

History

Centuries ago, when the dwarves looked to create an outpost between Hearth-Home and Kleine, they discovered a large deposit of salt and began mining the deposit; building Stonefast beneath the salt mine.

During the Orc Wars, when Stonefast was sealed, the dwarves also sealed up the salt mine and withdrew to Hearth-Home. After the Orc Wars ended, the location of both Stonefast and the salt mine was lost to the dwarven memory.

And so it stayed until an apprentice Human magic-user, Zanzer Tem, discovered clues to Stonefast's location in an ancient dwarven text in his master's library. Hungering for the dwarven treasure he was convinced was left behind, Zanzer stole the text and fled his master's service.

Always a coward at heart, Zanzer spent the next couple of decades working for the local thieves guild to gain power and gold to finance his search for Stonefast.

Twenty years ago, Zanzer finally found the sealed entrance to the salt mine and took it over to use as his base. After a couple of years of experimenting with the salt, Zanzer discovered it could be used in the creation of healing potions.

Using his contacts with the thieves guild, and making allies with local monster tribes, Zanzer began receiving slaves to both work the mines and dig for the entrance to Stonefast. In exchange for slaves Zanzer payed the thieves guild, and monster tribes, with healing potions.

Recently, a young white dragon named Kamro broke into Stonefast from the long sealed main dwarven entrance and has claimed it for his lair. Zanzer lost over two dozen goblins when Kamro attacked and is terrified Kamro will get to the dwarven treasure before Zanzer. Shortly after Kamro's attack, slaves in the mine discovered a trap door leading down into Stonefast.

With this recent discovery, Zanzer contacted his thief and monster allies and insisted on new slaves: preferably people who could be tested in his salt mine and , if they survived to escape, could be tricked into entering Stonefast, clearing it out and hopefully slaying Kamro in the process. {Enter the PC's.}

For the DM

All the doors in Zanzer's dungeon are made of sturdy oak, reinforced with well-wrought dwarven, and gnomish, iron. All doors are in good condition and seal well. Due to the thickness of the walls, and doors, sound doesn't carry well. Unless in an open hallway, or a room with opens doors, loud noises (like battle) will only carry to the rooms immediately adjacent to where the noises originate from.

All rooms and hallways have lit torches every 10', unless otherwise noted in the room descriptions.

Because the salt mine is so active, roll for a wandering monster check every other turn. Wandering monsters will be encountered on the roll of a 1-2 on a d6. If an encounter occurs, roll 1d8 and consult the following:

- 1) Gnoll (1d3): AC 5; HD 2; HP 11 each; MV 90'(30'); #AT 1; DMG 1d6+1 (club); Save F2; ML 8; AL C; THAC0 18; XP 20 each. Treasure: 2 healing potions per Gnoll.
- 2) Hobgoblin (1d6): AC 6; HD 1+1; HP 6 each; MV 90'(30'); #AT 1; DMG 1d6 (club); Save F1; ML 8; AL C; THAC0 18; XP 15 each. Treasure: 2 healing potions per Hobgoblin.
- 3) Guard, Human (1d6): AC 7; HD 1; HP 5 each; MV 90'(30'); #AT 1; DMG 1d6 (club); Save F1; ML 8; AL C; THAC0 19; XP 10 each. Treasure: 1 healing potion per guard.

- 4) Kobold (1d8): AC 7; HD ¼; HP 2 each; MV 90'(30'); #AT 1; DMG 1d4-1 (whip); Save Normal Man; ML 6; AL C; THAC0 19; XP 5 each. Treasure: 1 healing potion per 2 Kobolds.
- 5) Goblin (1d8): AC 6; HD 1-1; HP 4 each; MV 90'(30'); #AT 1; DMG 1d4 (dagger or sling); Save Normal Man; ML 7; AL C; THAC0 19; XP 5 each. Treasure: 1 healing potion per Goblin.
- 6) Orc (1d6): AC 6; HD 1; HP 5 each; MV 90'(30'); #AT 1; DMG 1d6 (short sword or crossbow); Save F1; ML 8; AL C; THAC0 19; XP 10 each. Treasure: 1 healing potion per Orc.
- 7) Orc with Slaves (1 + 1d4): AC 6; HD 1; HP 7; MV 90'(30'); #AT 1; DMG 1d4 (whip); Save F1; ML 8; AL C; THAC0: 19; XP 10 each. (Slaves will not fight and only have 1 hp each.) Treasure: 1 healing potion per Orc and slave.
- 8) Gnoll with Slaves (1d2 + 2d4): AC 5; HD 2; HP 11 each; MV 90'(30'); #AT 1; DMG 1d4 (whip); Save F2; ML 9; AL C; THAC0 18; XP 20 each. (Slaves will not fight and only have 1 hp each.) Treasure: 2 healing potions per Gnoll and 1 healing potion per slave.

Special Note

I will be presenting the information from both the group and solo versions together, ignoring whether something was found only in Solo or Group play.

Entering Zanzer's Dungeon

How the DM gets each PC into the starting cell is up to them. Examples could include: being captured while escorting a caravan, being drugged at a bar/tavern, being mugged and knocked out on the street, etc.

Room #1 and #2:

You awaken in a musty room. The floor and three walls are solid stone; but, the fourth is made of thick iron bars. You're in jail!
 A hairy monster enters the hallway in front of the jail, followed by a brawny human male with bound hands. The monster stops in front of your cell and takes a ring of keys from it's belt, then turns as if to open the cell door.
 As the monster looks you all over, it speaks: "I'm wise to your tricks, slaves. Lie face down on the floor at the back of cell. Try anything funny and I'll bash you good."

All PCs have been stripped to their small clothes and anything they may have had on them when captured has been placed in Rooms #10 or #12. (For PCs that don't wear small clothes, they are dressed in a ragged, moth-eaten shirt that extends to mid-thigh.)

