

10 20 30 6 in. across

THUNDERHOLD CASTLE

In the middle of the road, standing, is a 80 ft. tall statue of a Dwarf. He is standing, w/ his two legs spread apart w/ a huge war hammer on the ground between them. ~~He is~~ Here the road ends, in fact, it leads up to the hammer and disappears. About a mile beyond, lies Thunderhold itself. It is a magnificent dwarven fortress w/ no gate as a weak spot. They notice that there is a crack, about 10' by 10' in the hammer, like this:



In it are some words in Dwarven & the ancient sign of the dwarves, the hammer on anvil. There, in gold runes, it says: "This is the entrance to Thunderhold castle of the Dwarves". This is a 10' by 10' block of stone, when pushed back, reveals a trapdoor. This goes down into a tunnel which runs for a mile to Thunderhold & arrives on the 1st level. The Corridor is stained black w/ blood. Looks rather old,

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Wandering Monster table: level 1. "1" D6

1-3- Ghouls (1-4)

4, 5- Gelatinous Cube

6-8- Skeletons (1-8)

9-10- Zombies (1-4)

11-12- Giant Rats (1-8)

13-15- large spiders (1-4)

16- Ochre Jelly

17- Were Rats (1-4)

18- Carrion Creeper

19- Gargoyle

20- Shadow

Important

Note: Skeletons, Zombies,

Werewolves & Gargoyles,

& Chombs all either have

a tattered doublet

w/ a terrible red eye on

it or they have a

Red eye burned onto

their chest.

Rooms

1)- Empty save for a huge gauge door

the centre of the room floor. At the far end

at the deepest, is a pile of skulls, some of which aren't human. (unrecognizable)

2)- Empty room

3)- Empty except that on the floor, roughly in the centre, a large eye is "burned" into the floor.

4) At the far end of the room is a stand w/ a pair of gauntlets on it. Between the door & the stand is an ochre jelly which attacks any that enter. (29). The gauntlets are useless, however if they are taken off the stand, a trap door opens up & just in front of the person drops

10 ft. into a cavern lit by luminescent mass w/ a Ghost as occupant. (20). In the wall

hangs a glowing shield. There is a

hammer emblazoned on it. It is a great

Dwarven device & in battle w/ any of the Goblin "Goblin" races, it will discharge as both of lightning (4 D8) at them. There are only

5 (11/11) charges left however. Otherwise it's on +1 shield (large metal).

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5) You can see the point of a weapon protruding thru the door. When opened, you can see that a dwarf skeleton is transfixed to the door w/ a spear thru its head. The ceiling has caved in near the door back wall & wounds of rock are everywhere. Amidst it (on a slope) is a rock beast. (21). It has 5 hit dice

6) - Empty room

7) - 3 Zombies (8, 6, 6). Guard a chest w/ a Red eye emblazoned on it. Inside are 5 100 gp gems and 550 EP.

8) & 9), 10), 11) - empty rooms

12) - The floor has been blasted away, leaving a pit rough pit. Also, the ceiling is partially caved in and water drips from cracks. The pit is muddy & $\frac{1}{2}$ filled w/ water. Inside is a giant bloodroom looking like rocks poking out of the water. (25)

13), 14), 15), 16), 17) - empty rooms

18) Room is empty save that the room is filled w/ amazingly realistic statues of Dwarves in fighting positions. These are of course, Dwarves which the Beholder has flesh-stored.

19) - Empty room

20) - There are 6 skeletons in the room w/ flails, 2 at ea. door. (3, 4, 6, 7, 3, 5)

21) - A huge bas-relief face covers the southern wall. It looks totally devoid of feature save for a large, glaring red eye and a mouth filled w/ sharp teeth

22) - Empty room

23) - Huge scorch marks all over floor & walls


24) - empty room

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25)- 5 large spiders have settled in in the room. There are strands of web everywhere (4, 8, 4, 8, 8)

26)- Empty room, on door is a carved/burned a red eye

27)- There is a 10' by 10' slab about 6" above the floor. If revealed this is the slab covering the tomb of the Dwarven king. Inside is a mummy who will attack if the slab is lifted off. (31). He is lying on top of: 5000 GP, 20000 GP, 5000 SP, 16 100 gp gems & jewels. Also, a potion of healing and one of extra healing. There is lastly, a +2 H. crossbow.

