

LIST OF CONTENTS OF UNDERWORLD BENEATH NO. 74 ON MAP OF JAKÁLLA.

FIRST LEVEL

1. Deserted guardroom.
2. Temple of Ksárul, image of stone defaced.
3. Treasure chamber of temple: 11 Shédra guarding it: B: 1,000 copper, 2,000 gold. 2 gems: 500, 100 K.
4. Robing room of temple: decaying robes and litter.
5. Hall of mirrors. 1 Yéleth dwells here.
6. Chest in corner: C: 2,000 silver, 1,000 gold, one Eye (no. 10: Departing in Safety; name in Llyáni, charges indicated as 45. Chest has poisoned spine in lock.
7. 2 Biridlú.
8. Lair of 5 Biridlú: D: 6,000 copper, 1,000 silver, 4 gems (500, 100, 100, 20), one p. jewellery (1,000), one suit armour +1.
9. Temple of Durritlámish: 1-20 frescoes on walls come alive at roll of 5-6; these are 2-dice demons, AC 3, M 9".
10. Sanctuary of above temple: image of the Cohort in jade, worth 10,000 K.
11. Sanctuary room inhabited by 4 Káyi.
12. 2 Mu'ágħ: 3 and 6 dice creatures.
13. Hall of prōtraits: roll of 1 = one character goes mad looking at the face of one. Roll against spells needed, or Eye of Healing, etc.
14. Armoury: 85 Chlén swords, 3 suits Chlén platemail, 5 Chlén helmets, 8 Chlén shields, 1 steel sword, 2 steel helmets, 2 steel maces, 1 steel flail, 1 steel broadsword, 1 steel dagger, 2 steel shields, 1 armour +1, 1 mace +1.
15. 12 Shédra: B: 4,000 silver, one gem (50).
16. Tomb of 5th Level priest of Durritlámish: he comes to life on roll of 1-2 per turn. Has control person, prot. against good spells, and bonus spells of curse, circle of protection, door control, charm creatures, dispel magic, fly, and Doomkill. Treasure: D: 3,000 copper, 5,000 gold, 3 gems (100, 50, 500), 3 jewellery (700, 3,000, 1,000), one Eye (Frigid Breath (no inscription, no. of charges indicated as 63); one sword +2 and +1 on damage, chaotic, average intelligence, weak ego, one spell (door control)).
17. Hall of statues of the Kings of the Bednállja Dynasty. Guarded by 15 Q61. 2 K. apiece only.
18. Chamber of the Black Sleep: cursed: roll saving throws against spells -- otherwise any who enter it fall asleep until Dispel Magic applied. One gem in centre on pedestal: worth 15,000.
19. Hall of the Demon Ry'ytánesh: full of bones of humans, etc.
20. Chamber of Ry'ytánesh: 3-headed dragon-like creature: 10 HD, AC 3, 3 chances to hit per round. Repelled by Amulet of the Good God. Treasure: one scroll in modern Livyáni: Type VI: Extra vision, Detect Invisible objects, and Create food and drink.
21. 4 Hrá: B: 3,000 copper, 2,000 silver, 4 gems (100, 100, 500, 20), 2 Eyes (Aerial Excellence (no. 4), and Understanding (no. 15)).
22. 2 Ngáyu.
23. Sleeping room of some unknown creature: filled with rubbish.
24. Stone image of Chiténg. Hidden in idol's breast is a ruby worth 7,000.
25. Temple of Wurú: image is brass, worth 27 K.
26. Sanctuary of Wurú, inhabited by 2 Hli'ir. Chest: poison darts in lid, and poison needle again on lock of drawer inside. E: 10,000 copper, 7,000 gold, 8 gems (20, 20, 500, 50, 100, 100, 100, 5,000), +2 shield, +3 dagger.
27. Hole leading 90° down to Level 8. No handholds, etc.
28. Temple of Sárku: mo ntic image of the God is made of emeralds, topazes, and rubies, worth 70,000 K. Guarded by three 7th Level human warriors: (1) has +1 armour, +2 sword; (2) has +1 shield and +1 mace, and (3) has +1 broad-sword. Also one 7th Level priest of Sárku: 2 control person charms, 1 sleep, 1 dispel magic, 1 Doomkill, and 1 mind-bar. Also has Eye of Unimpeachable

Level One -- 2

37 charges / ins. in Llyani 49 charges / no insc. indicator
 Shield Against Foes, the Eye of Madness, and the Eye of Detestation. He also
 has a copy of Book 10 hidden in a small box beneath his robes. The box is
 armed with a cylinder of poison nerve gases (10' fange).

29. Lair of 12 Hurú'u. B: 3,000 copper only.
30. Altar room for the sacrifices of Sárku. Altar has magical powers; touching it makes one feel chaotic, and handling it or pulling on it will turn good character chaotic for one turn.
31. "Empty" storeroom: invisible chest in far corner: contains Eye of Retarding Destiny. 40 charges, ins. in Tsolyáni, indicator.
32. Storeroom full of robes and Sárku's religious icons and paraphernalia. Crystal sacrificial dagger +3 -- but priests of Sárku will follow the person who takes it endlessly until they kill him and get it back.
33. Storeroom full of jars of sacrificial wine and food for the priests and their men.
34. Empty storeroom.
35. 1 Marashyálu!
36. Room with murals of the ancient Bednállja Dynasty. The heads of the paintings turn and watch anyone who enters the room, but no hostile move is made.
37. Room containing statues of the ancient gods of Bednállja. These are stone and much defaced and ruined.
38. Temple containing a stone idol of some hideous octopoid deity. Deity has amulet of the Ebon Tablet in one tentacle. This amulet gives a chaotic character +2 on saving throws against spells. Good character cannot use it and takes one 6-sided die damage.
39. Hall of Warriors: each pillar is composed of a warrior of ancient Bednállja times frozen by the Excellent Ruby Eye.
40. Temple of Hriháyal: her image is of gold but is set with many tiny poisoned spines.
41. Hall of Heroes: eight statues of heroes in niches. No 4 (marked with red dot) holds +3 sword (+3 also on damage), good alignment, can speak Tsolyáni and Pecháni, average ego, hates magic users, and heals serious wounds and cures disease.
42. 2 Tsú'uru. Chest with trap in lid (shoots 5 poison darts, one after the other). Contains 10,000 silver, 7 gems (500, 20, 100, 500, 100, 100, 100), an Eye of Rising Above all (name in Classical Tsolyáni, 45 charg^=), and a sling +2 with pellets.
43. Room inhabited by two good magic users (5th Level): doing research on Underworld beings. They are devoted to Thúmis. One has Circle of Protection, Telekinesis, Levitate, Light, 2 ancient and 2 modern languages, and Extra-vision. The other has all spells up through ESP, bless, sleep, locate gold and gems, and phantasmal illusions.
44. Secret lair of 6 Shén warriors, exploring Underworld. Basically good alignment. 3 of 1st Level, and 3 of 2nd. No treasure or magic items.
45. Lair of two Dlaqó. Skeleton in corner of this room is that of priestess of Hriháyal. Gold ornaments worth 35 K.
46. Open bay: at end is black basalt idol of Grugánu.
47. Temple of Hry'ý: idol of purple porphyry. Chest in base of statue has no traps and contains Amulet of Warding Off Thúnru'u. 1,000 gold.
48. Courtyard and tomb of Lesbian mistress of Nayári of the Silken Thighs. Named Mnekshétra. Inscription in ancient Bednálljan Salarvyáni. Body in coffin visible through crystal. Coffin contains poison gas. Robed in rotting silks, and wearing gold mask worth 7,000 K. Rings and jewelleyy worth approx. 10,000 K.
49. Court of Dalliance of Nayári. Rotting cushions and couches around pool -- which contains 13 Tlalékhá!
50. Anteroom: rotting furniture.
51. Slaves' sleeping room: three female skeletons chained by ankles to beds.
52. Dressing room: remnants of robes, etc.

Level One -- 3

53. Bedroom of the Consort Mnekshétra. Remains of beautiful furniture of black Grélh wood. Gold banding on furniture worth about 1,000 K.
54. Lair of 3 Yéleth: 5,000 silver, six jewellery (1,000, 5,000, 1,000, 400, 3,000, 2,000).
55. Lair of 2 Sr6 (5 dice and 9 dice). No treasure.
56. Room of keys: hundreds of keys hanging in racks on the walls -- but no inscriptions! One key of crystal opens the passage leading to the Halls of Qélem on the fifth level.
57. 3 Káyi. 1,000 copper heaped in corner.
58. 4 Hrá. 1,000 copper, 6,000 silver, and one piece of jewellery worth 1,500 K.
59. Hiding place of three 3rd Level Ssú: (1) has control person and telekinesis; (2) has protection from good/evil and nature control; (3) has Remove curse and illusionist powers. No treasure.
60. 1 Ngáyu.
61. Hole dug in floor to depth of twelve feet; goes nowhere.
62. Hiding place of two Hlutrgú. 1st level.
63. Hall of Creatures: sculptures illustrate hundreds of beings from mythology, etc. in the service of the evil Gods and their Cohorts.
64. Outer ceremonial hall of the Temple of Hry'ý: Dais rises 10 feet, then central dais rises another ten feet. Sculptures illustrate the strange rites of Hry'ý.
65. Inner ceremonial hall. Sculptures illustrate the Fall of Man.
66. First of the Double Shrines of Hry'ý: idol of obsidian and silver. Worth 1000.
67. Second of the Double Shrines of Hry'ý: idol of Lapis Lazuli and silver. Worth 7,000. Idols are roughly three feet tall on high altars.
68. Catacomb: tombs of 5 ancient High Priests of Hry'ý. Bodies are in crystal coffins. If opened, they will come to life on a roll of 1 or 2: 9th Level priests!
69. Lair of 40 Q61.
70. Refectory of the Temple: tables and moldy dishes, etc.
71. 12 Shédra: 3,000 silver. 2 Eyes: (13) Hastening Destiny (29 charges, inscription in Mu'ugalavyáni, charges indicated); (20) Non-Seeing (57 charges; inscription in Llyáni, charges not indicated).
72. 2 Thúnru'u.
73. 1 Mu'ágh. Room contains moldy remnants of 1 Ssú. His pack has a scroll of one spell (in Tsolyáni, spell of Reincarnation. Also contains 350 gold.
74. Room where sacrificial victims of Hry'ý were flayed before finally being sacrificed.
75. Series of empty cells -- bones, clay utensils, etc.
76. 30 Kúrgha using the room as a lair.
77. Temple library of 15,000 volumes. Among them is copy of Book (4).
78. 3 Hláka (Level 2). No magic or weapons.
79. Robing chamber. Various priestly robes for worship of Hry'ý.
80. 1 female warrior (evil). 7th Level. Has armour and helmet +1, scimitar +2 and +1 on damage dice.
81. Staircase directly down to Level 4.
82. 4 Tsú'uru: 7,000 silver. 3 Eyes: (18) Sitting Amnogst Friends (23 charges; inscription and number of charges indicated in Tsolyáni); (12) Frigid Breath (72 charges; no inscription or indication); (15) Incomparable Understanding (17 charges; inscription in Salarvyáni, indication of charges). These items are in a chest with no traps.
83. Anteroom, furnished in the style of the First Imperium.
84. 6 7th Level warriors: (1) has no magical arms or armour; (2) has armour +2; (3) none; (4) armour +2 and sword (no alignment, +1, no intelligence or ego, spells: sleep and door control); (5) has armour and helmet +1; (6) armour +2, and (7) armour and helmet +2. Alignment of these adventurers is good.

Level One -- 4

85. 3 Káyi. No treasure.
86. 12 Tinalíya: 1,100 copper, 10 jewellery (3000, 1000, 3000, 1000, 5000, 11000, 7000, 8000, 6000, 8000). 2 Eyes: (4) Aerial Excellence (35 charges, inscrip. in Mu'ugalavyáni, indicated charges); (16) Indefinable Apprehension (42 charges, inscription in Bednálljan Salarvyáni, charges indicated). Also have Misc. magic (11): Helmet of the Three-Pointed Star.
87. Room of spectral madness: all must throw saving throw against spells.
88. Large hall: skeleton of warrior on the floor, armour much bent and damaged.
89. 2 Pygmy Folk: 3000 copper.
90. 9 Mrúr in catacomb-like tomb.
91. Trident-Temple of Sárku. Idol of brown sandstone. Idol has secret passage door behind it.
92. Antechamber for rites of Sárku: chests in corner. 3 are empty, but one has 2 traps (in lock mechanism, and again on opening chest -- poison darts and contact gas). Chest contains Amulet of Power over the Undead, and also the Cup of Súbadim the Sorcerer.
93. Antechamber full of temple paraphernalia.
94. 1 Ngáyu.
95. Chamber of teleportation (on roll of 1 or 2) to Location Green 93.
96. Tomb of Mrél the Champion. Inscription in Bednálljan Salarvyáni. He was a good warrior, 8th Level, inside the coffin are sword +2, armour, helmet and shield +2, magic bow +1, and 10 arrows +1. Coffin contains gas which kills evil persons only.
97. Room contains a sculpture of Krá the Mighty: eyes are rubies worth 800 each.
98. 4 bandits. No treasure. All are Level 1.
99. Boat equipment and misc. paraphernalia.
100. Ramp down 80 feet to docks on the edge of the River of Silence.

GREEN NUMBERS:

1. Boathouse, containing three small skiffs (10 feet long, carry 4 persons).
2. Stairs down to Level 2.
3. 60 Kúrgha.
4. 1 Yéleth: 6000 copper, 2000 silver.
5. Hall of the mad magician: Level 5, good, illusionist, teleki sis, has Eye (13) Hastening Destiny (27 charges, inscribed in Yán Koryáni, no indic. of charges).
6. 6 Biridlú.
7. Hall of Evil: poisonous gas sickens character, giving one 6-sided die damage. Throw saving throw against poison.
8. 3 3rd Level Pygmy Folk. No treasure, etc.
9. Room of Voices: voices of past events are heard here.
10. Sepulcher of the female Warrior Kridákme (inscription in Tsolyáni). Her corpse has the named sword Nikitmiyél: +4 and +4 on damage, intelligence 86, no ego, hates flying creatures, one charm creatures spell.
11. 3 2nd Level Hlýss.
12. Room of gems: 55 gems: 5 worth 50, 10 worth 100, 10 worth 100, 10 worth 20, 10 worth 20, 10 worth 1000).
13. Glorious Cloak of Many Eyes hanging on pedestal.
14. Room of gold: 57,000 K. in gold coins.
15. 9th Level evil Lord, sword +3, +3 on damage. Armour +1, battleaxe +1 and +1 damage.
16. Sliding stone wall: 1-2 it is in left position, 3-4 in centre, and 5-6 in right position. Roll each turn.
17. 12 Shédra.
18. Court of columns. Empty except for sad, sighing sound.
19. 5 Hrá. 5000 silver.
20. 1 Ngáyu.

