

THUNDERHOLD

Once the stronghold of the dwarves in times of trouble, and one of their greatest fortresses ever. It was taken over by the Eldren and their ^{servents} lieutenants and given to Ludivoc, one of their chief lieutenants. He reshaped it and populated it w/ many fearsome horrors. It is now a death-trap. Ludivoc is a beholder w/ above average intelligence & lesser power physical power. He doesn't have all the normal stalks & has low hit points but is terribly cunning. This is how he got to the top, by his cunning and many preparations. Some say he can see into the future.

He has one terrible mutation. His central eye is no longer an anti-magic ray but is huge and red. It can burn into any substance and leave it's scar forever. All his servents wear his mark.

Notes: Elves will, after a time feel that many of the walls & floors etc. are hollow, no doors, just hollow. They will also feel constantly watched. The hollowness is because Ludivoc walled over many doors, corridors & rooms to leave the bare minimum for his needs. The watchers are Ludivoc's servents, mainly nightwalks. He doesn't believe in force to solve a problem but preparation. This way of his servents are information-gatherers and will fight only when strictly necessary.

Ludisc has many tiny hidden tubes which will carry his voice to all parts of the dungeon. Nobody can detect these not even Elves.

After every seeming victory for Ludisc, or moment of extreme danger, Ludisc will cast his voice thru the tubes in a harsh, mocking laughter.

Upon hearing this, everyone must make a saving throw vs. fear & Confusion at +5, if they fail, they will be practically useless for 1-5 rounds following.

① The giant hammer is in the middle of the road. & There seems a 9' by 9' groove in it, which could mean something. Looking carefully in the centre is a small key-hole. There is a mat, mostly obscured by dust and earth. It is blood-soaked. Underneath, about 6 inches into the earth, is the key to 'open the door'.

The block rolls back, leaving a shell & showing a trap door in the floor. This opens onto a flight of stairs going down to ②.

② A 30' by 30' room with crude paintings all over the wall, basically meaningless. To the north are 2 huge bronze doors. Once in the room, 2 mouths appear (one on each door) and say together: "These are the chambers of Ludisc the merciless. Within you will find only Death!"

On Death, the majority of the floor (marked) opens up and the players fall onto a slide, and slide at high speed into ③

③- They arrive without a chance of surprising the displacer beast & they will be surprised 1-3 on D6. They will take a segment to pick them & their weapons up. (This is added to the surprise segments. The displacer beast (19) will charge immediately & set up the trap door (& will never retreat). At the end of the Column of the pillars is a giant statue of a man(?) dressed totally in black plate, w/ a 2-handed axe & a single red eye on his chest. Once the trap door falls open (for whatever reason) the statue is released and starts rolling towards the trap door at the rate of 20' per round. At the same time it will fall neatly into the trap door & trap anybody down there. It needs 30 str. points to hold it & 30 to push it back. As this happens, the statue pulls up to mouth level, 2 elevators, so that 2 giant snakes seem to issue from the 2 Minotaur heads at the far ends of the ramps. There is a small groove along the centre of the ramps & down the aisle (as marked). They travel only along this & will only fight if attacked first. There have 3 hit dia & do 1-8 w/ bites and saving throw is made at +2. (22, 14). On ea. elevator is a 1000 gp. jewel concealed amongst straw. Along the walls are plush drapes. Behind these are 2 false doors, which if opened, shoot a dart at the opener. (1-2 damage).

The only way out is the door behind the statue.

tan fl. pillars placed around roof just above the main entrance to getting into as well as at the rear of the

④ - The room has crude carvings all round the wall & there is an archway to the east. There are 2 dwarf goblin guards on each side w/ battleaxes. They rush to attack and a magic word appears to have them say "Do not hurt harm us else a greater doom befalls ye." (13, 13) If they are killed, the ceiling starts to move downwards to crush all. Count to 10 & if they haven't said anything in the meantime, they are crushed. It will remain like this for 1 hour.

⑤ - A very long room w/ a curved roof. It is vaguely lit by the phosphorescent yellowy liquid waving sloppishly thru. Some mist rises from this obscuring vision to 20'. For every round after the first check to see if the torch goes out. 1" on d6 & it does.

It looks as if there is a walkway right the way round, but the places marked are but illusions & those crossing will fall in. About 10 minutes after entrance the west edge will start to slant, so that those on it will fall in the liquid. This takes 5 rounds. It slants to 90° then back again. There are 3 archways on the east side, each having a different ~~to~~ use colour, weirdly pulsing jewel over it. a - red, b - blue, c - yellow. These jewels, if taken out of the mountings, will explode for 1-4 damage.