28)- First of all, there's a 10' walkway around the extreme outside. Then there's another 10' walkway 10' above the other one, with the only way up the steps. At the back of this walkway is an opening to the tomb. Out near the opening is  - A black sun rising.

29)- On the south wall, there is an incredibly realistic painting of a door (combined w/ an illusion) with a key in the lock (or so it seems). If the key is taken out, the floor drops 10' into a pit filled w/ water, so the characters are in a pool of water 10' deep. The key held the floor up.

30) There is a huge pile of dung & odds & ends in the corner. There are 5 werewolves here (in Rat-Man form). This is their lair. They all have rusty longswords & a red eye burned into their chests. In the Dung heap is a Bronze horn of Valhalla. (25, 20, 19, 20, 17, 21, 18)

31)- In east wall is a bas-relief of a featureless face w/ a single glaring red eye &

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32) - This room is filled w/ 5 bubbles (about 5' diameter). They accelerate at 1' per ~~turn~~ ^{6 sec. - 40 ft.} ^{1 min - 90'} and if they catch up to anybody, they'll explode, showering the character w/ a sticky substance which quickly hardens, rendering the character w/ mouth filled w/ teeth. Fly all have large red eyes.

33) - Empty room

34) - Empty room

35) - Empty room

36) - This is the lair of a G-cube. (24). Inside it is a ~~13~~ Tone of understanding (Wisdom + 1). There are bits & pieces of stuff strewn all over, - inc. many bones, human & otherwise.

37) - empty room

38) - There is a catch on the floor in about the middle of the room. For every person who enters, roll a D4. on "4", they press the stick & 3 arrows shoot out of the west wall and go straight for the person. On a roll of "10" or over they hit. They do 1-4 damage ear & they have sleep potion on their heads. If the person doesn't make his saving throw vs. poison, he will go to sleep for 1-6 hours.

39) - This room is filled w/ bones

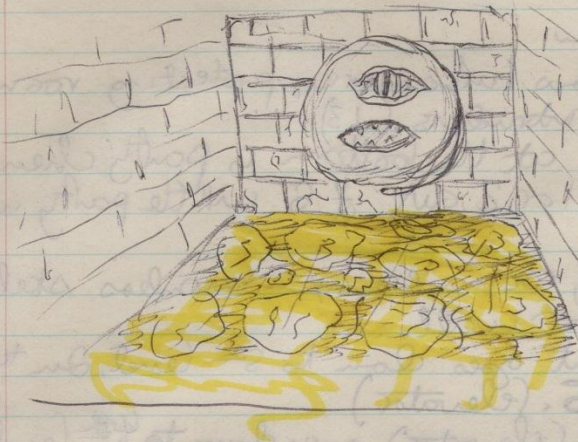
40) - Empty room

41) - In the middle of this room are steps leading down to a lower level diamond. In the middle of this is a pit that leads down to each level below the 1st. There are 4 sturdy stone pillars, one at each corner. There is a frame on top of this which holds a "elevator" - a wooden frame which is raised and lowered by a pulley system & pulleys off to one side. In this room is a hell-hound guard dog. (16). It has 4 hit dice.

42) - There is a giant spider lurking in webs on the ceiling. (24)

43) - Empty room w/ bas-relief face w/ Red eye, no features & mouth full of teeth.

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43) ~~Empty room~~

44) - On the far (east) wall there is a huge face with a huge mouth (not the beholder's) that looks like this:



The Mouth looks like a small cave that opens back away. Inside is a cave that's about 3' high by 3' wide and 5' deep. In the 'floor' of the cave is a hole. Inside is a small iron box. If this is lifted out of the hole, a gas starts spraying out from

vents in the bottom of the hole & also with a grinding noise, a metal sheet slides across the door. The only way to stop this is to put the box back. The gas is poisonous & kills slowly. The box is locked and inside is a Potion of fire resistance & a +1 ring of protection.