Jerj is smart for a Hobgoblin (15 Int) and has been Zanzer's main jailor for six years. If the PCs don't immediately obey Jerj's orders, he reaches into a pocket and pulls out a handful of small packets that he then tosses into the center of the cell, causing them to burst open when they hit the floor and releasing a cloud of Sleep powder that fully covers the inside of the cell. The PCs must roll a Save versus Dragon Breath every round for 1d4 rounds or fall asleep. (If the whole party doesn't fall asleep with the first handful, Jerj has enough packets in his other pocket to try again.)

After the party either obeys Jerj's orders or has been put to sleep; Jerj will open the cell and push the still bound human male inside, before slamming the cell door shut and relocking it. Jerj will then leave thru the hallway door to the right of the party's cell.

After the party awakens, or gets up when Jerj leaves if they obeyed his orders, their new cellmate will speak:

"My name's Axel, get off your arses and untie my hands, maggots."

Axel will refuse to answer any questions until his hands are untied. Any thief, or PC with Escape Artist General Skill (or anyone making an Intelligence check at ½ their Intelligence), will notice that the ropes binding Axel's wrists are tied in such a way that Axel can easily release himself. If a PC spots this and points it out, Axel will slip the ropes and claim he was testing to see how smart the party is. (If questioned about the way the knots were tied, Axel will try to convince the party that a Kobold tied the knots.)

Once Axel's hands are free, he'll demand the party pay him 2 gold per question. If the party points out that they have no gold, Axel will slip some dice from a pocket and give them a chance to "win" the answers. Any dice game Axel offers to play with the party will have rules strongly in Axel's favor. (Axel will always take the d20 for games of high numbers and lower dice for games of low numbers: example: a game that earns points based on how many 10's are rolled, Axel will take the only d10 and roll it twice, while making the party roll a d20.)

Once the party calls him on his cheating, he'll threaten to beat-up the person who called him on it. The information Axel will offer is as follows:

- 1) We're in a dungeon.
- 2) We're in a wizard's dungeon.
- 3) The wizard's name is Zanzer Tem.
- 4) The wizard often kidnaps people and buys prisoners.
- 5) The wizard makes his prisoners work as slaves in his salt mine.

After the PCs win the 5th bit of information, Axel will stop the game and remind them that they still owe him gold for any losses. Should any female human or elf PC lose a roll to Axel, he'll demand they pay him with sexual favors.

Axel, Fighter 1: AC 9; HD 1; HP 9; MV 120'(40'); #AT 1; DMG 1d4+1 (fist) or by weapon +1; Save F1; ML 7; AL C; THAC0 19; XP nil or 10 if proven to be working with Zanzer. Str: 14, Int: 10, Wis: 12, Dex: 11, Con: 13, Cha: 8. General Skill: Intimidation (S), Gambling (W), Cheating (D), Deception (CH).

Axel is a selfish con-artist, secretly working with Zanzer Tem at the behest of the Melinor Thieves Guild, who are trying to figure out what Zanzer is really up to. Whenever a new group of prisoners is brought in, Axel plays his part in "trying" to help them escape. None have ever made it to either of the dungeons exits. (If the party appears to be able to handle themselves by the time they reach the pit trap connecting hallways #7 and #9, Axel will feign death and join up with Zanzer later to continue watching the party from a distance.)

After the games of chance end, Axel will look over the PC's with contempt and say:

"You maggots don't look very strong. You aren't all that smart either, so I'm boss of this cell. Ya' got a problem with that, speak up and I'll bash ya' good."

Any female human or elf PC will be subjected to Axel's unwanted and disgusting advances as he'll prove to be the poster boy for sexist, bigoted bullies. (Play Axel to the hilt, if the players don't quickly learn to hate Axel: you aren't showcasing him well enough.)

After the PC's have had a chance to respond to Axel; but, BEFORE it comes to blows, Jerj returns with 2 Kobolds carrying a large basket between them.

The Hobgoblin jailor returns followed by two small dog-like monsters carrying a large basket between them. The Hobgoblin reaches into the basket and tosses ten loaves of bread into the cell near Axel's feet. "Enjoy your meal, it'll be your last for a while." he

chuckles. The he and the two creatures leave the way they came in.

Axel immediately stands over all the bread, screaming "Stay away from my bread! I'm king of this cell! I eat first!"

Once it becomes clear that Axel can't have all the bread, he'll start jumping and stomping on the bread, reducing all 10 loaves into crumbs. After which he'll start yelling and fussing. (Think a spoiled brat not being allowed to have his own way.) At this point Jerj will return, obviously annoyed.

"What's all the racket?" the hobgoblin demands as he re-enters the hallway outside the cell. "Settle down, or I'll knock ya' senseless."

"Your threats don't scare us, Jerj," whines Axel. "We'll die in the mines anyway!"

Jerj glares at Axel with a menacing stare. "Have it your way. If you're all so anxious to see the salt mines, then you'll go as soon as I get back with your shackles!"

Jerj ignores anything the PC's say or do and storms back out.

After Jerj leaves, Axel looks at the party and whines "Now you've done it! If we don't figure out how to escape, we're all goners!" Axel will ignore any blame the PC's place on him.

Axel will agree to any plan that doesn't involve him getting shackled or otherwise restrained. He'll insist on a Thief or Magic-User being the one to get shackled so that the rest of the group can jump Jerj.

Give the players a few minutes to come up with a plan, then have Jerj return...with 1 Kobold per PC. Each Kobold is carrying a single set of shackles.

Jerj returns with several assistants.

"Stand back!" he orders gruffly. He takes out the keyring and puts the proper key in the lock.

While Jerj is experienced as a jailor, having assistants with him tends to make him over confident and prone to making simple mistakes. Jerj's main plan is to unlock the cell, let the kobolds enter and shackle each PC, while Jerj remains outside the cell. If the party attacks before goading Jerj into the cell, he'll just lock the cell door and leave to get stronger assistants. (Goblins, human guards followed by orcs. If Jerj has to bring in the orcs, then once the cell door is opened, Jerj will charge in with the orcs to try and overpower the party. At no time will Jerj bring more assistants than there are PC's.)

