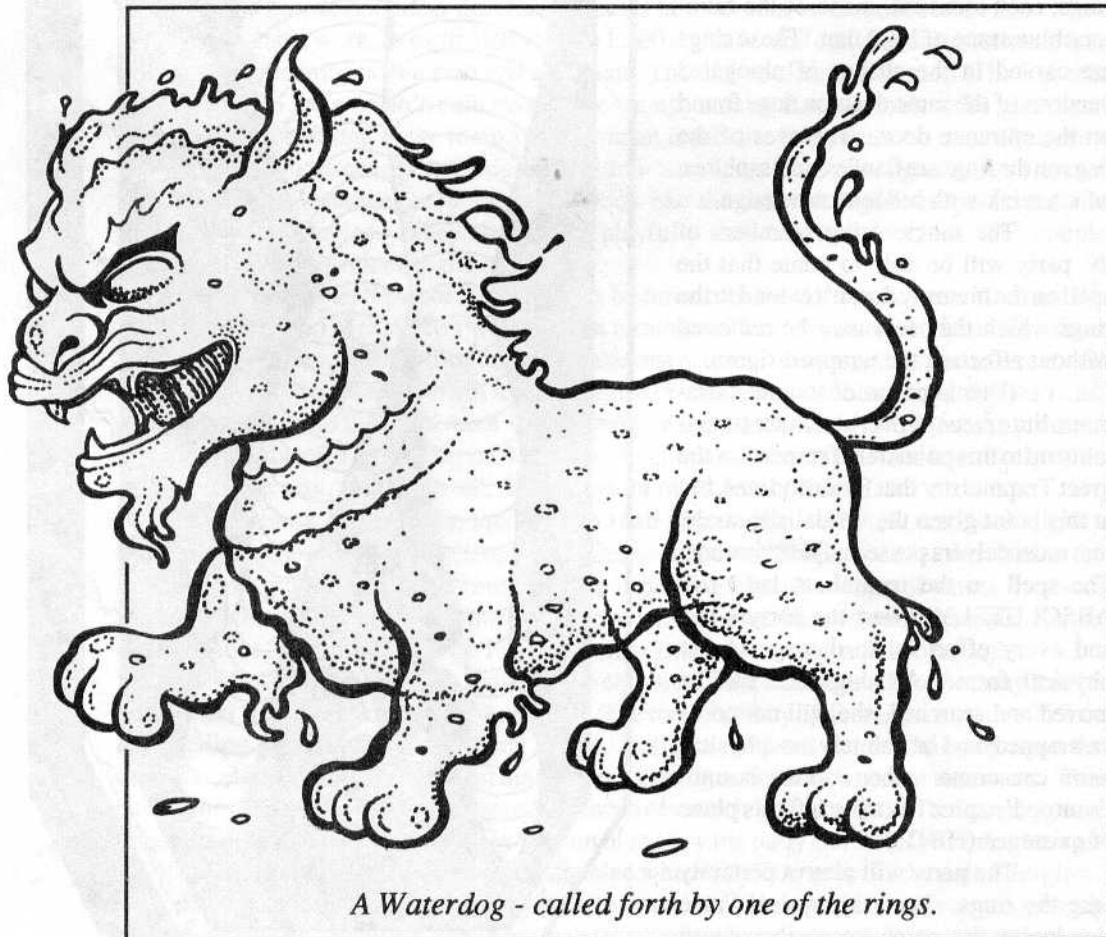
There are magical enhancements on all the rings but the spells are unique and their purposes are hidden from any magical investigation, save experimentation. It is at this point that the trap aspect of this room begins to emerge. Eight choices, much to gain, and everything to loose.

The party will find that while the rings fit well on the mummy they seem to be able to fit the fingers of any member of the party who is looking them over. This is true for the most dainty female elf or the most hippopotamic oaf of a human warrior. There is one problem, however, these rings will not fit over armor, or gloves.

The eight rings react as follows.

Two of these rings when donned summon elemental manifestations known as "Water Dogs". These creatures will form out of the fountains on either side of the sarcophagus. They look like animated water in the shape of the oriental temple dogs. The party member will have absolute control of them. They are the size of Great Danes. They can inflict 25D6 damage. (Their teeth and claws turn to ice for an instant at the point of inflicting damage.) They take only 1/2 damage from normal weapons, even enchanted weapons are halved, unless the enchantment has something to do with fire, heat, or burning, in which case they will take double the damage.

One of the rings when donned will turn the bearer into one of the Fabled *Tsunami Warriors*. The bearer will be able to turn his body into water, this includes his armor, and the ring. (Just to shock the stuffing out of the party have it happen spontaneously the first time, then have the character "pull himself back together". It'll serve to make them less cocky.) This delver will take damage just as the Water Dog described above does. (A further note, being reduced to steam is bad, death through dissipation usually results, and the ring will be lost. Being turned to ice will only slow the delver to a stop. Of course if broken be sure you gather up ALL the pieces, then wait for the thaw.)



A Waterdog - called forth by one of the rings.

The other five rings, when removed, activate traps.

The first and perhaps simplest is the **Ring of Water**. When this ring is put on the magic turns the wearer into water, leaving the ring behind. Oops. Care to try again?

The second is the **Ring of Desiccation**. This ring draws all the water out of a delver. (The mind boggles at the possible effect of these two rings at once!) The delver becomes a leather covered skeleton in an instant.

A mechanism within the third ring, when withdrawn from the finger of the rightful bearer, causes a tiny sliver of metal to spring free. This sliver is coated with a powerful paralytic poison. The delver can only be saved by quick administration of an antidote. (Hello, Poison control? I've got a fellow here who has a nasty jab of poison from a thousands of year old mummy's ring...Hold? What do you mean can I hold?) There is also the possibility of healing magic. (Arrrrgh!)

The fourth ring has the same sliver mechanism, but what it administers is a hallucinogenic drug that slowly induces a heightened paranoid state. Every two turns there is a 10% chance that the tomb robber who tries this ring will come to believe that the other members of the party are "out to get him" and attack one or all of them. The combat will resolve itself. In this case a magical anti-toxin spell is most likely to have the most beneficial effect. Until the delver attacks the other party members there are no overt signs of the oncoming paranoia. He doesn't want them to know that he knows!

The fifth ring is totally innocuous. At least to the wearer! The trap here will be activated if he extends his hand to another. If he takes a grip of any other persons unarmored hand, or has to grip someones hand to lift them up, a pin will thrust out on the palm side injecting a dose of the paralyzing poison described above.

These rings are of variable ratings, from four skulls for the Water or Desiccation rings to two skulls for the paranoia ring.

Once the rings have been parceled out the party can go on.

Trap #51: "The Things You Must Go Through For Loot!"

Behind the bier on the wall opposite the entrance there is another three finger hole door behind the tiles. Pry out the tiles and the door can be opened. The door opens into the "Blue" room, and reveals a small chamber 10 by 10 by 10 feet in size. On the opposite side is a bronze door. (Remember, most of the rooms are in dead blackness.)

This door again depicts Evinrood and a beautiful woman. This woman seems to be possessed of a flashy quickness that seems to leap out of the image. In the background can be seen a number of indistinct catlike figures lying about or rubbing against the figures legs.