**** IMPORTANT **** - If anybody falls into the ^{liquid} water, they feel themselves slowly sinking. If not pulled out within 3 rounds they ~~will~~ heads will be under the liquid. As soon as this

happens, they feel themselves being rapidly
backwards downward & breaking thru a elastic
barrier into a narrow corridor on the 2nd level.

- ⑥, ⑦- The corridor is extremely foggy for the
last 80 ft., - visibility down to 5'. The
Characters don't notice that they are teleported
into ⑦ except that the fog lessens a bit so
that they can see about 10'. They wander
in the room & they notice it as such now
until suddenly they see a horrible sight!
In an obsidian throne w/ fumes rising
from it (some of fog) is a grinning, skeletal
figure. It wears an ~~iron~~ iron crown
(worthless) and rags of once fine clothes.
Upon sight contact, it will take an evil-
looking horn at its side & wind it, causing
a horrible, scratching noise. This calls the
ghosts from their chambers at a & b. He will
then sit back & watch the fight, in which case
he will defend himself. He has 24 hp.
He will fight w/ a sceptre doing 1-8 points
dam. from electricity every time it touches.
There are 2 ghosts in ea. pair. (8, 6, 8, 9)
In pair a there is 300 EP in an urn.
In pair b there is a 100 gp jewel under
a heap of dung in the corner. Once the ghosts
are dead, the Wight will fight, using his
Sceptre.
The only way out is to go back to where
they came in where there are 2 dully glowing
jewels set into the wall - red and black. There
are magic drugging jewels at ea. end of the sceptre.
If you match the jewels up, you will be

transported back to ⑥, facing eastwards.

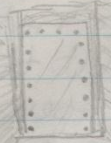
There is no treasure save the horn and the Sceptre. The Sceptre is carved w/ Chaos runes. It can shoot a lightning bolt once a week at 10d8 & if it touches anybody it does 1-8 damage. Only Chaos can use it, and any class.

The horn, when used by ~~any~~ Chaotic cleric or wizard, will call all ghosts within 50' to his or its service. That is, if they don't make the saving throw, and also, it can only command 1-8.

⑧- The characters go down 20' of stairs to a wall w/ an archway which seems ~~to~~ steel door sunk into the wall.

In the left wall about 2' away from the doorway is a metal lever. Below it there seems to be a keyhole set into the rockface. The top lever, when pulled down raises the steel doorway very fast - 2 seconds. The room beyond is totally filled w/ murky water, which rushes out to fill the corridor to fill the corridor up to 10' up the stairway around the corner, i.e. 10' deep. The water will put out all torches, roll below dexterity for being knocked flat, roll below dexterity for weapons item being knocked out of hand. Out of the room also come 2 lizard-men zombies w/ waves doing 2-7. The lizard men always keep their footing & don't need to breathe. They will not emerge from under water. After dying, they float to the surface (7, 12). After all the hub-bub is over, a small lake is created w/ water 10' deep. On the other side of the room is a 10' by 10' landing w/ another steel door - lever-keyhole apparatus.

Again, the lever opens the door, which shows stairs going downwards.



⑨ - Up In this room is what appears to be a huge dining hall full of feasting dwarves.

There is a long table running down the middle of the room. This is filled w/ heaped w/ food and drink which the dwarves, all dressed in finery partake of. Along the walls there are sideboards filled w/ yet more food & drink. There are 20 dwarves in all. At the far end of the room, in pride of place, is a huge golden gong (2000 gp) w/ beater. This is all an illusion and in no way can it be disbelieved or dispelled. If the characters upset plates, kick dwarves etc. They will just pick them replace them from the sideboard or pick themselves up. If a dwarf is attacked, nothing will happen & he will take no notice. However, if the gong is beaten, the room will appear as it really is. The food is rotting, the fine dishes are cracked old pottery, the dwarves clothes are rags and the dwarves themselves are skeletons, all armed with daggers. (14 dam) at the beating of the gong, they will all rise & attack all interlopers. They will not, however, go beyond the room unless attacked from beyond.

(8x3, 7x3, 6x2, 5x1, 4x4, 3x3, 2x2, 1x2)

There are no exits. The room is lit and stays lit w/ torches in brackets along the walls.