Jerj, the Hobgoblin: AC 9; HD 1+1; HP 8; MV 90'(30'); #AT 1; DMG 1d4 (whip or fist); Save F1; ML 10; AL C; THAC0 19; XP 15 each.
Treasure: 1 healing potion for Axel.

Kobold (1 per PC): see stats under wandering monsters. Treasure: 1 healing potion per PC.

Goblin (1 per PC): see stats under wandering monsters. Treasure: 1 healing potion per PC.

Guard, Human (1 per PC): see stats under wandering monsters. Treasure: 1 healing potion per PC.

Orc (1 per PC): see stats under wandering monsters. Treasure: 1 healing potion per PC.

All of Jerj's assistants will be unarmed and unarmored and fight only with their fist doing 1d4 damage.

Once the fight is done, the party is free to loot Jerj and his assistants. Unless the players state otherwise, Jerj and his assistants are only knocked out: not dead. A player would have to state that they are intentionally snapping necks in order to kill Jerj and his assistants.

At this point Axel will demand that the party obey him and he'll try forcing a Thief, Halfling, Gnome, Dwarf or Elf PC to lead the way. He'll also try to force any human or elf females to travel clustered around him. (This is a good point to let the PC's rough Axel up a bit.)

Before the PC's can kill Axel, they'll hear the sound of a door opening. If noone is currently looking into Room #3, they won't see the goblin enter from Room #4.

Room #3:

As you open the door to the next room, a frightened shriek sounds from inside, followed by a sharp clunk. Beyond the door is a short hallway that ends in an open doorway with a short, ugly creature with livid gray skin and beady glowing red eyes.

If the PC's fought Jerj with goblins then you can remind them of that fight. At the first sight of Axel and the PC's, the goblin will retreat into Room #4 shouting loudly in goblin. Just inside the door from Room #4 is a small casket about 8 inches long by 6 inches wide and 4 inches deep made maple with small silver hinges and a silver hasp on the front. Inside are 20 packets of sleep powder that the goblin was bring to store on a shelf in Room #3. (If the party says they're looking around the hallway, they'll spot four more identical caskets on a shelf to the right of the door they're entering from.)

Room #4:

As you step into the open door leading to this room, you see a goblin in the corner directly ahead of you. You hear a hissing sound from your right and spot a kobold in the far corner along the wall to your right. Just then, a door on the right wall less than three feet from you, swings open and two human guards rush in with the lead guard shouting "Escape! Look out, Javal!"

The kobold was in this room sorting thru various suits of leather armor and chain mail to make sure there are enough for each PC and Axel. The two guards were in Room #5 taking inventory of the weapons being stored there. None of these four are wearing armor or carrying weapons.

Goblin: see stats for wandering monsters.
Treasure: 1 healing potion and 5 packets of sleep powder.

Kobold: see stats for wandering monsters.
Treasure: 1 healing potion and an opal brooch worth 800 gold.

Guard (2): see stats for wandering monsters.
Treasure: 1 healing potion each and a small diamond worth 50 gold each.

When the brooch and diamonds are found, if Axel is aware of them, he'll try to force the PC that found them to give them to him.

In the center of this room are a few suits of leather armor and chain mail. (One suit per PC and a suit of chain mail for Axel.) Buried underneath all the armor is a set of Robes of Defense: AC 7 per Magic-User in the party. Stacked along the wall near where the kobold started is a pile of shields. (One per PC that can use them.)

Just as you finish searching the bodies and donning armor, you hear the sounds of boots approaching. As you prepare to face whatever is approaching, a group of hobgoblins enter from the next room.

There is one hobgoblin per PC and one for Axel.

Hobgoblin (1 per PC and Axel): see wandering monster list for stats. These hobgoblins are unarmed. Treasure: 1 healing potion each and one of hobgoblins has a pouch with two garnets worth 100 gold each.

As the last hobgoblin falls, Axel boastfully states "Good thing we found this armor or you maggots would be back in you cell by now, or dead." As more healing potions are found on the hobgoblins, Axel grins "I can't wait to find out where Tem is getting all these healing potions."

When the garnets are discovered, Axel will try to force the PC who found them to give them to him.

Room #5:

As you enter this room you see weapons lining the walls, lit torches hiss at each end of the room and you see a closed door at the far end of the room off to your left.

All manner of one-handed weapons can be found in this room; but, the only two-handed weapons to be found are staves and two-handed swords.

As Axel enters the room, he gives a cheerful shout and rushes forward, forcibly shoving party members out of the way to grab a big two-handed sword.

"Take only one weapon, maggots." Axel sneers. "We've got to be careful about carrying too much while we try to escape."

Let the PC's decide for themselves whether they take one or more weapons. Once everyone grabs their first weapon the door at the far end opens.

Deep, guttural laughter comes from the next room. You hear the sound of hobnailed boots just as the door at the far end of the room opens and a group of gnolls start to end.

These gnolls were just inspecting the next room and decided to step in here to pick up another weapon apiece. There is one gnoll per two PC's plus a gnoll for Axel.

Gnoll (1 per 2 PC's + 1 for Axel): see wandering monster list for stats. These gnolls are armed with hand axes. Treasure: 1 healing potion per gnoll and a platinum bracelet worth 350 gold per gnoll.

Room #6:

As you enter this room, you see that its long and narrow with various ranged weapons hanging on the walls and a target at the far end in the corner.

"Missile weapons!" shouts Axel gleefully, as he grabs a crossbow and a quiver of bolts. "How lucky can we get? Come on, maggots! Do I have to keep telling you pissants what to do? Hurry up and grab something."