21. Hall of 3 thrones: sitting in the righthand throne raises character immediately one Level. Only usable once.
22. Spectre of dead priest of Wurú: gibbers and points, but does nothing to living beings.
23. Court of priests of Hry'ý: central pool is poisonous.
24. 1 Káyi.
25. Hiding place of 3 Pé Chóí (1st Level).
26. Hall of Doomed Maidens: portraits of maidens slain out of jealousy by Nayári.
27. Small room holds 10 bandits, 3000 copper, 3000 silver. All Level 1, except one leader of Level 2.
28. 9 Hurú'u: 2000 silver, 5 gems (20, 100, 1000, 50, 100) in a chest with one trap in lid (gas).
29. 1 Marashyálu.
30. 80 Chnélh: chest containing the mummified hand of Kédrakh, the sorcerer of Nayári. It points to gems.
31. 1 2nd Level Ssú warrior.
32. Storeroom of food -- now eaten by ratlike creatures.
33. Tomb of Keridláni, the mistress of the High Priest of Durritlámish. Her coffin is inscribed in Salarvyáni. The eyes of the mummy are rubies worth 700 each. On a roll of 6 the mummy comes to life and attacks with +1 sword. 7 hit dice. move 9".
34. Ritual room of Temple of Hry'ý. Symbols and paraphernalia scattered about.
35. Music-producing room: ancient machines keep up mournful chanting.
36. Hall of the Conquest of the Ssú: paintings of conquest of ancient Ssuganár on walls.
37. Hiding place of 3rd Level evil magic user: has sleep, neutralise poison spells and is up through 6 professional skills.
38. Empty room contains broken and defaced altar of Qón in the corner.
39. 1 Thúnru'u guarding his master in room 40:
40. 1 5th Level evil priest of Durritlámish. He has Levitate, slow/haste, ESP, protection from evil/good, and control person. Also has Eye of Command (43 charges, no inscriptions).
41. 1 warrior of Level 7: Skullface: evil, has shield +2 and mace +2.
42. Wine storage room for temple. Most now turned to vinegar.
43. 3 2nd Level Hláka. One has light, detect evil, knowledge of ancient languages (Llyáni and Bednálljan Salarvyáni).
44. 3 warriors: Level 3: alignment evil. (1) has sword with no alignment, intelligence of 86, ego 67, +1, no spells. (2) has shield +2 and plain iron sword; (3) has no special arms or armour.
45. Room of statues: 8 stone statues of ancient kings of the First Imperium.
46. 3 Biridlú.
47. 1 evil priest of Level 4 (devoted to Vimúhla), has 2 modern and 2 ancient languages, Detect evil, light, ESP, and telepathy. Has Eye (22) Raising Infernal Barriers (84 charges), no inscription, has indicator of charges.
48. Grave of giant warrior. 8-foot long broadsword lies on top of coffin. It is +1. No other special powers.
49. Empty sleeping room.
50. Skeleton of one Ahoggyá. Purse contains 300 K. and map leading to room 51.
51. 1 Dlaqó.
52. Hall of statues of nonhuman species. Each one bears an inscription of conquest in ancient Engsvanyáli. No special powers.
53. 4 Tinalýya, Level 2. Have scroll of spells in modern Salarvyáni: detect invisible objects, light, and transmutation. Scroll disappears if not read.
54. Revolving passageway: 1-3 open, 4-6 closed. When persons are inside, 1 = opens to NE, 2 = opens to NW, 3 = opens to SW, and 4 = opens to SE.

55. 2nd Level evil magic user. Has spell of Invisibility.
56. Heap of 11,000 copper coins in corner.
57. Jumble of 5 human skeletons. 5 steel maces. No special powers.
58. Good 2nd Level magic user: has first 5 special skills.
59. Central altar to Durritlámish. No value, but players feel apprehension near it.
60. 7th Level priest of Durritlámish: has Weather Control, and all skills up through telepathy. Has Eye of Opening the Way (21); has 28 charges, inscription in Livyáni, and indicator of charges.
61. Hiding place of 10 Pygmy Folk. No magic or treasure. Level 1.
62. 2 Yéleth. Treasure in small room: 4000 copper, and 1000 gold.
63. Cache of flasks of inflammable oil.
64. Temple of Hriháyal: idol of malachite and silver. Worth 500.
65. 1 Mu'ágħ. Small room has chest (trap of poison spine in lid), containing 8000 gold, and one Eye of Apprehension (16), inscription in Saħħvyáni, no indication of charges, 37 charges.
66. Heap of gnawed bones. Finger bone has seal-ring of the Four Palaces of Mu'ugħ-lavyá: gives free provisions and passage to anyone carrying it there.
67. 6 6th Level warriors (evil): (1) has +1 sword and +1 dagger, (2) has helmet +1, (3)-(6) have plate mail and steel swords and shields.
68. 1 Mu'ágħ. Small box in corner contains bottle containing brain of ancient priestess of Dlamélish. This is worth 7000 gold to priestesses of her temple.
69. 16 Thúnru'u. Cursed scroll in Tsolyáni.
70. 21 Q61.
71. 7 statues of Dlamélish on altar. One is automaton fighter: 7 HD, armed with sword and shield. Others are gold, silver, copper, turquoise, malachite, and beryl. All worth 10,000 K. In a small case on the altar is a copy of Book 16.
72. Centre of room has pit of cement, from which protrude bones of hands, etc. Roll of 1, it becomes liquid and churns out to capture further victims. Roll saving throw against spells. If caught, victim must be chipped out in two turns.
73. Small inner chamber has Eye of Healing (30), with 47 charges, no inscription or indicator, on pedestal.
74. Open bay: pillars have story of the Descent into Hell by Sárku, Lord of Worms.
75. Fort, has ancient artillery piece protruding out over river. Rusted completely.
76. Lower courtyard of fort. Stairway to battlements at NE end.
77. Commandant's room. Empty except for furniture.
78. Library of fort (9,000 volumes). Copy of Book 18.
79. Storeroom: mostly empty, some junk.
80. Inner shrine of Dlamélish: idol of emerald and silver (10,000 K.). Seizes and paralyses any good character.
81. Treasure room of Temple: guarded by 5 Tsú'uru. 5000 copper, 11 gems (20, 100, 2500, 1000, 500, 20, 50, 100, 100, 100, 100). 3 Eyes: (29) Eye of Command (72 charges, no inscriptions), (10) Eye of Departing in Safety (inscription in Engsvanyáli, indicator), (3) Advancing Through Portals (20 charges, inscription in Tsolyáni, no indicator). 2nd Eye has 29 charges. 1 sword: +1, no intelligence, ego, or spells.
82. Robing room for temple priestesses.
83. 18 Q61. 2 K. each.
84. Sacrifice and orgy room. Furniture, etc.
85. Library and trophy room: hundreds of human skulls in silver cases. 6000 vols. no special books.
86. Main temple of Dlamélish. Idol of silver and turquoise worth 7000 K.
87. Cells for male captives of priestesses of Dlamélish
88. 5 Tsú'uru guards of temple.
89. Small idol of Dlamélish. Gold worth 4000.
90. Hall of 296 columns, each inscribed with one perversion of Dlamélish.
91. 1 magic user (evil), and 2 guards (he is Level 5, they are Level 4). He has 1 wish, nature control and control person; also has Eye of Visioning (33 charges,

- inscription in Pecháni, indicator); also Eye of Opening the Way (21) (61 charges, inscription in Llyáni, indicator). one guard has +2 shield. Otherwise plate armour, steel swords.
92. Throne robing room for coronation of the King of Evil and the Queen of the Damned. Putting on the crowns of these two ancient figures turns player evil for one turn. No effect on evil characters. Crowns and robes worth 7000 each. Roll saving throw against spells.
 93. Terminal point for teleportation room Red 95. No other effects.
 94. Palatially furnished chamber: anteroom of Palace of the Overlord of the Underworld.
 95. 5 6th Level warriors: (1) sword +1 and armour +1 (no special powers); (2) Shield +3 and helmet +2; (3) nothing special; (4) nothing; (5) helmet +2 and shield +1. Guards of Overlord.
 96. Temple of Hry'ý. Altar is in triangular room behind: idol of black Grý wood and gold. Worth 1000.
 97. Palatial reception room, with high throne at one end.
 98. Another reception room. Small room to north contains windows opening out onto River.
 99. Servants' room. 50 deafmute slaves sleep here.
 100. Laboratory of magic user (Level 3). Books, scrolls, alembics, etc. He has no special spells but is scholar and devotee of Grugánu.
 101. Supply room. Chemicals, labelled in ancient Engsvanyáli.
 102. Great Hall. Statues around walls are adventurers from the past frozen by the Excellent Ruby Eye. 36 of them. At far south end there is a basrelief of Sárku. Eyes of this image open on roll of 1: saving throw against paralysis. Otherwise character paralysed.
 103. Harem sleeping rooms. 1-4 girls in each, drugged into thinking they are in paradise of Lord Belkhánu.
 104. Harem court. Pool in centre, couches, etc. around sides.
 105. Sleeping room of the Overlord. 10' x 20' bed in east centre.
 106. Overlord's private armory and dressing room. Roll of 1 on 6-sided die indicates Overlord himself has found adventurers: he is 15th Level warrior (15+5 HD). Aligned with Evil. Attended by 2 6th Level magic users devoted to Wurú and Sárku, (1) has Phantasmal illusions and Weather control; (2) has Change self spells, plus all spells up through control person. (1) carries Splendid Eye of Krá the Mighty (31), and the other has Eye of Command. Lord himself has the Excellent Ruby Eye.
 107. Treasure chamber: 100,000 copper, 500,000 silver, 100,000 gold. Baskets of gems and jewellery: most worth 1000, some gems worth much more. Golden armour (+3), six splendid helmets (all +2), 3 shields (+3), hundreds of weapons (roll for each); special Sword of Kéngkutal: sword's powers are +4 and +4 on damage, intelligence 89, ego 79, alignment evil, hates warriors, has special powers over the Demon Chégeth (cf. fourth Level), has Invulnerability, Sending of Evil, and Raise the Dead spells.
 108. Hall of Dalliance: couches and tables around central square pool with two fountains of magical restorative water (restores 6 lost hit dice points per day).
 109. 7 Thúnru'u guards.
 110. Great banquet hall: Overlord's table set in triangular north end.
 111. 1 5th Level magic user, evil, has spells Invisibility and Teleportation, as well as all up through Control Person; also has Eye of Regeneration, Eye of Bestowing Life, Eye of Raging Power (nos. 23, 7, and 31).
 112. 3 Shédra, servants of the magic user. Room contains magical apparatus, including Scroll of Necromancy and the Grey Hand, and a copy of Book (5).
 113. 3 Shunned Ones.
 114. Palace room: long tables covered with books and documents, administrative materials, etc. Nothing magical.

115. Library and workshop. Half-repaired devices, broken Eyes, and other paraphernalia. One Eye of Allseeing Wonder with inscription in Livyáni, indication of 45 charges. Also defective Eye of Madness (no charges), and defective Eye of Regeneration (does opposite of its supposed function (inscription in Mu'ugalavyáni, indicator of 37 charges).
116. Kitchens and supplies.
117. Servants' quarters (100 deafmute servitors sleep, eat, etc. here.
118. Supplies and broken powered vehicles. Rusted and useless now.
119. 4 Hrá: servitors of the Overlord.
120. Observation room. Telescope set up to look out over River.

BRIGHT BLUE NUMBERS:

1. Statue of King Ssirandár on the Bridge of Mercy, overlooking the River of Silence. Guarded by one 12 dice Sro.
2. House of Death. No treasure, but has the power of revivifying. Also has the Gloves of Chirené and the Magical Chest of the Topaz God, which he loans out. Death has no hit dice and takes no damage, although an attack against him gives him 2 dice damage per melee turn in defense. He fights with his own White Sword, +5, +4.
3. Wharf. Stairway leads up 80 feet to Great Colonnade.
4. Sphinx with the head of a Kurgha; eyes gleam ruby red in the darkness.
5. Head of Lord Hry'y: six eyes, fang-filled mouth (which starts to close if someone goes inside). At back is secret room, with treasure in small secret room: 5000 copper, 4000 silver, 11,000 gold, 7 gems (20, 50, 1000, 10,000, 100, 100, 5,000), jewellery (5 pieces: 1500, 4,000, 5,000, 10,000, 400); 2 Eyes (13: Hastening Destiny: 41 charges, inscription in Livyani, indicator) and 6: Shield Against Foes: 73 charges, inscription in Tsolyáni, indicator). One scroll in Old Salarvyáni, 2 spells: Dispel magic, and Heal Serious Wounds; 10 arrows +2, and helmet +1.
6. Statue of the Beast of Durún, the Steed of Hry'y.
7. 3 1st Level Ahoggyá.
8. Grave of Prince Gyélmú hiViridáni, a good hero (7th Level) who was slain in the Underworld. Coffin is of silver (6,000 K.). Contains poison gas, and also has his Amulet (7). Sword +2, intelligence 49, ego 70, no special quest, no spells. Alignment good.
9. 3 Káyi waiting in the rafters of this room.
10. 1 Marashyálu.
11. Tsú'uru: one chest, with poison darts, and also a ball covered with poison spines hidden in the silver. 2,000 silver. 3 gems (100, 20, 50), and a scroll of one spell: in Mu'ugalavyáni, create food and drink.
12. 2 Pé Chói (Level 1) exploring the Underworld.
13. Open pit over 80 foot cliff down to rushing river below.
14. 3 2nd Level Hlyss fighters. Armed with steel swords and armour.
15. Pillared temple of the Lord of Night, Mighty Sárku. Idol at end is of bluish green stone, and the eyes are garnets worth 100 each.
16. 1 7th Level good warrior: armed with axe +3 and +2 on damage. Armour and helmet both +1. Shield +2.
17. Room filled with deadly black fungus: powdered spores kill if breathed in: roll saving throw against poison.
18. Stairs down to Level 5.
19. 6 Shén, 4 of Level One, and 2 of Level Two. One of these latter has +1 sword.
20. Hall of Two Thrones: mummified bodies of ancient king and queen sit on diagonally facing thrones of gilded stone. Bodies crumble to dust if touched. Amulet of Controlling Thúnru'u on body of King, and the queen wears a tiara of diamonds which has a Charm Person spell of its own.
21. 13 Shédra. No treasure.
22. 17 Huru'u. 4,000 gold, 1 Eye of Strengthening Weapons: 90 charges, no inscription or indicator.
23. Teleport room: roll of 1 or 2 sends players to room Bright Green 15.