12 (10) - This huge room is dimly lit by two huge braziers as marked. At the rear is a huge dias upon which - at extreme left & right - 2 huge statues of pteranodons at bay. At the ~~front~~^{back} wall is a huge grinning skull w/ open mouth. This is a bas-relief. Along the walls are bas-reliefs showing titanic battles between all manners of creatures. Seated on the throne is a huge two-headed Troll which upon entrance of any character, starts to laugh badly - but does nothing else. If it is struck at all, it starts to melt and dissolve - still laughing - until all that is left is a building mass of filth stinking filth. However, as this happens, 2 black shadows seen to rise out of the 2 heads.

There are shadows (20/15). These attack the party. If they are both alive but very depleted or turned, they will merge & seen to enter the head of the pteranodon statue on the left. In 5 melee rounds, the eyes will open and it will get down off the dias & start to attack w/ its beak. (1-10) dlt is AC2. ~~At the first hit it will fall apart.~~ ~~The only way out of the room~~ ~~The seat of the throne~~ Under the stinking mass (if any dare touch it) is a trap door in which is a wand of viscid globes (10 charges) & 2 1000 gp gems. The only way out is thru the mouth of the skull & down some stairs.

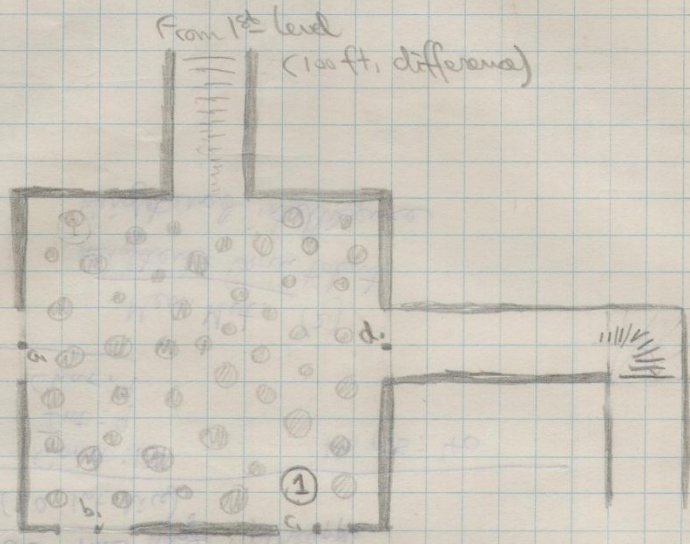
The room can't be entered from the skull, as from that direction the wall looks like a dead end, and only dispel magic will let anyone through.

quote bus to a room w/ 2 doors on each wall
allow all globes stored in room for the

SECOND LEVEL

① - This room is empty of all menace. It is filled with statues of various people and things. These are not really statues but enemies of Ludivoc turned to Stone by him. The room is lit by Continual light spells cast upon various statues. There are statues of humans in armor, wearing robes, brandishing weapons, holding crosses, elves, gnomes and an hobbit. There is a Samas and a Count, 2 Wyverns, 3 manticores, 2 Gremlins (Winged men) and three Kthugya (Serpent-Men-Serpents) plus various other sundry things. A Stone to flesh will turn them back & then they will have to be resurrected. Over each double archway (a, b, c, & d) there is a sign saying: "This is the fate of all who oppose Ludivoc, master of secrets". This is his pet name for himself.

② -



Water (from) (from)

- 1. Water (from) (from)
- 2. Water (from) (from)
- 3. Water (from) (from)
- 4. Water (from) (from)
- 5. Water (from) (from)

Water (from) (from)

Alligator / Crocodile

4 generations

- 1 Heightened strength
- 2 Telepathy
- 3 Increased speed
- 4 Heightened intelligence

~~Plant (Fern)~~ Plant (bush)

- 1 Squeeze vines/rods
- 2 Mobility
- 3 Size increase (20)
- 4 Boring tendrils
- 5 New plant parts (brain)
- 6 Physical Reflection - electrical
- 7 Contact poison soup
- 8 Seed mobility

looks like huge pineapple
(20 hit dice)

Phy Str: 15	Const: 13	Ht. pts: 40
Men Str: 15	Int: 9	
Dext: 10	Char: 9	

Phys. Mot. (2)

~~Quills~~

Quills

Shapechange

Men. Mot. (2)

Heightened brain talent

Heightened intelligence

8
2
3
5
8
2
2
2
1
3
7
10
10
10