

MINES OF MAURAUNG: LEVEL 1,

15)- The long hall. The wall is lined with dwarf-weapons of all kinds. (and armour and ~~weapons~~ shields). Poking around are 3 Broo (9, 7, 10). They will use whatever weapon is handy.

16)- 15 Kobolds lie around on cots here (4, 4, 1, 4, 4, 2, 4, 1, 1, 2, 4, 1, 4, 2, 1)

5 have slings and daggers. The other ¹⁰ five have spears (1-4 damage) & shields.

17)- A 10' by 10' walkway goes between two seemingly bottomless 20' by 20' pits. In the E & W walls there are huge bas-relief faces of Dwarfs - looking very royal w/ crowns.

18)- Empty room save for an ~~inset~~ a bas-relief face (no particular race) which says "Beyond lie the true Mines of Mauraung with wealth, life and Death."

19)- Empty cave w/ 2 dead dwarf miners w/ picks in their hands. The far wall ~~was~~ being dug at. A gold vein is obvious.

20)- This cave had a "Continual Darkness" spell placed on it. ~~As~~ it is a shadow which attacks any who enter. (13)

21)- Empty cave w/ 3 dead gnomes lying w/ picks in their hands. There is a gold vein in the far wall which was being dug at.

22)- Empty cave, dug out.

23)- 18 giant centipedes here, 9 having 1 hp, 9 having 2 hp.

24)- There are all sorts of cracks & crevices in the walls of this cave, where things could hide.

MINES OF MAURADUNG: LEVEL 1/LEVEL 2

- 24) cont.) - There is a will o' wisp
- looking like a torch, who will lure people
into the middle of the room. Once there,
~~they'll~~ ~~blow~~ ~~it'll~~ ~~blow~~ out and
6 ghouls will come out of the crevices
and attack. (10, 10, 12, 8, 7, 11)
25) - Empty cave, the riches all ready
dug out of it.
26) - Cave w/ 5 dwarves lying dead
w/ picks in their hands. Lien of Gold here
27) - 3 dead Gnomes here w/ picks in hands.

LEVEL 2

- 1) - Cave which has been denuded of
wealth
2) - Gelatinous cube in here. (16 HP)
Inside it is the following: Iron horn of
Valkalla, Ring of Protection: +1, and a
potion of Clairvoyance. This is at the opening
of the cave. Inside there are two more
G-cubes. (10, 12)
3) - 5 Shreikers in the middle of the room,
among a lot of other ~~foxes~~ fungus.
(9, 8, 8, 12, 13)
4) - Empty, dug-out cave
5) & 6) - Empty caves.
7) - There is a 20' deep huge hole in
the middle of this cave. At the bottom
you can see a chest w/ 2 skeletons lying
by it. No threat is visible. ~~When~~ ~~or~~
~~in~~ a cave invisible from above
lies a Carrion Crawler (11) who will
attack when anybody goes down.
In the chest is 500 gp and a grail
(golden) worth 30 gp.

MINES OF MAURANG: LEVEL 2

8) - 9) - Two empty caves w/ a gold vein in each. ch 8 is 1 dead gnome w/ pickaxe & ch 9 is 3 dead dwarves

10) - Empty cave save for 4 giant rats.

11) - This room has stalagmites all over the ceiling. Among them are 2 piercers (4, 3). Underneath is an empty chest.

12) - Empty cave w/ Stalagmites, Stalactites, moss of fungi all over it.

13) - Huge Maze. Once inside, you have to roll a 4-sided die every move round. 1-3 means you were lost, 4 you roll an 8 sided die

1- you arrive at a

2- you arrive at b

3- you arrive at c

4- you arrive at d

5- you arrive at e

6- you arrive at f

7- you ~~do~~ meet the monster.

Occasionally you find bits of bones etc left from what the monster did.

The Monster is and
has H.P.

14) - Empty cave

15) - Empty cave

16) - Huge cave w/ smaller caves all over the place. It's very dark all over and there is water dripping all over. In the middle is a very small, shallow pond w/ several what look like rocks down the middle. It they are in fact the humps

MINES OF MAUKAUNG: LEVEL 2/LEVEL 3

of a giant bloodworm (6 hit die). Attack by attaching its sucker-like mouth and draining blood, 1D8 every round thereafter. (27 HP)

- 17) - Series of 3 ft. wide, 5 ft. high passages. It is very dark and water drips. Through hairline cracks all over the place, wind whistles causing a draft and in the confined area, quite loud noise.
- 18) - Empty cave w/ 10 giant rats clumping around the bodies of 15 dead gnomes, all with their throats ripped out.