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45) - empty room

46) - empty room

47) - A Shadow lurks here, protecting room 44. It attacks any intruders. (13)

48) - The door at the bottom is partly chipped out but only on a 1 or 2 out of 6 will the party notice this.

49-52) - Empty rooms ea. w/ a harmless skeleton chained to the floor wall.

53) - room that goes down to 5th level. In the door is the number 5. (elevator)

54) - room that (elevator) goes down to 4th level. No. 4 on the door.

55) - No. 3 on door, elevator going down to 3rd level.

56) - No. 2 on door, elevator going down to 2nd level

57) - Stairs go down for ~~50~~ 10 ft. to a 20' by 20' area covered in sand. The sand is somewhat stained by blood. In the opposite wall is a ledge w/ a box on it. In the box ~~are~~ ~~a~~ is a crystal skull w/ blazing red jewels as eyes. If this is carried around, it brings bad luck and all odds ^{probabilities} for wandering monsters, or anything to do w/ luck are doubled (for the worse). The jewels are worth 500 gp ea. However, if the sand floor is crossed, skeletal arms reach up from below to grasp legs and ~~over~~ there is a 50% chance of tripping. Then the whole skeleton will follow. These skeletons are unarmed but have glass, razor-sharp fangs coated in acid, which do 1-6 dam. whenever they hit. There are 10 skeletons in all. They lie 6" under the sand, all over the place.

(2x3, 5x5, 6, 8, 1)

58) - The whole floor is pitted & scorched & the walls are scorched & pitted & scarred, showing a great battle. A few shivers of bone lie around as well.

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59) - same as 58.

60) - In the east (far) wall are etched scenes of battle between dwarves vs were-rats & Ghouls & Gargoyles & Shadows & Skeletons & Zombies & the dwarves always lose. In every scene a huge red eye is dealing death in great quantities to dwarves who are generally running in fear.

61) In the middle of the room is a 10' deep trap ~~door~~ (hidden). 50% of opening up every time somebody crosses it. At the bottom is the skeleton of a snake.

62) - There are 2 carrion crawlers here, living amid piles of dung & bodies & bits of things (17, 13)

63) - empty room

64) - Empty room

65) - Where the triangles are, there are alcoves with 2 gargoyles in them. They attack intruders. (23, 22)

65) - The Bas-relief Face of beholder here

(blank features, terrible red eye, mouth w/ sharp teeth)

66) - empty room.

67) - Magic Mouth spell here which when anybody enters, says "Ha, ha, you fools, there is no escape."

68) - Then there is an illusion of the ceiling moving toward the floor. When they run out, a trap door opens up below them at place marked, & they fall 10'. Then, really, the sides start moving in to crush them (N & S sides)

68) - Huge room; other w/ torch brackets all round the walls but otherwise totally empty

At x - there is a bas-relief face.

at o - a single red eye

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THUNDERHOLD LEVEL 2

x = low-relief face & beholder,

o = single red eye.

Wandering monster table: 1 on D6

1-3 = Ghouls (1-4)

4-6 = G-Cubes.

7-8 = Carrion Crawler

9, 10 = Werewolves (1-4)

11, 12 = Gargoyles (1-2)

13, 14 = Skeletons (1-8)

15, 16 = Zombies (1-8)

17 = Shadows

18 = Wight (w) 2-handed sword doing 2-12

19 = Ochre jelly

20 = 1-8 large spiders

1)-

As they march towards Thunderhold, a 3 messo black crows appear and start flying around. The astute will notice that they have messages on their legs. They will soon land on the shoulders of some characters. The messages say:

In Phasmir, Orich, and Elven -

Fods, you made too much noise and have awoken that which sleep sth heretofore slept. You can do naught but return for there are many things yet to do which you have a part in. I will come for you.

Margiana Humphrey.

Soon after, the crows fly off & Humphrey appears. He is a 15th level Gnome M.U. He then teleports them all back to his castle.