In the center of the door is a wheel which must be turned to open the portal. The wheel will not turn until the door to the "Blue" room is closed. Once this has been done the wheel will turn freely. The wheel will make several turns, then there will sound a sudden click. At this point the ceiling will begin to descend into the room.

This will cause almost certain panic. Indestructable items can be used to block the descending stone. The party can also attack the three finger hole door with some hope of success. Keep in mind it is fairly thick (6 inches of stone) and this could take some time.

Once the ceiling reaches a point about 5 feet down from the top the wheel will be snapped off the bronze door. Steel panels will fall out of the base of the wall. These panels reveal gratings about 6 inches high along both sides of the room. At this point the Water Dogs and the Tsunami Warrior can quit worrying: there is their refuge. The others have a very short time to look for an escape.

This room was designed to "wring" the water out of anything entering the next room. This works very well for other liquids as well, and most delvers will be liquids by the time the stone reaches the floor one way or another.

In any event the ceiling will withdraw once it has been effectively stopped. Once the ceiling is back in place the thick steel bolts will be withdrawn and the vault like door will open. Not that this will matter to the tomb robbers at this point.

This room is hydraulically driven once the wheel is turned, and also hydraulically raised once it stops. The room is a four skuller if there are none of those cursed indestructible items amongst the party.



Trap #52: "You Light Up My Life!"

The room that opens before you is brightly lighted. It is 50 feet by 50 feet by 25, just like the "Blue" room before it. The walls are covered with reddish-orange tiles that have a lambent glow. The floor is perforated with small holes out of which are leaping a waving sea of small (1/8th. inch high) blue flames, which flicker and reignite when disturbed, rippling over the floor. At the end of the room there on a bier is a carnelian sarcophagus. At either end of the bier there are columns of dancing flame 9 feet high. The small flames are cool enough to be endurable by anyone wearing thick boots. There is a definite danger if dangling fabrics are present.

This would be an excellent place to comment that perhaps the Water Dog and Tsunami Warrior members of the party may wish to retreat. They will take 1D6 of damage for every turn in this room. They may not regenerate from this damage while in the room. The net result is that this damage will be cumulative. This effect is the same for those members of the party who are bare foot, or shod in metal which will conduct the heat.

A close inspection of the sarcophagus shows that has no obvious tricks. It will open with ease to reveal another mummy of a woman, very well preserved and protected exactly like the one in the "Blue" room. (Another vandalism update: even laying the mummy in the flames will have no effect, but give the delvers an "A" for effort.)

On this mummy's fingers are 8 rings in the form of long bodied cat creatures. These rings are formed of carnelian with rubies for eyes. Their cash value is over 2,500 g.p. As with the rings in the other room these have a variety of magical spells upon them, and like before some are good and some bad. Keep in mind all will fit, but not over armor.

First the good. Two of the rings will give control of elemental creatures known as "Fire Cats". They are made up of flickering licks of flame. They have faces like giant lynxs and bodies the size of cougars. They are capable of 30D6 of damage.

The third ring is the fabled **Ring of Fire**. This ring enables the delver who bears it to burst into flame. This is hard on cloth garments, and will spoil the temper of a good sword after a time, but will enable the delver to act as a torch without tying up his hands. Blunt or untempered weapons are largely unaffected by the flame and in prolonged use will actually derive some benefit. (Imagine being hit by a red hot mace!) This will add 3D6 to any unaffected weapon's hit value. If the delver fights in ignited form hand to hand he will generate 10D6 over his strength value.

The fourth ring is **The Ring Of The Fire-maker**. This ring renders the wearer immune to fire, flame, or intense heat.

The last four rings are somewhat less salubrious. The fifth ring causes the bearer to be consumed by the flame (Leaving the ring behind.)

The sixth ring has the backsticking pin coated with a nerve poison that makes the tomb robber afflicted by it to feel as if his body were on fire. Needless to say this is quite painful and will stop most delvers from being able to do anything but writhe in pain. Again, only a magical cure will help. (Maybe.)

The seventh ring injects a hallucinogen that induces a carelessness that nears the state of drunken recklessness. The character will have to exert extraordinary will not to leap into foolish circumstances. There is a 10% chance of the delver who has been jabbed in this fashion behaving in a grossly irresponsible way. An example being if the party goes back to the floor room to search for the trap door. They will leave all flaming devices outside and perhaps be foundering around on the ground. The affected member of the party will say, "We need a light.", and thereupon strike a spark to light a torch. For this poor sod logic will be a constant exercise in will power.

The eighth ring will burst into flame itself, burning off the flesh of the finger on which it is placed. This will be intensely painful, and a member of the party with below average constitution naturally or due to injuries will not survive the shock. The ring cannot be pulled off, and will continue to burn forever, unless the finger is removed. The good news is that the rest of the delvers hand is immune to the firey effects.

This ring is a blessing in disguise, for in tomb work it can act as a torch with out tying up a hand. A cautionary note though: don't hand this fellow any scrolls to read. (For that matter think of the effect he will have on any bed he tries to sleep in. Talk about the hazards of smoking in bed!)



Again the Rings are skull rated from four to two.

One last note: While Evinrood was known to consort with both these ladies during his checkered career, it was never at the same time for what will become obvious reasons.

The lady in the Blue Room was the *Sorceress of the Inland Sea*. She had control of a variety of water based creatures, most notable of whom were her Water Dogs which she would set upon her enemies. It is known that this cool, level-headed lady was the love of Evinrood's youth. Her fate has passed into the mysteries of the past, but clearly Evinrood has taken steps to look after her remains.

The other lady was the so-called *Goddess of the Fire Ridge*. She may have had elemental antecedents. She arrived at the same time as a fiery volcano in the lands that Evinrood knew, bringing with her her wildly unpredictable Fire Cats. This fiery, mercurial woman was the love of Evinrood's majority. Her end too is lost in the mists of time, but he likewise took steps to protect her.

There is a problem that the servants of these two women will pose for the party. Fire Cats and Water Dogs are basically elementals of two mutually antagonistic types. Under the command of an elemental master they can be made to work together. Under the inept guidance of the delvers the two will rush together in a steam explosion the first time they meet. (A Cat and Dog explosion will have a force of 55D6, and keep in mind there are two of them. Evinrood giveth and Grimtooth taketh away!)



Trap #53: "Lest You Become Too Complacent Evinrood Pitches A Curve!"

To progress further the party will have to return to the Flour/Explosion room. The tomb robbers will have to be more thorough in their search. Keep in mind the same kind of spell that have been revealing the doors hidden behind the stucco can also serve to point the way to a trap door hidden beneath the flour. This will mean more digging, and if the party has not learned its lesson more chances to be blown up!

Once the tomb robbers have levered the trap door open they will find it a short 10 foot hop to the floor of a hall leading 20 feet to a blank stucco wall. This hall is 20 feet long, 10 feet wide and 10 feet tall. Along the walls are patterns, twisted geometric forms, worked in gold leaf. These patterns reveal no images, just random-seeming forms, one after another culminating in a final whirlpool of gold on the far wall.

The value of the gold leaf is nominal. All together there would not be much over 50 g.p. It is hammered micro-thin and cemented in place on the stucco. (The party will ask. Given a glint of gold their rapacious little hearts will want to scrape it off the very walls!)