LEVEL 3

- 1) - 7 troglodytes (a branch of the main force in 2 & 4. They are unarmed, and there are bones etc. about, piles of dung, pits, all the comforts of home. They are doing various menial tasks. (6, 6, 3, 11, 6, 10, 10)

- 2) - The main group of troglodytes. Basically, the same as no. 1 in the way of dung, pits etc. There are 9 here. 3 have stone axes (1-6). The others have only their bare hands. (4, 8, 10, 10, 8, 9, 14, 9, 4)

- 3) - Empty cave. 3 pickaxes lie here.

- 4) There are 4 troglodytes here to in the corners to avoid the sun. There are bones, piles of dung etc. There is a battered chest & lock in one corner, partially hidden by a pile of dung. Inside is 536 GP & 13 SP. Also, there is a ring of fire resistance & a wand of cold. (35 charges)

MINES OF MADRANG: LEVEL 3

5)- huge cave w/ stalactites & stalagmites in places. Clt opens onto a gentle grassy slope down to a small stream w/ some trees around. Clt's in a small valley in the mountains. The grass is scorched in places. There is a ruined bridge over the stream.

6)- The north & south sides of the cave slope upwards. There are stalagmites & stalactites here (not very many). In the north side behind one of these is a rock least (22). Magnet 3", capable of sudden spurts of speed up to 9". It crushes legs for l-b damage. Then when the person is fallen, it crushes and eats the body.

7)- Empty Cave

8)- The floor looks solid here, but in reality it is a thin dried crust of sand over quicksand over a sinkhole. Any victim will sink in 3-12 inches. Voids unless something is done. The floor looks like it's covered in sand. Empty chest at far side of

9)- Empty cave except for a giant ^{cave} owl w/ some bones on a ledge high up. Resents intrusion but won't attack unless provoked. (9)

10)- Empty cave.

11)- 2 Huge spiders here (9, 12)

(12)(13)- Empty caves w/ some picks lying around

(14)- 4 storage nest in ledges about 10' off the cave floor. One is a 1000 GP Gem (5, 5, 1, 7, 1)

MINES OF MAURAUNG

WANDERING MONSTER TABLES

LEVEL 1: "1" on D6

#6

- 1- 1-4 orcs w/ scimitar & shield
- 2- 1-8 Kobolds w/ shields & hand axes
- 3- 1-4 giant rats
- 4- 1-12 giant centipedes.
- 5- 1 Bree w/ LA, shield & spear
- 6- 1-2 Ghouls.

LEVEL 2: "1" on D8

- 1- Gelatinous Cube
- 2- 1-4 giant rats
- 3- 1-4 troglodytes hunting (25% ^{chance} have ~~hand~~ clubs)
- 4- 1-4 huge spiders

LEVEL 3: "1" on D6

- 1- 1-4 troglodytes (25% chance have clubs)
- 2- 1-4 giant rats
- 3- 1-4 stings
- 4- 1-2 large spiders

Encounter 14 - Sitting in the middle of road as if waiting for them, is a man w/ a dark green cloak & hood astride a light warhorse. He has a sack over his shoulder which squirms a bit. You can't see if he wears any armor or leopards. (He has studded leather and a ^{wood} scimitar (+2)). He is an ~~Druid~~ 8th level Druid w/ 25 h.p. He has the following spells: Detect Magic, Entangle, Pass w/out trace, Detect snares & pits, Barkskin, Charm person or mammal, Feign Death, Cause 1st. wounds, Call lightning, Cause disease, Summon insects, Dispel Magic, Animal Summoning I.

Bunt Village - Mini-Dungeon 2

He throws down the sack in front of them, which squirms a bit, and turns & rides off, yelling "I'll see you around!" He rides off to their right. Inside the sack is the head of a dwarf, which if removed from the sack, will die. He used to live in Thunderhold.

Encounter 15 - They come upon a ruined village which seems to have been burned down a bit. Many buildings are standing without their roofs but are otherwise all right. Map on graph paper.

1) - Millhouse - Originally 2 stories.

The 2nd story is mostly burned out.

The 1st stories windows are all broken & the front & back doors are broken in.

Inside, the rooms are in shambles.

Inside is an elfbeard's den.

Bones & things are lying around.

(23)

2) 3) 4) - nearly burned down houses

5) - There is a trapdoor down to a cellar here and inside is water up to 3' with a small tunnel leading to the river, 50% here / 50% in river is a water

snake. (20). The house's roof only is burned down. The doors & windows

are smashed in.