As everyone grabs a missile weapon, Axel loads a bolt into his crossbow, takes aim at the target and fires just barely hitting it. He'll then challenge the PC's to do better, insisting that if they fail they owe him a gold piece each.

Room #7:

As you open the door leading out of the missile room, you hear a door open farther down the hallway you've just entered. About the same time you hear a timid voice ask "Who goes there?"

You can see a goblin coming out of a doorway some distance down the hall.

There are two goblins and two orcs inside Room #8 that were just finishing tidying up the room.

Goblin (2): see wandering monster list for stats. Treasure: nil.

Orc (2): see wandering monster list for stats. Treasure: 1 healing potion each and a key to Room #10 each.

The goblins weren't expecting to encounter escaping prisoners and so aren't carrying any healing potions.

Room #8:

This room is seeming empty and recently cleaned. On a shelf at the far end of the room is a small casket made of white gold with several small pearls and rubies encrusted on the lid.

Inside the casket is one healing potion and a single gold coin. The casket itself is worth 1,000 gold. (Axel will of course try demanding that the party gives it to him.)

Room #9:

As you approach the corner of the hallway, you hear the sound of a distance door open and close. Guttural language can be heard approaching from farther around the corner.

Zanzer Tem has sent four orcs to harass the party and try to make the party rush around the corner and charge down the hallway towards Room #10. If the PC's round the corner and try charging the orcs, they will most likely trigger the pit trap.

Once around the corner, the first PC to enter the third square (the corner square doesn't count) triggers the trap. The floor starting with the third square all the way back to, and including, the corner square drops away revealing a 10' deep pit trap with spikes at the bottom. PC's that fail a Saving Throw versus Dragon Breath take 1d6 falling damage and must make a second Saving Throw or take 1d3 points of damage from landing on a couple of spikes.

If any PC's fall into the pit trap, one of the orcs will crawl to the edge and throw in packets of sleep powder to try and capture the PC's.

On either side of the pit trap is a small ledge (6" wide) that PC's can use to safely traverse the pit. Axel knows about the pit and will insist on following everyone else so that he won't get caught in it if the party sets it off. If the party

doesn't set off the trap, Axel will pretend to die here.

Should the party kill the orcs with ranged attacks and make it past the pit trap, Zanzer Tem and two bugbear will attack them from the safety of an Invisibility 10' radius spell that he cast from his scroll just prior to exiting from Room #10 into this hallway.

Orc (4): see wandering monster list for stats. Treasure: 1 healing potion each and one of the orcs has a pouch with two garnets worth 100 gold each.

As you carefully bypass the pit trap to go search the fallen orcs, spider webs appear on the walls to either side of you, spreading at a frightening rate.

Any PC that fails a Saving Throw versus Spells are entangled by the webs and must spend time trying to break free. If they think to grab a burning torch and burn the webs, each PC entangled takes 1d4 fire damage.

You hear haughty voice announce "You should have gone to work in the salt mines! Nobody escapes from my jail and lives to tell about it!"

At this point the two bugbear will charge the party, attempting to knock PC's backwards into the pit. Zanzer will spend this round casting Phantasmal Force to make another pit trap appear between him and the party. On the second round, Zanzer will cast Charm Person on one of the warrior-types. If the party kills both bugbear, and injures Zanzer, he will cast Magic Missile targeting three of the healthiest fighter-types.

Should any party member get past the bugbears and rush Zanzer, he will attempt to flee into Room #10.

Bugbear (2): AC 5; HD 3+1; HP 17 each; MV 90'(30'); #AT 1; DMG 1d8 (sword); Save F3; ML 9; AL C; THAC0 16; XP 75 each. Treasure: 2 healing potions each and 1 emerald worth 200 gold each.

"Zanzer Tem", Magic-User 4th level: AC 4 (2/4 with Shield spell); HD 4; HP 12; MV 120'(40'); #AT 1; DMG 1d4 (dagger) or by spell; Save MU4; ML 11 or 3; AL C; THAC0 19; XP: 175 each. Str: 11, Int: 18, Wis: 11, Dex: 16, Con: 11, Cha: 10. General Skills: Alchemy (Int), Alternate Magics (Int), Disguise (Int), Healing (Int), Herbalism (Int), Alertness (Dex), Acting (Cha). Treasure: Robes of Defense: AC 7, Ring of Protection +1, Ring of Animal Control; 2 healing potions, Scroll of Web x1, Shield x1, Magic Missile x1; one ruby worth 500 gold and a pearl worth 600 gold.

Room #10:

As you enter this room, the first thing you notice is that it's cluttered with weapons, books, vials, rods, scrolls and dozens of other assorted objects. The second thing you notice is there appears to be no exit from this room. The last thing you notice is a beautiful female elf dumped in a heap and unconscious in one corner of the room with a nasty lump over her right temple.

In this room are various magical items plus the spellbooks of any magic-users or elves in the party. If the party doesn't have a Detect Magic spell, they can randomly grab stuff or wake the female elf who will cast the spell and tell them what to grab AFTER a slight speech.

As the elf awakens, she looks around the room and gasps. "The salt mines!" she exclaims. "How dare Zanzer Tem abduct Adelle Kahoki, Princess of the Elven Tribes! When my father hears about this, he will have that foul wizard's head on a platter!"

If the party tells her Zanzer is already dead and show her the body, Adelle will scoff in contempt and state:

"Fools! That's not Tem! That foul wizard is much older with a scar on his right cheek."

The magical items to be found in this room are: Cursed Sword -1; Cursed Ring -1; Mace +1, Cure Serious Wounds once per day; Leather Armor +1; Chain Mail +1; Bow with 20 +1 Arrows; Wand of Secret Door Detection (5 charges); Staff of Healing; Scroll of Protection from Undead; Scroll with Cure Light Wounds x2; Scroll with Web x1 and Knock x1; 3 healing potions; 1 potion of Levitation and a dinged up traveling spellbook with the following spells: Charm Person, Detect Magic, Hold Portal, Magic Missile, Read Magic, Shield and Sleep. (None of the treasure belongs to Adelle, nor will she claim any of it.)