24. One Mu'ágh: middle size: 6 HD. Large box in corner: contains a gallon jug of Mu'ágh acid left there by previous (eaten!) researcher. Can be thrown at enemies, but not applied to weapons. Box also contains one scroll: contains ESP and Revivify. Scroll is in Pecháni.
25. One 7th Level warrior encamped: good alignment. Armour +3. Steel sword. He knows and can warn of the Mu'ágh in the next room.
26. Treasure chest: lock mechanism squirts acid: 1-6 points damage. Has 2,000 copper, and a drawing of the gates of Qélem with a scribbled note in Tsolyáni to the effect that a key is required, and if this is found, the gates will open and enrich the finder immeasurably. But there is a warning of the Coming Forth of the Black Worm of Sárku.
27. 1 magic user, Level 5: alignment good. Has up through Cure Light Wounds spell. Has Phantasmal Illusions spell.
28. Three bays contain images of the forms of Durritlámish: first is made of common red stone; second is carnelian (worth 700), and third is solid ruby (worth 7,000). First is largest, second is middle-sized, and third is quite small -- they are all magically charmed to appear of the same material. Only a Dispel Magic spell will identify them properly; otherwise players may choose the wrong one.
29. 1 warrior, Level 7: evil alignment; has armour +1. Has mace +2. Guards a stone chest full of silver and gold (3,000 silver, 2,000 gold).
30. Observation room: windows look out over the falls.
31. Chamber of murals of the Fall of Engsvan hlá Gángá: dark, masked being is shown destroying a temple, above which there is an inscription stating that this is the Temple of Thúmis and the source of learning, a museum of ancient devices and a laboratory of the ancient priests. The masked being is not identified.
32. Chamber inhabited by 96 Kúrgha.
33. Treasure chamber of the Lords of Bednállja: when door is opened, a great stone spike plunges down upon the first man in line, and the door then closes again. Spike requires saving throw of 12 for all Levels; 40 percent chance of a glancing blow, though (1-6 damage points). Treasure is I: 31,000 gold, 20 jewellery: (4 sets of 5 each: 1st set 7,000 each; 2nd worth 3,000 each, 3rd worth 5,000 each; 4th worth 5,000 each = 100,000); 7 Eyes: (16) Eye of Apprehension (90 charges, inscription in Engsvanyáli, no indicator); (4) Eye of Aerial Excellence (62 charges, inscription in Livyáni, indicator); (6) Shield Against Foes (21 charges, inscription in Mu'ugalavyáni, indicator); (31) Splendid Eye of Krá the Mighty (23 charges, inscription in Classical Tsolyáni, no indicator); (28) Eye of Strengthening Weapons (38 charges, no inscription or indicator); (29) Eye of Command (74 charges; no inscription or indicator); (15) Eye of Understanding (44 charges, no inscription, no indicator). 3 scrolls: Type I (Heal Minor Wounds, in Tsolyáni); Type IV (Sleep, Light, and Phantasmal Illusions, in Classical Tsolyáni), Type I (Dispel Evil/good, in Tsolyáni).
34. Chamber of the Singer: mural on the wall recites poetry in ancient Bednálljan Salarvyáni. Speaks of the Black Masked One of Immortal Qélem, the doom that came upon the Temple of Belkhánu, and gives the following clue to the existence of a great treasure of miscellaneous magic: "The Sapphire forms the ceiling, the blue star forms the floor, the Prince sleeps upon a couch of azure, and the everlasting sky leads one both to doom and to glory..."
35. Temple of Chíténg: Stairs in centre rise 20 feet. Floor of central chamber is a trap -- drops victims into a chute to Level 5.
36. Chairs and table set out as though priests were to eat supper -- but crumble to dust at a touch.
37. 3 Hláka: one magic user (Level 2: has Eye (8) Calling Forth an Army (75 charges, no inscription, no indicator). Other two are 2nd Level warriors: (1) has shield +3 and the other has armour +2.

38. 36 Mrúr lying on biers in catacomb. No treasure.
39. 3 1st Level Hlutrígú.
40. Stairs down directly to Level 7 (120 feet below and to north).
41. Skeleton of warrior with spear +3 and +1 on damage stuck in the ribcage.
42. Long avenue sloping down to west: slopes 2 feet per 10 feet of distance: 224 ft. Entrance at far west end to south to Level 6. Entitled Path to Sorrow.
43. Temple of Grugánu, Knower of Spells. Idol is of ancient baked clay. Inside the clay is hidden a smaller idol of gold: 3,500 K.
44. 1 5th Level priest of Grugánu: has spells up through light; has no Eyes, etc.
45. 70 Chnélh: guards of temple.
46. 5 6th Level warriors: guards of Temple: alignment evil; (1) has armour +3, spear +3 and +1 damage, and sword +2 (intelligence 21, ego 58, 3 spells: light, mind-bar, control terrain; (2) has sword and shield: sword is +2, intelligence of 2, ego of 78, 3 spells: sleep, mind-bar, and doom-kill, shield is +1; (3) armour +1 and helmet +1; (4) has nothing special; (5) has armour +2.
47. 1 5th Level warrior, alignment good: has armour +3, sword +3 and +3 on damage dice, intelligence 69, ego 47, 3 spells: mind-bar, teleportation, and enchant weapons.
48. sleeping rooms. long-deserted. Heaps of trash in corners -- one gem hidden in trash in SE room. worth 20 K.
49. Temple of Wurú. Idol at north end on raised dais. Made of purple amythestine. Idol wears helmet of silver: the Helmet of Beshkadái: gives wearer the power to spot treasures in heaps of rubbish, etc. Has 62 charges and inscription in language of Priests of Ksárul. No charge-indicator, however.
50. 1 Ngáyu.
51. Balcony looking down over the Path to Sorrow, the great roadway down.
52. 1 2nd Level Ssú warrior. Has purse with 5 gems in it: 100, 500, 1,000, 2,000, and 100).
53. 3 2nd Level priests, evil, servants of Hry'ý. (1) has one Eye (27) Ruling as a King in Glory (89 charges, inscription in Salarvyáni, no indicator), (2) has nothing, (3) has one Eye (30) Eye of Healing (41 charges, no inscription, indicator in Tsolyáni).
54. 3 2nd Level warriors (evil), (1) and (2) have nothing; (3) has a sword +1, intelligence 45, ego 85, no spells.
55. 3 Ssú. Has clairvoyance and remove curse spells. No special weapons. (2) has clairaudience and protection from evil/good; (3) has control person and control underworld creatures.
56. 1 7th Level priest of Duuritlámish. Has all spells up through telepathy, no bonus spells, has Eye (8) Calling Forth an Army (9 charges, inscription in Engsvanyáli, indicator).
57. 1 Yéleth.
58. 11 Shédra. B Treasure: 3,000 gold, in chest of steel.
59. 2 2nd Level priests of Duuritlámish. Spells through Light. no bonus spells. No Eyes, etc.
60. 2 7th Level warriors (evil): (1) has helmet +1 and shield +1; (2) has armour +2, shield +1, and sling +1.
61. 1 Ngáyu. Box in corner is full of scrolls. All are historical documents and scraps of poetry, etc. except one: has Phantasmal illusions and transmutation, in Yán Koryáni.
62. 1 Thúnru'u.
63. 1 Mu'ág (large).
64. 1 magician (evil), 5th Level, spells through ESP, has neutralise poison and fly bonus spells. No Eyes, etc.
65. Temple equipment. Rotting and of no value.
66. 6 3rd Level Tinalíya. Have D treasure: 2,000 copper, 4,000 silver, 7 gems (1,000, 500, 100, 500, 50, 1,000, and 10,000), armour +3.
67. antechamber: statues crusted over with green mold: touching = 1 point damage.

68. Bier of armoured warrior: coffin is of copper, with transparent faceplate. Warrior is evil, but will serve party if awakened by opening his coffin. At end of adventure he turns around and goes back to his bier. Roll of 1-2 = serves party; 3-6 = attacks. 4 HD, armed with scimitar +1 and +1 on damage, helmet and armour both +2.
69. Great throne room: throne attempts to fold up around person who sits in it: roll saving throw against spells. Otherwise crushed in two turns: others in party must roll 70 or better on either of two turns to cut companion free.
70. Invisible spectre of lost king of Bednálljan Dynasty. Has 6 HD, fights as Armour Class 2. Can be seen only if some powder or other visible substance is thrown over him. If slain, a jewelled dagger becomes visible in his hand: +3 against Ssú.
71. 3 Káyi. Heap of copper and silver coins on floor (2,000 of each).
72. 17 Tinalíya, Level 3. Have D treasure: 6,000 copper, 3 Eyes: (9) Creeping Fog of Doom (26 charges, no inscription, no indicator); (20) Eye of Non-seeing (25 charges, inscription in Saá Allaqtyáni, no indicator); (22) Raising Infernal Barriers (39 charges, inscription in Mu'ugalavyáni, indicator).
73. 1 Dlaqó.
74. 2 Ahoggyá warriors. (2nd Level).
75. 54 Kúrgha.
76. 2 evil 2nd Level priests of Wurú: (1) has amulet of Protection against the Grey Hand and 2 Eyes (9) Creeping Fog of Doom (31 charges, no inscription, indicator), and (32) Eye of Raging Power (53 charges, inscription in Livyáni, no indicator); (2) has no weapons.
77. 1 good 5th Level warrior, has sword +1, intelligence 92, ego 49, hates all forest animals; no spells.
78. Heap of broken chests and boxes. 75 gold Káitars in corner of one. Nothing else.
79. Amulet of the Good God in the dust on the floor. Bones of a hand grasping it, but rest of body missing...
80. Inner temple of Dlamélish: idol of green turquoise stands alone on top of small pyramidal altar carven with hideous orgiastic scenes. Anyone touching this idol takes 1-4 points hit damage, but it can then be removed. Priestesses of this goddess will pay up to 5 x percentile dice for its return.
81. 12 Q61. No treasure.
82. 1 Thúnru'u.
83. 1 bandit (Level 2). Armed with Chlén-hide weapons only.
84. 8 Biridlú. No treasure.
85. 6 Húru'u.
86. Pool contains 1 Qáqtla.
87. 1 7th Level warrior: no special arms or armour. good alignment.
88. 1 priest, 4th Level, good, servant of Thúmis: has spells through ESP, has 1 Eye (28) Eye of Strengthening Weapons (61 charges, indicator in Llyáni), has amulet of invincible steel, scroll of Levitation in Llyáni.
89. Chest buried in floor. Has trap in lid: poison gas. Contains 5,000 copper, 1,000 silver, one amulet of Mastery Over Rényu.
90. Carvings of ancient gods, much defaced. Pedestal in far centre has tiny silver box containing (33) Thoroughly Useful Eye, no inscription, charges not necessary to be indicated. Whole blue area revolves on throw of 1-3. Random stop.
91. 6 Biridlú.
92. 2 Húru'u.
93. 1 7th Level warrior , evil. Has only steel weapons.
94. 3 1st Level Hlutrgú.
95. Silver case containing bola +2.
96. 3 Shén: 2 1st Level, one 2nd: last has sword +1, intelligence 42, ego 80, 3 spells: Dispel evil/good, Dispel magic, and extra-vision.
97. Female warrior, good, 7th Level, has armour and helmet +2 each.

98. Stone inscriptions, slabs, and defaced idols. One inscription warns of the Beast Without a Tail (in Hex 3607). One has a map, much defaced, of what appears to be the City of the Blue Chamber and the partial inscription (in Classical Tsolyáni) "... the Prince sleeps always but yet always wakes when ..."
99. Storage chamber for food, etc. Much rotted and unusable.
100. Storage chamber for weapons: all Chlén-hide, except for one battleaxe +2. This axe is evil, and has an intelligence of 97, ego 45, no specific enemies, no spells.
101. Secret room filled with bones. Secret door does not open from the inside. Instead there are three buttons: no. 1 teleports players violently back to room Bright Blue 88, no. 2 takes them to Bright Blue 103, and no. 3 takes them to Red 23.
102. Rotting bag contains 500 golden coins and one steel dagger +1.
103. Chamber of illusion: pile of 1,000 gold turns to beetles after party leaves room; 3 Eyes turn to pebbles, and what appears to be Music Box of Nekkutháne turns to copper chamberpot.
104. 6 Shédra. No treasure.
105. Jumble of skeletons of humans and Ssú. One scroll of Raise the Dead, in Saá Allaqiyáni.
106. 1 Dlaqó.
107. 3 Shunned Ones.
108. Cask containing drugged wine: Roll saving throw against poison; otherwise victim wanders randomly for three turns unless forcibly held by companions.
109. 6 Shén: 4 2nd Level, 2 1st Level: (1) has armour +1, (2) has armour and shield +1, (3) has nothing; (4) has helmet+1, and shield +2.
110. Room filled with green mold. Armour and chests are visible, but covered with this slimy stuff. If touched, does 1 point of damage. Any attempt to get things out causes slime to start spreading out towards players.
111. Tall case in corner of this room contains a rusted automaton holding a spear +1. Automaton cannot be repaired.
112. 1 Marashyálu.
113. 2 2nd Level Ssú: cure serious wounds and necromancer spells, and other has 2 ancient languages and control of self. One has Eye of retarding Destiny (20 charges, inscription in the tongue of the priests of Ksárul, no. 25).
114. Chamber full of noises: goraning, singing, gibbering. Inscription on far wall is in Classical Tsolyáni. Tells of horrible deeds done by Nayári of the Silken Thighs.
115. Chamber of the ghost of 7th King of the Bednállja Dynasty: friendly. Advises how to get to treasure in Room Bright Blue 117.
116. 3 Káyi. Small room contains a chest, trap in hinges (when opened, fires small darts). Has 4,000 gold, 1 gem (1,000), and 2 jewellery (700, and 1000).
117. Treasure C: 6,000 gold, silver cask containing the Emerald of Hagárr of Paránta.
118. 3 7th Level evil warriors: (1) has nothing, (2) has armour +2, (3) has nothing.
119. 3 7th Level good female warriors: (1) has nothing, (2) has shield +3, and (3) has armour +2 and shield +1.
120. Dusty furniture. Mummy of warrior in corner. Has evil broadsword +3. Intelligence 91, ego 81, hates good nonhumans, has 3 spells: Dispel magic, control terrain, Levitate.

BRIGHT GREEN NUMBERS:

1. 4 1st Level good warriors.
2. Great plaza fronting on moat of fire.
3. Moat of fire: down 40 feet from plaza. Stairs rise to narrow bridge over this moat: check dexterity level for persons who would cross it. Use saving throw for paralysis in case of possible falls.

4. Antechamber for Temple of Vimúhla. Contains priestly sacraments and paraphernalia.
5. Robing room for priests of Vimúhla. Jewelled sacramental helmet worth 10,000.
6. 10 Shédra, servants of Temple.
7. Sleeping room of 1 5th Level priest: has spells through ESP, has amulet of power over the undead, 3 Eyes. (33) Thoroughly Useful Eye, inscription in Engsvanyáli, indicator), (21) Opening the Way (74 charges, no inscription, indicator); and (8) Calling Forth an Army (3 charges, no inscription, indicator). Priest serves Vimúgla.
8. Outer ceremonial chamber. Image in centre is of falcon-like steed of Vimúhla. Made of red basalt.
9. Treasure D: 4,000 copper, 5,000 silver, 2,000 gold, copy of book 13.
10. Room contains the Clockwork Automaton of Qiyór.
11. Inner sanctum of Temple. Idol is guarded by 3 5th Level warriors (1) has shield +1, (2) has nothing, (3) has shield +1. Idol is of scarlet ruby: worth 75,000.
12. This room: 1 4th Level priest, good, devoted to Belkhánu, has spells through light; one Eye (25) Retarding Destiny (79 charges, no inscription, indicator in Tsolyáni).
13. 3 Tsú'uru.
14. This bay has rotating point. on roll of 1-2 it rotates: 1 = N, 2 = E, 3 = S, 4 = W.
15. 1 small Mu'agh.
16. Quiver of +1 arrows hanging on wall.
17. Alchemical laboratory: nothing of much use, however.
18. 1 4th Level priest, devoted to Wurú: has spells through Light, has Invisibility, and Weather Control.
19. Chest with one trap (poisoned needle in lid), containing 1,000 gold. Guarded by one Hrá.
20. Cursed room: mural on wall causes paralysis to any who look upon it. Roll saving throw. Can be dispelled by Eye or spell of healing.
21. Priestess of Hriháyal: 5th Level, has spells through ESP, has Phantasmal Illusions spell, no Eyes, etc.
22. 3 1st Level Pé Chói.
23. Sculptured orgies of Hriháyal. Mosaic of goddess has emerald eyes worth 700 each. If touched, though, player must roll saving throw against hypnosis.
24. 20 Kúrgha.
25. Hiding place of 9th Level Lady and 3 3rd Level warriors in next room. They each have shields +1, (1) has armour +2, (2) has mace +1, and (3) has bow +1. Alignment: good. She herself is a fighter and has armour +1.
26. 1 Tsú'uru.
27. 3 2nd Level Hlyss fighters.
28. Chest of 5,000 silver and 3 gems (500, 50, and 1,000) guarded by one Hrá.
29. 1 4th Level priest of Sárky: all spells through ESP, has Heal Minor Wounds, nothing else.
30. 1 7th Level priest of Sárku (who comes running if his junior companion is attacked!) has all spells through Control Person, has Door Control, Transmutation, Phantasmal Illusions, Weather Control spells. Has Eye of Frigid Breath (49 charges, inscription in Salarvyáni, indicator), Amulet of Finding Treasure, scroll of Reincarnation, Quest, and Flying in Tsolyáni. Also has Book 17.
31. 10 Mrúr.
32. Tomb room of priestess of Dlamélish. Roll of 1-2 she awakes and charms 1-4 persons (roll saving throws for spells).
33. Stone chest in corner contains 4,000 copper, 2,000 silver, 3,000 gold, and 1 helmet +1.
34. 34 Chnélh.
35. 1 Yéleth.
36. 3 Káyi. Chest contains 2 jewellery: 1,000, and 7,000.