6) - long hall. - Mostly burned down. This is totally empty.

7) - This house is basically untouched except for the doors & windows.

8) - 1/2 burned down house. In here are 2 ghouls (9, 8)

Burnt Village - Mini-Dungeon 2

- 9) - Empty house
- 10) - $\frac{1}{2}$ burned down house w/ 3 ghouls (S, 8, 5). In one corner among a pile of bones is a potion of extra-healing
- 11) - 1 Ghoul here in $\frac{1}{2}$ burned down house.
(13)
- 12) - Empty house, only roof burned down.
- 13) - 3 ghouls here in house. front is un-burned down ~~now~~ and rear is mostly burned down. (12, 8, 7).
- 14) - Empty house, totally burned down.
- 15) - Empty long house, completely intact.
- 16) - Bridge - Underneath are 2 devil clues who are frozen stiff. No wounds are apparent. If the Characters go into marketplace all the Ghouls surrounding houses come out to attack. This is a total of 9 Ghouls to attack people in marketplace. Also in the village is an outbear and water snake.

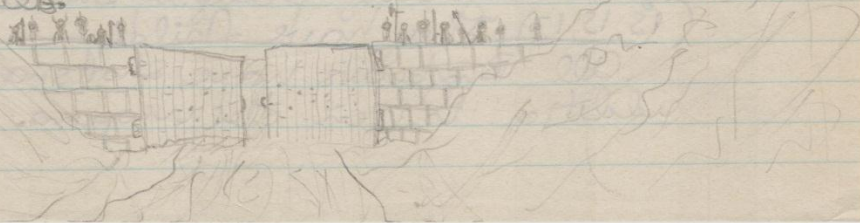
Encounter 16 - Going thru a ^{small} ~~copse~~ of woods (about 1 mile by 1 mile), they come to a very dense section. The road winds all over the place. Suddenly, they round one corner and they are faced with an impenetrable wall of foliage. Both sides of the road for about 100 ft. back are impenetrable as well. As they approach the barrier, $\frac{1}{2}$ about 20 ft. behind them, a pit across the middle of the road opens up about 20 ft. across & 20 ft. deep w/ rough spikes. Then, underneath them, ~~appears~~, a fire starts burning up

a wooden floor underneath. Setting all this is an unknown entity or entities. In 5 minutes, it will run the cuff to fall thru into a pit filled w/ & burning oil. There is a small tunnel leading thru to a small clearing/den which the oil was poured and lit.

Encounter 17 - A small wooden bridge goes over a small river. If ~~more than~~ 3^{or more} people are on it at once, it collapses. Under it is a 10' deep pit filled with water that runs the width of the river. As this happens, an Ogre comes from ~~the nearby cove~~ behind a fold in the ground to capture or kill the victims. He has 21 HP & has rope to tie up people & a club (1-8 damage). Behind the fold is a small camp. There is nothing of value.

Mini-Dungeon 3 - Gate of Bahair

Encounter 18 - Again they are in the mountains. At one narrow point, there is a gate across the road. It looks rather beaten up and is standing ajar, but there are figures manning the wall - Bugbears. In dirty orange stacks w/ 3 on them. Behind are some barricades. This used to be a dwarf gate, but was taken. In the walls are spear impaling dwarf heads.



MINI-DUNGEON 3 - GATES OF BAHAIR

1- On the gates are 7 bugbears.

They all have spears.

(15, 15, 16, 11, 11, 8, 17)

They are not particularly alert

2-

1)- Bugbear storehouse, Full of broken chests, sacks, weapons, rotted food etc.

2)- 3 bugbears lying here, the floor is dirty and there are sleeping pelts lying all over the place. Also some possessions are lying around (13, 14, 11). They all have clubs w/ nails in 'em. (Morning Stars 1-8)

3)- The Bugbear chief here. He is wearing a great helm & several pieces of plate armor, including a breast plate. So he's down to AC 3. He has a 2-handed axe (treat as halberd)

4)- Empty room, filled with dung.

5)- Empty room

6)- 2 Bugbears in here, eating a dead bear. (Raw) They have scimitars.

(12, 9)

7)- Empty room

8)- Room filled w/ wrecked dwarf stuff. huge piles of junk. Under the pile is a chest that the Bugbears weren't able to open. It has 1300 GP in it, and a +2 (at +1 hit and dam.) dagger

9)- 3 bugbears playing knucklebones.

(15, 15, 17). They have flails.

All Bugbears have shortswords in addition to their other weapons.