Adelle Kahoki, Princess of the Elven Tribes (Elf2): AC 9; HD 2; HP 4 (current/ 9 if healed/ 11 if uncursed); MV 120'(40'); #AT 1; DMG by weapon or spell; Save E2; ML 11; AL L; THAC0 19; XP nil or 100 if helped to escape. Str: 10*, Int: 15, Wis: 12, Dex: 11*, Con: 8*, Cha: 16. Spells: Detect Magic, Hold Portal. General Skills: Alchemy (Int), Craft (Bowyer/Fletcher) (Int), Knowledge: Magic Lore (Int), Survival (Forest) (Int), Tracking (Int). Treasure: When Adelle was kidnapped, Zanzer placed a cursed ring on her right index finger that drops her Strength, Dexterity and Constitution by 5 points each. The ring can only be removed by the casting of a Remove Curse spell, which the party doesn't have access to.

If asked, Adelle will tell the party that the last thing she remembers was being in Kleine seeking information on her missing betrothed, Elladin Silvercrest.

The party will need to either search the room and find the secret door leading to Room #11, or use the wand. If anyone listens at the secret

door, they may hear the wolf clawing at the wall from the other side. (It's trying to get thru to it's bugbear master that the party already killed.) The secret door is trapped with a poisoned needle trap that does 1d2 points of damage and requires a Saving Throw versus Poison or the PC takes another 1d4 points of damage.

Room #11:

After finding the secret door behind a moveable bookshelf, you push the door open and hear a low growl from the other side.

The first person to open the secret door will be attacked by a wolf. Unless everyone moves back, only the PC that opened the door can fight the wolf.

Wolf (1): AC 7; HD 2+2; HP 16; MV 180'(60'); #AT 1 bite; DMG 1d6; Save F1; ML 6; AL N; THAC0 19; XP 25 each.

Once the wolf is dead, the party can search the closet and find a Wand of Magic Detection (1 charge), a pair of leather gloves (non-magical), a bag of rubies worth 1,000 gold and 10 gold coins on a shelf.

Room #12:

As you open the door into this room, you see it serves as some sort of treasure/storage room. The walls are lined with various weapons and armor, while shelves hold common adventuring gear. In the center of the room are 10 large sacks filled with gold coins.

The 10 sacks hold a total of 8,200 gold coins. The party can find just about any weapon, armor or adventuring equipment that they want.

However, moving the sacks of coins will reveal a moveable stone slab and immediately after the slab is reveal, a Rock Python will slither out and attack the nearest PC.

Rock Python (1): AC 6; HD 5*; HP 36; MV 90'(30'); #AT 1 bite/1 squeeze; DMG 1d4/2d4; Save F3; ML 8; AL N; THAC0 15; XP 300 each.

Room #13:

This room contains ten dirty cots.

This is the main guard barracks and is devoid of any treasure.

Room #14:

This room is filled with a dozen grimy tables, littered with half-eaten food and dirty dishes.

PC's must make a Saving Throw versus Poison or be so nauseated by the stench from this room that they will suffer a -2 to attack rolls for 1d6 rounds.

There is a 1 in 6 chance that a group of monsters will be in here eating when the party enters. If an encounter is rolled, roll a 1d6 and consult the wandering monster list. No monster encountered here will have any treasure.

Room #15:

The door to this room is both locked and trapped. Anyone failing to find and disarm the trap must Save versus Poison or fall asleep for 1d10 rounds and cannot be awakened by any means until the time has elapsed. (Wearing a pair of heavy gloves, negates the need for a saving throw.)

This door opens into darkness.

PC's without infravision will need some kind of light source to see by. This room has three doors in it. One on each side immediately to the right and left of where the party enters and one door on the wall opposite where the party entered.

Room #16:

The door to this room is painted a vibrant red.

This red door is locked; but, not trapped and opens into a small room. As soon as someone enters the room, the door slams shut behind them and cannot be opened from the inside. (It is a one-way door.) If the room is searched, the PC can find an opal brooch worth 800 gold and a scroll with one Knock spell on it. The one-way door cannot be held open, nor spiked open.

Room #17:

The door to this room is painted a pale yellow. As you open the door, a rumbling voice says "Ah, dinner time!" The speaker is a large man with a bull's head.

In the middle of the room is a large table and the minotaur starts to rise from his seat at the far end of the table. You can see another door in the corner of the room behind the minotaur.

Dmitri the Minotaur (1): AC 6; HD 6; HP 25; MV 120'(40'); #AT 1 gore/1 bite or by weapon; DMG 1d6/1d6 or 1d6+2 (club); Save F6; ML 12; AL C; THAC0 14; XP 275 each. Treasure: 4 healing potions, a bag of rubies worth 1,000 gold and a box of pearls worth 1,000 gold.

Room #18:

The door to this room is painted a sky blue. As you open the door, the room suddenly lights up and you see that its a sleeping chamber. An old man stands at the foot of a small bed and says "You're not my master." You notice a gold ball attached to the old man's leg by a 5' length of silver chain.

As the old man turns more to face the door, you see that he's blind with heavy and very old scarring where his eyes should be.

Gorgo is Zanzer's valet and has been kept prisoner here every since he was caught in a raid by some of Zanzer's monster allies. Zanzer blinded Gorgo shortly after his imprisonment

when Gorgo tried to escape. In addition to being Zanzer's valet, Gorgo is also a Cleric of Nyx.