The door can be found under the stucco at the end of the hall. As usual this is a three finger hole door. What is unusual is what happens when the holes are probed. By now the delvers will have sunk into a routine when confronted by these type of doors. It will be "we open the door in the usual manner." Sticks will be poked, armored fingers inserted, or an appropriate low level spell cast. If they do this now the fun will really begin.

If the tomb robbers push one button at a time, the results will be as follows. Out of the ceiling in the first 10 by 10 foot section will emerge a large hydraulically driven steel framework. This will be driven down to the floor with considerable force. It is in effect like a giant egg slicer, razor sharp, driven by the force of tons of water pressure! Delvers who are in this section have a 50% chance (L5) to leap forward and avoid being julienned. Otherwise only enchanted armor, proof against immense damage, or the redoubtable "indestructible" item can save them. The mesh and the driving mechanism, four giant pistons concealed in the corners of the ceiling, will remain extended. The grid is only about a foot thick. Any delvers caught in it should slump over rather easily, or rather long slender parts of them!

The second button will cause the 10 foot by 10 foot floor section right before the door to fall out from under the feet of the delvers operating the door opening mechanism. Again there will be a 50% chance (L5) to leap back. If the delvers fail to do so they will plummet into what is to all intents and purposes a bottomless pit. Screams should echo up out of it, magnified by the walls for some time, fading slowly as the distance increases!

The last finger hole pushed will cause another hydraulically driven piston to slam the door downward from its top on the place where the floor was. This will neatly cover the hole,

DUNGEON OF DOOM



and also serve to whack flyswatterlike any flying character who happens to be pressing the last button. If the floor has fallen away and the delver is flying, there is a 50% chance it can dive down into the hole and escape, or it may try to fly back into the hall, but there is only a 30% chance (L7) of that. Of course if the floor has not fallen away then, squoosh!

The most dramatic effect can be achieved if a wizard magics the door open or if the party pushes all three at once! All the traps activate simultaneously, and chances of survival in this case are very, very dim!

This door and hall trap is a masterpiece, using the delvers complacency about a deadly device against them, and having the traps come in waves, if they are not maximally careless. Four skulls, for sure. Watch the delvers scramble.

Trap #54: "If You Think You've Got It Made You're All Wet!"

At this point the party may now enter the room. It is huge: 130 feet long, and 30 feet wide. The ceiling is 20 feet overhead and covered with more gold leaf, from end to end. The gold leaf on the ceiling is worked into fantastic patterns of soaring elemental forms flying and leaping about, cavorting with an inhuman joy. Covering the floor at the party's feet are 10 foot by 10 foot tiles of rust colored porcelain, worked throughout with gold wire. These tiles depict a different type of elementals surging and thrusting in a dance of brutish abandon.

The walls are covered with a bright crimson damask worked with golden threads. The elementals here are picked out in a rushing, flashing, flickering dance of glee, and destruction. A truly wonderful sight.

(Sorry to interrupt this epic scene, but loot is loot. The tiles, if pried up, are worth 1,000 g.p. each. If the delvers try to break it up and get at the gold wire they are idiots and the tiles will be worthless. The damask on the walls will come free if pulled carefully. It is remarkably well preserved, and worth 50 g.p. a square yard. Again if they try to pluck out the gold thread they are boobs of the first water and all will be worthless. Lastly the gold leaf on the ceiling is worth about 3,500 g.p. but will take a great deal of time to remove. Delvers will ask if they live up to the true vandalistic nature that makes them so much fun to provoke into acts of self destruction.)

At the far end of the room is a raised dais, upon which is an ebon sarcophagus. Behind it there is a golden statue which illuminates the room with a magical glow. It is a statue of a short stumpy man robed as a great wizard. It is cloaked in the signed robe, with the conical peaked hat. In one hand is a staff of a unique and twisted design. In the statue's other hand is a golden orb from which comes the light that illuminates the room. The visage is familiar to the entire party. This is a golden statue of Evinrood the Water Wizard, Master of the Elementals. (Fanfare! Bells, whistles, let fly the confetti.) The party is in the presence of more wealth in one place than at any other point in the dungeon. This golden statue is worth well over 150,000 g.p. Have fun carrying it out!

Tomb robbers being tomb robbers, greed will more than likely compel them to open the sarcophagus. If, however, they have a sudden burst of good sense and try to take the statue (which weighs about 5 tons.) the same events will transpire.

If the lid of the sarcophagus is opened, or the statue moved, or broken (which will cause it to move) the trap will be sprung.

The only element not represented by the art in this room is water. Ever the completist, Evinrood's devices hasten to oblige. The entire room is a gigantic iron box, which when released swings down at the end with the statue, the sarcophagus, and presumably the entire party in it. The pivot point is a giant shaft under the floor just beyond the door. The room will rush through an arc and crash with lethal suddenness into the wall below. In this position the last 25 feet of the room will swing through the bottom of the lake. At this time the far wall, which is now the ceiling will collapse under the weight of the lake and the room will fill with water, the final element.

The impact of the room hitting the wall at the end of its swing, the multi-ton statue flying around, not to mention the stone dais, and the sarcophagus, the ceiling falling 130 feet in a rain of stony debris, and finally being at the bottom of a 130 foot waterfall, should result in a satisfying climax. I for one have seldom seen more ways to be done in at one time in one



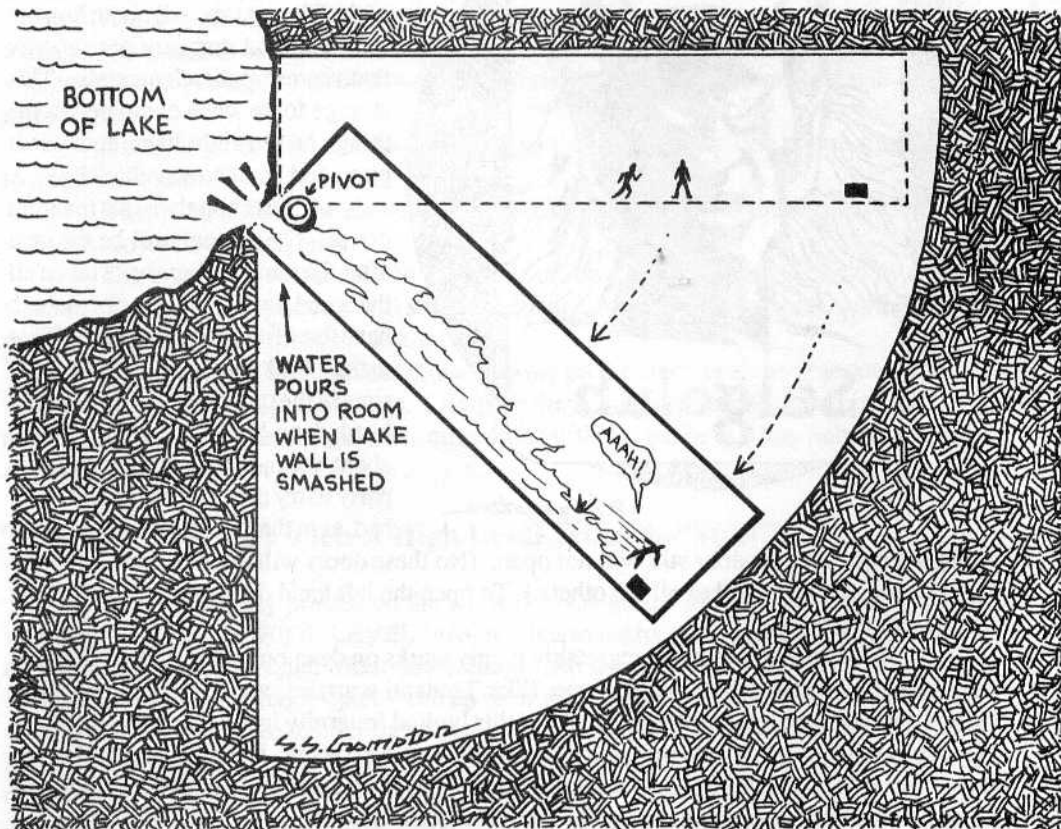
trap. This is a four skull trap if there ever was one. It even provides a hint for the faint hearted trap master to use to say "I warned you!" (If by some happenstance a demi-god has wandered in with the party add a final insult and dump the Glass Catfish in on top of him. If all this fails maybe he will climb out on the Island and the Green Blob will get him.)