37. Pillared hall. Contains 2 Káyi guarding a small chest (gas cloud if chest is lifted). Chest contains 3 gems (100, 500, 1000).
38. Ancient guardroom. Empty except for furniture.
39. Armoury: empty except for rotting Chlén-hide arms, banners of Ssirandár I.
40. Torture chamber of priests of Chiténg. Still in use...
41. Hiding place of 1 5th Level magic user: has spells through nature control. Has Door Control spell. Devoted to Hry'ý.
42. Magical laboratory: heaps of equipment for repairing Eyes and parts of magical devices. Worth 35,000 to other high-level magicians. No complete Eyes or devices, however. Also library of ephemerides, some astrolabes, and other astrological tools.
43. 6 Húru'u. Small room at back contains B treasure: 6 gems (20, 20, 100, 100, 100, 5,000).
44. 7 Mrúr. Amulet of Invincible Steel in mummy-wrappings of 1st one.
45. Acolytes of priests of Chiténg sleep here. 17 K. scattered through possessions.
46. Two rooms used for cells. One good magic user chained in corner of West one; has spells up through astrologer and is 4th Level, devoted to Thúmis. No bonus spells. East room is also a cell: contains bones and one Dlaq6.
47. 3 empty cells: bones and chains, but nothing else.
48. Cell containing 9th Level Lady. Devoted to Avánthe; name is Hésa hiBiritlén of Béy Sý. Kidnapped by priests of Chiténg. Keys for all these cells, etc. are in room 40.
49. Ceremonial room for use in connection with rites of Chiténg. Altar at end has image of Chiténg on it, made of garnets and red sandstone. Worth 750.
50. Large refectory and dayroom of priesthood of Chiténg.
51. 8 small rooms, each inhabited by 3 1st Level priests of Chiténg. No special spells or Eyes, but armed with maces and armour class 2.
52. 4 rooms for high priests of Chiténg: 1 is 7th Level: all spells up to remove curse, has Weather Control. Has 2 Eyes: (27) Ruling as a King in Glory (8 charges, no inscription, indicator in Tsolyáni), and (1) Eye of Detestation (40 charges, inscription in Classical-Tsolyani, no indicator). Other priests are all 3rd Level: have spells through telepathy: one has Detect Invisible Objects, second has no bonus spells, third has Charm creature. (1) has 5 Eyes: (11) Power Over Maidens (39 charges, inscription in Tsolyáni, indicator); (29) Eye of Command (18 charges, inscription in Saá Allaqtyáni, no indicator); (24) Eye of Retaining All Things (98 charges, no inscription, indicator in Salarvyáni); (32) Eye of Raging Power (22 charges, no inscription, indicator in Mu'ugalavyáni); (27) Ruling as a King in Glory (45 charges, inscription in ancient Salarvyáni, indicator). 2nd and third have no special Eyes, etc.
53. Refectory: tables, chairs, wine jugs, etc.
54. Robing chamber. Hoods and robes of Chiténg. Ceremonial helmets.
55. Library: 4,500 religious texts, histories, etc. Copy of Book 3.
56. Relaxation room of priests of Chiténg. Pool in centre full of sparkling spring water
57. Ceremonial retiring room for meditation. Light at end burns red forever. Pots of drugs for priests to use in "expanding consciousness."
58. 1 Thúnru'u: guard of temple.
59. 1st Station of Chiténg: in his aspect as destroyer. Image of six-headed ravening eagle-like creature. Made of silver, worth 650.
60. 2nd Station of Chiténg, in his aspect as ravisher: pig-like headed statue of gold, shown ravishing cities and women. Worth 1,500.
61. 3rd Station of Chiténg in his aspect of punisher: six-headed snake-like statue shown impaling humans, etc. Made of gold and crusted with garnets, worth 2,300
62. Four outer circumambulatory chambers of Temple. Each has furniture of gold worth 1,000 each. Ceremonial implements and ritual devices.
63. Inner sanctum of Chiténg: idol of ruby worth 65,000. Incense burners of gold worth 700 each. Etc.

64. Secret inner sanctum for High Priest of Chiténg. Idol of ancient, simple red stone worth nothing (except to priests, who would pay up to 100,000 to have it back). Smoke-blackened, dark sanctuary also has valuable carpets, gold censers (all worth 2,000 K.).
65. Secret room of High Priest. Contains obsidian and ruby altar of Chiténg, worth 3,500. Heavy, though.
66. Secret stairway down to Level 2 to north. Other secret door opens into secret stairway up to surface -- but once party is out, the secret door closes and cannot be found again. Cannot be spiked open: door is 30 feet thick of solid basalt.
67. Deserted shrine of Chiténg. Unused. Idol is defaced and grubby.
68. 1 Marashyálu.
69. 3 evil warriors, guards of temple. 2nd Level. Steel arms, but nothing magical.
70. Altar of Chiténg in his aspect of warrior. Made of copper and scarlet crystal. Worth 1,500.
71. 3 2nd Level evil warriors, guards of Temple. Steel arms but nothing extra.
72. Captain of the guards: 5th Level warrior. Has helmet and shield +1, uses steel mace +2.
73. Two small rooms containing cooking arrangements, service, etc. for personnel of the temple.
74. Secret room containing chest: trap of fungus spores in lid (roll saving throw against poison). Otherwise can be cured only by Cure Disease spell or Eye of Healing. Kills in two days.
75. 1 Mu'ágh (medium) in otherwise deserted room.
76. Camping place of 3 Shunned Ones, Level 1. One is 6th Level magic user: has spells through Control Person, has Phantasmal Illusions, Neutralise Poisons, Wish, Change Self or Others. Amulet of Warding Off Thúnru'u. Has Eye of Calling Forth an Army (9). (88 charges, inscription in Saá Allaqiyáni, indicator; (5) Eye of Shield Against Foes (11 charges, no inscription or indicator).
77. 1 Tsú'uru. No treasure.
78. Inner treasure room of Priestesses of Dlamélish. Contains stone chest sunken in floor. 4,000 copper, 4,000 gold, 7 jewellery (3,000, 6,000, 200, 5,000, 4,000, 6,000, 1,200), one Eye (15) Eye of Understanding (88 charges, no inscription or indicator).
79. 30 Qó1 guards.
80. Small chamber contains rotting mummy wrappings. Shreds of a lost scroll.
81. 4 Shédra.
82. Large room now camping place of 3 2nd Level Hlýss. Have cache of 7,000 gold.
83. Outer hall of Temple of Dlamélish. Large dragon-like statue of stone has secret door in its breast.
84. Cursed room: person who enters here changes sex! Roll saving throw against spells. Otherwise can be changed back by Dispel Magic. Room contains one Sword of Aridáni Kílétra, priestess of Dlamélish and fighter during reign of Nayári. Sword is evil, +2 and +1 on damage. No intelligence or ego. Has no spells.
85. Secret room contains four unlabelled bottles: 1 is water, 2 is wine, 3 is poison, and 4th is elixir of recovery: restores 1 die lost hit points. Enough for 3 doses.
86. Secret room full of rotting furniture and junk. one gem amongst the trash: worth 100.
87. Side-altar room of Dlamélish. Images of her in various poses, etc. Idol at end is of green soapstone, with eyes of silver. Worth 750. Hidden inside idol's breast is Eye of Power Over Maidens (82 charges, inscription in Tsolyáni, no indicator).
88. Sleeping room of three priestesses of Dlamélish: all Level 3: (1) has Neutralise Poison, other two have no bonus spells. No 3 has one Eye: (9) Creeping Fog of Doom (76 charges, no inscription, indicator).

89. Sleeping room of priestess of Dlamélish: 6th Level: spells up through cure light wounds, Has sending of evil bonus spell. No Eyes, etc.
90. Outer room is ceremonial robing room. Inner chamber is guarded by 18 Q61. Full of special costumes and devices used by priestesses of Dlamélish in their rites. Gold censers, ewers, etc. worth 7,000.
91. 1 5th Level magician (female); devoted to Dlamélish. Spells through telekinesis. Has Circle of Protection and Slow/Haste.
92. Meeting room of priestesses of Dlamélish. Throne at end is of green granite and silver.
93. Secret room contains new Eye: Mystic Eye of Transformation: changes character's alignment. Saving throw possible, of course. Has 32 charges, inscription in Tsolyáni, indicator. Eye is hidden in gold box (worth 50) in large chest full of robes and curious implements. Chest is trapped: touching hinges causes chest to sink into floor and slab slides out to cover it. Touching lock opens it easily, however.
94. Secret door leads to long stairway down to 3rd Level, 190 feet down.
95. 1 Dlaq6.
96. Cell: contains five prisoners: two 1st Level warriors, 1 alchemist, 1 trained dancing girl, and 1 priest of Qón (2nd Level).
97. Main temple complex of Dlamélish. Altar has huge (15 ft. high) statue of green glittering quartz. Bands of silver and gold (all worth 3,000). Eyes are large emeralds (1,500 each). But statue is trapped: anybody stepping close to it is given 1-6 points damage by spines released by person's weight.
98. Chest contains 3,000 gold, 4 gems (100, 100, 500, 1,000), and Gloves of Chirené. It has a trap in the lid: when opened, a slender sword whips out in a circle from centre of lock; radius: 2 ft.
99. 1 7th Level priestess of Dlamélish: has all skills up to and including protection from evil/good. Has Dispel evil/good, Phantasmal Illusions, Teleportation spells. 2 Eyes: Allseeing Wonder (5) (59 charges, no inscription, indicator in Pecháni); (12) Frigid Breath (88 charges, inscription in Llyáni, indicator). Also has misc. item (20) Enhancer of Jewels.
100. Stairs up to surface. Secret door at surface has only one chance in 12 of being found again. Three rolls permitted.

LIST OF CONTENTS OF UNDERWORLD BENEATH NO. 74 ON MAP OF JAKÁLLA:
SECOND LEVEL

Red Numbers:

1. 1 1st Level Hlutrgú. 30 K.
2. 9 3rd Level Tinalfyá. No treasure or items. Large empty room.
3. 1 2nd Level priest of Belkhánu. No Eyes, etc. Spells through ESP.
4. 4 Hli'ír in their lair: E: 3000 gold, 7 gems (20, 1000, 100, 20, 500, 20, 500), armour +1 and shield +2.
5. 3 7th Level good warriors: (1) and (2) have nothing special; (3) has sling +1.
6. 4 Thúnru'u guarding prisoner. He is a scholarly priest of Qón. The Thúnru'u now have his items but cannot make use of them: Eye (28) "Strengthening Weapons," 26 charges, no inscription, indicator in Livyáni. Amulet 7, scroll of Weather Control, Mind-bar in Mu'ugalavyáni.
7. Sliding stone block. 1-2 it slides. 1-3 left, 4-6 right.
8. 1 large Sró. 12 HD. No treasure.
9. Temple robing room for the priests of Sárku.
10. 7th Level priest of Sárku. No special spells, but has Eye (19) Madness, 38 charges, inscription in Livyáni, indicator. Amulet (5). Scroll of Remove Curse, Monster Control, Cure Serious Wounds in Tsolyáni. Also has Trumpet of Metállja (misc. 19).
11. Outer court of Temple of Sárku. 7 images of his forms in brown schist. Moat leads across bridge to outer hall. Bridge rises on roll of 1-2. Idol has secret door in it. Hideous brown clay idol. Nothing valuable.
12. Inner temple of Sárku. 5 silver skeletons on thrones at end. Roll of 1-2 they rise and attack. Do 2 dice damage, each has 4 HD, AC2, 12" move, armed with steel morning stars.
13. 1 evil 5th level warrior. +1 armour, +1/+1 sword. No special intelligence. Accompanied by 3 1st Level warriors armed with steel.
14. 10 Q61. No treasure.
15. 5 Hrá. B: 3,000 gold, 4 gems (100, 20, 50, 5,000).
16. 5 cells: 2 smiths in western one, 1 sailor in 2nd, 4 young serving girls in third, 5 good 1st Level warriors in 4th, 2 Páchi Léi in easternmost. All are prisoners for sacrifice to Sárku.
17. 3 7th Level evil warriors: (1) has armour +1, helmet +2, (2) has nothing; (3) has armour +1 and sword +1, int. 94 (speaks Ancient Salarvyáni, and Yán Koryáni), ego 06. No spells.
18. Torture room for sacrifices.
19. Inner temple of Sárku. Idol of topaz in shape of large worm, worth 25,000. Solidly anchored to floor, however -- 3 turns to chop it loose. Guarded by 1 Magic User, has up through Control Person; has Detect Invisible Objects, Heal Serious Wounds, Wish, Door Control. 3 Eyes: (29) Eye of Command (35 charges, no inscription, indicator in Livyáni), (13) Hastening Destiny (45 charges, no inscription or indicator), and (10) Departing in Safety (25 charges, inscription in Tsolyáni, no indicator). Has misc. (10) Hammer of Pendárte of Khéiris.
20. Treasure chamber of the temple of Sárku. 53 gems: 10 of 20, 10 of 50, 10 of 5,000, 10 of 100, 10 of 1,000, 3 of 20 = 61,760 K.); 24 jewellery (6 of 6,000, 6 of 5,000, 6 of 5,000, 6 of 10,000 = 156,000); helmet +1, shield +2, misc. (4) Clockwork Automaton of Qiyór. Scroll of Locate Objects and Invisibility in Tsolyáni, scroll of invisibility and cure disease in Yán Koryáni. Book #9.
21. Stairs down 30 feet, level 50 ft., up 30 ft.
22. Great avenue facing inner City of the Sleepers of Sréné.
23. 2 5th Level Ssú. One has telepathy and medium, 2nd has just modern languages --- necromancy. (2) has armour +1, sword +2, int. 92 (speaks Ssú and Hláka, ego 63, no spells).
24. 9 Mrúr.
25. 33 Mrúr. 1 chest with trap in lock (spines). 5,000 gold.