Gorgo, Cleric of Nyx level 4 (1): AC 7; HD 4; HP 24; MV 120'(40'); #AT 1; DMG 1d8; Save C4; ML 10; AL L; THAC0 19; XP 125 or 200 if freed. Str: 10, Int: 13, Wis: 15, Dex: 16 (17 without the ball and chain), Con: 12, Cha: 11. Spells: Cure Light Wounds x2, Bless x1. General Skills: Caving (Wis), Healing (Wis), Religion: Nyx (Wis), Natural Healing (Wis), Danger Sense (Wis). Treasure: The ball and chain is worth 500 gold; but, anyone who carries it for two rounds will find it attached to their leg, reducing Dexterity by 1 point. Gorgo also has a pearl necklace worth 500 gold, a Scroll with Cure light Wounds x2 and a Scroll with Web x1 under the pillow on his bed.

If forced to fight, Gorgo will swing the ball around by the silver chain, doing 1d8 damage to anyone he hits. Being blind doesn't affect Gorgo's combat abilities.

If released, the silver chain can be cut by anyone but the wearer, Gorgo will follow the party and offer what aid he can.

Room #19:

The door to this is painted a grass green and opens into a kitchen that reeks of rotting meat and vegetables. As you look around the room, you see three doors in the room. To the right is a blue painted door, to the immediate left is a pale yellow door and in the far left corner is a jet black door. As you take in the sight and smell of the kitchen, four zombies begin shambling towards you.

If asked Gorgo will turn the zombies so the party can flee thru the room, otherwise both he and Adelle will insist on the zombies being killed.

Zombie (4): AC 8; HD 2; HP 7 each; MV 90'(30'); #AT 1; DMG 1d8 (claw); Save F1; ML 12; AL C; THAC0 19; XP 20 each. Treasure: 2 healing potions.

When the party inspects the far black door, they'll find that it's blackened by soot and is otherwise a normal oak door.

Room #20:

The door from Zanzer's kitchen open into a dark corridor. Lying on the ground in the middle of the corridor is a leather bag. There is a wooden door in the left wall about 10' ahead.

The bag was left as bait by Zanzer and contains a map of the dungeon, 50 platinum coins, a pearl necklace worth 500 gold and a pair of sapphire earrings worth 700 gold for the pair.

The door is neither locked nor trapped.

Opening this door reveals a 10' wide by 15' long room with a pedestal in the center atop which sits a crystal ball giving off a strange green glow. There is a door in the middle of the right wall.

There is a tripwire around the pedestal, that if set off trips the PC and causes 1 point of damage. It will also cause 5 sprites to start laughing and teasing the PC that tripped. If the PC's attack the sprites, they will cast a curse on the first attacker that causes a great snoring rumble to sound every time that PC breathes. (Check for wandering monsters every round.)

Sprites (5): AC 5; HD 1/2*; HP 2 each; MV 60'(20'); Flying 180'(60'); #AT 1 spell; DMG Curse; Save E1; ML 7; AL N; THAC0 19; XP 6 each. Treasure: glowing crystal ball worth 5 gold (non-magical other than the glow).

Room #21:

This room is filled with shovels, picks, wheelbarrows and other digging tools. There are two gnolls taking inventory in the room and a wooden door in the far corner along the wall to the left.

Gnoll (2): see wandering monster list for stats. Treasure: each gnoll carries 5 silver pieces and

a gold key that fits the chains on the Gnomes in Room #22. (If the party made too much noise in Room #20, then the gnolls are ready for them.)

Room #22:

A blast of heat greets you as you open the door to the room. Inside are four small men working at a forge. None of them stand more than 2 feet high and have long beards and long, round noses.

These four gnomes are prisoners of Zanzer and are being forced to make tools for the salt mine. The gnomes won't attack unless the party attacks them first. They will offer the party 100 gold each to free them, although Zilly will offer a Ring of Fire Resistance instead of the money.

You see that each gnome is shackled to the wall by a golden chain around one of their ankles.

The chains are magically reinforced to be immune to all damage and can only be opened by the gold keys from the gnolls in Room #21.

Gnomes (4)

Billy: AC 6; HD 1; HP 7; MV 60'(20'); #AT 1; DMG 1d6 (hammer); Save Dw1; ML 8; AL L; THAC0 19; XP nil or 100 if freed. Str: 12, Int: 11, Wis: 10, Dex: 18, Con: 11, Cha: 10. General Skill: Blacksmithing (Int +3). Treasure: a small bag with 100 gold coins per PC.

Gilly: AC 7; HD 1; HP 6; MV 60'(20'); #AT 1; DMG 1d6+1 (hammer); Save Dw1; ML 8; AL L; THAC0 19; XP nil or 100 if freed. Str: 13, Int: 9, Wis: 11, Dex: 16, Con: 9, Cha: 8. General Skill: Blacksmithing (Int +3). Treasure: a small bag with 100 gold per PC.

Willy: AC 7; HD 1; HP 6; MV 60'(20'); #AT 1; DMG 1d6 (hammer); Save Dw1; ML 8; AL L; THAC0 19; XP nil or 100 if freed. Str: 9, Int: 12, Wis: 7, Dex: 17, Con: 11, Cha: 10. General Skill:

Blacksmithing (Int +3). Treasure: a small bag with 100 gold per PC.

Zilly: AC 8; HD 1; HP 5; MV 60'(20'); #AT 1; DMG 1d6+1 (hammer); Save Dw1; ML 8; AL L; THAC0 19; XP nil or 100 if freed. Str: 14, Int: 13, Wis: 12, Dex: 13, Con: 10, Cha: 13. General Skill: Appraisal (Int), Armorer (Int +2), Weaponsmithing (Int +2). Treasure: a Ring of Fire Resistance.

Room #23:

This room contains eight cramped cells.

Cell A: The door to this cell is locked. Inside can be seen a silver sword, a silver dagger and a bow with ten silver-tipped arrows all hanging just inside the cell.

Cell B: The door to this cell is open and it appears to be empty. If the party searches the cell, they'll find 2 healing potions under a pile of rags in the far corner.

Cell C: The door to this cell is open and empty. There is nothing of value in this cell.

Cell D: The door to this cell is closed; but, not locked.

Cell E: The door to this cell is closed; but, not locked.