At this point it will seem the best is over. The delvers have ransacked, or been ransacked by, the tomb and there seems to be nothing else to assault. Well have no fear, Evinrood has not been found as the delvers peered into the black sarcophagus they saw it was empty. The stumpy little rat is in here somewhere. There must be someplace that was missed.

Clues to his whereabouts can be found on the "treasure map" from the "X" room. The map at the time showed undifferentiated information, but a flash of insight will cause the tomb robbers to look at it again. If they have exhausted all the other possibilities in the dungeon, then the map will reveal itself as a layout of the dungeon. If there are other places the party has not checked the map will seem blank.

If the map is revealed the party will notice an area in the very center of the dungeon where there are rooms they have not explored.

A clue can also be supplied to the party even if they lost the map to the quicksand. A member of the group could, upon racking his brain, (Yes contrary to popular belief delvers do have brains.) recognize that at the point after the crystal warrior/delver polishing room there was an architectural anomaly. The corridor leading to the blank wall that forces the delvers to turn to the doors that lead to the entrance of THE ROAD LESS TRAVELED is 20 feet wide but the doors themselves are only 10 feet wide. Clearly there should be a 20 foot wide corridor leading from this point as well!



THE ABOVE ILLUSTRATION IS A "TIP" BROUGHT TO YOU
BY GRIMTOOTH & EVINROOD.

DONE TOO SOON

Trap #55: "Check Your Deamons At The Door!"

It doesn't matter how the party finds its way to this point. It will either be by the noble, torturous route, the party having gone through every other alternative, and then finally having the significance of the "pirate map" made clear to them. Or it will possibly be after the crystal warrior/delver polisher, that some architectural genius will come up with an idea. "Why does a 20 foot corridor lead to two 10 foot doors set at right angles, and leave me facing a blank wall?"

In either event the party will find that they have to scrape off a substantial amount of stucco to reveal these doors. When they have they find themselves facing two 10 foot high 10 foot wide bronze doors. On these doors is depicted the final battle of Evinrood's career. The confrontation with the lord of the deamons!

On the right hand door can be found the image of a tall, imposing, dead eyed man. This is Selgolub Lord of the Deamons. About him are the twisted visiages of halfhuman nightmare things, vile charactures of things that might have been created in an evil dream. They are directed at the figures on the left hand door in magical onslaught.



On the left hand door is the depiction of a stumpy, harried figure, arms upraised, marshaling his forces. This can be recognized from other doors like this throughout the tomb as the image of Evinrood Lord of the Elementals. All about him are the humanoid shapes of pure energy that represent the elementals. This strange force when compared to the things on the right hand door seem pure, and somehow pathetic!

But enough of this maudlin drivel. The art tour will be through after the tomb robbers have taken all the good stuff. These doors both have three finger holes in them. (That makes 6 altogether for those warriors in the party.) Those in the right hand door have an aura of magic about them. This will prompt the party to try the ones on the left. Too bad, as in that case all three will work

as digit dicers, and the door still will not open. (No these doors will not respond to the low level magic opening spell of all the others.) To open the left hand door the party must first try the right hand holes!

This is the real trap and regretablely it only works on deamons, elementals, creatures who owe their existence to magic alone, (like Tsunami warriors, and Elemental men.) or beings consisting of magical force. If any of this limited fraternity insert anything into these holes they will be slowly, and messily, sucked into the finger holes. Keep track of the beings thus affected's physical Strength, and Intelligence, it will be potentially relevent later on. If normal mortals, or nonmagically sustained creatures stick digits in, they will feel a cold chill. This is except for any elvish delvers: they will feel an electric shock, mild unfortunately, but startling. (It's a little trick of my own added for laughs, to zap a few of the high browed, pointy-eared wood rats.)

After the party has tried the right hand door the left hand door will work in the usual manner. The huge doors will open, revealing a chamber.

The door is a four skull trap for those types of beings affected; all others will only be affected by the left not working until the right does, one skull at best.



Trap #56: "The fabled "Earthly Reason" At Work."

The room beyond the doors is a 20 foot cube, one wall of which consists of the doors the party has just opened. On a raised platform near the back wall is a throne three times human size. Behind the throne is an inscription inlaid in gold, on the wall.

"No souls escape the place beyond the seat of Earthly wisdom!"

There are no detectable exits from this room. There are no magical auras to be found in the room either. In short it is just the party and the chair. (Comments about the relative intelligence of either are welcome.)

Clearly some one must sit in the chair, although any suitable weight will do. (Oh, some parties will think of the "throw a backpack on the chair" trick, but most won't.)

Once the throne has received weight in any volume above 20lbs. the trap will activate. The throne, and the stairs are mounted on a pivot. The whole ensemble will flip over through 180 degrees. This will have two effects, first anyone on the stairs or the throne will be dumped into an identical room below this one. The damage potential of a fall of 20 feet for a delver who has reached this point is negligible, but there is always the possibility that someone could break his fool neck. Say, 10% chance (L1).

The second effect is to bring up an identical throne upon which is seated a humanoid figure of superhuman proportions. This figure is magical in nature, and looks like a slab of rocky mud. On the creature's lap is a sword with a rust coloured blade. In its pommel is a dull amber stone. When the floor locks back in place the Earth Elemental will rise, taking up the sword and attack the party. The elemental will have the combined Strength, and Constitution/Endurance of all the warriors of the party. His great sword will receive 50D6 in combat, and will have an effect on any magical creature, just like it would on a normal mortal! [A note to all wizards, the stone in the pommel not only renders the elemental immune to magical attack, but casts a counter spell trapping the wizard who cast the spell. This trap will consist of a pentagram etched in magic fire on the floor of the room, and will last only three turns.]

If the party flees the room the Earth Elemental will return to the throne and sit down to await their return.

If the party defeats the elemental a section of the wall behind the throne 20 feet wide will sink slowly into the ground.