- 25. 3 Káyi.
- 27. Court of the Dead. Images of Stages of Decay.
- 28. Catacomb with 30 dead bodies, mummified.
- 29. Catacomb with 12 dead bodies. No treasure or objects.
- 30. Catacomb with remains of many dead, but eaten by 30 Kúrgha.
- 31. Catacomb of 15 dead, one in armour +1.
- 32. Catacomb of 10 dead priestesses in robes.
- 33. Catacomb with 18 dead priests.
- 34. Catacomb containing bier of High Priest of Sárku. Body clothed in robes and collar worth 10,000.
- 35. Catacomb containing 4 dead -- but these are Hrá.
- 36. Catacomb containing 4 Shédra.
- 37. Tomb of another High Priest of Sárku. 20 Q6l guards. jewels worth 6,000.
- 38. Catacomb with jumble of 100 skeletons.
- 39. Embalming room, fluids, tools. All musty with age.
- 40. Catacomb with 12 dead.
- 41. Catacomb with remains of 8th Level female magic user, Hésha of Púrdimal. Roll of 1-2 comes to life; has spells through Control Person. Has Locate Objects, Door Control, sleep, heal minor wounds. Has 3 Eyes: (25) Retarding Destiny (71 charges, no inscription or indicator), (6) Shield Against Foes (58 charges, inscription in Tsolyáni, indicator); (8) Calling Forth an Army (17 charges, inscription in Mu'ugalavyáni, no indicator). Cursed scroll. Has misc. (15) Mighty Wall of Thúmis.
- 42. 2 Hrá.
- 43. 2 1st Level good warriors, camping in catacomb with 12 dead.
- 44. Temple of Sárku. Idol of black glass is covered with sharp razor-like edges, poisoned. Worth 600.
- 45. Hall of Ceremonial Embalming.
- 46. Ceremonial hall: silver utensils. Platinum chalice worth 6,000.
- 47. Secret room in midst of landscaped court. All landscape is made of grey stone and stylised semi-precious gems and statuary. On a pedestal in the secret room is the Cats Eye Gem of Véshmi. This is misc. magic item: gives power of calling forth the hideous Demon of Tlár. 10 HD, AC 1, 9" move. Serves once a day for 2 turns. If asked to do more, the demon turns on its owner. Fights with +3/+3 axe.
- 48. Temple of Sárku. Idol of gold at end revolves. Worth 7,000. Revolves on roll of 1-2. 4-sided die: 1 = N, 2 = W, 3 = S, 4 = E.
- 49. Inner temple with idol of red jasper and gold. Worth 17,000. Guarded by 2 Yéleth.
- 50. 6 Hrá.
- 51. 3 QumQúm in lair. F: 4,000 silver, 12,000 gold, battleaxe +1, dagger +3. Scroll: detect invisible objects, heal minor wounds, phantasmal illusions, in Llyáni. Scroll of locate gold and gems in Classical Tsolyáni.
- 52. 1 5th Level warrior, evil. Shield +1, sword +2, int. 16, ego 84. Has raise dead, teleportation, and charm creature spells.
- 53. 1 Dlaqó.
- 54. 4 5th Level Ssú. (1) has protection from evil, Grey Hand; (2) has Cure serious wounds, control of self; (3) has 2 ancient languages, control Underworld monsters, (4) has cure light wounds, astrology. (1) has Eye of Retaining All Things (24) (36 charges, no inscription or indicator), (13) Eye of Hastening Destiny (60 charges, no inscription, indicator in Pecháni); (17) Eye of Visioning (85 charges, inscription in Engsvanyáli, indicator). Amulet (4). Jewelled Spider of Bélentlal: misc. magic: automaton fighter in shape of jewel-crusted spider, 4 ft. long, 9 HD, 9" move, AC 3.
- 55. 1 Ngáyu.
- 56. Stairs down to Level 3.
- 57. Empty food storage chamber -- rats.
- 58. 3 8th Level Ahoggyá. (10 is warrior, helmet +2; (2) is priest of neutral nonhuman god, has slow/haste, locate gold and gems, transmutation, curse/bless, invisibility).

59. Room contains a chest. No trap in lid, but secret compartment has a gas cylinder which explodes if opened carelessly. 10,000 copper, 3,000 silver, one gem: 50 K.
60. 3 good 7th Level warriors: (1) has armour +3 and shield +3; (2) has armour +3 and helmet +2, (3) has nothing special.
61. 6 biridlú.
62. 7 3rd Level Pygmy Folk. No treasure.
63. 19 Q61. Box in corner contains Teeth of Terushán: 32 teeth become warriors. If thrown on the ground. These spectral fighters fight until slain. They have 3 HD, 6" move, AC 4. Once slain, they cannot be used again.
64. 1 Priest of Wurú, 4th Level. Spells up through ESp, Quest; 1 Eye of Detestation (1) (10 charges, inscription in Classical Tsolyáni, no indicator). Scroll of Door Control in Tsolyáni. Has Harp of Chiqála: if played, it gives control to repel Hlýss for one turn. Owner must be musician to use it.
65. 1 Marashyálu.
66. Smashed chest, 10 K. on floor. Loose stone in floor found on roll of 1 (or trap or gem detector). Has tiny jewelled box containing the Heart of Kiryán, a great warrior of 1st Imperium times. If eaten by warrior, damage dice are doubled for 10 combat rounds. Inscription in Classical Tsolyáni.
67. 1 2nd Level Hlýss priest. Hoard of coins in leather bag: 2,000 gold.
68. 12 Mrúr.
69. Stairs up to 1st Level.
70. 20 Chnélh.
71. 1 4th Level priest of Hnálla. Has through ESP; create food and drink. Eye (21) Opening the Way, 100 charges, inscription in Tsolyáni, indicator. Has Ring of Nármu of Ssa'átis: fire resistance for 1 turn. Add 3 to any saving throw involving fire or lightning. 27 charges, inscription in Mu'ugalavyáni, indicator.
72. Guardroom. Chest in corner with trap of brilliant light in lid -- blinds for 5 turns. 5,000 silver, 1 jewellery 9,000 K.
73. Room of doors: black, red, and brown.
74. 1 medium Sró (7 HD). Chest contains sword +2, intelligence 48, evil, ego 85.
75. Small shrine of Hriháyal. Jade statuette of Goddess: 970 K. Altar drops person picking up statue 15 feet into pit. Roll 12 or better to avoid injury of 1 die hit points.
76. 11 3rd Level Pygmy Folk. 1 Eye of Strengthening Weapons (28) (81 charges, inscription in Bednálljan Salarvyáni, indicator).
77. 2 5th Level evil magicians: (1) has up through Control Underworld Creatures, curse/bless, Circle of Protection; (2) has light and phantasmal illusions. (2) also has Eye of Visioning (17) (43 charges, inscription in Mu'ugalavyáni, indicator).
78. Pillared hall depicting ancient lost gods.
79. Stairs go down 20 ft., level 10 ft., up 20 ft.
80. 1 5th Level Ssú warrior with remove curse, control Underworld Monsters spells. Has shield +2, spear +2. Alcove has small chest, no traps, 3 jewellery: 2,000, 5,000, and 10,000.
81. 1 large Sró. 9 HD.
82. Outer hall has paintings which move about their own mysterious business. Do nothing to passersby.
83. 3 Ru'ún. Chest has darts in lid, 6,000 copper, 10,000 silver, Golden Ball of Betáyja of Ke'érr. Misc. magic: 1-6 beings can become tiny and hide in it for 10 turns with absolute impregnability. 94 charges, inscription in Mihálli, no indicator.
84. 1 Ngáyu.
85. 2 7th Level evil warriors: (1) has armour +1, sword +1, int. 75, ego 66, spells of light, invulnerability, and sending of evil; (2) has armour +1 and sword +1, int. 75, ego 80, no spells. Room contains statue of Mrúggá, Black Angel of Night, demon assistant of Sárky. Roll of 1 it comes to life and joins in fray: 10 HD, 9" move, AC 2. Repelled by Amulet of Good God.

80. Pillared hall of 70 columns depicting 70 pleasures of the tomb.
87. 1 wandering Hláka 2nd Level. Has treasure of 3,000 copper, 9 gems (100, 100, 500, 5,000, 20, 100, 100, 5,000, 20). 3 Eyes: (23) Regeneration (88 charges, inscription in Yán Koryáni, indicator); (32) Eye of Raging Power (16 charges, no inscription or indicator); (28) Strengthening Weapons (64 charges, inscription in Livyáni, indicator).
88. Hall of Temple of Dlamélish. Idol of green serpentine, worth 6,000 K.
89. 5 7th Level Hlýss: 2 warriors (1) has sword +2, int. 37, ego 27, Mind-Bar, Raise Dead, and Wish, and dagger +2; (2) has nothing. 1 priest of evil deity, has spells up through telepathy, detect invisible objects, slow/haste, has 3 Eyes: (18) Sitting Amongst Friends (27 charges, inscription in Engsvanyáli, indicator), (29) Eye of Command (21 charges, no inscription, indicator in Salarvyáni); (9) Creeping Fog of Doom (40 charges, inscription in Pecháni, ibdicator). Scroll of curse/bless in Pecháni. 2 magic users: (1) has fly, dispel magic, neutralise poison. (2) has control terrain, locate gold and gems, 2 charm creature spells, phantasmal illusions, cure serious wounds.
90. Sleeping room of 7 3rd Level Aridáni female warriors. (1) has armour +1, (2) has helmet +1, (3) has armour +2, others have nothing special.
91. Refectory of Aridániyal.
92. Pool, couches, and relaxation area of above.
93. Priestess of Avanthé, 5th Level. One in each room with this same number. One has circle of protection, light, fly, charm creature, and 1 Eye (23) Regeneration (93 charges, no inscription, indicator in Llyáni). Other priestess has sleep and locate objects spells only.
94. Temple of Avanthé: image of Goddess is of blue amethyst, worth 8,000.
95. Shrine of defaced, unnamed ancient deity. Image has secret door-= opens on 1-2.
96. 1 Hli'fr.
97. 20 Kúrgha. 10,000 copper.
98. 3 Káyi.
99. 4 Biridlú. Chest with one trap in hinges (contact gas), has 6,000 silver, scroll of Circle of Protection and Dispel Magic in tongue of priests of Ksárul.
100. 3 Tsú'uru. 3 mummies wearing golden masks (700 each).

Blue Numbers:

1. 7 2nd level bandits. Leader is 5th. 6,000 gold.
2. Small Sró. 5 HD. Book of Visitations of the Damned, readable by 5th Level priests or magic users only. Warriors take 1 die damage. In Tongue of Priests of Ksárul. Calls up any dead character personally known to reader of book to serve as zombie for 10 turns. 60 percent chance of book disappearing after use.
3. 6 Húru'u.
4. Shrine of Grugánu. Clay idol answers questions: use Non-Player Character Reaction Table.
5. 1 large Sró: chest with rapier in lid has 71 gems: 10 of 100, 10 of 5,000, 10 of 100, 10 of 500, 10 of 5,000, 10 of 100, 10 of 100, 1 of 100 K. = 109,100.
6. 6 Ru'ún: F: 6,000 gold, 9 jewellery: 4,000, 3,000, 2,000, 5,000, 4,000, 6,000, 800, 600, 5,000 = 30,400). Eye (17) Visioning: 92 charges, inscription in Pecháni, indicator; Eye (12) Frigid Breath, 92 charges, inscription in Tsolyáni, no indicator. Shield +1, shield +2. Scroll of ESP and Revivify in Salarvyáni. Scroll of Dispel Evil in Salarvyáni.
7. Outer hall. Revolving dais: roll of 1-2 revolves. 1 = N, 2 = W, 3 = S, 4 = E.
8. 1 7th Level good warrior. Has nothing special.
9. 1 6th Level evil warrior. Nothing special.
10. 1 1st Level Shen warrior.
11. Room of Curious Ceremonies. Murals depict all sorts of lascivious acts and require saving throw of 12 against immediate involvement with nearest person of opposite sex. Random throw indicates which person is object of attentions!
12. 1 large Mu'ágħ. Torn sack in corner has three gems (100, 500, 100).

13. 5 Tsú'uru.
14. 1 2nd Level priest of Sárku. Nothing special.
15. 15 Q6l guarding chest with trap of poisoned spines hidden among coins. 5,000 copper, 5,000 silver, 1,000 gold.
16. 20 Shédra. B: 5,000 gold, 4 gems (all 20 K.), Eye (14) Glory: 78 charges, inscription in Yán Koryáni, no indicator; (3) Advancing Through Portals (84 charges, inscription in ancient Salarvyáni, indicator; (32) Raging Power (6 charges, inscription in Bednálljan Salarvyáni, no indicator). Sword +1, intelligence 47, ego 15, spells of Circle of Protection, Detect Invisible Objects, Slow/Haste. Scroll of ESP and Revivify in Bednálljan Salarvyáni.
17. 2 good priests of Hnálla, 2nd Level. Nothing special.
18. 8 Biridlú. Smashed box in corner with part of a torn scroll...
19. 2 Tsú'uru.
20. Illusory spectre of a mighty warrior. If party believes him, his blows do real damage. If they do not, then no damage. Weapons pass right through him.
21. 3 Hrá in their lair: F: 9,000 gold, 6 Eyes: (28) Strengthening Weapons (1 charge, no inscription or indicator); (11) Power Over Maidens (50 charges, inscription in Tsolyáni, indicator); (18) Sitting Among Friends (23 charges, inscription in Livyáni, no indicator); (25) Retarding Destiny (44 charges, inscription in Livyáni, no indicator); (17) Visioning (62 charges, inscription in Livyáni, indicator); (7) Bestowing Life (67 charges, no inscription or indicator).
22. Shrine of Madness. Image at end of room requires saving throw of 12, otherwise person goes mad and attacks friends. Dispel magic, cure disease, Eye of Healing needed. On pedestal is Cursed Eye of Madness (19) -- but defective and makes user mad! 83 charges, inscription in Saá Allaqtyáni, indicator.
23. 3 Káyi.
24. 1 Qumqúm.
25. 4 Thúnru'u. Boxes rotting in corner. Contain robes and mummy wrappings.
26. 4 Ru'ún. 3,000 copper. Also Invidious Engine of Írumal: special misc. item. Shaped like long coppery tube. 42 charges, inscription in Bednálljan Salarvyáni. Does 4 dice damage to anything up to 100 ft. range. Requires room, or user is caught in blast.
27. 2 Biridlú.
28. 2 evil warriors of 2nd Level. Shield +1 on (1).
29. 7 Level good priest of Thúmis. Has spells through telepathy, Locate gold/gems, Circle of Protection, Cure Disease, Transmutation. 3 Eyes: (10) Departing in Safety (60 charges, inscription in Saá Allaqtyáni, indicator; (5) Allseeing Wonder, 98 charges, no inscription or indicator; (11) Power Over Maidens, 21 charges, no inscription, indicator in Saá Allaqtyáni.
30. 3 2nd Level priests of Thúmis, friends of above. (1) has 2 Eyes: (2) Detestation, 2 charges, inscription in Salarvyáni, indicator; (4) Aerial Excellence, 86 charges, no inscription or indicator. (2) has amulet #5.
31. 3 8th Level Ahoggyá. 2 are priests: (1) has through Evil/good, extra-vision, locate objects, transmutation, weather control, Amulet of Good God #2. 1 Eye: (26) Rising Above All (71 charges, inscription in Yán Koryáni, indicator). (2) has curse/bless, change self-others, neutralise poison, wish, quest. (3) is magic user: has sleep, weather control (2 of these), 2 cure disease, Doom-Kill, invulnerability, Reincarnation; 1 Eye (29) Command (37 charges, no inscription or indicator). He has spells up through Necromancy.
32. Sró, medium size. 6,000 silver in heap on floor.
33. 1 5th Level priest of Hnálla, has through ESP, levitate; 2 Eyes (21) Opening the Way, 57 charges, no inscription, indicator in Mu'ágalavyáni, (2) Excellent Ruby Eye (30 charges, inscription in Llyáni, indicator). Secret room has statue of Ssirandár III. 1-2 comes to life and does battle. AC2, HD 7. 9" move.
34. 1 Marashyálu.