Cell F: The door to this cell is closed and not locked; but, it is trapped. If the party sets off the trap by opening the door, a cloud of sleep gas will cover the area comprising Cell D, Cell F and Cell H. Save versus Dragon Breath or fall asleep for 1d20 turns. Sleeping characters cannot be awoken by any means until the duration expires.

Cell G:

The door and bars of this cell are made of well-crafted silver and spaced only 3 inches apart. Inside the cell you see a ragged, scruffy looking human male. As soon as he sees you

he begs "Please, release me. I will give you my Elven Boots and I can lead you to Zanzer's vast treasure hoard."

The prisoner is, of course, lying. He is a werewolf that Zanzer has been studying. Although, the part about his boots is true, they are magical Boots of Elvenkind.

If the party frees him, he'll give them his boots; but, also change into werewolf form and attack the weakest looking PC (magic-user or thief).

Cell H: The door to this cell is closed and locked. Inside can be seen the recently deceased remains of a young halfling male.

The halfling was infected by the werewolf; but, died instead of turning: much to Zanzer's annoyance. There is nothing of value in this cell; but, the party can receive 50 XP each if they take his body to the nearest halfling community for proper burial.

Room #24:

This 10' wide by 30' long chamber has a single large map carved into the wall on the right hand side. The map is perfectly preserved and seems to indicate several locations scattered throughout Thunder Rift.

This ancient carved map is of dwarven design and indicates several dwarven outposts. Dwarven runes name each location, what year they were built and what year, and reason, they were abandoned.

Locations indicated include: Hearth-Home, Stonefast, Gnomish Stronghold (Palace of Dread adventure), Kreevan's Folly (Scorch's lair), Eisenmond mines (DragonQuest adventures), Prioctavu's Hold (Anandak's lair: League of the Red Serpent adventure), Brooliknfast (in the Bone Hills) and Xyvetuu Deep (in the Horned Hills). Only Hearth-Home is listed as still being active. All the others list

being sealed up over a thousand year period, with Stonefast being the last sealed roughly a thousand years ago.

Zanzer has been studying the map in order to find each site and pillage it. As of yet, Zanzer is unaware that some sites are occupied.

Room #25:

There is no door to this room and it appears to have once been a library of some kind. There are scorch marks all over the walls, floor and ceiling, with charred bookcases along the walls. There is a charred, stout oak door in the far left corner.

This use to be Zanzer's library; but, it was destroyed over ten years ago when he accidentally opened a trapped spellbook he had stolen and set off the fireball trap protecting the spellbook.

There is nothing of value in this room.

Room #26:

This room is clearly setup as some kind of treasure vault with chests standing open and empty. Shelves line the walls and various stands are scattered throughout the room, clearly meant to hold suits of armor or clothes.

This is where Zanzer plans to store the treasures he's convinced he'll find in the lost dwarven strongholds.

Room #27:

This 10' wide by 30' long chamber shows signs of having recently been destroyed by some kind of explosion. Wood and glass fragments are intermingled with twisted, melted metal that all seem to indicate this room use to hold laboratories of various sorts.

During a recent attempt to create a new potion, Zanzer blew up this room and destroyed his Alchemy Lab, Magical Item Research Lab and

worst of all, his Spell Research Lab. There is nothing of value left in this room.

Room #28:

This room reeks to the Nine Hells and appears to be the living quarters of several large and disgusting creatures.

This room is home to Zanzer's Ogres and Bugbears and is currently empty. The inhabitants all carry their treasure with them, so there is nothing of value here.

Room #29:

This 10' by 10' room has five sets of leg-irons and five salt-crusted cloaks hanging from pegs on the left wall. There are dozens more empty pegs on the other walls of this room.

When prisoners are taken to work the mines, the guards bring them here to shackle them. Most prisoners wear the cloaks to keep the salt from rubbing into their cuts. Unbeknownst to anyone, one of the cloaks is actually a Cloak of Elvenkind.

Room #30:

This room has been dug into the salt. Four feeble men are using pickaxes to knock hunks of salt from the walls, while two more load the white chunks into wheelbarrows. A pair of fearsome, eight-foot-tall humanoids stand guard.

If the PC's disguised themselves using the cloaks and leg-irons from Room #29, they automatically get surprise on the Ogres.

The prisoners will cheer on the party during a fight; but, are too ill-treated to be of any help. If the PC's kill the ogres, the prisoners will tell them to avoid Room #32 due to the Green Slime growing in there. They will suggest the PC's use the wheelbarrows, leg-irons and cloaks to disguise themselves before heading into Room #31.

Ogre (2): AC 5; HD 4+1; HP 21 each; MV 90'(30'); #AT 1; DMG 1d6+2 (club); Save F4; ML 10; AL C; THAC0 15; XP 125 each. Treasure: each ogre carries a sack of various gems worth 1,000 gold and 2 healing potions.

Room #31:

Six dwarves stand along a conveyor belt, using large mallets to smash salt chunks into grain. They are all shackled to the conveyor and are watched over by two ogres.

If the PC's are disguised as prisoners, they automatically get surprise on the ogres. The dwarves will cheer on the party and, if an ogre gets close enough, will attack the ogres with their mallets. After the battle, the dwarves will insist on going with the PC's to collect every prisoner that has been freed and then lead them into battle in Room #33, which the dwarves say is the exit.

Ogre (2): see Room #30 for stats. Treasure: one ogre has the key to the dwarves shackles, the other ogre has a Scroll with Light* x1, Magic Missile x1 and Sleep x1.

Dwarves (6): AC 9; HD 1; HP 7; MV 90'(30'); #AT 1; DMG 1d6 (mallet); Save Dw1; ML 8; AL L; THAC0 19; XP nil or 100 each if freed. Treasure: nil.

Room #32:

This room is empty and dark, save for an idle conveyor belt sitting in the center of the room.