The blade will remain but in the hands of a normal delver it will be only a 18D6 weapon. The gem in the pommel will still be magical in nature, but it will only ward off direct magical attack, not trap the spell caster.

The trap is not lethal unless those who are on the stairs or throne cannot think of a way out of the room under the throne. I suppose they could starve to death. But this is only a one skull trap, of course the golem is quite another thing, but he is a trap only for wizards, and in that he does them no harm.



Trap #57: "Never Touch A High Level Wizards "Stuff"!"

Before the party presses on the wizards in the group will go amuk, issuing a stern warning. Here there be HIGH LEVEL MAGIC. It is in the rock of the entrance that sank into the ground, and in the walls, floor and ceiling. All these areas for a depth of 10 feet are interpenetrated with a magic spell. The level of this spell and its nature are impossible to discern. (Although the gold lettering behind the throne might provide a clue, hint, hint.) The party will also notice that the rock is clad with dwarvish steel on the side that faces into the chamber.

Easily in the party's sight with light reflected off the polished steel walls is a chamber. It is a 40 foot cube of shining steel, in the center of which is a pyramid of 3 steps, the total over 5 feet high. The base of the pyramid is 20 feet on a side and set in the exact center of the room.

At the apex of the monument is a cube of the blue hy-Atlantaen stone. Thrust into this stone is a gnarled old wooden seeming staff. Three guesses who this handy item once belonged to.

Eventually someone is going to want this handy little tool badly enough to try to pull

it out of the stone. Any one of the tomb robbers who try will meet with a truly colorful fate. Anyone touching the staff, either with their hands, or by some mechanical means, will end up on the receiving end of a jolt that will give the outward appearance of being magical. (You don't think the delvers will try to rope it, or slice it off with a sword? What have I been trying to teach you, about the deviousness of all prospective trap fodder? When you least expect it—zamm—up they come with some new harebrained plan. Expect the unexpected.)

Beneath this room is a gigantic version of the shock generating wheel found at the entrance and in one of the bronze doors. It is driven by yet another branch of the underground stream. The power generated is enough to act as a joy buzzer for the entire City of Khazan, all 50,000 at once. Channeled through one or two delvers, it creates a beautiful blue spark, as it arcs to ground. Of course what's left of the delvers after the experience could be conveniently stored in a shoe box.

A scenic note is that if the party tries to remove the staff, at the same time as a touch occurs, a hydraulic force will drive the stone blocks that sank into the ground when the golem was defeated back into place, effectively trapping the party in a steel box. A little experimentation on the part of the magic users will show that nothing will get out of this room. The armor on the walls is proof against digging. The magic in the walls prevents teleportation. In short, nothing leaves the room, not man, magic or immortal soul!

Now the arc to ground is perfectly natural, but at the same time from the bodies of any delvers foolish to touch the staff a golden bolt of lightning will shoot into the wall opposite the entrance, flash once and be gone. [A note: Keep track of the physical Strength and Intelligence of those delvers affected. Once the combined total of the absorbed Strength and Intelligence from those zapped by the staff, and the right hand door's three hole trap reaches 416 then the next phase of the tomb's operation will commence operation.]

This is a three skull trap, too easy to just walk away from, but no delver will, and once they try the trap becomes a four skuller. With only one exit.

After enough of the party has tried in desperation to pull the staff out or somehow free it from the stone, and thereby created a fair number of little soot piles they will reach the level required to lead us to the final step on this journey.

Trap #58: "As You Sow So Shall You Reap!" or "Ladies And Gentlemen, Evinrood Has Left The Tomb."

The entire steel wall opposite the entry slowly sinks into the ground. This will reveal a room 20 feet deep and 40 feet wide. This is in reality an extension of the staff room, steel walls and all.

At the back of the room is a large, comfortable, thronelike chair. The chair is resting on a low pedestal. In the air above the chair is a glowing crystal globe. The globe pulses with a brilliant red light. It is this light that illuminates this portion of the room.

On the throne is a stumpy figure. It is clad in the almost comically familiar wizards robe, complete with sun, moon, and star symbols. The figure seems to be sleeping.

The gang of tomb robbers have it in their power at this time to attack the dozing figure, or the glowing sphere above it.

If the delvers attack they will seal their own fate. The globe will loose the energy stored from the deamons, and those who have tried to touch the staff. It will blast the remaining delvers with annihilatory force (note not flame, but the primal force of disintigration.) and then go back to waiting for the next party.

Can't you see it now? The delvers have bashed, thrashed, and trashed their way into this wizardly prescence, and then blow the whole deal by acting just like delvers always do. "Look there he is George, it's Evinrood. Let's blow him up and see what happens." This is what is most likely to happen. Good old humanoid tomb trashers, they seldom let me down.

Yet it is just possible that they will exert some forebearance. If so, they will have a chance to witness the return from a form of magical hibernation of one crafty wizard.

Evinrood's soul and the magical power it possessed would have been seized at the time of his death by the minnions of Selgolub. Keep in mind Evinrood had tried and failed to defeat the deamon lord and his operatives before. So Evinrood knew he needed a plan or



he was going to become a karmic power plant for the plans of conquest the Deamon Lord was fostering.

Evinrood constructed this entire network with the aid of the dwarves, who owed him quite a few favors, and his own elementals. The purpose of the tomb's trap network was to thwart the assassins, both human and deemonic, that would be sent to see just why his soul could not be taken. Then in the center of the complex he built a place he could go and not-exactly-die. The steel room with his staff in place were set up to store power to bring his body back to life. The magic in the walls would keep his soul from escaping into the clutches of



Selgolub. The globe stored the energy of Strength and Intelligence until enough was available to enable Evinrood to return to normal.

What the party witnesses is a blinding flash of light from the globe. When the after images of the light have cleared Evinrood will be standing up.

At this point he will go into some maudlin diatribe about how nice everybody was to come in and help him out. This is after he checks to see if the two ladies in traps 50, and 52 are O.K. (If they aren't then see blast-of-magical force from above! See there is always hope. No foolish deed goes unpunished!)

The old wizard, has obviously gone soft in his old age, as at this point he will bestow on the remaining members of the party the globe. (Which has changed to ordinary iron and is about the size and weight of an 8lb. shot.) He tells the party that this device can act as a storehouse for any human attribute, but only one at a time. If it is not used for this it can be used to store up to 5 spells for a mage which can be cast simultaneously, or one at a time as well as the wizards own.

He will then turn to leave. Walking through the staff room, he stops to pull the staff out of the stone, and notices the little piles of ash. "Oh my, I knew I was forgetting something." And with a gesture all the delvers blasted will be restored! With another gesture, they are all teleported to the nearest village outside the trap complex. (After all this, just walking out would be anti-climactic.)



Now I know that most of you would just as soon see the delvers get their just desserts, but it seems that only nice old high-level wizards have the time to devote to trap science, at least in the old days. As a result this namby-pamby ending will have to do. But for those who have a real feeling for irony, just let yourself stop at the point where the doddering old psychotic blasts everyone and exits laughing. It is a sight to warm the cockles of a Trap Masters Heart.

That's it for now...