35. Revolving passage. Revolves on 1-2 of 6 sided die. On a roll of 1, it revolves counterclockwise one quarter turn to the next position; on a roll of two, it revolves clockwise one quarter turn to the next position; on a roll of 3 it revolves counterclockwise two positions; on a roll of 4 it revolves clockwise two positions; on a roll of 5 it revolves counterclockwise 3 positions; on a roll of 6 it revolves clockwise three positions.
36. Sleeping room of 240 Chnélh. Bones, rags, and bits of junk.
37. Ancient furniture, covered with whitish mold, which is poisonous if touched; roll saving throw against poison. Passing through this room requires a saving throw, since the mold is bubbly and knee-deep. In room 37b there is a chest, covered with mold and armed with poison gas. It contains 7,000 in gold, 15 gems (100, 100, 1000, 20, 50, 100, 1000, 5000, 1000, 100, 100, 500, 20, 100, and 17,000 (golden sapphire of Hiregáne)). There are four pieces of jewellery too: 5,000, 10,000, 1,000, and 25,000. No magic, etc.
38. 1 good warrior, 5th level. Swor +1, int. 11, ego 75, 3 spells: levitate, light, weather control. Dagger +2. The warrior lies sprawled in the centre of the room, a roll of 1 or 2 awakens him.
39. 6 Mrúr. They guard a chest filled with rags of papyrus eaten by worms. Nothing of value in it. 39a is another room full of rags and bones and destroyed chests. There are 6 more Mrúr here. 39b is a large room, once handsomely furnished but now covered with cobwebs. Tiny poisonous spiders bite the party on a roll of 1-3, doing 1-4 points damage to each person bitten. No saving throw for this. Each person can be bitten once only.
40. 1 Marashyálu guarding a chest containing 9 bones wrapped in silk. These are the ribs of Kéqmeq, the Wizard of Mechanéno. When thrown on the ground, they explode doing one 8-sided die of damage, if a hit is made.
41. Inner chamber of the tomb of Rekmélish III, a noble of the First Imperium and then-ruler of Jakálla. In the diamond shaped passage there is a juggernaut car which rolls endlessly round and round at 12" per turn. It crushes anything in its path except a real barrier (stone, magic iron, etc.). The door to the entrance corridor locks automatically and opens again only on a roll of one as explorers pass it. Items thrown down will be crushed. Inside the chamber is a steatite sarcophagus, with three Ru'ún guards. Inside the sarcophagus there is an inner coffin of gold and gems worth 60,000. The mummy inside this is robed in gems worth 75,000. Here there is an unmarked switch which shuts off the juggernaut car.
42. The chamber is full of funerary offerings, mostly dusty furnishings and robes. There are two books, however: nos. 13 and 16.
43. Tomb chamber of Rekmélish' wife, Frinashmra Ssa'á. Two Ru'ún guard it. Headdress on her mumy worth 7,000, another chest with 10,000 copper, 2,000 silver, and 1,000 gold, and three chests full of silver each worth 12,000. No traps. Last chest has the Mirror Llyanmákchi the Demoness: entrances any person or being who looks into it for two turns. Saving throw against Eyes needed. It has an inscription in Llyáni and holds 22 charges (no indicator!).
44. 1 medium-sized Mu'ágħ. Slime... 44a is a large hall with poisoned food set out magically for a feast. If not eaten, it disappears, and moldy furniture with seventeen ancient skeletons appears in its place. These have ornaments worth 500.
45. 18 Qółi guarding box containing 2,000 gold. One gem in secret compartment trapped with poisoned dust fired from tiny tube. Gem is worth 1,000.
46. 12 Kurghá. Bones and rags.
47. 1 Marashyálu guarding a tiny gold box containing a very small scroll with a poem of four lines on it. The poem is in the Tongue of the Priests of Ksárul. If the poem is read, it transports all beings within twenty feet to room Blue 107 on this map. The poem then vanishes. The gold box is worth 50 K.
48. 1 5th Level magic-user, with spells through nature control, extra vision. 3 Eyes: (3) Advancing Through Portals (91 charges, no inscription or indicator); (27) Ruling as a King in Glory (31 charges, inscription and indicator in Miluma-

- nayáni. (17) Visioning (31 charges, no inscription or indicator). He has amulet no. 8, a scroll of Dispel Evil/Good and Detect Invisible Objects in Bednálljan Salarvyáni. He has 300 K. on his person as well.
49. 18 Tinalýya. One has Amulet #7. Another has Eye (14) Illuminating Glory (91 charges, no inscription or indicator).
50. 1 Marashyálu. He guards a tiny casket containing an emerald flask. If the flask is opened, a demon appears (AC 1, HD 12) armed with two broadswords in its four hands. If the party has an Amulet of the Good God, the demon will serve the party for 10 turns before disappearing forever; if not, it attacks and will fight until down to 1-5 points, whereupon it disappears.
51. 1 5th Level warrior with 4 1st level fighters. He is armed with armour and shield +2, helmet +2, sword +2 (int. 89, ego 75), dagger +2. These are good warriors.
52. Medium Sró guarding chest (no traps) containing 10,000 silver, 5 gems (100, 100, 20, 2000, 50). The beast feeds upon flesh of warriors, etc. who come near this chamber.
53. Small altar at the end of this room is dedicated to Wurú. The idol is of plain black stone. It tilts back to reveal small trapped chest (spines) containing Eye (19) Madness, 20 charges, inscription and indicator in Livyáni.
54. 5 7th Level Hlýss. 1 is a warrior with helmet +1; 2 is a priest (has through remove curse, dispel evil/good, extra vision, Eye of Raging Power (32) with 8 charges, no inscription, indicator in Tsolyáni, Eye (10) Departing in Safety (30 charges, inscription and indicator in Saá Allaqtyáni); 3 is a priest and has Book 18; 4 is a magic user and has through control person, fly, wish; 5 is a magic user and has Eye (28) Strengthening Weapons (69 charges, no inscription, indicator in Mu'ugalavyáni), also Amulet #5, and a scroll of light and fly in Pecháni. They guard a treasure of 6 jewellery (900, 5000, 1000, 4000, 7000).
55. 56. One 2nd level scholar-priest of Sárku. Has spells through telekinesis.
57. Cursed sword sits alone on a raised dais. It is H+3, D+3, int. 85, ego 90. Tries to take over user to make him kill his friends. Cannot be put down once drawn without a dispel magic charm.
58. Chest made of copper. Inside are 20,000 copper and Excellent Ruby Eye (27 charges, inscription in Tsolyáni, and indicator).
59. 3 Yéleth.
60. Great temple hall. Statue of Vimúhla is hacked and destroyed. Skeletons of priests and 17 warriors armed with rotting Chlén hide weapons on the floor. Nothing else. One stone flask of oil and another filled with Water of Life, which instantly restores a dead person to life (enough for two).
61. 1 good priest (Q6n) Level 5. Has spells through telepathy, 3 Eyes (25) Retarding Destiny (48 charges, no inscription, indicator in Tsolyáni), (4) Aerial Excellence (20 charges, no ins. or ind.), (8) Calling Forth an Army (54 charges, ins. and ind. in Milumanayáni). Also scroll of remove curse, monster control, cure serious wounds - in Salarvyáni. Disappears if not read immediately.
62. 1 7th Level warrior. Helmet +2, shield +1. If attacks he bursts into flame, 50 percent chance he seizes someone, doing one 10-sided die damage per turn. 30 percent chance victim can get free before burned.
63. 3 3rd Level Hlutrgú warriors: 1 has armour +1, shield +2. 2 has sword +3 (int. 45, ego 30, no spells). 3 has warhammer +2H +2D.
64. 4 Káyi, guarding small leathern box containing Cup of Súbadim the Sorcerer #6.
65. 1 large Ngáyu.
66. 24 Shédra.
55. Hall of Columns depicting the 32 evil acts of Chiténg. Doors at end are painted 1 = gold, 2 = white, 3 = red, 4 = green. 1 is filled with poison mold; 2 - see 64 above; 3 has 4 Biridlú, and 4 is empty.

67. 10 Húru'u in their lair. 3000 gold, 4 high quality jewellery (1000, 2000, 2000, 1000).
68. Dimension Door. On roll of 1-2, it operates: roll of 1 takes party to room red 67 on Level One; roll of 2 goes to green 38; 3 takes them to blue 30 on Level One; 4 takes them to bright green 32; 5 takes them to red 35 on this level; 6 takes them to blue 66 on this level.
69. Large Sró. Guards ruins of some kind of machine, now inoperable. Also chest with Eye (20) Non-Seeing (19 charges, insc. and ind. in Livyáni).
70. Chamber of creakings: sounds of creaking and groaning and gnashing of stone occur. Hole in centre of floor is ten feet deep, filled with poisonous liquid.
71. Great shrine of Grugánu. The idol is of bronze and speaks in Engsvanyálu. It will answer one question. In its hand is a six-foot scimitar (+3D) which slashes at anyone touching the idol (which is AC1, HD 20). In other hand of idol is a glowing gem which glows brighter when brought within ten feet of any amulet.
72. Antechamber contains 5 Ru'ín guarding the Urn of Llréngma. Any person less than Level Seven who puts hand into it is sucked into it and made small. Only a Dispel Magic or Amulet of the God God can rescue the victim. Treasure put into it simply disappears forever.
73. 1 Qúmqum in lair: chest (trapped with falling stone from roof (60 percent chance of hitting, does 2 dice damage) has 20,000 silver, 7000 gold, 12 gems (100, 50, 20, 500, 500, 1000, 20, 20, 2000, 20, 100, 1000), 4 jewellery (1800, 5000, 8000, 3000), 1 shield +3, scroll in Engsvanyálu of Doomkill and Enchant Weapons.
74. 4 Hrá.
75. Every room of sad and mournful feelings. Carvings depict death of King Tl of the First Imperium at the hands [?] of a Ngóro. An inscription warns of meeting the Ngóro.
76. Chamber of skulls: 100 niches each contain a skull (AC3, HD 2), which fly by sorcery upon anyone who enters and attack. They guard the skull of an unknown ancient sorcerer which sits in a casket in the centre of the room. It is gold plated and has eyes of ruby (10,000 apiece). It shrieks hideously if captured or destroyed.
77. Mighty temple of Chiténg. Two images of him at end are AC 1, HD 12. They are ten feet tall and are armed with two iron broadswords in their four arms. On a roll of 1-2 they attack. They immolate 30 percent of the time, doing 4 dice damage. If slain, they disappear, and a chest appears from the wall. It contains 60 gems (10-1000, 10-50, 10-100, 10-1000, 10-500, 10-100) and ten jewellery (2-5000, 2-1000, 2-3000, 2-8000, 2-1000). Also has misc. magic new item no. 7 Mallet of Fealty.
78. Great hall of Durrítlámis' temple. Carvings of hideous evil. Ceiling drips poison which weakens metal. Helmet or shield will lose -1 if magic. 40 percent chance of being hit.
79. 3 Thúnru'u guard small chest with 2000 gold, one Eye (23) Regeneration (16 charges, insc. in Salarvyáni, ind.).
80. 4 Hrá in room filled with victims' bones.
81. 8 Biridlú hang from ceiling.
82. Sleeping room of two priests of Durrítlámis. Both 6th level: (1) has door control, slow/haste, teleportation, and Eye (22) Infernal Barriers (41 charges, no ins. or ind.). No. (2) has quest, extra-vision, change self/others, and Eye (31) of Krá the Mighty (18 charges, ins. in Tsolyáni, no ind.). Also scroll of remove curse, monster control, cure serious wounds; also one cursed scroll. Both written in Salarvyáni.
83. Chamber of relics. Caskets, banners, weapons, etc., most rusted and rotted. Sword of ancient hero Midúnal: +4 H and +3 D., int. 90, ego 70, has invisibility, sleep, wish, and hates priests of good. Caskets are worth 10,000 in all. Book 18 is hidden in invisible casket in corner. Casket has two traps: spines in lock and poison gas when opened.

84. Chamber of Ebon Darkness. Totally impenetrable to light, except for Eye (5). Allseeing Wonder. Contains one jewel on tripod. Worth 50,000, but does 2 dice damage to anyone first touching it. Only a priest of Durritlámish can pick it up without harm.
85. Inner shrine of Durritlámish. Image of god squats like a rotted frog in centre of chamber. Small altar at far end opens on roll of 1. It contains a smaller image of Durritlámish of topaz, worth 7,000.
86. Inner secret shrine of Durritlámish. Pillars are carved with hideous scenes. Inside each pillar there is a small chest: 17,000, 20,000 (and amulet # 7), and 9,000 gold. All are trapped with poisonous spines.
87. 1 Hli'ír. Small chest has 9000 gold. No traps.
88. 5 Káyi. Chest on floor is empty.
89. Torture chamber with many small cells. Cell A has 4 3rd level Ssú, B has 3 torchbearers, C has dancing girl (beauty 97, dexterity 88), cell D has good warrior of 7th level.
90. Inner torture chamber. E cell has two merchants, F has two Páchi Léi, and G has an imperial messenger who has gone mad from terror. He babbles of an alliance between some sort of underworld frog people and the Lord of Yán Kór.
91. 4 Tsú'uru.
92. 6 Hrá. Chest filled with 50,000 gold, 18 gems (3-20, 3-100, 3-100, 3-1000, 3-50, 3-5000).
93. 60 Kúrgha.
94. 30 Shédra.
95. Sliding passage-wall. 1-3 blocks passage; 4-6 it is open.
96. 1 large Sró. Guards heap of 30,000 copper, 10,000 silver, 2000 gold.
97. Room gives downwards and sideways sliding sensation -- but goes nowhere.
98. 1 Hli'ír. 12 gems (3-100, 3-100, 3-50, 3-1000).
99. 4 Ru'ún guarding passageway. Roll of 1-2, they come out and block way.
100. 3 Yéleth.
101. Misc. Magic item no. 14 Magical Chest of the Topaz God.
102. Slping passage-floor around central pit of flames. Dexterity 1-50 = 50 percent chance of falling in; 51-60 dexterity = 40 percent chance; 61-80 = 30 percent chance; 81-90 = 20 percent chance; 91-100 = 10 percent chance. Victim is rescued on roll of 0-50, but with 4 dice damage; otherwise he is rescued on next turn on roll of 0-50 but is totally incapacitated from burns; if not rescued in two turns, he dies.
103. 6 Ru'ún guarding passageway. Roll of 1-2 they come out to block it.
104. 1 Qúmqum.
105. 6 Hrá.
106. Outer temple of Hriháyal. 12 automaton maidens who offer delights to party. If refused, they attack using slender poisoned swords. AC 2, HD 4 each
107. Inner temple of Hriháyal. Altar has idol of turquoise and gold, worth 10,000. If statue is lifted there is trap beneath it (shooting poisoned spines). Underneath trap is Thoroughly Useful Eye in small casket. Found if party searches altar.
108. Tomb of Kaqe'el, priest of Durritlámish. Gold sarcophagus worth 15,000. Wears accursed Eye which explodes if used, doing 4 dice damage. Has a map in his hand which leads to room 107. Button on wall teleports party to surface, if pressed.