No prisoner will enter this room because of the Green Slime that lives here.

After the first PC moves four spaces into this room, a green slime drops on him/her.

Green Slime (1): AC can always be hit; HD 2; HP 10; MV 3'(1'); #AT 1; DMG dissolve leather and cloth instantly, wood and metal in six

rounds, turn victim into green slime in 6 +1d4 rounds; Save F1; ML 7; AL N; THAC0 19; XP 30 each. Treasure: Scroll with Magic Missile x2, Sleep x1 and Web x1. Scroll with Cure Light Wounds x3 and Light* x1.

Room #33:

This room is dark.

Not even torches can light this room, for Zanzer has magically darkened it. Only PC's with infravision can see, unless the party casts a Light spell to negate the darkness.

In this room is "Zanzer Tem" and four bugbears. If the other prisoners are with the party, they will all charge into the room, desperately trying to reach the ladder leading up.

"Zanzer Tem", Magic-User 4th level: AC 2 (2/4 with Shield spell); HD 4; HP 12; MV 120'(40'); #AT 1; DMG 1d4 (dagger) or by spell; Save MU4; ML 11 or 3; AL C; THAC0 19; XP: 175 each. Str: 11, Int: 18, Wis: 11, Dex: 16, Con: 11, Cha: 10. General Skills: Alchemy (Int), Alternate Magics (Int), Disguise (Int), Healing (Int), Herbalism (Int), Alertness (Dex), Acting (Cha). Treasure: Robes of Defense: AC 5, Ring of Protection +1, Ring of Infravision; 2 healing potions, Scroll of Web x1, Shield x1, Magic Missile x3; a golden crown worth 2,500 gold and a sack of rubies worth 3,000 gold.

Bugbear (4): see Room #10 for stats. Treasure: each bugbear has 3 healing potions and a black onyx gem worth 2,700 gold.

After the fight, Adelle (if she's still with the party) will be able to identify that the body isn't Zanzer Tem; but, rather a lowly mage from Torlynn that vanished 10 years ago.

If Gorgo is with the party, he'll agree with Adelle and inform the party that Zanzer uses *charmed* duplicates in order to avoid capture and build his reputation.

If any of the prisoners survived the battle, one of them will rush up the ladder and try to exit, only to be decapitated by an axe wielded by an ogre on the surface. The party will be able to see alot of monsters behind the ogre and will hear a voice call out in common:

“Don’t let them escape! Hurry up and get down there and drive them away from the Stonefast exit route!”

Gorgo will be able to identify the voice as belonging to the real Zanzer Tem. The monsters are all mostly illusion created by straw-filled dummies. Zanzer is standing up there with 1 ogre, 2 bugbears, 2 hobgoblins, 5 orcs, 7 goblins and 10 kobolds.

Zanzer is hoping the party will flee thru the trapdoor in Room #34 and be driven into exploring Stonefast by the force Zanzer has waiting in the exit.

Room #34:

This 5’ by 5’ room has a glowing arrow painted on the wall pointing down to an open dwarven trapdoor. Above the arrow are dwarven runes as well as words in common that read: “Danger - Stonefast!”

Each PC will have to go thru the trap door one at a time. The ladder leading down is dwarven made and in incredibly good condition.

Once the first PC is down and looks around, they’ll find themselves in a 20’ wide rough hewn tunnel that leads some 40’ to a cave on the surface. Unfortunately for the party, blocking that exit is Zanzer’s second group of monsters.

This force is comprised of 10 kobolds, 4 goblins, 2 gnolls and another of Zanzer’s *charmed* duplicates. Like the force with the real Zanzer, this forces numbers are buffed by straw-filled dummies to seem to be four times as many.

Unbeknownst to Zanzer, one of his other *charmed* duplicates came down here recently with a group of orcs and was killed when they fought a carrion crawler. Although the orcs killed the carrion crawler, it managed to kill the duplicate first. His body, with some gear, is on the outside of the main doors leading into Stonefast against the right wall. (Wall closest to where the party came down)

If the party spots the body and searches it, they’ll find: Robes of Defense: AC 5, a Wand of Fireballs (5 charges), a Scroll of Protection from Acid, 2 Healing Potions and a soggy ruined spellbook along with the glass fragments of several broken vials of ink that have ruined the spellbook.

The party could use the wand to fight their way out, or they can explore Stonefast and save the wand for afterwards when they’ll face Zanzer’s full force.

After the party enters Stonefast, Zanzer will amass all this current forces outside the doors to Stonefast to ambush the PC’s on their way out. He will leave his *charmed* duplicate to command the troops, while Zanzer retreats back into the cave to await the “good” news.

“Zanzer Tem”, Magic-User 4th level: AC 0 (2/4 with Shield spell); HD 4; HP 12; MV 120’(40’); #AT 1; DMG 1d4 (dagger) or by spell; Save MU4; ML 11 or 3; AL C; THAC0 19; XP: 175 each. Str: 11, Int: 18, Wis: 11, Dex: 16, Con: 11, Cha: 10. General Skills: Alchemy (Int), Alternate Magics (Int), Disguise (Int), Healing (Int), Herbalism (Int), Alertness (Dex), Acting (Cha). Treasure: Robes of Defense: AC 3, Ring of Protection +1, Ring of Infravision and 6 healing potions.

Ogre (1): see Room #30 for stats. Treasure: nil.

Bugbear (2): see Room #33 for stats. Treasure: nil.

Gnoll (2): see wandering monster list for stats.
Treasure: nil.

Hobgoblin (2): see wandering monster list for stats. Treasure: nil.

Orc (5): see wandering monster list for stats.
Treasure: nil.

Goblin (11): see wandering monster list for stats. Treasure: nil.

Kobold (20): see wandering monster list for stats. Treasure: nil.

All of these monsters have been promised a share of any treasure on the party's bodies.

All PC's should receive 1,500 XP story award for surviving Zanzer's dungeon.