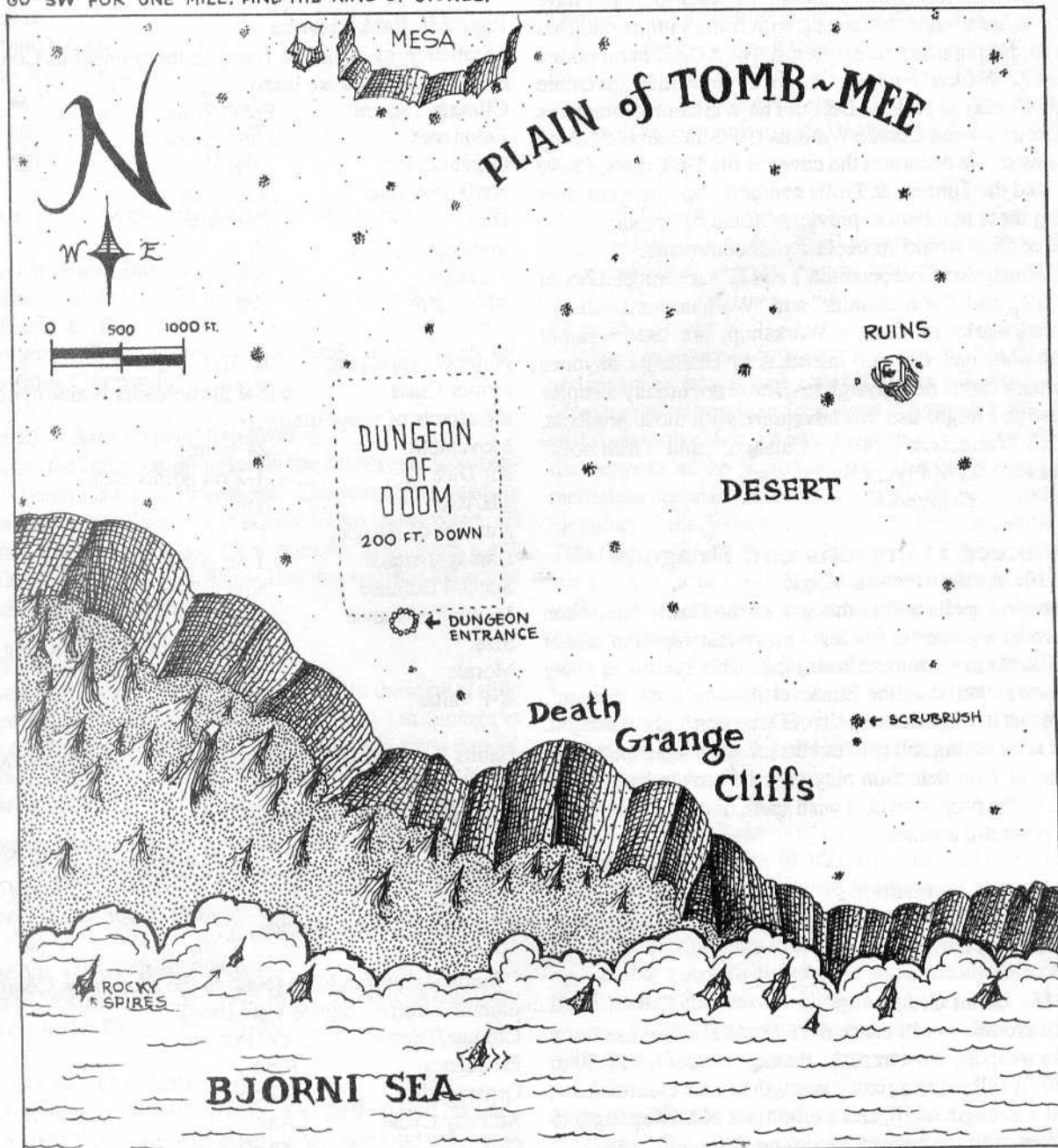
AND NOW A WORD FROM GRIMTINA!

HERE'S A MAP I MADE* THAT SHOWS HOW TO FIND MY

BIG BROTHER'S

DUNGEON DOOM

FIND THE RUINS ON THE PLAIN OF TOMB-MEE
GO SW FOR ONE MILE. FIND THE RING OF STONES.



* with a little help from *Gr. Gr. Gnomptan*

Appendix

Catalyst products are an attempt to provide a playing aid that can be used with any game system. Naturally, since there are so many different systems available today, it is impossible to cover them all. The numbers we have given you in the text are there primarily to give you some guidance as you create the specific numbers that will be needed for your game system. In order to help, I have asked some friends to come up with some sample numbers for a couple popular game systems. The AD&D numbers are James L Walker's interpretation of how this adventure would be played under AD&D. The Warhammer numbers are likewise from Claude Watrous III. Since an old family painting of me decorates the cover of the T&T rules, I have provided the Tunnels & Trolls numbers. We have not been adding these numbers to previous "Catalyst" products, and all three of us would appreciate your comments. "AD&D" and "Monstrous Compendium I and II" are trademarks of TSR Inc.; and "Warhammer" and "Warhammer Bestiary" are trademarks of Games Workshop, are used without permission, and are not intended to challenge anyones trademark rights or copyrights. These are merely samples of how you might use this adventure with those products. "T&T", "Tunnels & Trolls", "Catalyst", and "Grimtooth" are trademarks of Flying Buffalo Inc.

--- Grimtooth.

Advanced Dungeons and Dragons

Page 10: Anti-Detection Magic

Detection spells within the area of the Coffin have been masked by a powerful 9th level proprietary spell of one of the Wizards in Grimtooth's employ. This spell is in many ways very similar to the 8th level illusion spell 'Screen', except that it only effects spells of Detection and Divination. There is no saving roll to avoid the effects of this spell. The illusion of Non-detection may only be broken by a dispel magic of the proper level, a wish spell, or certain powers of more powerful artifacts.

Page 12: Air Elementals

Treat as 8 hit die Air Elementals, as found in the Monstrous Compendium I.

Page 15: Giant Crossbows

Each crossbow will cause 6-15 (3d4+3) when used as a missile weapon. As a trap, the damage is double (12-30 or 6d4+6). It will require giant's strength to cock the crossbow, at least a strength of 18, and a minimum of a 17 strength to aim, even with the help of an aiming stand.

Page 17: Fire Elementals

The death of this Fire Elemental results in a ball of steam

that will cause damage equal to its hit dice; 8d6. Saving roll vs Dragon's Breath will negate 1/2 of this damage.

Page 20: SR on Luck or Speed

The Delver will have a 30% chance of survival, +5% per point of Dexterity over 15.

Page 24: Pack Piranha

Statistics, as would be found in the Monstrous Compendium if piranha were listed:

Climate/Terrain	Fresh Water
Frequency	Uncommon
Organization	Swarm
Activity Cycle	Any time
Diet	Carnivore
Intelligence	Nil
Treasure	Nil
Alignment	Nil
Number Appearing	10-100
Armor Class	6 (8 if the defender is able to negate the effects of water drag).
Movement	24 swim
Hit Dice	1-2 hit points each
THACo	19
Number of Attacks	1
Damage/Attack	1 hit point
Special Defense	Nil
Magic Resistance	Nil
Size	Small — 3 to 5 inches long
Morale	Average
X-P value	25 each

Habits As described in text of the Dungeon of Doom

Page 24: Albino Cave Sharks

These monsters are in all ways the same as the common sharks, found in the Monstrous Compendium II.