LEVEL THREE

1. Staircase up to Bright Green 94 on Level One. Room at bottom has twelve doors. One is coloured blood red, 2 is green, 3 is black, 4 is blue, 5 is gold, 6 is brown, 7 is grey, 8 is purple, 9 is silver, 10 is yellow, 11 is orange, 12 is turquoise.
2. Long hall with statues of ancient unnamed gods along both walls. Altar at end has idol of sapphire and moonstones, worth 4,000 K. If touched, it swings open and reveals room behind.
3. 15 Shédra.
4. Inner chamber has small chest containing 5,000 gold. Trapped: if touched, it drops victim into ten foot pit, doing 2 dice damage. Secret door at end is one-way out.
5. Large room is furnished with rotting chairs, etc. Used to be antechamber to priest's room.
6. Mummy of ancient high priest lies on bier. He is 8th Level, has Levitate, Sleep, Invulnerability, slow/haste, Doom-kill, and Raise Dead. Also has spells up through remove curse. Eyes (25) Retarding Destiny (6 charges, ins. in Tsolyáni, no ind.), and (16) Apprehension (70 charges, ins. in Mu'ugalavyáni, ind.). He awakes on roll of 1.
7. Outer hall of temple of Hry'y. Guarded by 7 dragonheaded automatons: AC 1, HD 4. They fight till all dead and do not respond to spells or Eyes of command, etc. They have no intellects.
8. Inner shrine of Hry'y. Idol sits in a pit of boiling sulphur and cannot be touched without sulphur bubbling up to strike at toucher. It is made of gold and has tiny, valuable gem in its forehead: diamond of Power, worth 50,000 in itself, but also serves as Eye of Recharging all Eyes! Will only recharge 3 Eyes, however, before it goes dim.
9. 4 Thúnru'u. Guard amulet #4 in small chest. No traps.
10. 3 8th Level magic users, good. (1) has all spells through control Underworld Creatures, Reincarnation, Sending of Evil, Locate Objects, Fly, Sending of Evil (again). (2) has through Grey Hand, Heal Serious Wounds, Teleportation, Transmutation, and Sending of Evil. Has 2 Eyes (28) Strengthening Weapons (9 charges, Ins. in Salarvyáni, ind.) and (29) Eye of Command (59 charges, ins. in Saá Allaqiyáni, ind.). (3) has spells through necromancer, Transmutation, Reincarnation. Has Helmet of the Three Pointed Star, and the Wondrous Enhancer of Jewels (09 charges). They guard a chest with 17 pieces of jewellery in it: 2-800, 2-5000, 2-5000, 2-6000, 2-6000, 2-1200, 2-1000, 2-6000, and one 4000.
11. 1 small Aqáà. Not in lair.
12. 1 7th Level good warrior. Only steel armour and sword.
13. 1 good magic user (level 9!). Has through Grey Hand, Cure Disease, Fly, Weather Control, Door Control, Slow/Haste, Control Terrain, Dispel Magic, Sending of Evil, Heal Serious Wounds, Raise the Dead. Also Amulet #7 and Eye (5) Allseeing Wonder (45 charges, no insc., ind. in Tsolyáni), (31) Eye of Krá the Mighty (4 charges, no ins. or ind.), Eye (3) Advancing Through Portals (76 charges, ins. in Llyáni, ind.). No treasure but has Book 20.
14. 1 Tsú'uru.
15. 1 evil priest of 7th Level. Has spells through control person, Neutralise Poison, Control Terrain, Heal Serious Wounds, also Splendid Eye of Krá the Mighty (48 charges, no ins. no ind.).
16. Hall of Double Thrones. Western throne has ancient glyph of the First Imperium over it, and the Eastern throne has a glyph which is unreadable but which shimmers with dark red fire. Anyone who sits in the Western throne receives one added HD for ten turns; anyone sitting in the Eastern throne receives 2 dice damage if good, or 2 dice HD for ten turns if evil. Only one person from party can sit in these thrones per adventure. This is the Hall of Contemplation of Evil Destiny, where the ancient kings once confronted the powers of Evil. Note that Western throne has no effect upon an evil character.

17. Temple of Winds. Kirikyágga, Demon of Winds rules this little shrine. Any party entering there must show reverence to the black diorite statue of this Demon on his throne; otherwise winds blow and do one 8-sided die damage per person, unless saving throw of 13 is made by each person. No treasure.
18. Teleport room. Transports party to Red 43 on this map. Requires roll of 1 to operate. Otherwise the room just feels "uneasy." Nothing in it.
19. 4 8th Level Shunned Ones: (1) is warrior with +2 sword, +1 on damage. (2) is a magic user and has Fly, Heal Minor Wounds, Dispel Magic, Transmutation, Eye (7) Bestowing Life (32 charges, ins. in Tongue of Ksárul, no ind.), (4) Aerial Excellence (60 charges, ins. in Cl. Tsolyáni, ind.), (5) Allseeing Wonder (58 charges, no ins. ind.). (3) is warrior with +2 armour. (4) is warrior with Armour and helmet +1.
20. 11 Shédra guard small box with 2000 gold in it.
21. Room of maps. Effaced and half obliterated maps of some unknown portion of the First Imperium are shown on the walls in mural form. There is some sort of red notation on the southern tip of the little island off the coast of Salarvyá. No indication of what this might be.
22. Storage room. Rotting dusty food and bottles of wine. All turned to vinegar and dust by now.
23. Storage chamber. In use: filled with robes of the Priests of Ksárul, new insignia and temple paraphernalia. Nothing valuable.
24. Large study room of the Priests of Ksárul. Contains many books and scrolls but only three valuable scrolls: one is in Bednálljan Salarvyáni and has Charm Creature and Invisibility on it. Two is in Mihálli and has Enchant Weapons and Transmutation. Three is a cursed scroll containing rotting plague.
25. Refectory of temple. Small room at side contains supplies and cooking utensils. Cooking is done here on a magical flame which is carried in a small pot; it never goes out.
26. Room of warriors of Ksárul: 30 1st level men in Chlén-hide plate armour.
27. Room of 15 2nd level priests of Ksárul. Three Eyes: (9) Creeping Fog (3 charges, no ins. or ind.), (26) Rising above all (72 charges, no ins. or ind.), (8) Calling Forth an Army (60 charges, ins. in Mu'ugalavyáni, ind.).
28. Room of 20 more warriors: all 2nd level in steel.
29. Small shrine of Ksárul. Idol is of garnet and opals, worth 25,000. It is armed with poisonous spores, which fill the lungs of anyone touching it with white fungus. Slightly contagious.
30. 3 Thúnru'u.
31. Hall of the Demon Ge'én.. served by Thúnru'u and fed on scraps of human meat, this ancient creature dwells in a pool of slime and rises from it on roll of 1-3. It is serpentine in form with many tentacles surrounding a single glaring eye in centre of egg-shaped head. It has three hit possibilities per round, using three tentacles of its 12 per round. It has 50 Hit points and is AC 2. If cut down to 3 or less, it sinks back into its ooze. If completely slain, a casket rises from the pool and frees Lirené, priestess of Avánthe, held in bondage for eons. She is 9th Level, has several bonus spells (roll for which), and will stay with party for ten turns, after which she hears a call from beyond the grave and slowly fades away through the nearest wall.
32. Inner chamber of the Demon is guarded by 4 more Thúnru'u.
33. Demon Ge'én has another entrance to his pool here, and if he was not slain before, he rises again here with all his HD intact again! Cf. no. 31 above. If slain in this room, a casket rises from the ooze filled with 30,000 in gold.
34. Outer room of the Temple of the Comic God Hés. Satirical and obscene caricatures decorate the walls. Altar at far end is fool's gold: looks like it is worth many thousands, but if touched, it whirls around throwing party into Room 35, where Hés sets them all to dancing and making fools of themselves, while the room is filled with his cackling. Saving throw of 13 or better needed to get out. If not made, the victim is incapacitated for five turns.

35. Cf. no. 34 above.
36. 1 Hrá. Guards box with 100 copper, 2000 silver, and 1000 gold. If attacked, it signals room 37, where there are 4 more Hrá.
37. 4 Hrá, cf. above. They guard nothing.
38. Small room has 3 Yéleth in it.
39. 5 Ssú warriors, Level 5. 1 Ssú magic user with Door Control, Invisibility, Quest, Change Self/Others. One Eye: (26) Rising Above All (65 charges, ins. and ind. in Yán Koryáni).
40. Bay contains shrine of Hrgásh, Demon of Night. Party must throw 12 saving throws, or else they are blinded by darkness for five turns. Altar is made of obsidian, and image of this Demon is of ebony, worth 3000.
41. 1 Químqum.
42. Chamber of 3 Biridlú.
43. Teleport Room: roll of 1 transports party to Red 18 on this map.
44. Inner chamber has chest full of gems: 50 gems: 10-100, 10-500, 10-100, 10-50, 10-2000. Chest shrieks warning and calls for help if touched. From inner room then come 3 Ru'ún.
45. 4 Káyi hang on ceiling. Guard treasure chest full of scrolls. Only two of these are of interest: one has Wish, and the other says simply: "Seek out the oldest of the Ngóro, the one known as Firshaq, and compel him to speak. He can tell you much..." It is torn off from there.
46. This room contains the Singer of Doom, Lelmiyáni. This sweet-looking little girl has a small flute. If she wins reaction time, she plays it, requiring all to throw saving throws: Levels 1-3 need 18, Levels 4-6 need 16, Levels 7-9 need 15; anything beyond this needs only 11. She then hypnotises party and leads them (not being able to map) through passageways to Garden of the White Snow (cf. 100). She is automaton and is AC 1, HD 5.
47. Floor of this room is trapped; drops party into pit 15 feet deep. In the pit are skeletons and rotted Chlén-hide armour. There is also a diary (in Salarvyáni), which speaks of madness and long wandering through the Underworld. It ends in a scribble, but mentions the Garden of Weeping Snows. This garden, he says, is full of blooms which bring madness and a lingering death.
48. 1 10th Level Lord with sword +1, int. 99, ego 72, no alignment. Speaks Mihálli and Tongue of the Priests of Ksárul. No spells. This lord has 3000 in gold on him.
49. 1 6th Level Pé Chói warrior. Has helmet +2 (cannot be worn by human) and shield +1. He knows where entrance to Garden of the Weeping Snows is.
50. 2 Ahoggyá warriors, who were with the Pé Chói. They are 5th Level. One has armour and shield +1 (unusable by humans). Other has helmet +2, u usable.
51. 2 7th Level human warriors, good, one with shield +2, other with armour and shield +1. These are part of Pé Chói's party. They are all explorers and are likely to join a good party but will fight together against an evil one.
52. 1 10th Level Lord, good. Leader of this party. He has only a shield +1, but has +4H, +3 D. He uses a two-handed sword. These beings were searching a chest and have obtained 5,000 gold and 5 gems (100, 1000, 50, 100, 1000).
53. These three rooms were inhabited by Kúrgha, now gone somewhere else. The rooms are thus full of litter and trash. One jewellery on floor is worth 5000.
54. Outer shrine of Marággú, Demon of Sweet Deception. She is depicted in many poses, slaying enemies by stealth, by deceit, by villainy of all kinds. She is a tall, slender creature with a female body and a hawk-like beaked face. She has four arms and bears a chalice, a human head, a dagger, and a longish staff.
55. Pillared hall has more depictions of Marággú. There are 6 Biridlú here, hanging on the ceiling.
56. Inner robing chamber of Temple of Marággú. Small room at side has 10,000 in golden and jewelled utensils of worship.
57. Pool has mucky, viscous substance, which contains an ancient monster, the Demon-servant Chárgal, an octopoid 8-armed creature which reaches out of

- seize party. Has 60 percent chance of seizing low-to-average dexterity beings, and 40 percent of seizing beings with dexterities of 70-100. Drags its victims into the fluid, which does one 6-sided die damage per round. Can be cut free on saving throw of 12 or better. Demon has ten HD (42 points) and is AC 2.
58. Inner temple has stairs leading up to dais. Image of Hry'ý sits on an altar at end. It gleams in the dark and is made of green sea-opals, worth 75,000. Statue is trapped, however, and if lifted, poison gas boils up from a pit beneath it to do damage to anybody within ten feet.
59. Worship chamber of Demon Marággú. Mummies of priestesses line walls, and before each there is a small altar with incense on it. Lighting this causes mummy to return to life and serve player for ten turns before collapsing into dust again. There are 24 such mummies, AC 4, HD 2.
60. Inner shrine of Demon Marággú. Murals on the walls look at party and whisper but do nothing. Some vittims portrayed there cry for help, but cannot escape from their picture.
61. 6 Ru'ún. If door not entered, they do not move.
62. Altar swings open from 60 to reveal inner shrine of Marággú, where she herself sits upon a dais. She stands 12 feet tall and looks like her picture (cf. room 54 above). She is AC 1 and HD. 10 (50 points). She offers party wine from her chalice -- poison. She then offers them food (pointed tiny slivers in it are deadly unless saving throw of 13 rolled). If attacked, she uses her wand, which is like Doom-Kill and creates an explosion. It does 2 12-sided dice damage and can be fired at anything outside of one's ten feet radius with no harm to user. It has only 10 charges, but may be recharged by thoroughly useful Eye. She also has a dagger +3H +3D. If reduced to 1-3 hit points, she disappears. Beneath her dais there is a long, flat chest which contains 10 gems (100, 100, 100, 500, 100, 50, 500, 100, 100, 500), and 5 pieces of jewellery (5000, 4000, 800, 6000, 60,000). There is also the Music Box of Nekkutháne (#16, misc.). The chest has three traps: lock has poison spines which fly out at player cutting it open (saving throw of 12); inside, the gems are accursed and require a saving throw against spells from the player first picking up their pouch; the Music Box is covered with poisonous dust, and another saving throw against poison is needed.
63. 2 Ahoggyá adventurers, Level 8 warriors. (1) has armour +1, sword +1 (no alignment, int. 58, ego 09, spells of Weather Control and Wish. He also has 10 arrows +2. (2) has shield +2 and sword +2 (no alignment, int. 23, ego 77, has Locate Objects, Heal Minor Wounds, and Heal Serious Wounds spells.
64. 2 Yéleth. Guard a small heap of 3000 silver, 1000 gold, 1 gem (500).
65. 1 3rd Level magic user: evil. Has locate objects and Charm Creature bonus spells, also through clairaudience. Nothing else.
66. Outer hall of small shrine to Grugánu. 3 Hlutrgú of Level Two. Warriors.
67. Inner shrine to Grugánu. Idol is of copper, with two "Eyes" for eyes: (2) Ex. Ruby Eye (73 charges, no ins., ind. is there); (12) Frigid Breath (78 charges, ins. in Saá Allaqaqiyáni, no ind.). If idol gets reaction time, it fires one of these. It can turn its head to fire again, and can then only be stopped by destroying the idol (15 H points). If party gets initial reaction time, it does not fire, and party can take Eyes freely.
68. 3rd Level evil magic user: has no bonus spells and only Eye (3) Advancing Through Portals (87 charges, ins. in Salarvyáni, no ind.).
69. Anteroom filled with rotting furniture and dust.
70. 1 large Ngáyu.
71. Large chamber has decayed remains of several non-humans and also bones of seven humans in melee positions. Nothing of value.
- 71A. 4 Káyi.
- 71B. Inner chamber has strange nonhuman (Mihálli) frozen by Ex. Ruby Eye. He has 7 HD, AC2. Mihálli are yellowish, humanoid, lanky creatures. He has device with silver ball on end and a trigger. If trigger is pulled, it contacts

