



# The Lair Of Scorch

Level Two

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### Room 1

After climbing rough, cavernous steps for over 100', you come to an area that looks to have been used as a camp. The final step up to this area is blocked by a roughly constructed wooden fence.

The fence is about three feet tall, and looks to have been made with a broken ladder, rough sticks, and rope. It's very old and brittle, and will collapse if it is disturbed. When it collapses, a string connected to it pulls on a couple of buckets that had been spiked to the ceiling, which would have poured out whatever used to be in them. They are now empty, but this should alert the party to the presence of traps.

In the alcove in the west are the bodies of three long dead adventurers, sitting around what used to be a campfire. Most of their gear is worthless; however one of them has a *bottle of fireflies* in his backpack.

The passage to the north is trapped as well. A trip line will cause rocks to fall causing 2d10 points of damage to any PC standing on the steps, or within 10' of them. PCs can save vs. Dragons Breath for half damage.

### Room 2

The center of this cavern is filled with water; the silence of the underground is occasionally interrupted by a loud "PLOP" as

water drips into the pool from the ceiling. Other than ripples from the dripping, the water appears calm.

Six giant leaches make this pool their home. Any PC who steps in the water will be attacked by 1d6 of them, gaining automatic surprise.

**Giant Leaches (6):** AC 7; HD 6 (S); hp 35 each; MV 90' (30'); #AT 1 bite; THAC0 14; Dmg 1d6; Save as F3; ML 10; AL N; XP 275 each.

There is nothing of value to be found in the pool.

### Room 3

A gelatinous cube takes up the space in this passage. When PCs enter, make a surprise roll for them. They won't notice the cube on a 1-4 on 1d6, and will walk directly into it. On a 5-6, read the following:

As you come to this X-shaped intersection, the site of gems reflecting your light source catches your eye. A handful of them are floating in midair! They don't seem to sparkle as much as you'd expect, however. The light reflected from them is dull.

## The Mighty Scorch

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**Gelatinous Cube:** AC 8; HD 4\* (L); hp 25; MV 60' (20'); #AT 1; THAC0 16; Dmg 2d4 + special; Save as F2; ML 12; AL N; XP 175.

The gems inside of the gelatinous cube are all rubies, ten total, worth 500gp each.

### Room 4

The floor of this cave is covered in cracks. A large concentration of them is centered, with countless cracks webbing out in all directions.

The floor of this cavern is unstable. If more than one PC at a time tries to cross, the whole floor will collapse. PCs caught in this will fall for 30' (3d6 damage), and after they hit the bottom they will take an additional 2d6 from falling rubble.

### Room 5

More steps lead up to the east. A foul odor wafts up from the southern passage, from which you also hear horrible grunts and smacking.

If the party has been quiet, and they kill their light sources as soon as they enter this area, they will be able to gain surprise on the bargda located in room 6.

If they are noisy, or spend more than one turn in this area with a light source, they

will attract the monsters, which will attack after the first turn is up.

### Room 6

If the party attracted the bargda in room five, skip the descriptive text for this room.

When you enter this cavern your nose is assaulted with a noxious smell, and you are greeted with the sight of the most hideous beasts you have ever seen! Four humanoid creatures rise from a gory feast of the entrails of an animal that is no longer distinguishable. They stand nine feet tall with bent and twisted bodies, and glare at you with sickly green eyes on ram-like heads. One of them bellows out a horrible noise, and they rush to attack!

All PCs will need to make a save vs. Spells, or suffer a -2 to hit and damage against the bargda because of their hideous appearance.

**Bargda (4):** AC 4; HD 12\*\*\* (L); hp 65, 57, 55, 46; MV 120' (90'); #AT 1 club / 1 bite + special; THAC0 9; Dmg 4d6 / 1d10 + disease; Save as F12; ML 8; AL C; XP 3,000 each.

Any PC bitten by a bargda must save vs. Poison or be stricken with disease. Infected PCs automatically go last in battle, regardless of which side wins initiative. Also, they will lose 1 point of DEX per hour (never dropping below 3). A *cure disease* spell will

negate these effects, with lost DEX returning at 1 point per day.

The bargda's treasure horde consists of 6,000gp, 5 diamonds worth 700gp each, a golden crown of dwarven craftsmanship worth 10,000gp, a *hasp of locking*, a *needle of repair*, and a *potion of defense +1*.

## Room 7

A small wooden chest in surprisingly good repair is resting on the ledge on the other side of this cavern's chasm.

The chest is neither locked nor trapped. Make a save vs. Spell for any PC who opens the chest. If they fail, an *illusion* will cause them to think that the chest is full of platinum pieces. No matter how many handfuls they grab, they will think there are even more still.

PCs that look in the chest and make their save will see that it is empty. The chest has a false bottom which is trapped. If opened without disarming, a wax seal will break triggering a small explosion which destroys the chest. The PC who sets off the trap will take 1d10 points of damage, and those within 15' of the chest will take 1d4 points of damage from wooden shrapnel. Also, a key which was hidden in the false bottom will be flung into the chasm, which is 50' deep and home to a yellow mold. The key will cause the mold to release its spores. If a PC descends into the chasm to retrieve the key without

first dropping a light source, they won't know that there is a cloud of spores.

**Yellow Mold:** AC can always be hit; HD 2\* (L); hp 12; MV 0; #AT Spores (1d6 points of damage and save vs. Death or choke to death in 6 rounds); THAC0 NA; Dmg 1d6 + special; Save as F2; ML NA; AL N; XP 25

If the party attempts to destroy the mold with a fireball, it will melt the key, making it useless.

## Room 8

This small cavern is illuminated by a statue of a dwarf which is sitting on a small stone pedestal. Beside this is a stone chest, carved with dwarven artwork. Although there is a keyhole in the front of the chest, the lid appears to be a simple slab of stone which is not actually attached with hinges or any other method of allowing it to be locked.

The chest is indeed not locked, and the lid can be slid off by any PC with a STR of at least 13. It is trapped, however. If the lid is removed without having first placed the key from room 7 in the keyhole, the ceiling in this small cave, along with the ceiling for about 50 feet out of the cave, collapses, causing 2d10+5 points of damage to any PC caught under it. PCs can save vs. Dragon's Breath for half damage.

Inside the chest, the party will find 10,000pp, 10,000gp, and a *battle axe +2*.

### Room 9

A strange sight greets you as you enter this cavern. Lying dead and half eaten in the sunken portion of this are the bodies of two ram-headed monsters, like the ones you previously encountered.

These bargda were victims of the manscorpions in room 10. They have no treasure on them.

### Room 10

A terrifying sight greets you when you enter this cavern. Six creatures, with the torsos of men and the bodies of giant scorpions, stand facing you with huge pole arms at the ready. They charge as soon as they see you!

The PCs must roll surprise for this encounter. The manscorpions will fight until 4 of their number have been slain, at which point a morale check is necessary.

**Manscorpion (6):** AC 1; HD 8\*\* (L); hp 54, 42, 38, 37, 37, 36; MV 240' (80'); #AT 1 weapon / 1 tail; THAC0 12; Dmg 3d6 / 1d10 + poison; Save as F8; ML 10; AL C; XP 1,750 each.

Any PC hit with a manscorpion's tail must save vs. Poison or die. A PC who makes his save will be paralyzed for 0-7 rounds (1d8-1). Elves are not affected by this poison.

The western tunnel that is north of this room and leads to level three slopes up at a 45 degree angle, rising roughly 80's before reaching the smoothly cut stonework of the dwarven ruin.