Page 24: Electro - Squids

Statistics, as would be found in the Monstrous Compendium if Electro - Squids were listed:

Climate/Terrain	Any salt water
Frequency	Rare
Organization	Schools
Activity Cycle	Any
Diet	Carnivore
Intelligence	Nil
Treasure	Nil
Alignment	Nil

Number Appearing	5 to 20
Armor Class	8
Movement	12 swim, 36 jet
Hit Dice	1
THACo	19
Number of Attacks	1
Damage/Attack	Special
Special Attacks	Electric Shock causing 2d8 stun damage. The target will recover from this damage swiftly unless they drown or are eaten by the Squids. Once the target is stunned into helplessness, the squids will devour it in about 1 hour. Most delvers will drown long before this time, however.
Special Defense	Nil
Magic Resistance	Nil
Size	Small
Morale	Unsteady (7)
X-P value	65 each

Habits As described in text of the Dungeon of Doom

Page 25: Blind Barracuda

These creatures are not particularly handicapped by their blindness, as they can detect motion in the water very accurately. Treat as normal Barracuda as found in the Monstrous Compendium II.

Page 25: Giant Crystal Sea Snakes

As per the information found in the Monstrous Compendium I under Snakes, Poisonous. The toxin generated by these snakes is the maximum poison found on the chart. Of course, since these snakes are aquatic, they have some similarity to Giant Sea Snakes. Use that statistic list where it would be appropriate.

Page 28: Dwarven Pila

Extra fine Dwarven workmanship allows these pila (sing. Pilum, short, flexible Spears), to cause 1d6+1 in damage vs man sized targets, and 1d8+1 damage vs giant sized targets. Further, they will be worth 10 times the normal value of a spear in gold.

Page 29: Giant Albino Squid

As per the information found in the Monstrous Compendium II under Squid, Giant.

Page 33: Giant Glass Catfish

As per the information found in the Monstrous Compendium II under Fish, Giant. 10 hit dice.

Page 33,34: The Cat's Staff

This item is a powerful artifact level staff. It will instantly drain all of the experience levels of anyone who touches it, takes it up, or otherwise seeks to possess it by spell, physical action, or remote grasping or clamping object, rendering the victim a first level character once again.

This draining of energy charges the staff's magic powers, and attunes the staff to this person. The magic powers thus attained are a powerful transformation ability, giving the victim the same attack capabilities as a Weretiger 1 time per day, for a maximum of 1 hour, and great magical knowledge, such that whenever the holder attains a new level of spell expertise, he will instantly be taught all of the spells that he is entitled to at the new level of experience. This holds true for magic users only. Clerics will be unable to make use of the staff. After draining them of experience, the staff will simply go dormant until a wizard takes it up.

On the down side, the staff does house a powerful Cat Demon, who will demand that the user donate large amounts of his earnings to various cat charities: Temple of Bast, Retirement home for Priests of Bast, Lost Cat Shelters, etc., at least 50%. Further, other Artifact level disadvantages may surface from time to time. Usually when the player least expects or wants it.

Page 36: Darts

These darts will cause 1d6+3 points of damage as a trap. If used as a hand weapon, they do same damage as a javelin.

Page 40: Armor

This armor is really a monster in disguise. For all intents and purposes, treat this armor as if it were a Zodar, from the Monstrous Compendium Spelljammer Appendix. The Zodar will fight with either it's natural weaponry and abilities, or the weapons of the person or persons it has possessed. If more than one member of the party is possessed, divide the hit points of the Zodar evenly between them, and reduce the THACo by 1 for each victim. Remember, this is not a Zodar, but a suit of armor which fights like a Zodar. Experience value for defeating the armor should be awarded as if a single Zodar were killed, no matter how many members of the party were possessed. Defeating the Zodar will render the armor inert, of no value. Remember, in AD&D, armor does not negate damage. It will always have the AC of the Zodar, until it is defeated, and rendered inert, at which point, it will be normal armor of it's type.

Page 44: Killer Bees

Treat as a Swarm with 10-100 hit points, +10 hit points per statue broken. Bees will cause 3d6 hit points of damage to each person in the room every round they remain in the room. For each 1/3 of the bees killed, reduce the damage they cause by 1d6. For every 18 hit points of damage a character takes, there is a 10% chance of an allergic reaction which will result in death in 10 to 20 turns unless treatment is administered by a Cleric with a neutralize poison spell.

Page 53: 10 foot spears

These fine Dwarven forged spears will cause 1d8+1 damage to man-sized targets and 1d10+1 to larger than man sized creatures when used in melee combat. The value in gold of the spears will be 10 times the normal value of spears.

DUNGEON OF DOOM

Page 62: Water Dogs

Treat as Water Elementals as found in the Monstrous Compendium I. These elementals are 15 hit dice.

Page 64: Fire Cats

Treat as Fire Elementals, as found in the Monstrous Compendium I. These elementals are 15 hit dice.

Page 69: Earth Elemental

Treat as an Earth Elemental of 15 hit dice, as found in the Monstrous Compendium I, however, it will have hit points equal to the combined hit points of all the fighter class characters in the party. The sword, in the elemental's hands, have +5 to hit and will cause 5d10 points of damage (5-50).

Page 69: 18d6 sword

In the Elemental's hands, this sword will cause 5d10 points of damage (5-50). In the hands of mortal beings, however, it will act as a normal Two Hand Sword so far as damage goes. It does retain some enchantment, however, giving it the semblance of a +3 sword for purpose of hitting magically protected beings and undead, without imparting any actual weapon plusses.

Page 56: Flame Elemental

The character will retain his normal characteristic levels, but will be permanently flaming. This flame will act like a Flaming Aura, but will only cause 1d6 damage when the player grasps, or strikes with his open hand. The GM may award other abilities that seem appropriate to this condition. Of course, on the down side, this character will gain a reputation for pyromania and draw a lot of attention in any combat situation. Stealthy activities will also be somewhat constrained.

Page 57: 300d6 ball of stone

This attack will cause 50 +5d10 damage to anyone unlucky enough to be hit by the attack. A successful save vs Dragon Breath will negate all of the damage.

Page 60: 400d6 explosion

Those who are trapped in the room when the explosion goes off will be killed outright. They will get no save, though some powerful magic items may help them to survive at the DM's discretion. Those who are in the tunnel will have a somewhat easier time of it, but not much.

The delver closest to the room will take 10d10 +20 points of damage, half damage if a save vs Dragon's breath is made successfully. The next one will take 5d10+10, the next 2d10+5, the next 1d10+2, the next 1d6, and any after that will take no damage at all, the explosion having dissipated itself. At any time, a saving roll vs Dragon's breath will indicate half damage.

Page 64: Flame conversion

When the ring is worn, you may add +3d6 damage from a flaming aura. This add is with or without weapons. Note that weapons with wooden or fabric components will have these parts burned. No bows, crossbows, wooden hafted weapons, etc..

Page 65: 55d6 explosion

These elemental beings will combine their hit points into a near fatal explosion when they come in contact with each other. Thus, an 8 hit die fire elemental and an 8 hit die water elemental will combine into a steam explosion of 16d6. Save vs Dragon's Breath for 1/2 damage.