5

Level Three - 5

- his home base far off to the East in Mihállu. He then disappears (distant teleport). He has a sheathed sword at his side, which is +2 (no alignment, int. 95 (speaks Libyáni and Llyáni), ego 47, no spells). If released from paralysis and spoken to in friendly fashion, he will help party and then use his teleport spell to go home at end of adventure.
- 72. 1 9th Level magic user. Has Levitate, Transmutation, Light, Cure Disease, Levitate (again) and Charm Creature. He is evil. Also has Amulet #1.
 - 73. 1 Large Sró. Small inner room has chest (trap of poison fungus in lid), with 2100 gold in it.
 - 74. 6 7th Level Ssú warriors: (1) has nothing, (2) has nothing, (3) has shield +3 and sword +1 (no alignment, int. 76, ego 91, has light, fly); (4) has battle-axe +3; (5) has shield +2. (6) is magic user and has Transmutation, Heal Serious Wounds, Dispel Evil/Good, Invisibility.
 - 75. Treasure chamber: two chests: 1 has trap of falling stone from ceiling (saving throw of 12 required). Contains 72,000 silver. Second chest has 5000 gold in it, no traps.
 - 76. Room with pool of sulphurous fire in centre. Players with dexterity of less than 60 must roll saving throw of 12, otherwise they slip in, doing 1 die damage.
 - 77. 2 Thúnru'u.
 - 78. 4 2nd Level Shén warriors. No special things.
 - 79. 6 Káyi on ceiling.
 - 80. Room of three doors. Left one has symbol of circle, centre has symbol of dagger, and right one has symbol of X on it.
 - 81. 5 Tsú'uru.
 - 82. Chest in corner has helmet +2, shield +2, Scimitar +2, battle-axe +3 and +2 on damage dice. If opened, it signals next room (84).
 - 83. 6 Hrá.
 - 84. 5 Hrá.
 - 85. 1 large Mu'ágh.
 - 86. Long room is empty except for accursed scroll in Tsolyáni. Sends party to red 100 on this map.
 - 87. 6 7th Level warriors, good, (1) has armour +2, (2) has sword +1 and +1 damage, (good alignment, int. 79, ego 31, Weather Control); (3) has armour +2; (4) has dagger +2; (5) has helmet +1; (6) has helmet +2. These are women warriors and are Livyáni.
 - 88. 2 good female warriors of 7th Level: (1) has sword +2 (alignment good, int. 68, ego 83, has Heal Serious Wounds); (2) has nothing special. Also Livyáni.
 - 89. Inner triangular room is full of piles of rotting robes, but the wearers are now simply grey dust. Nothing valuable. Footprints of nonhumans all over the room.
 - 90. 3 Shén warriors: (1) is Level 8 and has helmet +1; (2) is Level 7 and has nothing; (3) is Level 8 and has sword (+1, int. 68, ego 98, no spells).
 - 91. Dais at end of this room has table upon which scroll is spread out. It is in Classical Tsolyáni and has two spells: Levitate and Locate Objects. Beneath the table is the skeleton of some ancient magic user. In his hand is a second scroll which just says, "Beneath the world dwells the Ngóro Fírshaq. He knows of yet another world below his, wherein all matters may be learned, and all may be gained -- yet at the cost of many lives . . ." The scroll is torn and incomplete.
 - 92. 1 10th Level Evil Lord. Has Helmet and shield both +2. Uses warhammer +1.
 - 93. Inner chamber has bag of coins: 2400 gold, 5500 silver. 1 jewellery worth 4000. No traps.
 - 94. 14 Q61.

95. 1 Marashyálu.
96. 10 Dláqo. They crawl over mangled bodies of several persons in unidentifiable robes. Nothing of value, except small bottle. This contains a greenish, viscous liquid, which gives person one extra hit die for this adventure. Bottle bears label "STRENGTH" in Mihálli.
97. Passage closes on roll of 1-2; open on 4-6. On roll of 3 it opens AND closes on same move, possibly catching someone inside.
98. Passage is open on roll of 3-6; roll of 1-2 it closes.
99. This room is in NE corner of map near room 16. It contains 6 Biridlú. Bag in corner contains 7 gems (100, 100, 100, 100, 20, 100, 20).
100. Bronze doors open outwards onto Garden of the Weeping Snows. Before these gates are two monstrously carven sphinxes. Garden contains plants which have fluffy white down which drips from boughs as though it were "weeping." It is narcotic and puts any level of character to sleep for 3 turns. If party stays on the paths, it does not bother them; otherwise they must roll saving throws of 14 each. Garden is full of statues of terrible scenes of torture. The 69 ways of unhappy demise. Each scene consists of a human, some men and some women, depicted in agony upon some sort of torture device, with torturers in attendance. These beings cannot be brought back to life. Roll for gold and gems on each one examined: roll of 0-50 = nothing; 51-70 = one gem; 71-90 = 1 piece of jewellery; 91-100 = misc. weapon (roll for which).

GREEN NUMBERS:

1. Sphinxes are carved of solid green diorite. Party hears strange murmurings as they pass between them, but nothing happens.
2. Small stepped platform has first of Scenes of Unhappy Demise, with a depiction of a human on some sort of spiked rack. Two carven torturers turn it. No gold or gems on this one. Path leads between ominously drifting snowy sleep-down. Plants are about 7 feet high in places, so that one cannot see too far ahead. Garden is patrolled by 30 human warriors of Level 1, plus 10 men of Level 2, and one Captain of Level 3. These men are dressed in white surcoats, silver helmets, and carry lances and steel swords. Roll of 1 on 6-sided die causes them to come upon party. They do not attack but will offer to escort party to the Palace of the Wizard Nyélmu, visible above garden to West.
3. Entrance to Palace of Nyélmu the Wizard. Guarded by 200 warriors of Level I, 10 warriors of Level 2, 5 warriors of Level 3 (with +1 swords), and one warrior of Level 7, who has nothing special. These guards will escort party to Green 26, where Nyélmu will meet them.
4. Guardroom and mess for 100 more warriors of Level 1, 10 of Level 2.
5. Inner room contains barracks of 4 5th Level officers: (1) has shield +1, (2) has nothing; (3) has nothing; (4) has sword (evil, int. 56, ego 36, +2, Charm Creature, Extra-Vision, Wish) and +1 dagger; there is a small chest in the room with 6 gems in it (100, 1000, 500, 50, 100, 100).
6. Sleeping room of 2 7th Level warriors of Nyélmu's forces: (1) has helmet +3, sword (+3, int. 75, ego 97, Sending of Evil); (2) has helmet +2.
7. Library: copies of books 3, 14, 9. Also 5 scrolls: Remove curse (Tsolyáni); Accursed scroll (gives 2 6-sided dice damage); third has Mind-Bar; fourth has Circle of Protection and Heal Serious Wounds; fifth is new misc. magic item: it is in Ancient Salarvyáni and says: "through reading this scroll, you and any 12 beings within ten feet of you will be instantly transported to the surface at the entrance to this Underworld labyrinth." Note that 3rd scroll is in Pecháni, 4th is in Classical Tsolyáni. Other books are mostly histories and philosophy.
8. 3 Ru'ún guards.
9. Hall of guesting. Here automaton maidens serve food and wine and dance for the visitors. There is narcotic smoke in the air, incense, and soft music from magical sources.

10. Well-appointed guest chambers.
11. Secret cell reached only by teleport. It has no exits, and food is teleported in once a day (if lucky).
12. Entrance to stairway, which rises through passage to door of the Tower.
13. Inner laboratory of the Wizard: (30) Eye of Healing (9 charges, ins. in Tsolyáni, ind.); (19) Eye of Madness (83 charges, ins. in Tsolyáni, ind.); (4) Aerial Excellence (40 charges, no ins., ind. in Llyáni). Also Amulets #2 and #5. Also Hammer of Pendárte of Khéiris (misc. magic 10). Many other devices, but none usable.
14. Chamber of wizardry: diagrammes on floor, unreadable magical book in flickering green flame on a stand inside the diagramme. If anyone steps in to look, the Demon Ry'ytlnesh (from Level I, red 20): 10 HD, AC3, 3 chances to hit per round. Repelled by Amulet of the Good God. If slain or brought down to zero hit points, the Demon disappears, and a chest appears in his place: has 70,000 gold, 6 jewellery (5000, 4000, 6000, 5000, 600, 8000).
15. Aerie of the Wizard: contains 20 trained Kýni birds, who will serve their master -- or serve party, if Nyélmu is slain. If captured while he is still alive, they will go and report to him on actions of party.
16. Chamber of Nyélmu the Wizard. He is 10 Level, has all spells through Grey Hand, Charm Creature, Raise the Dead, Light, Charm Creature, Neutralise Poison, Teleportation, Dispel Magic, Wish, Eye of Frigid Breath (20 charges, no ins. or ind.), (29) Eye of Command (43 charges, no ins., ind. in Salarvyáni). He has one scroll (Necromancy and Grey Hand, in Classical Tsolyáni). He has one amulet: #7. Also Misc. Magic #3 (Chariot of the Gods, 68 charges).
17. Throne room and banquet Hall of Nyélmu. Thrones are set for up to twenty people around the hall, with low tables in front. Android servants serve, sing, and entertain. Furniture worth some 100,000.
18. Outer Hall. Furnished with 70,000 of gold and silver chairs, furniture, misc. small statuary.
19. 40 1st Level guards. 5 2nd Level, one 4th Level (helmet +2, sword +2, evil, int. 26, ego 13, Quest).
20. Meditation Room. Here Nyélmu goes to contact the Ancient Dead. He seeks to find the Ngóro Fírshaq and the Land Below the World. He has not succeeded so far, although the spirits of the dead swim about in the turgid atmosphere of this room like black fish. They may speak to party (30 percent chance) or just whisper and plead. In the centre of this room is Nyélmu's Gem of Contacting: it has 7 charges left, and it has gradated chances of success: Level 1-3 = 10 percent; Level 4-6 = 20 percent; Level 7-9 = 30 percent chance; Level 10-up has 40 percent chance. Gem itself is worth 10,000.
21. Hall of robing. Here guests are given golden robes and asked to leave their weapons.
22. 2 Ru'un guards.
23. Room of Chirisa', 7th Level priestess of Hriháyal, guest of Nyélmu. She has spells through heal serious wounds, Fly, Wish, Eye (2) Ex. Ruby Eye (14 charges, no ins., ind. in Tsolyáni).
24. Guestroom of Lord Békumel, 9th Level evil warrior, he is armed with steel but nothing special. He is in league with certain priests who wish to destroy the present fabric of society and establish the Reign of Ksárol.
25. Guestroom of Dardúna, 6th Level magic user, evil. Has Levitate, Dispel Evil/Good, Door Control, Wish. Eye (10) Departing in Safety (40 charges, no ins., ind. in Ancient Salarvyáni), Eye (24) Retaining All Things (9 charges, ins. in Tsolyáni, ind.). Also amulet #2 and amulet # 6.
26. Reception Hall, where Nyélmu's men bring guests.
27. Hall of servants (150 androids).
28. Kitchens and supplies.
29. Supplies: robes, utensils, furniture, items of some interest worth 10,000 in all. Guarded by 10 2nd Level warriors.
30. Inner chamber has chest guarded by 20 Q6l. It has three traps: one if lid is

opened (crawling fungus spores which do 2 dice damage unless Cure Serious Wounds or Eye of Healing applied), one in the lock (poisoned spines which shoot out for ten feet, and one small Ngáyu inside the chest, which spits and destroys steel of anybody sticking his hands inside. The chest contains 17 gems (2-50, 2-5000, 2-100, 2-500, 2-20, 2-50, 2-100, 2-50, 1-100) and 54,000 copper, 18,000 silver, 3000 gold.

31. Outer hall of portraits: pictures of ancient wizards of Nyélmu's lineage. On roll of 1, these begin to come to life and step down from their frames. There are 8 of them, all 9th Level evil wizards! Party can avoid them by running back out the door.
32. Small sitting room and antechamber. Ornaments worth 2000.
33. Harem sleeping quarters for 30 girl prisoners. Nyélmu may be old, but he still has magical powers of regeneration! Guards are 3 Yéleth.
34. Quarters for 5 girls. These are evil, junior priestesses of Dlamélish. They are Level 2 only, but one of them has Eye (8) (21 charges, ins. in Tsolyáni, no ind.) to defend herself with. These are the trainers for the slavegirls next door.
35. Tower room has teleport spell to room 11. It operates automatically on roll of 1-2, or if Nyélmu is with party, he can operate it if he gets reaction time in this room -- he himself is not teleported.
36. Gallery of sculptures: more hideous and mind-bending little horrors of glass, bronze, wormwood, etc. One is gold image which represents a beetle-like insect with jewelled wings. It comes to life on a roll of 1 when touched and will bite the person touching it: one 6-sided die damage. Has 8 hit points and is AC 2.
37. Chambers of Mrétsuyana, evil high priestess of Dlamélish, 8th Level, (create food and drink, Fly, Door Control, Invisibility), Eye (22) Raising Infernal Barriers (2 charges, ins. in Tsolyáni, ind). She aids Nyélmu in his evil tasks.
38. Outer sitting room for priestesses and captive girls. Ornaments worth 1000.
39. Inner chamber, where orgies, etc. take place. Here the Whip of Demonic Domination hangs on the wall. If used by a man against a woman, or by a woman against a man, it gives him/her control over her/him for 6 turns, no matter what the level. Saving throw of 13 required for levels up to 8; Levels 8-up require only saving throw of 10. Nyélmu is impervious to this weapon through a special spell. If used on member of same sex, there is only one 4-sided die damage, no other effect.
40. Inner throne room and shrine to Dlamélish. Dais at end has thrones for priestesses and a higher one for Nyélmu. Here Dlamélish herself comes to speak to him, and there are 30 percent chances that she will come while party is in this chamber. She does 2 dice damage against anybody in the room, with a saving throw of 13 required. She cannot be touched. Thrones and ornaments are worth 45,000.
41. Outer hall of throne room. 2 Thúnru'u guards.
42. Guardroom for 50 1st level warriors. 2 3rd level warriors with armour +1 each.
43. 1 9th Level priest of Sárku. Has Levitate, Heal Minor Wounds, Phantasmal Illusions, Reincarnation, Detect Invisible Objects, Dispel Magic.
44. Chamber of punishments. Here is where Nyélmu produces his "statues" by irreversible magic. Here his android torturers have all their implements in the three small rooms, and here is the Eye of the Stone Gaze (not on table), which turns anyone of any level to stone unless saving throw is made. It has 68 charges, ins. in Pecháni, ind.). Only this Eye can reverse the damage done by the torturers and the turning to stone. But rescued beings simply fall to dust. This dust can be revived by a revification spell or Eye of Bestowing Life. Androids here are also warriors and fight with maces, whips, etc. They have AC 3 and HD 5. There are 5 of them.