Page 68,70, and 71: Statistics

For AD&D purposes, this trap will absorb the Hit Points of the parties in question. When the total hit points absorbed hits 416, the operation will commence.

Warhammer

Page 10: Non-Detection spell

There is a level 4 Illusion spell on the casket that will prevent any Detection or Divination spells from reporting functioning properly. This interference may be broken only by a level 4 Illusionist spell, 'Destroy Illusions', or a powerful magic artifact or a wish.

Page 12: Air Elementals

Treat as Size 4 elementals, as found in the Warhammer Bestiary.

Page 15: Giant Crossbow

This giant crossbow will have an effective Strength rating of 6. It will take 2 rounds to load with a strength of 7 required. Just aiming this gargantuan weapon will take a strength of 4 even if an aiming bipod is used.

Page 17: Fire Elementals

Treat as Size 4 elementals, as found in the Warhammer Bestiary.

Page 20: Save on Luck or Speed

When this door of stone slices the air toward you it is best to be out of its way. Make a Save based on Initiative to survive, otherwise death is the reward.

Page 24: Albino Sharks

Use the following Statistics in Warhammer:

M	WS	BS	S	T	W	I	A	Dex	LD	Int	CL	WP	FEL
6	75	0	10	10	30	60	1	01	NA	20	100	15	01

Page 24: Electro-Squids

Use the following Statistics in Warhammer:

M	WS	BS	S	T	W	I	A	Dex	LD	Int	CL	WP	FEL
4/10	25	0	2	5	6	70	1	31	NA	15	35	15	50

Each hit will reduce the targets Initiative by 20% and WS by 10%. Cumulative in the same battle. Recovering is almost immediate (within 2 hours) after the battle ends. Unless the squids win, in which case, you're lunch.

Page 25: Blind Barracuda

Use the following Statistics in Warhammer:

M	WS	BS	S	T	W	I	A	Dex	LD	Int	CL	WP	FEL
10	25	0	6	6	6	50	1	01	NA	15	80	20	15

The blindness of these barracuda is not much of a handicap to them. They are quite at home finding their meals by detecting the motions that the tidbits make as they move around in the water.

Page 25: Giant Crystal Sea Snakes

Use the Giant Rattlers, as per the Warhammer Bestiary, modified for aquatic habits. These snakes are 30 feet long, so they should be fairly tough. Further, the toxicity of their venom should be the maximum allowable under the rules.

Page 28: Pila

These dwarven forged Pila (sing. Pilum, short, flexible thrusting spears) are +10 WS spears, which may be sold at 10 times the normal value of spears.

Page 29: Giant Albino Squid

Use the Bog Octopus as found in the Warhammer Bestiary, modified for the squids habits.

Page 33: Giant Glass Catfish

Use the following Statistics in Warhammer:

M	WS	BS	S	T	W	I	A	Dex	LD	Int	CL	WP	FEL
4	45	0	6	6	6	60	1	01	NA	15	55	20	15

Page 33,34: Cat's Eye Staff

This staff will work as described. The Statistics of the tiger form are as follows:

M	WS	BS	S	T	W	I	A	Dex	LD	Int	CL	WP	FEL
8	75	0	7	4	8	40	[3(5)]	01	10	20	55	50	NA

For an explanation of the statistic in brackets see the Warhammer Bestiary under Cat, Wild.

Page 36: Darts

These short, metal spikes will have an ES of 5 as a trap. In the hands of a normal man, however they act as normal darts.

Page 40: Magic Armor

This malevolent full Suit of Plate Armor has 3 AP's of defense in each body area. However, when the demon pops in, the delvers will be in for a nasty surprise as any members of their party who may be wearing any part of the armor will become possessed by it. The victims will have 3 times their strength, toughness, and wounds.

Page 44: Killer Bees

Treat as a venomous swarm as per the Warhammer Bestiary. There will be 1 swarm per statue shattered.

Page 53: Dwarven Steel Spears

These finely cast dwarven spears will have +15 WS, and will be worth 15 times the normal value of spears.

Page 56: Flame Elemental

Treat this character as a flame elemental of size 6.

Page 57: Giant ball of Stone

When this giant ball of stone slices the air toward you it is best to be out of it's way. Make a Save based on Intelligence to survive, otherwise death is the reward.

Page 60: 400d6 explosion

When the particulates explode, characters who are in the room will die outright. Characters who are in the tube will take wounds based on how many characters are ahead of them in the tunnel. The first one will take 15 wounds. The next will take 13, the third 9, the next 5, the next 1, and the rest nothing, the damage having been dissipated.

Page 62: Water Dogs

Treat as Water Elementals of Size 8 as found in the Warhammer Bestiary.

Page 64: Fire Cats

Treat as Fire Elementals of Size 8 as found in the Warhammer Bestiary.

Page 64: Flame conversion

The flame will add +6 damage to any weapon that can survive the flame damage. This includes hand to hand damage. Of course, this will put a damper on this characters social life, as nobody will want to get too close to him, for fear of third degree burns.

Page 65: 55d6 explosion

These Fire Cats and Water Dogs will both annihilate each other in a Blast that is the equal of a Blast Spell at 2 times normal effectiveness.

Page 69: Earth Elemental

Treat as Earth Elemental of Size 10 as found in the Warhammer Bestiary.

Page 69: 18d6 sword

This sword will be +5 Damage for the Elemental, but only +2 Damage for normal mortals.

Page 68,70,71 Statistics

When the characteristics absorbed exceeds 216 points, the trap will go into operation.

Tunnels & Trolls

Most of the numbers given in this adventure translate directly to T&T. L1, L2, etc are Level 1 or Level 2 saving rolls, based on Luck unless another characteristic is mentioned.

Air Elemental (page 12) MR of 45 but can only be damaged with magic or with magic weapons.

Pack Piranha (page 24) MR of 5 each, but 10 - 100 show up.

Albino Cave Sharks (page 24) MR of 55 each, 3 to 8 appear.

Electro-Squids (page 24) MR of 10 each, 5 to 20 appear. Each time you hit them, take their damage roll directly off your strength. If your strength falls below 5, you are shocked unconscious. However this "stun" wears off at the rate of 2 points per combat round, rather than the usual one strength point per full turn.

Blind Barracudas (page 25) MR of 15 each, 5 to 40 appear.

Crystal Sea Snake (page 25) MR of 20. 1 to 3 appear.

Giant Albino Cave Squid (page 29) MR of 40 for each of the 8 tentacles & 2 grappling arms. Only one or two arms show up the first round. For each combat round, roll 1D6 to see how many additional arms show up until all 10 are present.

Legendary Glass Catfish (page 33) MR of 200.

Killer Bees (page 44) MR of 10 per swarm, one swarm per statue broken. However, if attacked with normal weapons, no matter how big the players' advantage over the bees, only deduct one point from the bees per player attacking them. (Unless you use magic, or some kind of poison gas, it will take a long time to kill all these babies.)

The Spears on page 51 are 3D6 +2adds.

Water Dogs (Page 62) MR of 100 each.

Fire Cats (Page 64) MR of 120 each.

Earth Elemental (Page 69) as described in the section.

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